

B R O B D I N G N A G

Brobdingnag #44 1966AV (S 01); 1966AQ (F 01) 21 September 1966

Game 1966AV

Spring 1901

NAVAL CLASH IN EUXINE
HOLLAND CAPITULATES

The moves:

ENGLAND: Fleet London - English Channel. Fleet Edinburgh - North Sea.
(Wells) Army Liverpool - Wales.

FRANCE: Fleet Brest - Picardy. Army Paris to Burgundy. Army Marseilles
(Birsan) supports army Paris - Burgundy.

GERMANY: Army Munich to Ruhr. Army Berlin - Kiel. Fleet Kiel - Holland.
(Shagrin)

ITALY: Army Venice - Piedmont. Army Rome - Venice. Fleet Naples -
(Francis) Tyrrhenian Sea.

AUSTRIA: Fleet Trieste - Albania. Army Budapest - Serbia. Army Vienna -
(Lunroe) Budapest.

RUSSIA: Fleet St. Petersburg (south coast) - Gulf of Bothnia. Fleet
(Zelazny) Sevastopol - Black Sea. Army Warsaw - Ukraine.
 Army Moscow - Sevastopol.

TURKEY: Army Smyrna - Armenia. Army Constantinople - Bulgaria. Fleet
(Lebling) Ankara - Black Sea.

Underlined moves do not succeed. Deadline for moves for Fall 1901 is
Thursday, October 6th, 1966.

Address changes of players. All players are asked to take particular note
of these.

CHARLES WELLS, Playing England, announces that his telephone number is
216-561-5250.

RICHARD A. SHAGRIN, playing Germany, now has address: Room 356, Haggett
Hall, University of Washington, Seattle, Washington,
98105.

JAMES L. LUNROE, playing Austria, now has the following address:
5 Colonial Village Drive, Arlington, Mass., 02174.

BROBDINGNAG is a journal of Postal Diplomacy. It reports games 1966AQ and
1966AV. It is edited and published by J. A. McCallum, Ralston, Alberta,
Canada, and sells for ten cents a copy.

PRESS-RELEASES:

Constantinople, 3 Feb. (Reuter's). His Islamic Majesty, Sultan Abdul Hamid II, has ordered his forces to subdue the recently independent state of Bulgaria. It is believed that pressure from the General Staff and a lack of trust in the Treaty of Bucharest prompted the move. The Sultan and his advisors have made no secret of their dislike of the Treaty, which was forced upon them by England and Russia. Only the new military and economic resources of the Empire gained as a result of the liberalization of laws and customs (not to mention the discovery of oil in Mesopotamia) enable the sublime Porta to make such a move, and the Generals are looking for a quick victory in the war which is almost sure to follow.

Berlin, 1 Apr. (DPG). A peculiar press release was given to the press today at the propaganda ministry. It read: The Tsars and stripes forever. Signed, Kaiser Henry J." - Correspondents were puzzled until they remembered the date.

Paris, 1 Apr. (DPG). "From the halls of Monte Zelazny to the shores of Tripoli, we will fight."

Tarnopol, 7 Apr. (Russkoe Znamia). Initiation of the "Austro-Russian Mutual Assistance Pact" yesterday, is hoped to be influential in curtailing Turkish designs on European conquest. It is now expressed in official communiques that peace in eastern Europe is still possible. Official comment from Turkey is still awaited.

Riga, 16 Apr. (Russkoe Znamia). Diplomats hurriedly scrawled their signatures to the "Scandinavian Peace".

St. Petersburg, 1 May. (Russkoe Znamia). An advance force of the Imperial North Fleet is reportedly enroute to the troubled Swedish city of Stockholm. Norwegian Sea rovers have been pilaging the area without resistance for ten days. The force consists of the Battle Cruiser Samara and an escort of six auxillary ships.

Moscow, 3 May (Russkoe Znamia). Mobilization has begun in this industrial province. Ranks of the Imperial Second are to be filled in preparation for a move south to defend the Turkish border.

Taurida, 6 May (Russkoe Znamia). A major action with the Turkish Fleet in the Black Sea has resulted in a great victory for the Imperial Fleet.

