

JAMES DUNNIGAN is last in this chapter only because I have known him for the least amount of time, just about a year. Jim is at present an aspiring historian, pursuing his chosen field as a student at New York's Columbia University.

A series of published monographs: "Ardennes Offensive," "Battle for France," "Guadalcanal Campaign," and "German Weapons and Tactics in World War II" attracted the attention of the Avalon Hill Company who commissioned Jim to create the game of JUTLAND. This was followed by "1914" and both games, which Jim characterizes as antiwar war games, are currently available.

Jim is also the vice-president of Project Analysis Corporation, which publishes the fascinating magazine *Strategy and Tactics*. Under the auspices of PAC, Jim devised a game, ORIGINS OF WORLD WAR I, which has been used as a learning tool in a number of high schools. From this game an entirely new game was evolved specifically for inclusion in this book. I'll let Jim state in his own words the purpose of the game.

"This is a political-strategy game in which five players represent the five major nations in pre-World War I Europe. They must compete against each other to achieve each nation's 'national objectives.' While actual 'war' is not allowed in the game, the play should show quite clearly how tensions developed to such a high pitch by 1914."

ORIGINS OF WORLD WAR I *by James Dunnigan*

- *Number of players.* Five.
- *Equipment.* A board as shown in the illustration. This can be as simple, or as elaborate, as desired.

A set of poker chips (fifty white, twenty-five red, and twenty-five blue). If a smaller board is used, cardboard squares (about 1/2" on a side) will serve in place of chips.

Five cards on which are printed BRITAIN, FRANCE, GERMANY, RUSSIA, and AUSTRIA-HUNGARY (one nation per card).

One die.

- *To start.* Each player chooses a nation and takes the card representing that nation. Or the cards can be shuffled and dealt to the players at random. The players then seat themselves around the table in the following order: Britain, France, Germany, Russia, and Austria-Hungary. Britain will play first followed by the other nations in order.

- *The play.* Each player in each turn places the number of "Political Factors" (PF's) to which he is entitled. (See the board. Britain has

Nations & PF's	Embassies				
	(Britain) *	France	Germany	Russia	Austria-Hungary
BRITAIN 14	(Britain) *	France	Germany	Russia	Austria-Hungary
FRANCE 12	Britain	(France) *	Germany	Russia	Austria-Hungary
GERMANY 16	Britain	France	(Germany) *	Russia	Austria-Hungary
RUSSIA 10	Britain	France	Germany	(Russia) *	Austria-Hungary
AUSTRIA-HUNGARY 10	Britain	France	Germany	Russia	(Austria-Hungary) *
ITALY	Britain	France	Germany	Russia	Austria-Hungary
SERBIA	Britain	France	Germany	Russia	Austria-Hungary
RUMANIA	Britain	France	Germany	Russia	Austria-Hungary
BULGARIA	Britain	France	Germany	Russia	Austria-Hungary
GREECE	Britain	France	Germany	Russia	Austria-Hungary
TURKEY	Britain	France	Germany	Russia	Austria-Hungary
FAR EAST	Britain	France	Germany	Russia	Austria-Hungary
AFRICA	Britain	France	Germany	Russia	Austria-Hungary

fourteen PF's per turn; France twelve; etc. When using poker chips a white chip represents one PF, a red chip represents five PF's, and a blue chip represents ten PF's.)

The PF's are placed in the player's embassies in the nations that he wishes to influence. A player is limited to placing a maximum of five PF's in any one embassy during a turn, but may in subsequent turns add more PF's.

A player may, in order to combat the influence of another nation, place PF's in his own. These are placed in the spaces marked with an asterisk. Any number of PF's can be placed in a player's own nation during a turn (up to the number he is allowed per turn).

● *Diplomatic attacks.* In each turn a player may, if he wishes, make a "diplomatic attack" on a nation whose influence he wishes to reduce. The attack is made after placing his PF's, and a player may not make more than one attack per turn.

In order for an attack to take place the two players involved must have PF's in a common nation, which may be the same as either one of the nations in the conflict or may be different from both. The result of an attack is obtained from the "Diplomatic Attack Table" (next page). To use this table the "odds" are required. These are determined by dividing the total number of PF's that the attacker possesses in the common nation by the total number held by the defender in that nation. If, as is usually the case, the result is a fraction, it is rounded out in favor of the defender.

(For example, Russia has sixteen PF's in its Serbian embassy and Austria-Hungary has eight in its Serbian embassy. If Russia chooses to attack, the odds are 2 to 1. Even if Russia had as many as 23 PF's to Austria-Hungary's 8, the odds would still be 2 to 1.)

If the attacker has less PF's than the defender, the "Less than 1 to 1" column is always used. (In the above example if Austria-Hungary chooses to attack Russia, the odds are "Less than 1 to 1.")

After the odds are determined, the die is thrown and the number matched to the proper column to obtain the result.

(For example, Britain, with twelve PF's in Britain, attacks Germany, who has eight PF's in Britain. The die turns up with a 4. Under the "1 to 1" column "EX" is found. Each nation loses eight PF's and Britain remains with four.)

