

# GRAUSTARK

#313 1971BG, 1973BB, 1973BC, 1973BQ, 1973BS

13 July 1974

1973BB "Fall 1911"

TSAR: "WHAT YOU LOSE IN AUSTRIA  
YOU GAIN IN GERMANY"

ENGLAND (Eisen): F Por-Spa(s.c.); F  
Mid S F Por-Spa(s.c.); A Gas-Mar;  
A Bel-Ruh; F Hel-Hol; F Eng S RUS-  
SIAN F Hol-Bel.

FRANCE (Strauss): F Spa(s.c.) holds;  
F Mar S F Spa(s.c.); A Bur-Bel;  
F Kie-Hol; A Ruh S F Kie-Hol; A  
Ber-Mun.

ITALY (Heuer): A Tri-Vic; A Tyr S A  
Tri-Vic; F Tun-Wes; F Nap-Tyr.

RUSSIA (Honig): F Hol-Bel; F Bal-  
Kie; F Den S F Bal-Kie; A Pru-Ber;  
A Sil S A Pru-Ber; A Vic-Bud; A  
Gal S A Vic-Bud; A Sev-Mos; F Arm-  
Sev; A Ukr S F Arm-Sev.

TURKEY (Paulson): A Bud S ITALIAN A  
Tri-Vic; A Scr S A Bud; A Bul S F  
Rum; F Ank-Arm; F Bla S F Ank-Arm;  
F Ion & F Rum hold; F Adr S F Ion.

Underlined moves are not possible. France retreats F Spa(s.c.)-Lyo and Russia retreats A Vic-Boh; the French F Kie is annihilated. The High Combatant Powers now control the following supply centers:  
ENGLAND: Bel, Bre, Edi, Liv, Lon, Por, Spa. (7)

FRANCE: Mar, Mun, Par. (3)  
ITALY: Nap, Rom, Tun, Ven, Vic. (5)  
RUSSIA: Ber, Den, Hol, Kie, Mos, Nwy, St.P, Sev, Swe, War. (10)  
TURKEY: Ank, Bud, Bul, Con, Gre, Rum, Scr, Smy, Tri. (9)

England, Turkey, and Italy may each build one unit, and France must remove two. These moves should be phoned in at once to the Gamesmaster, who will inform all players. The deadline for "Spring 1912" moves is NOON, SATURDAY 3 AUGUST 1974. Turkey has proposed a general concession to Austria-Hungary.

1973BC "Fall 1908"

WESTERN POWERS POUR IT ON

ENGLAND (Kelly): F Bot-Liv; A Mos S  
F Bot-Liv; F Bal-Pru; A Ber S  
FRENCH A Mun-Sil; A Nwy-St.P; F  
Bar S A Nwy-St.P; F Nth-Kie [sic].

FRANCE (Model): A Mun-Sil; A Bur-Mun;  
A Kie & A Ruh S A Bur-Mun; A Pie-  
Ven; A Tus S A Pie-Ven; F Wes-Tyr;  
F Lyo S F Wes-Tyr; F Tyr-Nap;  
F Rom S F Tyr-Nap.

ITALY (Paul): No move received. F  
Tun holds.

AUSTRIA-HUNGARY (Lipton): A War-Mos;  
A Pru-War; A Ven S TURKISH F Nap-  
Rom; A Sil-Mun; A Boh-Gal; A Tri S  
A Ven; A Tyr-Pic.

TURKEY (Carroll): F Nap-Rom; A Apu S  
F Nap-Rom; A Sev-Mos; A Liv S A  
Sev-Mos; F Ion-Tyr; F Aeg-Ion;  
F Gre S F Aeg-Ion.

Underlined moves are not possible. The French F Rom is annihilated, and Austria-Hungary retreats A Sil-Boh. The High Combatant Powers now control the following supply centers:

ENGLAND: Ber, Den, Edi, Liv, Lon, Mos, Nwy, St.P, Swe. (9)  
FRANCE: Bel, Bre, Kie, Hol, Mar, Mun, Nap, Par, Por, Spa. (10)  
ITALY: Tun. (1)  
AUSTRIA-HUNGARY: Bud, Rum, Scr, Tri, Ven, Vic, War. (7)  
TURKEY: Ank, Bul, Con, Gre, Rom, Sev, Smy. (7)

England may build two new units, and France may build one. The deadline for "Winter 1908" moves is NOON, SATURDAY 3 AUGUST 1974. One player has proposed a general concession to France; if the rest all agree by the deadline it shall be so ordered. Stand-by "Spring 1909" moves for Italy will be asked in GRAUSTARK #314.