Turkish battle cruisers made a dawn attack upon the fortress of Sevastopol. With the Turks in control of the initiative it appeared to be a black day for the Russians - but then a miracle occurred - The Caucasus Squadron appeared in the Turkish rear. Individual ships began fleeing and soon the entire Turk fleet was in disordered retreat. Reportedly, four enemy Battle Cruisers were sunk (including the Lebling). The Russian Fleet found it necessary to scuttle the Battleship Kuban.

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Game 1966AQ

Fall 1901

BATTLE FOR PRESSBURG LOOMS
CAVALRY CLASHES IN VALLEY OF VAH

GENERAL MOBILIZATION THROUGHOUT EUROPE

AUSTRO-RUSSIAN WAR CERTAIN

The moves:

ENGLAND: Army Edinburgh - Norway. Fleet Norwegian Sea convoys army
(Long) Edinburgh - Norway. Fleet North Sea - Skagerrak.

FRANCE: Fleet Mid-Atlantic - Portugal. Army Gascony - Spain. Army (Thompson) Burgundy - Belgium.

GERMANY: Fleet Denmark holds. Army Ruhr - Holland. Army Munich - (Nelson) Burgundy.

ITALY: No moves received. Armies Venice and Apulia, and Fleet Ionian (Goldman) Sea stand.

AUSTRIA: Army Budapest - Vienna. Army Serbia supports fleet Albania - (Duncan) Greece. Fleet Albania - Greece.

RUSSIA: Fleet Gulf of Bothnia - Sweden. Army Galicia - Vienna. Army (Reinsel) Ukraine - Rumania. Fleet Black Sea supports army Ukraine - Rumania.

TURKEY: Army Bulgaria - Greece. Fleet Constantinople - Aegean Sea. (Greene) Army Ankara - Constantinople.

As a result of these moves the high combattant powers control the supply centres listed below.

FRANCE: 3 home, Spain, Portugal, Belgium. 6 in all; may build 3.

RUSSIA: 4 home, Sweden, Rumania. 6 in all; may build 2.

GERMANY: 3 home, Denmark, Holland. 5 in all; may build 2.

AUSTRIA: 3 home, Serbia, Greece. 5 in all; may build 2.

ENGLAND: 3 home, Norway. 4 in all; may build 1.

TURKEY: 3 home, Bulgaria. 4 in all; may build 1.

ITALY: 3 home. No change.

Deadline for builds is Thursday, 6 October 1966.

PRESS RELEASES:

Ankara, 29 June. An attempt was made on the Sultan's life today. An Austrian agent has been apprehended for the crime. It is expected that the government will take steps to institute sterner security measures. Ankara, 10 July. Turkey today declared war on the Austro-Hungarian Empire. Mobilization of the Third Army has been ordered, with General Confusion slated to command it. The Grand Vizier calls upon all civilized nations to help liberate and extend the teachings of civilization to the decayed lands of the southern Kaiser. The House of Duncan must be destroyed.

Nova Zagora, 1 Sept. At an interview at his headquarters here today, General Collapse was asked his views of the coming campaign. He said, "We will win this war, it is but a matter of time. It is only a matter of how many will be killed. If the Austrians retreat from Serbia and Greece, we will not have to use our secret gas. If one drop of Turkish

blood is shed, the Austrian mobs will be destroyed. We warn you, Austria, as we warned you before, we will overrun you as we overran Bulgaria." Ankara, 30 Sept. Nothing has been heard from either Admiral Pazooza or the 9 black riders. A new military control headquarters is to be built.

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SEALED BAG

CHARLES WELLS, 3678 Lindholm, Cleveland, Ohio, 44120.: Do you want to publish my phone number? If I miss moves will you call me collect, or is it too much trouble?

((+(The idea of having a gamesmaster call a player who ~~doesn't~~ get his moves in by deadline time was instituted, I believe, in Charles' magazine, Lonely Mountain. It had, of course, been used presiously, especially in local games; but he regularized it and made it a routine matter for any player who requested the service. I will be glad to do the same for any player who requests it.

