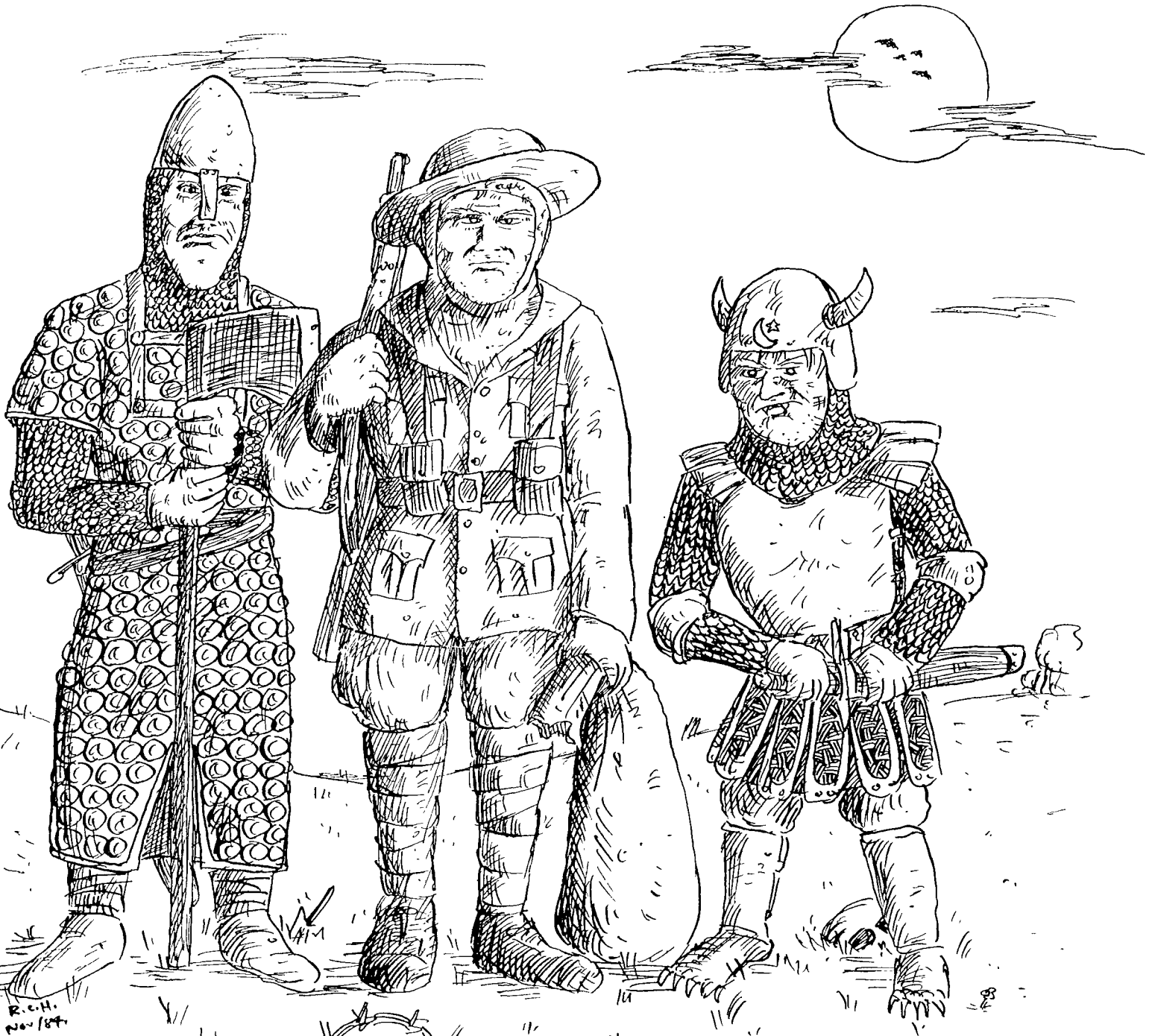


NO 6



'1066'

DIPLOMACY.

डडडडडड.

Ralph Horsley

JANUARY

VIENNA

Where am I ?
 In the Village.
 What information
 Whose side are you on ?
 That would be telling...

We want information
 Information
 INFORMATION

You won't get it.
 By hook or by crook.
 I am the new number Two.
 Who is number One ?
 You are number Six.

I AM NOT A NUMBER, I'M A FREE MAN.

