

B R O E D I N G N A G

Brobdingnag #46

1966AQ (Spring 01)

19 October 1966

Game 1966AQ

Spring 1902

CONFUSED SKIRMISHES IN MACEDONIA
REPORTS FROM CRETE OF NAVAL GUNFIRE

FRANCO-GERMAN WAR;
HEAVY FIGHTING IN FLANDERS
ARMY OF RUSS DESTROYED

COSSACKS IN CENTRAL EUROPE
PRAGUE AND PILSEN OCCUPIED
RUSSIANS TAKE NORWAY

The moves:

FRANCE (Thompson): Army Paris supports army Marseilles to Burgundy. Army Brest to Picardy. Army Marseilles to Burgundy. Army Spain to Gascony. Army Belgium supports army Marseilles to Burgundy. Fleet Portugal to Mid-Atlantic.

RUSSIA (Reinsel): Army St. Petersburg supports fleet Sweden to Norway. Army Warsaw to Galicia. Army Galicia to Bohemia. Army Rumania supports army Warsaw to Galicia. Fleet Sweden to Norway. Fleet Black Sea supports army Rumania.

GERMANY (Nelson): Army Burgundy to Belgium. Army Holland supports army Burgundy to Belgium. Army Munich to Ruhr. Fleet Kiel supports fleet Denmark. Fleet Denmark stands.

AUSTRIA (Duncan): Fleet Trieste to Albania. Fleet Greece stands. Army Serbia supports fleet Greece. Army Budapest to Rumania. Army Vienna stands.

ENGLAND (Long): Fleet Edinburgh to North Sea. Fleet Skagerrak supports fleet Edinburgh to North Sea. Army Norway to Sweden. Fleet Norwegian Sea to Barents Sea.

TURKEY (Greene): Fleet Smyrna to Eastern Mediterranean. Fleet Aegean to Greece. Army Bulgaria supports fleet Aegean to Greece. Army Constantinople to Bulgaria.

ITALY (Goldman): Fleet Ionian Sea to Eastern Mediterranean. Army Apulia stands. Army Venice stands.

Underlined moves do not succeed. The French army in Belgium is dislodged and, as it has no available retreats, it is annihilated. The English army in Norway is dislodged and retreats to Finland. Deadline for moves for Fall 1902 is Thursday, 3 November 1966.

PRESS RELEASES

Moscow, 2 Apr.: Minister of War, Karl Chistov, declared before the Duma today that a state of War exists between the Russian Empire and the Austro-Hungarian Empire. This came as no surprise to anyone seeing that Russian forces crossed the Austrian frontier almost 10 months ago. Skirmishes and cavalry clashes have been almost incessant since that

time; though no major battles have yet occurred. Movement of the armies of both powers has been hampered by the usual fall mud and winter snows of the Galician frontier. With the return of spring and better weather, major war can not be long delayed. The Minister concluded his declaration of war speech with the ringing statement that Russia would protect Sweden against the English at all costs.

Ankara, May 15. Cheers and parades rolled through the city this evening in celebration of the renewing of the Italo-Turko-Russian Treaty of Liberation. The Sultan was not present, but the Duke of Greenwich was heard to say, "Let European hungers be satisfied in Vienna". This was a direct reference to the many starving peasants in Styria.

Zara, May 29. Two men were seen to have ridden out of this town just before its inhabitants were mysteriously vaporized. When General Collapse was told this he was heard to laugh.

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CUTTING ONE'S OWN THROAT

Can a country cut the support given by one of its own forces. For instance, if Germany plays, Munich hold; Silesia supports Munich; Prussia to Silesia. Is the Silesian support still good, or isn't it?

The rulebook states: "If a unit ordered to support in a given province is attacked from a different province the unit disregards its order to support, 'turns to face the attacker', and defends its own position. The unit that was to have received support then, of course, does not receive it."

In the example given above there would be no doubt, if the Silesian and Prussian forces belonged to different powers: the support would be cut. However, in the case of forces belonging to the same power, can the move indicated be regarded as an attack? Perhaps we should regard it rather as a case of a relief column coming up to relieve the exhausted troops.

I cannot think of any circumstances in which the set of moves given as an illustration would be a sensible one for the player to make. However, it would not take very prolonged search in the archives of Postal Diplomacy to find examples of completely senseless moves. And one still must know how the question is to be resolved if it occurs. I have refereed for only a total of seven playing "years"; yet I once received a set of moves the equivalent of the above. Fortunately for me, it made no difference to the outcome, in that particular case, whether the force concerned had support or not.

Mr. Calhamer's opinion on this question would be useful.

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SEALED BAG

JOHN BOARDMAN, 592 16th Street, Brooklyn, N. Y., 11218: I quite agree with your and Calhamer's ruling on the "Coastal Crawl". As far as fleets are concerned, "Por-Spa(n.c.)" and "Por-Spa(s.c.)" are different moves. Therefore, "F Por-Spa(s.c.), F Spa(n.c.)-Por" is just as good as, say, "F Rom-Wap, F Tus-Rom".

