

HAPPY ST DAVID'S DAY - WHEN EVERY WELSHMAN TAKES A LEEK!

GRAUSTARK

#306

1 March 1974

1972A

"Fall 1916"

DEUTSCHLAND SIEGT!

ENGLAND (Lipson): F Spa(s.c.) S TURKISH F Wes-Mid.

FRANCE (Reif): F Por S TURKISH F Wes-Mid.

GERMANY (Ansoff, vice Huddleston): A St.P-Mos; A War S A St.P-Mos; A Ukr-Sev; A Tyr-Pie; A Mar. S A Tyr-Pie; A Bur. S A Mar; A Gas-Spa; F Lon-Eng; A Mun-Tyr; A Gal-Bud; A Vie S A Gal-Bud; A Boh. S A Vie; F Iri-Mid; F Nat holds; A Sil-Gal; F Bel-Pic.

AUSTRIA-HUNGARY (Honig): A Mos holds.

RUSSIA (De Prisco): A Sev S AUSTRO-HUNGARIAN A Mos; A Arm & A Rum S A Sev.

TURKEY (Murray): A Tri, F Ven, A Pie, & A Bud hold; F Adr. S A Tri; A Ser S A Bud; F Tus S A Pie; F Bla S RUSSIAN A Rum; F Lyo-Wes; F Mid-Gas; F Wes-Mid.

1972A - John Boardman

Underlined moves are not possible. Russia retreats A Mos-Liv. The High Combatant Powers now control the following supply centers:

ENGLAND: Spa. (1)

FRANCE: Por. (1)

GERMANY: Bel, Ber, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mar, Mos, Mun, Nwy, Par, St.P, Swe, Vie, War. (18)

RUSSIA: Con, Rum, Sev. (3)

TURKEY: Ank, Bud, Bul, Gre, Nap, Rom, Ser, Smy, Tri, Tun, Ven. (11)

Germany, having attained its 18th supply center, is the winner. Scott Huddleston, the German player, is on an extended trip, and Peter Ansoff was minding the store for him when the game ended. The first move played by Ansoff was "Fall 1913". The supply center chart appears below; the roster is to the right.

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- E - Joseph Alfenito (dro F03)
- Elliot Lipson
- F - John C. Powell (dro F08)
- Douglas Reif
- G - Scott Huddleston (won F16)
- I - Buddy Tretick (res S08)
- David Ayres (out F10)
- A - Michael Honig (out F16)
- R - John De Prisco
- T - Mark Murray

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
E	3	3	4	2	4	6*	3	3	2	2	2	2	2	2	1	1	1
F	3	4	3	5	4	4	5	4	4	2	2	3*	2	2	1	1	1
G	3	6	8	9	8	6	7	8	11*	11	12	12	15	15	17	17	18
I	3	4	6	5	3	3	3	2	1	2*							
A	3	4	4	4	5	5	4	3	4	4	4	3	2*	1	1	1	
R	4	5	4	4	5	5	7	7	5	6	5	5	3	3	3	3	3
T	3	4	4	5	5	5	5	7	7	7	9	9	10	11	11	11	11

This is the last to be completed of 6 games begun in late 1971 and early 1972. The Gamesmaster would like to thank Michael Honig, John De Prisco, and Mark Murray, who played straight through to the end though two of them had almost no chance of victory. Players and others are asked to send in reviews of the game, to be printed in a future issue of GRAUSTARK.

THE FOLLOWING PEOPLE'S SUBSCRIPTIONS EXPIRE WITH THIS ISSUE: Joseph Alfenito, D. J. Dwyer, Aaron Fogelson, Scott Huddleston, Mike Ritter, Michael Stroz, Rod Walker.

1973BE

TURKS CROSS DANUBE:

"Fall 1908"

ENGLAND (Eisen): F Iri-Nat; F Eng-Bre; A Edi-Bel; F Nth C A Edi-Bel.FRANCE (Strauss): F Nrg-Nat; F Wes-Mid; A Ruh-Bel; F Hol S A Ruh-Bel;
F Hel-Kie; A Mun S F Hel-Kie; A Sil-War.

GERMANY (Sidor): F Den S RUSSIAN A Kie.

ITALY (Heuer): A Ven holds; A Rom S A Ven; F Tun-Ion.RUSSIA (Honig): F Bar-Nrg; F Nwy & F Ska S ENGLISH F Nth; F Bel S A Ber;
A Kie S A Ber; A Ber S A Kie; A Mos-War; A Vie-Tri; A Bud-Ser;
F Sev-Bla; A Rum-Ser.TURKEY (Paulson): A Tri holds; F Adr S A Tri; F Gre-Ion; F Aeg S F Gre-Ion;
F Bla-Rum; A Ser & A Bul S F Bla-Rum; F Con-Bla.