(Introduction to 'The Prisoner' TV series)

So, this is 1985, is it ? Another year older and deeper in debt. And did we all have a good Christmas ? I think my abiding memory will be my first ever Midnight Mass, which I attended largely for the opportunity of singing some carols to help me get in the festive spirit. My cousin and I decided to take my grandmother to Bristol Cathedral for the occasion, which meant a trek into central Bristol, so we decided to take a taxi. Which was fine. And so was the occasion itself - lots of carols, it reminded me of school. But that shall not be my abiding memory of it all. Oh no. What I shall remember most of all was emerging from the church to find that our return taxi, tired of waiting for us outside when people were queuing up on the Centre, our taxi had disappeared.

Hey ho, so it's Christmas, we'll walk down to the Centre and queue up like the rest. Except that 'the rest' were no less than some 400 strong. And taxis were appearing once in ten minutes. Gulp!

Now what would you do, faced with getting two or three miles out into the suburbs of Bristol at two a.m. on Christmas Day, with no buses and hardly any taxis about, and an eighty-year-old grandmother with you who doesn't quite share your sense of humour about it all ?

We got there, in the end, but did we laugh ? No we didn't (well, that's not true really, I suppose - I think the Grandmother quite enjoyed watching 'the young 'uns' panic at the thought of a three-mile hike).

The rest of Christmas seemed to involve drunken disorder, pressies, the Family, screaming kids (read 'younger relations'), and some of us beating a strategic retreat to the garden to contemplate the wonder of the night sky with a bottle or two.

Then there was a small gathering of some of the 'V-team' in the Talbot to celebrate something or the other, and, of course, who could forget the New Year ? Especially after Bridget and Al and everybody ganaged up and made me sit down and watch 'Singing in the Rain', which, to my horror, I found quite impressive. I felt quite relieved when Graham Freeman and Michael Johnson rang me up in the middle of it to wish me something unintelligible - at least it proved I wasn't the only one suffering from some sort of temporary hysteria.

Apologies must go to John Mainprize, who came down to Bristol to see Ipswich get beaten by Bristol Rovers (so I'm told) on the one day during the last few weeks when I wasn't around to meet up with him. Sad. By the way John, if Ipswich won and my sources are incorrect then I'm sorry, but I only follow football of the American variety these days. Sorry !

Neatly linking on the subject of football, inside this copy of Vienna you should find the rules to Alan Parr's soccer game, 'United', which is for postallplay. John sent me these to run since he would himself like to run a game/league of it. Players interested in joining should write to John directly, or let me know so that I can pass on their names. Whether or not the game will be run independently by John, or totally in Vienna, or something between the two we have not yet sorted out. Space, and the time it takes me to type up all the game reports over a weekend prior to printing, collating and posting on the Monday, means that some serious thinking needs to be done in the near future. All the same, I must admit that I should be quite interested to see if I can find someone with an American Football version of 'United', too, or something similar, which we could maybe run alongside 'United' ? Would anybody else be interested in such an idea ?

The reason I raise the subject of space is that games have been starting at such a prolific rate of late that a certain disorder is beginning to appear, or at least WAS beginning to appear until I 'took steps'.

cont'd/...

One of the steps that has been taken is that Graham is likely to type up his own game reports for his games, starting with the next deadline, which means that in effect Vienna will have a sub-zine. Whether or not this means that Kiel, Montevideo and Oxford, along with any new games Graham starts, will have an earlier deadline to allow for a judgement, typing and THEN posting is for Graham to decide. However, one thing is certain, and that is that the man himself has removed himself from Leeds, and is now a fully-fledged Londoner. Let's hope that these southern climes will have a civilising influence on him...

Which brings us to the idea (Grahams) of a 'Viennameet' in Dig Smokey itself. No date or venue is certain as yet, but late February and a real ale pub with the relevant name 'Empress of Russia' have been mooted. If anybody is interested in meeting up with some of the cartoon characters they play against, including yours truly and a brigade from Bristle, then please do get in touch - either with Graham or m'self. It will probably have to be on a Friday or Saturday. Just a drink or two and a little light conversation, maybe?

And then there is the long-awaited return of Simon to these pages, with him lifting the mantle of the strategy articles from my shoulders. Having dealt with Turkey in V-1, he now turns to Russia with 'Enter the Behemoth'. Apologies are due to Simon that I could not find room for his revised rules for Lew Pulsifers 'Holy Roman Empire' variant, but these will appear in the next issue of Vienna - two or three people have already expressed an interest in seeing this particular variant, so it is long overdue. Simon is prepared to run a game or two of HRE, and a waiting list is herewith opened (even in advance of your seeing it. Oh well...).