While speaking of getting moves in on time, I don't believe all players realize how remote Ralston is from more populous areas. Mail, even Air Mail, takes a long time to arrive, and players would be well advised to allow themselves a little more time. Of the 14 players in the two games contained in this issue, 3 just got in under the deadline, and two were actually late for the deadline. They made it this time, because I am a day late in publishing but they can't rely on always being so lucky.

Players can, of course, do as they please. But my suggestion is that all players, and especially those in the east, send in a card with a tentative set of moves on receipt of the magazine. Later, if they change their minds as a result of deeper consideration, or in consequence of correspondence with other players, they can always send in revisions. By doing as here indicated they are sure, at least, of having some sort of move in, and are unlikely to be caught completely unprepared. - jamcc+))

DAVE LEBLING, 3 Rollins Court, Rockville, Md., 20852: One more thing: do you permit "black Propaganda"? That is, Propaganda datelined from some one else's territory. ((+(Yes. - jamcc+))

HOWIE J. ZELAZNY, P. O. Box 1062, Melbourne, Fla., 32901.: I have another question for you which might concern the Coastal Crawl. If a fleet is located in Spain (south coast) may this unit support a move to, or a hold in, Gascony? ((+(Not in BRODDINGWAG games. And I believe that the great majority of editors follow the same convention on this issue. There was a very complete discussion of the whole question of supports in provinces with divided coast-lines some time ago in Costaguana, published by Conrad M. von Metzke, P. O. Box 307, Jamul, Calif., 92035. See in particular Volume 1, No. 18, 4 January 1966, Volume 1, No. 20, and Volume 2, No. 4, 28 April 1966. The discussion includes contributions from at least 5 gamesmasters, so that it gives a fairly general survey of how actual games are conducted as far as this particular point is concerned. jamcc+))

SSGT. C. WAGNER, Box 6008, APO, San Francisco, Calif., 96328.: Does it really matter which way the rules are interpreted? It seems to me the important points are that the players in a particular game are (1) aware of all rule ambiguities and (2) aware of how the gamesmaster for that particular game is likely to rule on any one of these problem situations. As Mr. Zelazny points out in BROB #42, the Avalon Hill Company does make decisions on rules for the games they produce. However, they have been known (understatement) to give opposite or conflicting interpretations at different times or to different people. I have run into this problem several times dealing with Blitzkrieg rules. I now make it a part of the routine to discuss rules as the opening moves are made, not to determine what or who is correct, but to find a common ground so that play is not interrupted or plans scuttled because of conflicting rule interpretations. In games with very complex rules, like Blitzkrieg, I play very few games under the same rule interpretation. However, I play no games in which there is a difference of opinion on rules, or at least a convention that suits both parties.

The same method for dealing with rules open to varying interpretation can apply in Diplomacy. If the gamesmasters would periodically outline their views on the known rule problems, players would be aware of which way their particular gamesmaster is likely to go in any given situation and all would be sweetness and light (well, maybe). Granted, this does not standardize the game at all, but is that really so vital? As you have pointed out, one's man's interpretation of a given rule is just as good as another's. Why not pick the gamesmaster whose interpretation of the rule is the closest to your own? All that's necessary is a clear statement on the rules by the gamesmasters. To this end, I'm looking forward to your article defining the known ambiguities in BROB #43.

((+First of all, my apologies for not having put that article in BROB #43, nor in this issue either. One of these days.

Secondly, let me say that, in a general way, I agree with you. What is needed is that a player entering a game, should know what rules will be used in that particular game and that it is a matter of greater or less indifference whether those rules agree in complete detail with the ones being used in some other game.

Having said that, let me say further that the happy state of "sweetness and light" suggested in the paragraph above is nowhere near being realized at the present time. Not a single gamesmaster has stated where he stands on every one of the ambiguities in the rulebook; I doubt very much if there is a single gamesmaster who/what every one knows of the ambiguities is. My reason for wanting to see a revised rulebook is not that I want every game to be played under exactly the same rules, but that I would like every player in every game to know what rules it is being played under, a state which we are by no means in today.