Underlined moves are not possible. Russia retreats A Rum-Ukr or -Gal, or removed the unit. The High Combatant Powers now control the following supply centers:

ENGLAND: Bre, Edi, Liv, Lon. (4) RUSSIA: Ber, Bud, Kie, Mos, Nwy,

FRANCE: Bel, Hol, Mar, Mun, Par, St.P, Sev, Swe, Vie, War. (10)

Por, Spa. (7) TURKEY: Ank, Bul, Con, Gre, Rum,

GERMANY: Deh. (1) Ser, Smy, Tri. (8)

ITALY: Nap, Rom, Tun, Ven. (4)

Italy may build one unit, and Russia must remove one. These orders should be phoned in immediately to the Gamesmaster. The deadline for "Spring 1909" moves is NOON, SATURDAY 23 MARCH 1974. Howard Sidor is now back at his home address.

1973BC

FRENCH KIELHAUL GERMAN FLEET

"Spring 1906"

Although Donald Stehle sent in a new address, he did not send in moves for England. Having missed two moves in a row, he is accordingly replaced by Ronald Kelly, #210, 225 Virginia Ave. SE, Washington, D. C. 20003. Terry Paul also has a new address: Box 903, Dr. Martin Luther College, New Ulm, Minn. 56073.

ENGLAND (Kelly): F Nth-Nwy; F Eng-Nth; F Den-Bal; F St.P(n.c.) holds;
A Yor-Edi.FRANCE (Model): F Tyr S ITALIAN F Nap; F Wes-Lyo; F Mid-Wes; A Mar-Pie;
A Bur-Mun; A Hol-Kie; A Ruh S A Hol-Kie.GERMANY (Scanlan): F Kie holds.ITALY (Paul): F Tun-Ion; F Nap-Apu; A Rom S F Nap-Apu.AUSTRIA-HUNGARY (Lipton): A Mos holds; A War-Pru; A Sil-Ber; A Mun S A Sil-Ber; A Vie-Boh; A Tyr S A Mun; A Tus-Rom; F Ven-Adr; A Tri-Ven.RUSSIA (Drakert): A Ber S GERMAN A Kie.

TURKEY (Carroll): F Ion-Nap; A Apu S F Ion-Nap; F Eas-Ion; F Aeg & F Gre S F Eas-Ion; A Sev wishes it were a fleet somewhere else.

Underlined moves are not possible. The Italian F Nap is annihilated, and Germany must retreat F Kie-Den or -Hel. The direction of this retreat should be sent to the Gamesmaster by IMMEDIATE RETURN MAIL. He will inform the other players, who may make their "Fall 1906" moves conditional on the direction of the German retreat. The deadline for "Fall 1906" moves is NOON, SATURDAY 23 MARCH 1974.

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In GRAUSTARK #302 I wrote that an "Impeach Nixon" ad had appeared in the New York Times on 30 April 1972. This ad actually appeared on 31 May 1972. In either case it was well before the President's investigative agents undertook their Watergate assignment, and shows that the attempt to eject the President is not a consequence of "Watergate".

WIE RHEIN IST DEUTSCHLAND?

"Spring 1938"

	USA	Fra	Bri	Rus	Ger
USA (Jones): Rhi 9, USA 7.		C			
FRANCE (Katzoff): Fra 4, Pol 6.					C
BRITAIN (Drakert): Bri 8, Cze 2, Rus 8.				C	
RUSSIA (Heuer): Pol 15.			11		5
GERMANY (Neiger): Bri 5, Rhi 10, USA 9.			U,7		15
The deadline for "Fall 1938" moves is		4			
NOON, SATURDAY 23 MARCH 1974. Players who			C		
are technically eligible to make attacks,					
but who plan none, should inform the		U,13	U,6	15	
Gamesmaster of that fact. A carload lot of	Rhi 9		8		20
French press releases will appear in the	Rum			C	C
next issue, thus solving the fuel crisis	Rus		8		
for readers not having a sense of smell.	USA 15				9

73.21h

DEMOCRACIES CZECH THINGS UP

"Spring 1938"

	USA	Fra	Bri	Rus	Ger
USA (Jones): Cze 2, Pol 6.		C			
FRANCE (Hendry): Cze 3, Ger 5, Pol 1,					C
Rhi 1.			7	5	5
BRITAIN (Trtek): Bri 4, Cze 4, Rus 6.			10		8
RUSSIA (Smith): Bal 1, Rus 11.	Cze 4	5	U,15		
GERMANY (Kelly): Bri 8, Ger 12.	Fra				
The deadline for "Fall 1938" moves is	Ger	5			36
NOON, SATURDAY 23 MARCH 1974. Please note	Ita				
the information about attacks in 73.20b,	Pol 16	U,6			
and be sure to send in NYSE-listed stocks	Rhi	U,6			12
for each attack. No attack orders will be	Rum			C	
accepted if they are phoned in after the	Rus		U,12	21	
exchange closes on 22 March.	USA				