## ...LIKE CUSTER NEEDED MORE INDIANS

Phase	I. Dority	II. Fong	III. Hulland	IV. Lichtonen
Af- ter 9D:	Gr12B GaA*; Gr25 B* GrB(Ag); Gr5B GcB*; Gr5B HsC*; Gr6B IyB*; Gr20B ItA*; Gr3BP ThB; Pr2B AsA*; Sc3B DaA*!	Gr12B GaA*; Gr25 B GrB*(Iy); Gr5B HsC*; Gr1BP IyC (Gc); Gr20B ItA*; Sc2N AfC; Sc3B DaA*!	2RL ThB; Gr12B GaA*; Gr25B GrB* (Ag); Gr1B GcB; Gr5B HsC*; Gr6B IyA*; Gr20B ItA*; Gr2BP ThB; Pr10B AsC*; Sc4B AfC*; Sc3B DaA*!	Gr12B GaA*; Gr25 B GrB*(Iy); Gr5B HsC*; Gr1B IyB; Gr2B ItB; Gr6BP IyC(Gc); Sc4B Af C*; Sc3B DaA*; Si4N SiA+; IS-1 2B SiA!
9E:	No moves rec'd. 2L ThB hold!	3L AfB-AfC; 1L AsC-ThB-ThA-IyA; 1L TaA, 3L IyC & 1M IyC hold.	3L ThB hold.	1L IyA-ItA-SiA; 3L SiA, 3L ItB & 3M IyB hold.
9F:	None.	AfC: 3L vs. Sc2N 1:1 (2), $\frac{1}{2}$ Ex. -1L & Sc2N.	ThB: 3L vs. Gr2 1:1 (5)-.	SiA: 4L vs. IS-1 2B 2:1 (4), Ex. -2L, IS-1 2B.
9G:	None.	None.	None.	None.
9H:	Ag, Cy, Th ( $\frac{1}{2}$ ). Pr: Ar, As, Ms, Pr, Sy.	Af, Ag, As, Cy, Gc, Iy ( $\frac{1}{2}$ ), Sy, Th, Ta. Pr: Ar, Ms, Pr.	Ag, Cy, Pr: Ar, As, Ms, Pr, Sy.	Ag, As, Cy, Gc, It ( $\frac{1}{2}$ ). Iy ( $\frac{1}{2}$ ), Sy, Th. Pr: Ar, Ms, Pr.
9J:	-Gr2BP ThB!	-Gr1BP IyC.	-Gr1B GcB, -Gr1BP ThB.	-Gr1B IyB, -Gr1B ItB, -Gr3BP IyC!
9K:	166+13-4=175 Pr: 140+47-12=175	196+48-14=230 Pr: 178+27=205	65+11-6=70 Pr: 246+47-20=273	99+53-10-29=113 Pr: 178+27=205
9L:	Pr4B PrA. (10- 10L; 13-5B; 14- 1B)	None. (10-4L; 11-1L; 13-12B)	None. (10-7L, 2B)	None. (10-3L; 11- 4L; 13-12B)
9M:	None.	None.	None.	Si4N SiA; Gr25B GrB!
10A:	(6,5) In all games: Pc8N PcB, Br1N BrB, Hs1N HsA, Sc20N ScA, Th3N ThA, As5N AsB, Ps15N PsC, Ag10N AgA. See also individual columns: Iy2N IyB; Si1N SiA.	Si1N SiA.	Iy2N IyB; Si1N SiA.	3M IyB revolts.
10B:	In all games: Gr5B HsC-HsA. HsA: Gr5B vs. Hs1N 5:1 (3), $\frac{1}{2}$ Ex. -Hs1N, Gr1B. See also individual columns: IyB: Gr6B vs. Iy 2N 3:1 (4), $\frac{1}{2}$ Ex. -Gr1B, Iy2N. Pr4B PrA-PrC. PrC: Pr15N vs. Pr 4B 3:1 (6)-. Pr2B AsA-AsB! AsB: As5N vs. Pr 2B 2:1 (3), $\frac{1}{2}$ Ex. -Pr2B, As1N.		Iy6: Gr Gr6B IyA-IyB! IyB: Gr6B vs. Iy 2N 3:1 (4), $\frac{1}{2}$ Ex. -Gr1B, Iy2N. Pr10B AsC-AsB. AsB: Pr10B vs. As5N 2:1 (5)-.	Gr3BP IyC-IyB. IyB: Gr3BP vs. Iy 3N 1:1 (3), Ex. -Gr3BP, Iy3N.
10C:	None.	None.	None.	None.
10D:	(3,1) No Pictish Barbarians are raised, since Pictum is controlled in all games by revolting militia. (See Errata, 16.1 & 17.32.)			