What else? Well, if you read on you should find 'Archipelago', Joe Chambers and Jon Millers variant, a letters page or two including a few questions and fewer (evasive) answers about 'World Domination' (Queensland players take note), the usual games section and a Gamestart for the second Cluedo game - Orient Express. This will not be a full game, but some people have been waiting a long time to start playing, so there we go - it should still work, even with fewer than six players, since the GM can effectively compensate for the lack of a full roster. Also, I've decided to do away with the secrecy surrounding players names, since I'm not too sure that it really makes any difference - or would the 'Six Little Indians' disagree? Intriguingly, I note that another 'zine has started to run Cluedo. Wonder if he uses a similar system? Must find out...

And while we're on the subject of American Football (which we are now), you might as well know that I'm backing the 49-ers, as I have been all season, so there. Of course, you lot all have the advantage of me here, since by the time you read this it will be all over, signed sealed and delivered, but at the time of typing (and a very frantic typing it is too, I might add, since I want this copy of Vienna in its envelope before 6-00 p.m. on Sunday - guess why?) nothing is certain at all. All the same, Miami did look formidable in the AFC championship game... (what am I saying?). Oh - and yes I know I spelt Superbowl wrongly once in V-5, but originally it was called the 'Superball'. Learn something new everyday, right? I learnt it because I had been reading 'The History of the Game' just before the typing in question, hence the mistake. All the same, thanks to those of you who wrote in thinking to humiliate me by pointing out the mistake. Better luck next time, eh?

One thing I do need to do is say a big 'sorry' about the printing last time. In the shop where I get all the paper, ink and stencils, they stock all the tubes of ink close together. Some are marked 'for use with Roneo machines only', some 'for use only with Gestetnar machines'. Since I've got a Gestetnar, it helps if I buy Gestetnar ink. Given this, and given that I was SURE I checked the label before leaving the shop, how come I was the none-too-proud owner of one tube of Roneo ink on printing day (a Sunday)? Don't ask me. Under the circumstances, I experimented with the Roneo ink, tried mixing it with a little bit of Gestetnar left over from V-4, and game up with the spectacular visual effects you can savour again if the label on this new tube is mysteriously transformed before the weekend.

Well, I think I've waffled on for quite long enough now, and so I'll pass you on to Johnnie C. What follows will be the penultimate installment of 'The Great War', the last episode turning to the aftermath.

Having said that, I'm not sure what we shall be introducing to take its place as the 'serious' or 'super-serious' element. John has suggested a questionnaire to find out what people are interested in...

Part VI

Despite the 'holes' in the German plan, their offensive launched on March 21st 1918, which lasted until July, was a military triumph. The preparations had been made in secret, and the Allies had had little inkling of the German plans. The Germans advanced against the British along the Lys, and south along the Somme towards Amiens: a further salient was established across the Aisne and on to the Marne.

But here it was halted. Their troops, lacking the mobilisation that later characterised the blitzkrieg of 1940, were tired and hungry. They were also amazed, and shattered, by the abundant supplies they captured in their advance: if they were hungry, it was clear that their enemy was not.

Further, fresh American troops began to appear in strength. As the British and French began their counter-attacks, German morale began to waver. In their turn they became caught up in the confusion of retreat and defeat, and in late September the Allies cut through the Hindenburg line.

In October the Allies, sensing victory, began their peace initiative. The Germans, in negotiations with President Woodrow Wilson, had appeared willing to accept his 'fourteen points' of January 1917 - as well they might considering that Germany, as distinct from her allies, would lose little by them except the territory of Alsace-Lorraine seized from the French in 1871.

That the Americans conducted these negotiations was a hint at the future balance of world power. Indeed, until the beginning of the war, America was a debtor nation to several European powers (mainly Britain), after drawing on Europe for the funds used to modernize the country and build the railway network.

The US entry into this war, however, could be seen as the beginning of the 'American Dream'. By the end of the war, the USA was a creditor-nation.

Both Britain and France were less than enthusiastic about the Fourteen Points, though they were unwilling to cause a break with Wilson. In the event, the Germans accepted armistice terms on November 11th 1918 which provided for the withdrawal of all German troops from foreign territory to behind the Rhine, the surrender of much military equipment, and the German Navy, and the annulment of the treaty of Brest-Litovsk.

The cost of the war in human lives had been staggering. Perhaps ten million men died in all, and 30 million wounded, some of these stricken and maimed for life. Those ten million were indeed the 'Lost Generation' mourned in every country, and the

wounded comprised an uncertain legacy for the future, the living as distinct from the dead, representatives of the wartime hate and bitterness.