1973BS

ADRIATIC ALLIANCE ADVANCES ON ALL FRONTS

"Spring 1906"

The "Fall 1905" French move F Lon-Nth should have been underlined as impossible. Following those moves Russia retreated A War-Pru, and Austria-Hungary built A Vie, A Bud, A Tri.

ENGLAND (Pickard): F Iri-Mid; F Nth holds.

FRANCE (Lanham): F Lyo-Wes; F Spa(s.c.) S F Lyo-Wes; F Mid S F Lyo-Wes; F Lon-Yor; A Par-Gal; A Mar-Pie [sic; no such unit exists]; A Bur S
GERMAN A Hol-Ruh; A Bel not ordered, holds.

GERMANY (G. Tesser): A Hol-Ruh; A Kie S A Hol-Ruh; F Den S A Kie.

ITALY (Murray): F Bla-Con; A Arm-Ank; F Tus-Lyo; F Tyr S F Tus-Lyo; A Pie-Mar; F Wes-Spa(s.c.); F Naf-Mid.

AUSTRIA-HUNGARY (Lariton): A Ukr-Mos; A Sev S A Ukr-Mos; A Sil-Pru; A War S A Sil-Pru; A Mun-Kie; A Ber S A Mun-Kie; A Tyr-Mun; A Tri-Tyr; A Vie-Boh; A Bud-Gal; F Gre holds.

RUSSIA (Trtek): A Nwy holds; A Pru-Sil; F Swc-Bal; A Mos-St.P.

Underlined moves are not possible. Italy retreats F Wes-Tun and Russia retreats A Pru-Liv. The deadline for "Fall 1906" moves is NOON, SATURDAY 23 MARCH 1974.

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John Beshara will mail out "Spring 1913" adjudications to 1971BG players, and set a deadline for "Fall 1913" moves. Both sets of moves will be printed in GRAUSTARK #307.

VBI EST QVISQVE?

Phase	I. <u>Dority</u>	II. <u>Fong</u>	III. <u>Hulland</u>	IV. <u>Lehtonen</u>
Af- ter 2D:	Grl2B GaA*; Gr 15B GrB*(Iy); Gr5B HsC*; Gr 20B ItA*; Ps7B SyC; Sc4B AfB*; Sc3B DaA*; Sc5 BP DaA*(Yh); Sc 7B ThB(As); Sc 2N AfA*	Grl2B GaA*; Gr 15B GrB*(Iy); Gr5B-HsC*; Gr 20B ItA*; Psl2B SyC; Sc4B AfC*; Sc3B DaA*; Sc5 BP DaA*(Th); Sc 7B ThB(As)	Grl2B GaA*; Gr 15B GrB*(Iy); Gr5B-HsC*; Gr 20B ItA*; Ps6B AsB; Sc4B AfC*; Sc3B DaA*; Sc5 BP DaA*(Th); Sc 7B ThB(As)	3RL ItA; Grl2B GaA*; Grl5B GrB* (Iy); Gr5B HsC*; Gr20B ItB*; Psl2B SyA; Sc4B AfB*; Sc 3B DaA*; Sc 5BP Da A*(Th); Sc 7B ThB (As)
2E:	No moves rec'd. 1L AfB, 3L IyA, 3L SyC, 4M SyC, 2L ThB, & 10M ThB hold.	1L AsA-AsC-TaA; 2L AsC-TaA; 2L IyC-IyB-ThA-ThB; 1L AsA, 2L IyA, 3L SyC, 10M SyC, 1L ThB, & 10M ThB hold. 1N raised in TaA.	No moves rec'd. 1L AgB, 1L CyA, 1L IyA, 1L ThA, 4L ThB, & 10M ThB hold.	4L ItA-SiA; 1L AgB, 3L SyA, 10M SyA, & 10M ThB hold. 4N raised in SiA.
2F:	None.	TaA: 3L vs. 1N. 3:l. (4), $\frac{1}{2}$ Ex. -1L, -Ta1N. SyC: 3L & 10M vs. Ps 12B 1:l. (3), Ex. -Psl2B, 3L, 9M;	None.	SyA: 3L & 10M vs. Psl2B 1:l. (2), $\frac{1}{2}$ Ex. -Psl2B, 3L, 4M. ThB: 10M vs. Sc7B 1:l. (5)-. SiA: 4L vs. Si4N 1:l. (4)-.
2G:	None.	None.	None.	None.
2H:	Ag, As, Cy, Gc, Iy, Sy($\frac{1}{2}$), Th($\frac{1}{2}$). Ps:Ar, Ms, Ps.	Ag, As, Cy, Gc, Iy, Sy, Ta, Th($\frac{1}{2}$). Ps:Ar, Ms, Ps.	Ag, Cy, Gc, Iy, Th($\frac{1}{2}$). PS:Ar, As, Ms, Ps, Sy.	Ag, As, Cy, Gc, Iy, Sy, Th($\frac{1}{2}$). Ps:Ar, Ms, Ps.
2J:	-4ScB ThB	-4ScB ThB	-4ScB ThB	-4ScB ThB
2K:	39+40-18=61 Ps:23+27-14=36	34+44-18=60 Ps:13+27=40	33+24-16=41 Ps:33+47-12=68	39+44-16-15=52 Ps:13+27=40
2L:	None. (3-3L, 6-5B)	None. (4-4L, 7-12B)	None. (3-2L, 4- 2L, 6-6B)	None. (4-4L, 7- 12B)
2M:	None.	None.	None.	Grl5B GrB
3A:	None.	None.	None.	None.
3B:	None.	None.	None.	None.
3C:	AfB: Sc4B vs. 1L 4:l. (4), $\frac{1}{2}$ Ex. -1L, Sc1B. SyC: Ps7B vs. 3L & 4M 1:l. (5)-.	None.	None.	SiA: Si4N vs. 4L 1:l. (4)-.
3D:	Pc2BP in PcA (6,1) (Gc) for all players.			