((+(Readers should also note John's comment on this question, given in Graustark #105. And, John, would you care to express your opinion on the cutting one's own support question, asked above? It should perhaps

be noted that if the move actually does out the support it is the only place in the game where a player is allowed to help the attack on his own forces.)+))

MONTIE J. ZELAZNY, P. O. Box 1062, Melbourne, Florida, 32901: I've been thinking about : the DipCon game which was published in sTab - how about asking the other players in this game if they would be willing to send you opinions of their alliances as was done in the DipCon game?

((+(This has reference to sTab #21, which reports an over-the-board game played at the Diplomacy get together held in Youngstown early in September. The players kept notes of their hopes and fears, the notes being handed to the Gamesmaster who dated and sealed them. They were then published, along with the moves of the game itself. Reading them gives a far better picture of the tensions each player felt than can be obtained by reading the moves alone.

If the players in either of these games wish to send me such notes, they will be stowed away, and published at the end of the game. If you like, put them in sealed inner envelopes with your move submissions, and then even I won't see them, until the game is over. And, if any of you out there don't subscribe to sTab, you ought to. There are : no better Diplomacy magazines, and few as good.)+))

PAT PRICE, 500 North California, Palo Alto, California, 94301, wrote expressing interest in the game. Other editors please note.

TELEPHONE NUMBERS

Two days before the deadline of one of the games I had a card from one of the players in it, saying that he had not received the previous issue of EROB but that he had heard from another player that it was out. Of course I sent him a replacement copy immediately; but with only two days to go before the deadline it was obvious that he would not receive it in time for him to make his moves. So I tried phoning him. I got three different wrong numbers before I eventually got through to the player.

The Post Office is far from infallible: cases of this nature may happen again. I hope not, but it is well to be prepared for the worst. Would all players in both games please let me know their telephone numbers so that, if something of the sort described above happens again, I can make the necessary call with greater dispatch than last time? This is particularly important for those players whose phones are listed under names other than their own. I believe that several of you have phones listed under a relative's name, e.g. a parent. That is bad enough, but the situation becomes almost hopeless for those of you living in, say, a fraternity residence. So I would like to have on file the phone numbers of as many players as possible.

Several issues back I published the phone number of Charles Wells. He asked me to do so. Note, please, that, unless you ask me to do so as Charles did, your phone number will not be published, nor will it be passed on to others. However, I would certainly like to have it on hand, for use in case of an emergency like the one mentioned above.

MOVES CONDITIONAL UPON RETREATS

Already, with one game in the Spring of 1902 and the other still in the Fall of 1901, two players have foreseen the likelihood of being forced to retreat and have sent conditional retreats with their moves. I would like to thank the two players concerned and to recommend the practice to others who foresee occasions when they may have to retreat. It allows retreats to be published with the moves from which they arise and so speeds the game.

However, there will be occasions during the course of these games when there will be retreats called for which the players concerned have not foreseen; there will also be occasions when the retreats have been foreseen but which will be sufficiently complicated so that the player involved will want to see the board before ordering his retreat, and so he will not have submitted a retreat order with his move. To see the board is always the player's right, and he should avail himself of that right when necessary.

In such cases, if there is only one space open the gamesmaster will order the unit to it; in other cases a retreat move must be called. In such cases it is customary, in most Diplomacy magazines, to require the other players to make their following moves, conditional upon the retreat. See, for an example of this, Game 1965B in the latest Graustark #106. At least in simple cases that will be the procedure in MOB also. Players should, however, note that in such cases there is always ~~one~~ more possibility open than the number of available spaces for the retreating force. For example, on a Spring move an army is forced out of Munich and has Bohemia and Silesia open to it. Players are asked to submit their Fall moves, conditional upon the direction of the retreat: there are then three possibilities which have to be considered by neighbouring players, not just two. The unit may be in Bohemia, it may be in Silesia, and it may be off the board. As stated on a previous page, the Post Office is not infallible, and the retreat order may not get through. Players are also fallible and the player involved may neglect to submit his move. In either case the retreating force will be removed. Consideration of that case should be included with the Fall moves of the other players.

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Charles G. Brannan, c/o General Delivery, Berkeley, California, 94701, has announced the forthcoming production of the new Diplomacy 'zine, KALMAR. Editor-in-chief will be Anders Swenson but, for the time being, at least, while Swenson is undergoing military training, all communications should be sent to Brannan, who is one of several assistant editors. Game fee of \$4 for a first game, but only fifty cents for each additional game which is ordered at the same time. Players have choice of country. Apparently Kalmar will be run on the same lines as Wild & Woolly and will have an unlimited number of games: there will always be openings in it for additional players.

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PROBING is a journal of Postal Diplomacy which reports games 1966Ag and 1966AV. A subscription to the end of either of the mentioned games costs \$2. Shorter term subscriptions are at the rate of ten cents per issue; back issues similarly. PROB is edited and published by John A. McCallum, Ralston, Alberta, Canada.