...UT VARUS PLURES GERMANOS EGUIT

Phase	V. Paulson	VI. Scensny	VII. Schcr	VIII. Vcr Plogg
Af-ter 9D:	Gr12B GaA*; Gr25 GaA*; Gr5B GrB*(It); HsC*; Gr1BP IyC (Gc); Gr2B ItA; Sc3B DaA*.	Gr12B GaA*; Gr7N GaA*; Gr25B GrB*(It); Gr5B HsC*; Gr5BP IyC(Gc); Pr1B SyC; Pc2BP PcA*+; Sc3B DaA*.	Gr12B GaA*; Gr25 B GrB*(As); Gr5B HsC*; Gr6B IyC*; Gr6BP IyC*(Gc); Gr9B IyC*(Gc); Gr20B ItA*; Sc3B DaA*.	Gr12B GaA*; Gr25 B GrB*(Iy); Gr5B HsC*; Gr1BP IyC+; Gr1N ItA; Sc2B AfC+; Sc2N AfA; Sc3B DaA*.
9E:	1L IyB-IyC; 3L ItA-GcB-GcA; 2L AgB, 2L AsA, 3L ItB, 1L IyB, & 3M IyB hold.	1L AsA-GcB-ItA; 1L ItA-IyB; 1L AgA-AgB; 2L AgB, 3L GaA, 1L AsA & 10M SyC hold; 1M IyA-IyC; 2M IyA-IyB.	3L AsA, 3L GcA, 3L ThB & 2L SyC hold.	3L GcA-AgB; 2L AsA-SyC; 3L AfB-AfA; 1M IyA-IyC; 1L AsA, 3L ItA & 1M IyB hold.
9F:	None!	SyC: 10M vs. Pr 1B 6:1 (3), 1/2 Dc. -Pr1B.	None.	ItA: 3L vs. Gr1N 3:1 (1), Dc. -Gr1N. AfA: 3L vs. Sc2N 1:1 (2), 1/2 Ex. -1L, Sc2N.
9G:	None!	None!	None!	None!
9H:	Af, Ag, As, Cy, Gc, Iy(1/2), It(1/2), Sy, Th. Pr:Ar, Ms, Pr.	Ag, As, Cy, Gc, Iy(1/2), It, Sy, Th. Pr:Ar, Ms, Pr.	Af, Ag, As, Cy, Gc, Sy, Th. Pr:Ar, Ms, Pr.	Ag, As, Cy, Gc, Iy(1/2), It, Sy, Th. Pr:Ar, Ms, Pr.
9J:	-Gr1BP IyB, -Gr1B ItA.	-Gr3BP IyC.	None.	-Gr1BP IyC, -Sc1B AfC.
9K:	152+57-24=185 Pr:142+27-12=157	209+63-18-4=250 Pr:140+27-10=157	142+44-22=164 Pr:142+27-12=157	114+63-22-1=154 Pr:142+27-12=157
9L:	Pr6B PrA. (10-6B)	Pr5B PrA. (10-3L 4B; 13-2B; 14-1D) & 6B)	Pr6B PrA. (10-1L & 6B)	Pr6B PrA. (10-6B; 11-1L)
9M:	None!	Pc2BP PcA, Gr2BP IyC.	None.	Sc1B AfC.
10A:	(6,5) In all games: columns: 3M IyB revolts.	Pc8N PcB, Br1N BrB, Hs1N HsA, Sc20N ScA, Th3N ThA, As5N AsB, Ps15N PrC, Ag10N AgA, Ss1N SiA. See also individual 1M IyC & 2M IyB revolt.	Hs1N HsA, Sc20N ScA, Th3N ThA, As5N AsB, Ps15N PrC, Ag10N AgA, Ss1N SiA. See also individual 1M IyB & 1M IyC revolt.	
10B:	In all games: Gr1B. All PrB PrA-PrC. Gr1B ItA-ItB.	HsA: Gr5B vs. Hs1N 5:1 (3), 1/2 Ex. -Hs1N, Pr15N vs. PrB (6)-. Gr6BP IyC-IyB. IyB:Gr6BP vs. Iy	Gr5B vs. Hs1N 5:1 (3), 1/2 Ex. -Hs1N, Pr15N vs. PrB (6)-. Gr6BP IyC-IyB. IyB:Gr6BP vs. Iy	See also individual 1M IyB & 1M IyC revolt.
10C:	IyB: Iy3N vs. 1L 3:1 (6)-.	GaA: Gr12B & 7N vs. 3L 6:1 (4)-. IyB: Iy2N vs. 1L 2:1 (6)-.	2N 3:1 (4), Ex. -Gr2BP, Iy2N.	None!
10D:	(3,1) No Pictish Barbarians are raised, since Pictum is controlled in all games by revolting militia. (See Errata, 16.1 & 17.32.)			