Henceforth all Barbarian units having destinations will be listed with those destinations. The destination of the Grl5B in GrB was incorrectly given as As in GRAUSTARK #305; it is Iy. Phases are given the same abbreviations as in the rule sheet. In Phase I, forthcoming replacements are listed; if there are Legions to be replaced on Turn 3, please include your orders for them in your next moves. The deadline for 532 AD orders is NOON, SATURDAY 16 MARCH 1974. On page 11 some of your questions about the rules of this game are answered. Note that in IV, above, the Ps 12B should have been moved from SyC to SyA in the last issue.

WHERE IS EVERYBODY?

Phase	V. Paulson	VI. Scensny	VII. Scher	VIII. Ver Ploeg
Af-ter 2D:	Gr12B GaA*; Gr 15B GrB*(Iy); Gr 5B HsC*; Gr20B ItA*; Ps12B SyB; Sc2B AfB; Sc2N AfA; Sc3B DaA*; Sc5BP DaA*(Th); Sc7B ThB(As).	Gr12B GaA*; Gr 15B GrB*(Iy); Gr 5B HsC*; Gr20B ItA*; Ps9B MsC; Sc2B AfB; Sc2N AfA; Sc3B DaA*; Sc5BP DaA*(Th); Sc7B ThB(As).	Gr12B GaA*; Gr 15B GrB*(Iy); Gr 5B HsC*; Gr20B ItA*; Ps12B SyC; Sc2B AfC; Sc2N AfA; Sc3B DaA*; Sc5BP DaA*(Th); Sc7B AsA.	Gr12B GaA*; Gr 15B GrB*(Iy); Gr 5B HsC*; Gr20B ItA*; Ps12B SyC; Sc4B AfC*; Sc3B DaA*; Sc5BP DaA* (Th); Sc7B ThB (As)
2E:	3L AfB-AfA; 2L AgB-GcA-GcB-IyA; 1L AsA-GcB-IyA; 1L AsA, 3L SyB, 1L ThA, 10M SyB, & 9M ThA hold.	1L AsA-GcB-IyA; 2L SyC-AsA; 3L ThB-ThA-IyA-IyC; 1M ThB-ThA; 3L AfB, 9M ThB hold.	3L AfB-AfA; 2L AgB-AfB; 1L IyB- IyC; 1L ThA- ThB-AsC-AsB; 1L AgB, 3L SyC, & 10M SyC hold; 5M raised in AsA.	No moves rec'd. 3L AgB, 1L AsA, 2L IyA, 1L IyB, 1L IyC, 3L SyC, 1L ThB, 10M SyC, & 10M ThB hold.
2F:	None.	ThB: 9M vs. Sc7B 1:1. (5)-.	AfA: 3L vs. Sc 2N 1:1. (4)-.	None.
2G:	None.	None.	None.	None.
2H:	Ag, As, Cy, Gc, Iy, Sy($\frac{1}{2}$), Th($\frac{1}{2}$).	Ag, As, Cy, Gc, Iy, Sy, Th($\frac{1}{2}$).	Ag, As($\frac{1}{2}$), Cy, Gc, Iy, Sy($\frac{1}{2}$), Th.	Ag, As, Cy, Gc, Iy, Sy($\frac{1}{2}$), Th($\frac{1}{2}$).
2J:	-4ScB ThB, -1 ScB AfB	-4ScB ThB, -1 ScB AfB	-4ScB AsA, -1 ScB AfC	-4ScB ThB
2K:	35+40-22-4=49 Ps: 13+27-24=16	33+44-18=59 Ps: 3+27-18=12	31+36-22-1=44 Ps: 13+27-24=16	33+40-24=49 Ps: 13+27-24=16
2L:	None. (3-1L)	None. (4-3L, 7-3B)	None. (4-1L)	None.
2M:	Sc3B ThB, Sc1B AfB	None.	Sc1B AfC	None.
3A:	None.	None.	None.	None.
3B:	None.	Ps9B MsC-SyC; 10M raised SyC.	None.	None.
3C:	None.	None.	None.	None.
3D:	Pc2BP in PcA (6,1) (Gc) for all players.			