The rough figures are as follows:

British Empire..	1,000,000
France.....	1,500,000
Italy....	500,000
Russia.....	2-3,000,000
USA.....	100,000
Germany...	2,000,000
Austria-Hungary.....	1,250,000
Turkey.....	500,000

Lives lost.

What had all this death and destruction achieved? The Allies were able to impose their terms on the Germans at the Peace of Versailles. By reparation payments, Germany was to be made to pay the cost of the war, but Germany was exhausted. Her exhaustion was to be a major cause of the world's economic difficulties in the inter-war years. The treaties of 1919 and 1920 removed much of Germany's economic power, with the Silesian coalfield split between Germany and the new state of Poland, the iron ore of Lorraine and some of the Saar coalfield lost to France. With this, as a handicap, Germany would have great difficulty in meeting the reparation payments, even with financial help from America.

Nevertheless, the restrictions were imposed, largely with the aim of preventing Germany from making another bid for control of Europe, though all they really did was increase the feeling of bitterness and despair, and sow the seeds of World War Two.

By definition, a Germany which could meet the reparation payments would, in economic terms, be once again the greatest power in Europe. It now seems clear that the only hope for international stability in the west after 1918 would have been a rapid economic recovery in Germany coupled with an effective system of collective security to limit Germany militarily. The League of Nations proved quite ineffective in this role, and the burden of controlling Germany was left to the two European powers responsible for her defeat in the war. The American commitment to world politics did not survive into the peace. The Senate rejected the peace treaties, with the effect that Wilson and America turned their backs on European affairs.

MORE QUESTIONS THAN ANSWERS

I thought I'd try something a little different this time, so I'm drinking coffee rather than tea as I type this. Let's see if it makes any difference to the mood of the occasion, shall we? First up - Railway Rivals...

DAVID WATTS : "...Thanks for the review of Map M in V-4. A couple of comments : firstly, starting from London was tried, but does not give such realistic networks as starting on the northern edge. Also, historically it is more accurate. While the GW, LNW and GN lines were built more or less simultaneously from both ends, the Midland got to London in stages, first reaching Rugby to link with the LNW, then going on to Hitchin on the GN (about F66, I think) before finally building its own line to London via Luton.

Later, the GC built to London from Nottingham. Indeed, with five players the GC route (via Rugby, H16, G20, Aylesbury) is usually developed by the fifth player to get south.

Secondly, you put 'Nene' where you meant 'Trent' twice. It is necessary to put in the Trent, otherwise M41 would be a poor starting point.

As you suspect, the centre has been 'de-weighted'. This is true of most maps as it gives more even games. The more crowded areas tend to have towns left out, while comparatively emptier parts have smaller towns put in. So, for instance, if one part is really five or six times more crowded, I try to make it only about three times as important. The special runs to the edge of the board are again with the same idea in mind - to open the game up and spread it out.

I agree that Map K is a very good map for beginners; maps like J and M are for more experienced players..."

((Sorry about the confusion over Nene and Trent. I am not the most proficient of typists (...when you've all quite finished? Can I continue now - stop sniggering at the back there), and must admit to having recourse to the ole correction fluid more than is good for the senses. It's a pity you can't all see the lovely effect you get on those pale blue stencils with the nice pink corflu...))

Thanks for the letter, David. It's interesting to see the sort of thought and approach that goes into planning an RR map. Once the new RR game gets going (Map K), maybe we can try an article comparing various RR maps, since I'm building up quite a collection now, and keep getting enquiries from people as to which are the best maps to try.

Meanwhile, David has evidently come to an arrangement with Games Workshop for them to market a boxed RR in the near future, which should establish a more widespread distribution for the game. All the same, Railway Rivals, and all other Rostherne games, plus David's own zine, the Rostherne Games Review, are available from : Rostherne Games, 102 Priory Rd, Milford Haven, Dyfed, SA73 2ED. Better value for money you couldn't hope to find...

...and so to Diplomacy, and, most especially, the Endgames discussion.))

DAVID RUSSELL : "...On the subject of endgames, I would agree with most of what Martin Lewis said, although I feel it is going a bit far to expect players to submit regular statements of their plans and negotiations. Perhaps a summary of moves and intentions, say every two years, would suit both players and the GM?

That should be enough to present a coherent story in the endgame report. In any case, I'm not sure I want to disclose the motives and intentions behind each move, even to the GM.