The deadline for 539 AD orders is NOON, SATURDAY 27 JULY 1974. In Phase 8H, Game V., Rome should have been credited with control of Italy. The treasury accounts in Phase 9K have been corrected for this. As of

Phase 9H, Rome also controls Italy in Games IV!, VI! & VIII! Since the "richest province" of a newly raised Barbarian group is determined as of the control Phase (H) following its creation, Italy is now the target of the Gr25B in GrB in Games IV!, V., VI., & VIII.

In Phase 9C of Game VI., the Gr6BP in IyC should have attacked IM! The result was  $\frac{1}{2}$ Ex, causing one unit of each force to be removed!

The Gr25B in GrB didn't move, nor did several other Barbarian forces, under the provisions of Rule 5.62.

1971BG

## FANTASIA

"Fall 1915"

ENGLAND (Lipson): A Ruh S GERMAN A Mun; A Bur S A Mar; F Spa(s.c.) & F Mid hold; A Mar & F Por S F Spa(s.c.); F Eng S F Mid; A Bel-St.P; F Nth, F Nrg & F Bar C A Bel-St.P; A Den-Liv; F Bal C A Den-Liv; A Mos S RUSSIAN A Ukr.

GERMANY (Schleicher): A Mun S RUSSIAN A Boh; A Sil S RUSSIAN A Gal!

ITALY (Burlcy): A Tyr-Boh; A Vic-Gal; A Tri-Vic; A Ven-Tri; A Rum S A Vic-Gal; A Pic & F Wes hold.

RUSSIA (A. Phillips): A Ukr & A War S A Gal; A Boh S A Gal; A Gal S A Gal.

TURKEY (Nierenberg): A Sev & F Lyo hold; F Bla S A Sev; A Bul & A Bud S ITALIAN A Rum; A Ser S A Bud; F Naf S ITALIAN F Wes!

Underlined moves are not possible. The High Combatant Powers now control the following supply centers:

ENGLAND: Bcl, Bre, Den, Edi, Hol,	ITALY: Nap, Rom, Rum, Tri, Tun, Ven,
Kie, Liv, Lon, Mar, Mos, Nwy,	Vic. (7)
Par, Por, St.P, Spa. (15)	RUSSIA: Swc, War. (2)
GERMANY: Ber, Mun. (2)	TURKEY: Ank, Bud, Bul, Con, Gre,
	Ser, Sev, Smy. (8)

England and Turkey may each build 1 new unit. Russia must remove 2 units. These adjustments must be submitted within 24 hours. Deadline for "Spring 1916" moves is 6 PM, TUESDAY 30 JULY 1974. Upon the request of any player, this deadline will be extended to August 20th.

1973BS

## ITALIANS EVACUATE ITALY

"Winter 1908"

FRANCE (Ianham): Builds A Mar. AUSTRIA-HUNGARY (Iariton):

ITALY (Murray): Removes A Tus, F Tyr, F Ion! Builds F Tri, A Vic.

The deadline for "Spring 1909" moves is NOON, SATURDAY 3 AUGUST 1974.

1973BQ

## IT'S COLD WEATHER FOR SCUTTling

"Winter 1907"

No retreat was received for the German fleet dislodged from St.P (s.c.), and it is accordingly removed.

FRANCE (Kollmer): Builds A Par.

TURKEY (De Prisco): Builds

AUSTRIA-HUNGARY (McCuistion): Builds A Bud. F Con.

The deadline for "Spring 1908" moves is NOON, SATURDAY 3 AUGUST 1974.

Stand-by moves for Germany should be sent in by Douglas Reif, 67 Grosvenor Rd., Kenmore, N. Y. 14223. \*

There's a War Gaming Club in New York City now; it meets every Sunday from noon to 9 PM at 75 Columbia St., between E. Houston and Delancy Streets. For further information phone David Waxtel, 228-1261.