Note that in Phase 3B, the Barbarians in DaA and GrB failed to get die rolls enabling them to cross the borders. Such situations for Phases A, B, G, or like cases will simply be indicated as "None". Players are again cautioned that, if there is a possibility that Barbarians will enter the Empire in the next turn, you should submit conditional orders for the Militia of the affected province(s). These conditional orders should be freshly submitted with each move.

1973BQ

"Winter 1905"

Following "Fall 1905" moves, France elected to remove the dislodged

A Bur.

ENGLAND (Pickard): Removes F Edi.

FRANCE (Kollmer): Builds A Bre.

GERMANY (Burce): Builds A Kie.

TURKEY (De Prisco): Builds F Ank, F Smy.

ITALY (Sidor): Removes A Tun, F Tus.
AUSTRIA-HUNGARY (McCuistion): Builds
A Bud.

The deadline for "Spring 1906" moves is NOON, SATURDAY 23 MARCH 1974.

THE NEW POSTAL RATES, or, QUICK, NOW, WHAT DOES "NINE" STAND FOR?

To defray the ever-rising costs of delaying the mail, the US Postal Service is increasing its rates as of 2 March 1974. (Or that, at least, is the currently popular date. USPS employees stress that both the amounts and the effective date of the new rates are tentative, and indeed their inauguration has already been delayed once.) Here, however, is the most recent information.

class of mail	number of ounces															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Domestic																
1st-cl.	10	20	30	40	50	60	70	80	90	100	110	120	125*	125*	125*	125*
air	13	26	39	52	65	78	91	104	117	125*	125*	125*	125*	125*	125*	125*
3rd-cl.	10	10	16	16	24	24	32	32	40	40	48	48	56	56	64	64
Foreign																
1st-cl.	18	31	41	41	92	92	92	92	174	174	174	174	174	174	174	174
3rd-cl.	10	10	16	16	32	32	32	32	56	56	56	56	56	56	56	56

	number of ounces										
	1/2	1	1-1/2	2	2-1/2	3	3-1/2	4	4-1/2	5	5-1/2
Foreign air (I)	21	42	63	84	101	118	135	152	169	186	203
Foreign air (II)	26	52	78	104	125	146	167	188	209	230	251

An asterisk indicates priority mail rate; it is \$1.30 for Parcel Post Zones 7 & 8. Domestic rates apply to Canada and Mexico as well, but not to the West Indies. The first of the foreign air mail rates applies to the Western Hemisphere, and the second to the Eastern. Surface post cards are to be 8¢ domestic and 12¢ foreign; air postcards are 11¢ domestic and 18¢ foreign. Aerogrammes are also 18¢.

New subscription and back issue rates for GRAUSTARK become effective with this increase in postal rates. For subscribers in the US and Canada, subscriptions are 12 issues for \$2. For others, subscriptions are 8 issues for \$2, or for £1, or for 11 International Reply Coupons. (Overseas air mail subscriptions are triple this rate.) Single copies are 20¢ in the US and Canada, and 2 International Reply Coupons elsewhere. Back issues, as available, are 10 for \$1, or 20 for £1 or for 11 International Reply Coupons. A complete file of FREEDONIA (29 issues) is available for \$1.50 in the US or Canada, and \$2 or £1 or 11 International Reply coupons elsewhere. (This publication, since merged with GRAUSTARK, carried postal and across-the-board games of Avalon-Hill's Origins of World War II.) Presently available back issues of GRAUSTARK are 131, 137, 139, 167, 171, 199, 200, 202, 206, 248-250, 252, 253, 257, 258, 271, 273-276, 278-283, 285-287, 289, and 291 to date. Issues 289, 296, and 300 are oversize issues, and are 50¢ each.