Another idea I had was to run a standard game of Diplomacy with one difference - each player submits an explanation of his orders and a summary of his diplomacy with each set of orders (as suggested by Martin Lewis), but these are published by the CM with each season's results. Care would have to be taken to ensure that the players' reports were honest, and so it might be an idea to try this as a game for the GM's (implying GM's are honest - ha! ha!). This would produce a sort of exhibition game, with each player's plans and tactics on display..."

((I can see what you mean about not wanting to disclose your motives and intentions, since it could be rather embarrassing if they don't work out! But then this would apply just as much in an 'exhibition' game, where the statements sent out were bound to be influenced by what one player wants everybody else to think of him - even if only noble GM's were playing. Even so, I understand that exhibition games along such lines have been run before with some success, and I'm willing to give it a go for a laugh. How about it, GM's? Game 'Vienna', maybe?)).

MARK WESTON : "...There has been much discussion in the letters that you have printed about the role of computers in wargaming and role-playing. What about a computer-moderated Diplomacy game ? It would probably be too strict on misorders, when human GM's would be able to work out what was meant, but at least it would teach people to write their orders properly. It should be possible to write a programme on one of today's micros - perhaps someone should have a go (in fact I think I will !)..."

((Let us know how you get on. To be honest, I think I've heard rumours of such an idea being put to the test elsewhere, but I'm not sure, so don't let that dampen your pioneering spirit !. And this seems as good a place as any to consider professionally-marketed computer games like, say, 'Doomdark', with especial reference to Michael Johnson's letter last time...))

DAVID RUSSELL : "...Well, Michael, it's good to see that no matter how big Doomdarks army, it'll all fit in your mouth (only joking !). What I said in the review was that that it seems 'overly difficult to defeat Doomdark by combat'. To be more accurate, I should have said 'time-consuming'.

In addition, in only my first game I defeated Doomdark by destroying the Ice-Crown, but it took several more games to locate all the Free Lords and gather them to assault Ushgarak. In this respect, I found the combat option difficult. Also, I wouldn't say it was that easy to search around the map for lords such as Rorath, Dregrim and Korinel. I admit though that the combat option is easier than I first thought..."

((And you can't say fairer than that. Meanwhile, still with David...))

"...I don't know why you put in a note apologising for the print quality of V-5 for it was as legible as any so far. I must say that for black and white printing, the covers have all been pretty good, although the blank last page is perhaps a little unimaginative.

Finally, how's the group getting along, and when can we expect the first single ? What do you call yourselves, anyway (no rude words, please)..."

((I think I've covered the print quality episode elsewhere, but when you say 'as good as any so far', do I detect a barbed comment ? Or not ? No, appreciating what a true gentleman you are, David, I shall take it at face value. Anyway, I can now see that you actually said 'legible', not 'good'. Point taken.

As for the covers, well, Richard Jackson must take the credit for getting all the photo-copying done, not I. Sometime, maybe I'll try a little electro-stencilling on the duplicator, but for now, once I've got the art-work done, it's over to RJ for repro-ing that bit of the 'zine. 'Twas he who kindly arranged for the A-3 maps last time. Three cheers for Rich - hip!hip!...

...but what's this ? Criticising the old fly-sheet on the back ? My trade mark, no less ? I'll have you know, sir, that that is my favorite part of the 'zine. At least it doesn't involve too much fore-thought ! If it's good enough for a Dostoyevsky novel, it's good enough for 'Vienna'.

On the subject of the band, we are in the process of selecting a new name. Any ideas ? For the purposes of writing TV and film music Tim and I operate under the name of 'Musicology', but the band we were in used to be called 'Rick Egans Famous Five'. Well, not really. In truth it was only called 'The Famous Five', but I always thought the other name would have worked better. Wonder why nobody else thought the same ?

Single ? What single ? We've been so busy / lazy of late, we haven't even finished the demo tape yet. Tell you what, though, when we've finished it and sent it off to a few record companies, how about everybody writing in to say what a really great group we are, and how we ought to be given a multi-million pound advance and signed up straight away ? No ? Oh well, it was worth a try, I suppose.))

LEE TAYLOR : "...If you want to plug something, how about 'Star Fleet Command' ? It's not just a Star Trek fan club : each member has a rank and is assigned to a starship in his/her area - I am on the 'Hood'. For a measley fee you receive an identification card, assignment sheet and a flashy-looking 'Certificate of Commission' - well worth framing ! You also receive regular newsletters..."

((Anyone interested should contact Lee Taylor at 45 Buchanan St, Blackpool, Lancs, since signing up new trekkies evidently helps with his promotion. An 'Enterprising' chap, our Lee (see ? Not a 'beam me up' cliché in sight !))