

# FROBOZZ

Issue #1

April 8, 1984

Welcome to the premier issue of FROBOZZ. I hope all of you will enjoy playing here. Before we begin, I'd like to extend my appreciation to Jim Benes, Doug Beyerlein, Bob Sergeant, and Rod Walker. Their help was instrumental in getting this zine off the ground. Thanks, guys.

FROBOZZ's first game is not a new game, but 1981CJ. This game began in Steve McLendon's *Dragon and the Lamb*. When D&L folded, 1981CJ moved to Bob Sergeant's *Saint George and the Dragon*, where I took over as GM. Now that I have decided to publish, the players voted to have the game moved here, and I am only too happy to oblige. This also has Bob's blessing.

1981CJ

Jedi

Winter, 1914

Eng: F spa(sc) r POR; builds F LVP. Fra: Removes F adr, F ion.  
Rus: Builds F SEV.

Spring, 1915

ENGLAND (*Kurucz*) F lvp-IRI, F NAT S F por-MID, F ENG S F por-MID, F por-MID, F BEL H, A PIC S A ruh-BUR, A ruh-BUR, A SIL S A kie-MUN, A kie-MUN, A war-LVN, A lvn-KIE, F BAL C A lvn-KIE, A STP-mos.

FRANCE (*Afflerbach*) F tyn-WES, F mid-por(d,r naf,otb), A SPA S F mid-por, F GAS-mid, A bre-PAR, A VEN-tri, A BOH-mun, A tyo S A BOH-mun(d,r pie,otb), A bur S A BOH-mun(d,r mar,otb).

RUSSIA (*MacKechnie*) F sev-BLA, F eas-ION, F AEG S F eas-ION, A tri-TYO, A VIE S A tri-TYO, A GAL S A VIE, A alb-TRI, A SER S A alb-TRI, A MOS H, A ukr-WAR, A GRE blows kisses to the departing French Navy.

The proposed draw was defeated. A concession to England is now proposed.

Press - Moscow to France (in Tyrolia): In this decayed hole among the mountains/ In the faint moonlight, the grass is singing/ Over the tumbled graves, about the chapel/ There is the empty chapel, only the wind's home./ It has no windows, and the door swings,/ Dry bones can harm no one. (T.S. Eliot, *The Wasteland*).

Moscow to London: But there was no information, and so we continued/ And arrived at evening, not a moment too soon/ Finding the place; it was (you may say) satisfactory. (T.S. Eliot, *Journey of the Magi*).

London to Moscow: Just keeping you honest.

Deadline for Fall, 1915 is 9PM EDT, Friday, May 4, 1984. Sub fee is due from MacKechnie and Afflerbach.

Five players are signed up for the next game: Bruss, Geryk, Kurucz, MacKechnie, and Rusnak. I hope we can get started next issue.

Standby pool: Beyerlein, Milewski. Any more volunteers?

I will be maintaining a collect call list for all games in this zine. Send me your phone number if you want to be called collect in the event of an NMR. I advise you, however, to mail or phone your orders to me, rather than wait to be called. If you are not home when I call, you will be out of luck (and NMRed). The collect call list is designed to protect you if you occasionally forget to send in your moves. It is not wise to rely on it entirely.

FROBOZZ is published at four week intervals by Jeff Richmond, 3313 Platt Road, Ann Arbor, MI 48104; phone number 313-971-7793. Subscription rate is \$3.50 for ten issues. Game openings are available, game fee is \$4.00.

I will be using the following abbreviations and notations in this zine:

NAt = North Atlantic Ocean	Lvp = Liverpool	otb = off the board
Nwg = Norwegian Sea	Lvn = Livonia	nsu = no such unit
Nwy = Norway	Bot = Gulf of Bothnia	nso = not so ordered
Nth = North Sea	Lyo = Gulf of Lyon	imp = impossible
NAf = North Africa	Tyn = Tyrrhenian Sea	amb = ambiguous
NMR = no moves received	Tyo = Tyrolia	d = dislodged
NBR = no build received	U = unordered	a = annihilated
NRR = no retreat/removal received		r = retreats to (or must retreat to)

The names of all other spaces on the board will be abbreviated to their first three letters. You are not required to use these abbreviations when writing your orders. Anything I can understand is allowed. But be careful. Poor abbreviations can sometimes cause an order to be ambiguous. Some players do not use abbreviations at all. This is not a bad idea. A final word of caution: My houserules forbid the use of "Nor" as an abbreviation in any circumstances.

I am enclosing a set of the houserules to everyone who has not received a copy. If I have forgotten anyone, please let me know. I told some of you that I was planning to switch to the 1983 rulebook, but I still have not received the copy I sent away for. Since there is no practical difference between the books, I'm changing my mind and sticking with the old book. This will save me the headache of keeping track of what games are using what rules. I hope no one will be dissatisfied with this.