Canadian readers should remit in Canadian or US currency, or in Canadian postal money orders payable in US funds. Other foreign readers should remit in US, Canadian, or British currency, in international money orders payable in US funds, or in International Reply Coupons.

GRAUSTARK, the oldest bulletin of postal Diplomacy, is published every third Saturday by John Boardman, 234 East 19th Street, Brooklyn, New York 11226, USA. Diplomacy was designed by Allan B. Calhmer and is published by Games Research Inc. of Boston. Origins of World War II was designed by James Dunnigan and is published by Avalon-Hill Inc. of Baltimore. Fall of Rome was designed by John Young and is published by Simulations Publications Inc. of New York. No game openings are presently available in GRAUSTARK. However, names and addresses of people who send in inquiries are printed periodically, so that other Gamesmasters can contact them.

ITALY ON HER OWN

"One Italian is a tenor; two Italians is a duet; three Italians is a retreat." - Hermann Wilhelm Göring

In recent years it has become popular to malign the military capabilities of the Italian people. Italian defeats at Caporetto in World War I, and in North Africa in World War II, and Italy's sudden change of sides in 1943, are probably made the rationalization for these jokes. And yet on closer inspection the Italian situations in these wars do no discredit to the Italian people. Italy really had nothing vital at stake in either war. The country was dragged into World War I by the British, and into World War II by the Germans. The average Italian soldier could easily see that he was fighting for the interests of other countries, under the orders of venial governments who had abandoned Italy's own national interests. If Italians are given something to fight for, they will fight - the Risorgimento shows that. But there was no reason in either World War why an Italian should put himself into hazard. When he was attacked, he quite sensibly either retreated or surrendered. And Italy is the better for it today.

These facts, unfortunately, are not reflected in some war games that deal with this period. Avalon-Hill's *Origins of World War II* does not make Italy an independent player, despite the fact that Italy's actions and policies were of major importance in the Europe of 1935-1940. And SPI's new game *World War II* makes Italy's policies totally subservient to Germany's; Germany, for example, gets to say whether and when Italy enters the war. By contrast, *Diplomacy* makes Italy a full member of the 'Concert of Europe'.

James Dunnigan, designer of *Origins*, seemed to be uneasy about this matter, and in his notes he devotes considerable space to justifying the non-inclusion of Italy. In the three years that the game has been on the market, several players have tried to work out a scenario for the inclusion of Italy as a sixth player. Two such scenarios have been put forward by Evan Jones and Tom McMahon.

In both cases, no change is made in the basic structure of the game. Political Factor (PF) allocations are slightly different, for other countries as well as for Italy in the McMahon version. Jones adds Ethiopia and Yugoslavia to the regions open to play; McMahon adds not only these but also the Polish Corridor, Sudetenland, Hungary, Albania, and Spain.

In McMahon's version, which was published in *Anschluss* #20 (Joseph O. Antosiak, 422 East Ave., Lagrange, Ill. 60525), Italy plays between

	Turn	USA	FRA	BRI	ITA	RUS	GER
Historical scenario is dealt with. All players get additional PFs, but more are needed, since it takes 10 PFs to establish a control in the first 3 turns of the game. These changes in PF allocations and control rules are	1. (1935)	6	16	21	18	15	12
	2. (1936)	8	15	21	16	17	16
	3. (1937)	10	14	20	15	19	22
	4. (1938)	12	13	20	14	21	30
	5. (1939)	14	12	19	13	25	40
	6. (1940)	16	11	19	12	30	52

McMahon's attempt to make the game more realistic. In an article in the above-mentioned issue of *Anschluss*, McMahon points out that "In 1935, Mussolini... could easily have stood with the western allies - particularly in defense of Austria." Mussolini was in fact very uneasy about German plans for his client-states of Austria and Hungary. There was also the possibility that Britain might have appeased Germany and put her major effort into countering Italian policy in the Mediterranean.