An example may make this clear. One of the things which is quite clear in the present rulebook is the victory criterion. Brannan, an experienced gamesmaster, does not like that criterion. He uses another. His houserules say, in effect, "on this point we adopt another rule than the regular one". A stickler for the rules may be mildly unhappy at the cavalier attitude to the rules, but no one can seriously suggest that a player in one of Brannan's games is being unfairly treated by it. In other words, when the rule is clearly stated it is easy for a gamesmaster to know whether he is happy with the rule or not. If he isn't he is then in a position to state his own, and have all his players understand what he is doing.

Now different is the situation when no one really knows what the rule states. The gamesmaster says, "I play by the book". The player is suddenly surprised to find that what the gamesmaster means by the book, and what he himself means by it are two very different things. A sad case of this occurred a few weeks ago. The gamesmaster ruled according to his interpretation of the rulebook. A player, who thought he was wrong, resigned in a huff. Such things are bound to occur as long as we have a rulebook which is now clear.

In saying that I don't mean that the present rulebook is terribly bad. It isn't. But there is one contradiction in it, and a half-dozen or more ambiguities. They are known now and should be cleared up. The errors are really remarkably few when one considers the very great originality of Diplomacy and its wide departures from previous war games. And, as Calhoun says in his article in Graustark and Diplomania, any revision would, no doubt, leave an undetected error or two behind and might introduce a new one. But that is no argument for not attempting to improve the rulebook. On such a basis, no invention would ever have got beyond the Mark I. stage, and no book would ever have seen a revised edition. --jamcc+))

RICHARD A. SHAGRIN, Room 356 Haggett Hall, University of Washington, Seattle, Wash., 98105.: I disagree with (PROB House)-rule 9, though you are the gamesmaster and I can see that it would be convenient to have a really strong incentive to send in some move, no matter what. It is unclear. Must I write Army of X stands, instead of it being understood? On rules 19 and 20: if a player finds a substitute and leaves the game, and his substitute quits ~~idilthout~~ without finding yet another substitute, what penalty, if any, accrues to the first player? Must he find another substitute, on pain of Boardman-Banishment?

I have quickly skimmed Diplomania #12 and can not find Koning's rule. Was it das? S'il-vous-plait?

P.S. Stop the presses! I have found Koning's rule mentioned in Diplomania #12--am still mystified. Is it a piece dislodged can stand off a unit entering the province it was successfully attacked from? Can it in this game anyhow? Even if it is not Koning's Rule.

You should check your mailing list. I have received two copies of PROB #42. Do you send one to me as a player and one as a subscriber?

((+(PROB house Rule 9, to the effect that if no moves are received from a player, any of his pieces which are dislodged are removed from the board, rather than retreating, is the universal practice in all Diplomacy magazines. Compare Boardman's rule 15. If you want all your forces to stand, order them to do so, and you will have full benefit of available retreats, if one is dislodged. Don't order them and dislodgment means annihilation. This is in full accordance with the principle that it is the players job to play, and the gamesmasters job to referee. All attempts to confuse or combine those functions have resulted in greater or less disaster.

A player who resigns surrenders all his responsibilities to the game from that time forward.

Koning's Rule is almost exactly the opposite of what you have surmised. Under Koning's rule a force dislodged can NOT stand off a unit entering the province it was successfully attacked from. And Koning's Rule is followed in this magazine.

A player in a PROB game gets two copies of any issue which has material for the game in which he is entered. One copy is sent Air Mail

the other surface mail. The two are usually mailed a few hours apart. The idea behind this is to try to ensure that at least one copy arrives, even if the Post Office contrives to lose one of them. There have been instances of Diplomacy magazines being lost in the mail. - jamcc)+))

((+(Then we had two communications which are almost advertisements, rather than letters. They are given below.))