● *Obtaining treaty rights.* When a nation has ten or more PF's in its embassy in another nation, it has obtained "treaty rights" from that nation. (To make this easy to see, a blue chip is placed on top of the pile of PF's in that embassy.)

Diplomatic Attack Table

Die Throw	Odds				
	Less than 1 to 1	1 to 1	2 to 1	3 to 1	4 to 1 or over
1	AE	AE	AE	EX	EX
2	AE	AE	EX	EX	EX
3	AE	EX	EX	EX	EX
4	EX	EX	EX	EX	DE
5	EX	EX	EX	DE	DE
6	EX	DE	DE	DE	DE

AE—(Attacker Eliminated) signifies that all of the attacker's PF's are eliminated, while the defender does not lose any.

EX—(Exchange) signifies that the nation with the lesser number of PF's loses all of them, while the other nation loses an equal amount.

DE—(Defender Eliminated) signifies that all of the defender's PF's are eliminated, while the attacker does not lose any.

If, due to a "diplomatic attack," the PF's are reduced below ten, the "treaty rights" are lost until the PF's are again built up to ten or more.

● *Ending the game.* After all the players have had ten turns the game is ended. The situation at this time is compared with the "national objectives" (Chart p. 77) of each of the five nations and points are awarded to each in accordance with their fulfillment of these objectives.

The player with the most points is the victor. In case of a tie the victory is shared.

● *Making deals.* Players are encouraged to make deals with each other and negotiations can take place at any time during the game. Any type of deal can be made except that PF's cannot be transferred between players and players cannot combine their PF's in a nation in determining the odds for an attack against another player with PF's in that nation.

Players may agree, however, to each attack the same opponent when it is their turn. In this way it is possible to wear down a player

with a large number of PF's in a nation and eventually cause him to lose his treaty rights.

Another type of deal is for one player to refrain from interfering with another player's exclusive treaty rights in return for assistance in some other area.

Deals are not enforceable by the rules of the game and any player is free to go back on his word any time that he feels it is to his advantage to do so. The only defense against being taken is to know the reputation of the one you are dealing with or, pragmatically, to "do unto others before they do unto you."

• *Alliances.* Two players, at any time, may form an alliance between their nations. This is a permanent agreement to work together for the duration of the game. (Jim Dunnigan allows a player to back out of an alliance. This, I believe, makes them meaningless.)

Alliances do not change the rules of the game. PF's cannot be transferred between allies or combined in making an attack. If one of the allies can earn points by obtaining treaty right from the other, he must have ten or more PF's in the embassy in order to collect the points.

At the end of the game the points of both allies are added together and if this total is equal to or greater than the combined total of the other three players, the allies have won the game. If not, the highest score among the individual players determines the winner.

It is possible during a game for two different alliances to be formed. Either alliance wins by having at least as many points as the total of the other alliance and the fifth player. In this case the individual player can win with even a low score if he succeeds in bringing about a balance of power between the two alliances. (For example, Britain and France are allied and score 10 points and 11 points respectively for a total of 21. Germany and Austria-Hungary are allied and score 8 points and 16 points respectively for a total of 24. Russia scores 5 points. The 24 points scored by Germany and Austria-Hungary are less than the 26-point total scored by the other alliance plus Russia. Russia therefore ends up the winner.)

• *Play by four or three players.* Although ORIGINS OF WORLD WAR I is definitely best when a full quota of five participate, in a pinch four can play by forming an alliance at the beginning of the game and assigning the alliance to one of the contestants who, of course, plays each nation separately. When only three participants are available, two can be given alliances while the third player handles the remaining nation.

National Objectives

BRITAIN:	Treaty Rights from Italy	_____	3 points
	" " " Greece	_____	1 point
	" " " Turkey	_____	2 points
	" " " Far East (exclusive)	—	4 points
	No other nation has more than 12 points	—	10 points
FRANCE:	Treaty Rights from Britain	_____	2 points
	" " " Russia	_____	3 points
	" " " Italy	_____	1 point
	" " " Africa (exclusive)	—	5 points
	If Germany has not received Treaty Rights		
	from or given Treaty Rights to any nation		10 points
GERMANY:	Treaty Rights from Austria-Hungary	_____	4 points
	" " " Russia	_____	2 points
	" " " Italy	_____	2 points
	" " " Africa	_____	3 points
	If Britain has not received Treaty Rights		
	from or given Treaty Rights to any nation		5 points
AUSTRIA-HUNGARY:	Treaty Rights from Germany	_____	4 points
	" " " Italy	_____	2 points
	" " " Serbia (exclusive)	—	10 points
	" " " Rumania	_____	2 points
RUSSIA:	Treaty Rights from Serbia	_____	5 points
	" " " Rumania	_____	3 points
	" " " Bulgaria	_____	1 point
	" " " Greece	_____	1 point
	" " " Turkey (exclusive)	—	5 points
	" " " Far East	_____	3 points

(A nation receives the points for exclusive treaty rights only if no other nation has treaty rights from that nation. For example, if, at the end of the game, Britain is the only nation with treaty rights from the Far East, Britain receives 4 points. If however, any other nation also has treaty rights from the Far East, Britain receives no points for its treaty rights.)