Do you like puzzles? Here's one to challenge you and give you a chance to win three issues of FROBOZZ to boot. Fill in the diagram below with letters of the alphabet to form words crossword style (reading across and down). You may fill in as many of the boxes as you wish, but each letter combination must form a common English word. No poetic words, contractions, hyphenated words, slang or capitalized words are permitted, and you may not use the same word twice. Scoring: You score points for each letter of the alphabet used. The score for a particular letter is the highest number in a box in which the letter appears. You may use a letter as often as you wish, but it can score only once. Add up the scores for all the different letters you use to find your total score. Whoever submits the solution with the highest score will be the winner and will get three free issues of FROBOZZ. In case of a tie, each winner will earn one free issue.

1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	2	2	1
1	2	3	3	3	3	3	2	1
1	2	3	4	4	4	3	2	1
1	2	3	4	5	4	3	2	1
1	2	3	4	4	4	3	2	1
1	2	3	3	3	3	3	2	1
1	2	2	2	2	2	2	2	1
1	1	1	1	1	1	1	1	1

**ARGENTINA** (*Auxier*) A inca r CUZCO. F DRAKE PASSAGE-chile(imp), F sw atlantic-BUENOS AIRES, F buenos aires-CORDOBA, F cordoba-URUGUAY, A CUZCO H, F south pacific S A CUZCO(imp)(d,r galapagos sea, east pacific, central pacific, coral sea, otb).

**AUSTRALIA** (*Rusnak*) A THAILAND H, F SOUTH CHINA SEA H, F GREAT AUSTRALIAN BIGHT S F new zealand-SOUTH PACIFIC, F new zealand-SOUTH PACIFIC, F KYUSHU S F HONSHU, F HONSHU S F west pacific-NW PACIFIC, F west pacific-NW PACIFIC, F philippine sea-EAST CHINA SEA, F papua-WEST PACIFIC, F western australia-TIMOR SEA.

**BRAZIL** (*Rautenberg*) F nw atlantic-QUEBEC(SC), F BERMUDA TRIANGLE-nw atlantic, F GULF OF MEXICO S A mexico-TEXAS, A mexico-TEXAS, A paraguay-LA PAMPA, A mato grosso-BOLIVIA, F bahia-MOUTH OF THE AMAZON, A AMAZONAS S A mato grosso-BOLIVIA, A ecuador-HONDURAS, A INCA H, F GULF OF PANAMA C A ecuador-HONDURAS.

**CANADA** (*Anderson*) F western mediterranean-SPAIN(SC), F NORTH ATLANTIC S F western mediterranean-SPAIN(SC), F BAY OF BISCAY-france(nc), A UNITED KINGDOM S F BAY OF BISCAY-france(nc), F GREENLAND SEA S A UNITED KINGDOM, F ICELAND-nw atlantic, A DIXIE-texas, F nw pacific-SEA OF OKHOTSK, F ne pacific-CALIFORNIA, F central pacific-GULF OF CALIFORNIA.

**INDIA** (*cd*) F BAY OF BENGAL H, F PERSIAN GULF H.

**JAPAN** (*Sergeant*) F HOKKAIDO S F SAKHALIN, F SAKHALIN S F HOKKAIDO.

**UofSA** (*Browner*) F se atlantic-SW ATLANTIC, F transvaal-se atlantic(usu), F SOUTH

**INDIAN** S F se atlantic-sw atlantic(imp,usu), F RED SEA-eastern mediterranean, F EAST INDIAN S F SOUTH INDIAN, F MOZAMBIQUE CHANNEL-west indian, F ARABIAN SEA S F MADRAS, F MADRAS H, A libya-SUDAN, A kenya-SOMALIA, F WEST INDIAN H(U).

**USSR** (*Wightman*) F NORWAY H, A russia-GEORGIA, A georgia-IRAN, A iran-AFGHANISTAN, A KAZAK S A russia-GEORGIA, A PAKISTAN S A iran-AFGHANISTAN, A MAHARASHTRA-madras, A PRADESH S A MAHARASHTRA-madras, A BANGLADESH S A PRADESH, A assam-BURMA, A honan-SZECHWAN, a siberia-MANCHURIA, A kamchatka-NORTH KOREA, F south korea-SEA OF JAPAN.

**WARSAW PACT** (*Frye*) F NORTH SEA-united kingdom, F east germany-DENMARK, F WEST GERMANY S A FRANCE, A FRANCE H, F spain(sc) S F italy-WESTERN MEDITERRANEAN (d,r portugal,otb), F italy-WESTERN MEDITERRANEAN, F YUGOSLAVIA-eastern eastern mediterranean, A rumania-GREECE, A czechoslovakia-AUSTRIA, A TURKEY S F SYRIA, F SYRIA S A TURKEY.