The Jones proposals are worked out in less detail, although they were accompanied with a well-made set of Italian PFs. Jones merely designed a Historical Objectives chart, without specifying Italian PF allo-

NATIONAL OBJECTIVES (Jones)

	USA	FRA	BRI	ITA	RUS	GER
Alb						
Als		C6				C1
Aus	NC2	U1		U4		C4
Bal	NC4				C5	C2
Bri	NC2	U4		U3	U2	U1
Cze	NC4	U2	U2	U1	U3	C3
Eth	NC2	U3	U1	C6		U2
Fra	NU2		U6	U2	U2	U1
Ger	NU2	U2	U3	U5	U6	
Hun						
Ita		U2	U3			U1
Pol	NC5	U2	U3		C4	C3
PCor						
Rhi	NC2	U3				C5
Rum		U1			C3	U2
Rus	NU2		U3			U2
Spa						
Sud						
USA		U2	U5			
Yug	NC2	U1	U3	C2		C2

NATIONAL OBJECTIVES (McMahon)

	USA	FRA	BRI	ITA	RUS	GER
Alb			U1	C1		
Als						
Aus	NC2	U2	U1	U4		C4
Bal	NC5				C5	C2
Bri	NU2	U6		U3	U2	U2
Cze	NC4	U3	U3	U1	U3	C2
Eth	NC1	U2	U3	C5		
Fra	NU2		U4	U2	U2	U1
Ger	NU2	U1	U2	U5	U6	
Hun					C1	C1
Ita	NU2	U2	U2			U2
Pol	NC5	U3	U3		C4	C3
PCor	NC3	U3	U2			C3
Rhi		U5				C5
Rum						
Rus	NU2	U3	U2			U2
Spa	NC2	RC1*	NC1	C4	C4	IC1**
Sud	NC3	U3	U2		U2	C3
USA		U1	U5			
Yug	NC2	U1	U1	C2	U1	U1

cations. In his version Italy plays between Russia and Germany, though in the National Objectives charts of both versions it has been listed as the fourth column to facilitate comparisons. McMahon introduces a new sort of National Objective, indicated by asterisks in the above chart. France gets a point if Russia controls Spain, and Germany gets a point if Italy controls Spain. Neither designer forces the points in each column to add to the same number, nor does this requirement seem to be absolutely necessary for a playable game. Still, making the US capable of getting 9 or 10 points more than Italy seems a bit excessive.

SPI's World War II, criticized in GRAUSTARK #304 for overly complex rules, is an interesting and playable game once the rules by which some events are caused by others can be sorted out. I have found that the easiest way is to make up a chart, country by country, listing these events. Thus, it can be seen at a glance that a German invasion of Russia causes Finland and Rumania (but not Hungary, oddly enough) to raise reinforcements, and that a British attack on Vichy French troops makes Vichy France a full member of the Axis. (The "Battle" of Mers el-Kebir has not yet been completely forgotten in France.) I have sent this chart in to SPI for possible publication in a possible future issue of Moves devoted entirely to this game.

There is a three-player version of World War II, which makes Russia an independent player, but still guarantees that Russia will be more or less on the anti-Axis side. Al Nofi has raised the possibility of a four-

This is a four-player game, with Italy a separate player. At this player's volition Italy could join the Allies, join the Axis, stay neutral, or avoid the big conflict and merely pick up loose real estate in the Balkans. However, it might be a little difficult to work out suitable Italian victory conditions. If Germany manages to sweep Russia from end to end, could Italy really be declared the victor for occupying half the Mediterranean coast?

Another idea under study at SPI would make France, Great Britain, and the United States separate players in a multi-player scenario. This would start to resemble Diplomacy in complexity, with by no means as clear victory conditions owing to the unequal strengths of the different players.

EXCIDIO ROMAE

Several players in the Fall of Rome tournament have raised questions about the rules, which are taken up here.

LEN SCENSNY: The Scenario VI directions say all Militia are active, but the placement of Barbarian forces in Gallia, Hispania, and Africa (not to mention Italia) suggests they are in control. [They are, and in Dacia as well.] Does this mean there are no longer any Militia units to oppose them in those provinces? [Yes.] If Roman forces in strength sufficient to end Barbarian control enter a province, will that province's Militia appear again? [Yes - in support of the Barbarians. They must be eliminated before Rome can gain control of the region.]

LARRY FONG: How come Germanic Barbarians didn't move? [Because after Barbarians take control of a region, only those in excess of the region's victory points leave for the next "Richest Province". There were such excess Barbarians only in Dacia.] Can Militia and Legions attack together as well as defend together? [Yes.]

LEN SCENSNY: I'm assuming Persians cannot be bribed. [Yes; see Herodotus for the Persian nobility's code of conduct.] If part of a province's Militia revolts, can the rest of the Militia in that province be used to help put down the revolt? [No. Furthermore, John Van De Graaf wrote SPI and was informed that "If a hostile force enters a province with revolting Militia, any additional active Militia are mobilized and join the revolution." I am assuming that this applies only to non-Roman hostile forces.]