LINN MCRAE, 2323 Fallerflower, Alliance, Ohio, 44601.: S.P.M.C.T.R.M. invades Diplomacy! S.P.M.C.T.R.M. (Special Purpose Executive for Conquest, Terror, Revenge, and Extermination), the original club devoted to Avalon Hill wargaming (Waterloo, Battle of the Bulge, etc.), now is the first club to organize the poor down-trodden players of Diplomacy! Of S.P.M.C.T.R.M., the first to invade is the 8th army of Ohio (Imperial Guards). S.P.M.C.T.R.M. needs you. Write the above address. (What will the IDE say about that use of the word "first"? Perhaps they could have a whole series of team games to decide the issue. -jamcc)+))

JARED JOHNSON, 1548 Rochelle Drive, Chamblee, Georgia, 30005 sends a circular letter which is too long to quote in full. It is being sent to all editors of Diplomacy Journals. He states that he has recently completed a survey of A.H. Wargame players to find out which was the preferred side in any given game. He proposes doing the same for Diplomacy and asks all players to send in their listings of the 7 countries in order of preference. The countries are to be assigned percentages to indicate the chance of each country winning the game, as that chance stands at the outset of the game. (As his examples all add up to 100%, I assume he is not counting draws.) ((+(In this connection, I might mention that I have received two letters taking violent exception to the country rating which appeared in the last issue of HROB. That list was, of course, derived from the results of postal games so far played; it was not my own subjective rating and, in fact, I think it does an injustice to the prospects of two of the countries. However, here is an opportunity for the writers of those letters to express their views. Anyone else who feels he has something of value to contribute, as to the relative strengths of the various countries, should write to Jared. - jamcc)+))

And, CHRIS WAGNER, may I come back to your letter for a little. Your suggestion that a player can always choose a gamesmaster, whose interpretations agree with the player's own, is, unfortunately, not realisable in practice. At the present time of writing, not one of the following gamesmasters is offering a game opening: Boardman, Bouds, Honing, Reinsel, von Metzke, Wells. I am not certain about Brannen but, as I understand it, he isn't opening games at the moment either, though he soon expects to. That list up there includes a very sizable fraction of the better known gamesmasters. With the one exception of Miller, that list includes every gamesmaster who has made a serious contribution to the elucidation and clarification of the rules. (There were several others, notably Smythe and McDaniel, but they are no longer publishing.) So that the freedom of choice, which you think that the player has, to play under a gamesmaster whose concepts of the rules correspond with his own, does not, practically speaking, exist. When a player has a choice in fact, and not merely nominally, there is no doubt that he does with it. The last time that Boardman offered a game he had a full roster within ten days, i.e., virtually by return of mail. If Wells

offered a new game tomorrow, there would be a similar rule to join it. That is, the players are glad enough to get a gamesmaster who knows the rules, whenever they can find one, but they can't always find one.

I think that a new edition of the rulebook, clearer and with the known ambiguities and omissions of the present one removed, would have the effect of ~~join~~ ^{bring} the less knowledgeable gamesmasters to follow a standard game. Any individual gamesmaster could alter the rules at will, of course; there is no law against it. But at least he would be more likely to know that he was playing a variant, and would have thought out why he was doing so, instead of merely drifting into an unorthodox ruling as is not too often the case.

Below is a list of the contradictions, ambiguities, and omissions, in the present Rule book as far as they are known to me:

1. The Honing's rule situation.
2. The compound Honing's rule situation, or Wells' extension.
3. Two forces retreating to the same space.
4. Support by fleets in split provinces.
5. Foordman's dilemma.
6. Treman's rule situation, A.
" " " B.
7. The surrounded force attacked on two sides.
8. The doubly attacked space.
9. The coastal crawl.

In addition there are a number of items where the rulebook is, in fact, clear enough but which have given rise to considerable discussion in the past:

1. The self stand-off
2. The victory criterion.
3. Support standing of a force ordered to move.
4. The spring raid.
5. Convoyed support.
6. The cutting of the cutting of support.
7. Conveying between contiguous provinces.

It should be emphasized that the list is not nearly as formidable as it looks. Many of the items listed practically never arise in actual games. I'll try to give a paragraph or two on the history of these items in forthcoming issues.

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NOTA BENE: There has been a delay in running off this issue. Therefore all deadlines are put back two days to Saturday, October 8th. This applies to both games.

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The railway strike mentioned in an earlier issue has been settled for some time now. A postal strike is now threatening in Canada. If it occurs it will likely be in November. You will be kept informed of developments, and of its effect on the game and its deadlines.