**WAF** (*Kiersz*) F CENTRAL ATLANTIC S UofSA F se atlantic-SW ATLANTIC, F GULF OF GUINEA S F CENTRAL ATLANTIC, F sahara-MID ATLANTIC, F MOROCCO-spain(sc), A ISRAEL S A IRAQ-syria, A IRAQ-syria, A algeria-TUNISIA, A tunisia-LIBYA, A GHANA H.

### 1982HgP03 Supply Center Chart

ARGEN:	b.air,s.cruz, <del>la pam</del> , <del>bol</del> ,falk is,uru, <del>nc</del> .....	4, -2
AUSTR:	nsw,wau,nter,nze,jav,bor,pap,phil,viet,kyu,HONSH,THAI.....	12, +2
BRAZL:	bel,bah,m.gro,sur,ven,hai,cub,col,napo,pan,hond,ecu,TEX,QUE, LA PAM,BOL,INCA...	17, +6
CANAD:	<del>que</del> ,ont,bc,ala,grn,dix,ice, <del>cal</del> ,uk,SPA.....	9, -1
INDIA:	<del>pra</del> , <del>del</del> .....	0, out
JAPAN:	hok, <del>hoksh</del> ,sakh.....	2, even
UofSA:	ang,tran,moz,mala,gab,zam,som,ken,sud,mad.....	10, even
USSR:	rus,kaz,sib,swe,honan,sze,tsin,iran,mon,ban,pak,raj,kam,s.kor, GEO,NWY,PRA...	17, +3
WPACT:	yug,hun,pol,aus,syr,rum,gra,grc, <del>nyy</del> , <del>gpc</del> , <del>sp</del> .....	8, -3
WAF:	gui,mali,niga,mor,cam,mau,tun,lib,egy,s.arab.....	10, +1

**World War IIb** is a Diplomacy variant created by Bob Sergeant. The above game is GMed by me in Bob's zine, *Saint George and the Dragon*. *Saint George* will be ceasing publication before long (as soon as its regular games are finished). Thus, the **WWIIb** game will be moving here soon. I'm rerunning a recent season here to familiarize you with the game. I hope some of you are interested in it, for standbys are desperately needed. Please tell me if you'd like to standby for **WWIIb**. I will provide standbys with free maps and rules.

**Mini-stumper:** What four-digit number is equal to 13 times the product of its digits? I'll give you the answer next issue.

# FROBOZZ

## HOUSE RULES

1. The 1971 rulebook will be used, with the following changes and additions.
2. Countries will be assigned by preference list.
3. If a player misses the Spring, 1901 moves, the following neutral moves will be used: A: F Tri-Alb, A Vie-Tri, A Bud-Ser; E: F Lon-Nth, F Edi-Nwg, A Lvp-Yor; F: F Bre-Mid, A Par-Pic, A Mar-Spa; G: F Kie-Den, A Ber-Kie, A Mun-Ruh; I: F Nap-Ion, A Ven H, A Rom-Tus; R: F StP(sc)-Bot, F Sev-Rum, A Mos-Ukr, A War H; T: F Ank H, A Con-Bul, A Smy-Con.
4. If a player misses two consecutive seasons, he will be permanently replaced by another player. If no standby can be found, or if the position is not playable in the GM's opinion, the position will lapse into permanent civil disorder.
5. If a country which is in permanent civil disorder must remove one or more units due to loss of supply centers, those units which are not in supply centers will be removed first. If more units are equally eligible for removal than need be removed, the tie will be broken by applying the book rule on civil disorder removals.
6. Units dislodged during an NMR will be allowed to retreat.
7. The nationality of a foreign unit must be specified in order to support or convoy that unit. Failure to do so will render the order invalid.
8. Moves must have a player's name, country, game number or name, season and year, date sent, and signature. Moves for more than one game should be submitted on separate pieces of paper.
9. Moves for two or more players on the same sheet of paper are not acceptable.
10. Use of code words is not acceptable.
11. Only white press is acceptable.
12. The use of "Nor" as an abbreviation is never acceptable.
13. Attempted deception of the GM is prohibited and may result in expulsion from the zine and all games therein.
14. All votes will be secret. The GM will announce pass/fail only. Draw or concession votes must be unanimous to pass. Abstention counts as a vote against a proposed draw or concession. NMR counts as a vote in favor.
15. Winter, 1901 will be a separate season. All other Winters will be combined with Spring, unless at least half of the players with units on the board request a separation. NMR counts in favor of separation. The GM may grant a separation upon a single request if he believes the position is complex enough to warrant it.
16. If there is no change in the supply centers held for three consecutive years, the GM will declare a draw among all players with at least one center, unless a player can demonstrate a plan to break the deadlock and his intention to do so.
17. Players must maintain a subscription, or they may be removed from their games. The publisher of FROBOZZ reserves the right to refuse service to anyone.