KENNETH SCHER: Can I bribe Barbarian Regulars to remain in one area of a province while I move troops into another area? [Yes.] Can I bribe Barbarian Regulars while I polish off the Militia in another area? [Yes.] I just had a situation in a game where 6 Legions who had attacked the Scythians in Africa inconclusively, rebelled and marched on Rome. What happens when they arrive? Do the Germans in Italia accept them or do they fight? [The Errata state: "Non-Roman units which enter an area occupied by rebellious Legions must attack those Legions if no other hostile force is present in that area." These are the only circumstances under which Non-Roman forces attack Rebellious Legions. However, if at any time those Legions turn loyal, then there may be conflict between them and the Barbarians.] If Legions rebel, do they count as destroyed if I want to buy new Legions? [No.] Does the "No attack at less than 1:1" rule apply to fractions? If 10 Persian B units attack Syria, and I have 10 Militia and 1 Legion, does that count as less than 1:1 odds for the Persians. [Of course.] The Persians do not have to garrison their provinces because they are held by Militia, right? [Right.] In the Barbarian Attrition phase, just what counts as a province that the Barbarians do not control? I had a situation where 6 Legions were in AfC. The combat phase had been inconclusive...does this rule apply? [Yes. If neither side is in control, then clearly the Barbarians are not in control, and except for their Militia they suffer attrition.]

LEN SCENSNY: To achieve the 3 to 1 superiority over Roman forces, can the Barbarians in control of a province use their Militia? [Yes.]

MIKE LEHTONEN: Why does the Fall of Rome deadline come a week ahead of the publishing date of GRAUSTARK? [Because this tournament is much more difficult to adjudicate than are all 5 Diplomacy games together. I need time to go over the games. Also, as play progresses, I think may need quick adjudications on dubious points. For example, in Games III and VII I don't think the players really expected to find enemy units in Asia by 531. They may have wanted to place the Asian Militia, but now they'll have to wait a turn since they provided no contingency mobilization for it. Yet if I wait for their orders on this, it will delay the tournament further, and it is going to take over a year as is. Besides, with no negotiations, players can get along with a 2-week deadline.]

MINIMAL SOUTHERN STALEMATE POSITIONS

by Eric Verheiden

As anyone familiar with the eastern stalemate positions should know, the following position is usually given as minimal (assuming no French or Iberian centers are owned):

1. A Sev, A Rum, A Vic, A Rom, A Ven & F Ion hold; A Arm S A Sev; A Bul S A Rum; A Tri & A Bud S A Vie; A Nap S A Rom; A Apu & F Adr S A Vens; F Gre S F Ion. Centers: Austria, Italy, Turkey, Balkans, Sev. (14)

Although this position is indeed minimal in terms of spaces controlled, it is not quite minimal in terms of centers. In particular, Vienna can be done without as follows:

2. A Ukr, A Bud, A Tri, A Pie & F Tyr hold; A Rum & A Sev S A Ukr; A Ser S A Bud; A Alb S A Tri; A Ven & A Tus S A Pie; F Nap & F Ion S F Tyr. Centers: Italy, Turkey, Balkans, Bud, Tri, Sev. (13)

The loss of Sevastopol can be withstood similarly:

3. A Arm, A Rum, A Vic, A Pie, & F Tyr hold; F Bla & A Ser S A Rum; A Tri & A Bud S A Vie; A Tus & A Ven S A Pie; F Nap & F Ion S F Tyr. Centers: Austria, Italy, Turkey, Balkans. (13)

Note that the presence or absence of a fleet in Sevastopol is irrelevant for this particular position.

Tunis can be held in either (2.) or (3.) by moving the three western fleets into the blocking formation F Naf & F Tyr S F Wes. This addition gives the east a free unit to play with, which can be used to compensate for the loss of Piedmont in (2.) or (3.) with A Rom S A Tus; A Apu S A Ven. The loss of Ukraine in (3.) can be compensated by A Bul S A Rum; A Arm S A Sev. Finally, the more usual F Nap S F Tyr; F Ion S F Tun holds Tunis for the east without the extra unit.

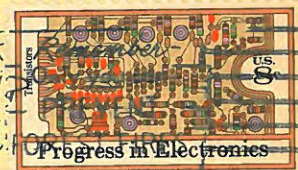
In order to withstand the loss of both Vienna and Sevastopol, further expansion into the Mediterranean is necessary, to the final position:

4. A Arm, A Rum, A Bud, A Tyr, F Lyo & F Wes hold; A Bul & F Bla S A Rum; A Ser S A Bud; A Ven & A Tri S A Tyr; F Pie S F Lyo; F Naf S F Wes. Centers: Italy, Turkey, Balkans, Tun, Tri, Bud. (13)

(My thanks to Doug Beyerlein for getting me started on the right track.)

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* - As far as I know.