Peter Berggren, Davistown Schoolhouse Rd., Orford, N. H. 03777 announced that his 'zine Turnabout is opening some Diplomacy games at a fee of \$5, or for keeping up a subscription at \$2 for 10 issues.

Howard Mahler asks that any Diplomacy players coming to the game at his home next week, (see p. 5) should bring their own sets in case more than one is needed.

## A RATINGS SURVEY

John Beshara, President of the Diplomacy Association, sends along the following ratings of postal Diplomacy players.

<u>Averaged Score</u>	<u>The Top Twenty</u>	<u>Games Won</u>	<u>Points</u>	<u>Games Played</u>
785	Mike Rocamora	5	5.500	7
750	Brenton Ver Ploeg	7	7.500	10
683	John Beshara	8	8.200	12
533	Thomas Eller	5	5.333	10
500	Randy Bytwerk	5	5.500	11
498	Doug Beyerlein	10	10.450	21
477	Lewis Pulsipher	5	6.200	13
444	Monte Zelazny	4	4.000	9
397	Andrew Phillips	9	11.517	29
386	Jeff Power	4	4.250	11
362	John Smythe	8	8.333	22
281	Lenard Lakofka	4	4.783	17
280	Eugene Prosnitz	6	6.450	23
268	Edi Birsan	12	13.150	49
212	Dan Barrows	1	1.700	8
193	John Koning	4	4.250	22
185	Buddy Tretick	5	5.000	27
179	Hal Naus	4	7.167	40
172	Larry Peery	2	2.917	17
168	Bob Ward	2	2.700	15

Rather than become involved in the vagaries of which games to include in this survey, all the games of the major rating lists are included. The number listed under "Points" is the Calhamer point count where only wins and draws are tabulated: Winners receive 1 point; in a draw, the point is divided among the surviving players. The "Averaged Score" is computed by dividing the number of points by the number of games played, omitting decimals. The resultant score is similar to a batting average in baseball.

A score of 143 is average, equivalent to winning 1 of 7 games. To arrive at an equitable score, therefore, only players completing a minimum of 7 games are included. Also excluded are players believed to be inactive for more than a year.

Because the results of many of the games completed this year are not yet available, this survey will be updated when relevant data are received. A special effort will be made whenever there are significant changes, particularly when when new names achieve the top 14.

## DIPLOMACY ACROSS THE BOARD

Howard Mahler, who was here at the Diplomacy session of 2 June, has announced a game at his home on Saturday 20 July 1974, one week from today. Play will begin at 1 PM. The Youngstown and Westphalia variants will be available, as well as the regular game.

Mahler's address is 7-16 Leggett Place, Whitestone, Queens, N. Y. 11357, and his telephone number is 212-767-4620. Travel directions are:

By car (except from the Bronx): Pretend you're going to go over the Whitestone Bridge but get off the Whitestone Expressway to 3rd Ave. Then take the first right and then a left onto 7th Ave. Follow 7th for about a mile and make a right onto Leggett Place (which comes after Clintonville St.)

By car (from the Bronx): Go over the Whitestone Bridge and follow the signs onto the Cross Island Parkway and take the 14th Ave. Exit which comes up immediately. Make a left onto 14th Ave., after some blocks a

left onto Clintonville Street, a right onto 9th Ave., and then the next left onto Leggett Place.

By public transportation: Take the Q14 bus from Main St., Flushing. (The bus stop is on the right-hand side as you go from Roosevelt Ave., 2 blocks towards the RKO theater.) To get to Main Street, Flushing, take the lrt subway (7 train) to the last stop, or the Q44 or Q17 from Jamaica, or Q44 or QBX1 bus from the Bronx, or the LIRR from Port Washington. (Other LIRR branches do not go through Flushing. Instead go to Jamaica and take the Q17 at the bus terminal, or go into Manhattan and take the subway.)

All Diplomacy players are invited; they should let their host know at least a day in advance that they are coming.

#### THE ENDING OF THE ORIGINS

Two postal games of Origins of World War II ended in the last issue of GRAUSTARK. The following charts showed how many points each player had at the end of each game year.

73.20b	1935	1936	1937	1938	1939	1940
USA (Evan Jones*)	0	0	0	0	0	16
FRANCE (Alex Katzoff)	0	8	8	8	10	12
BRITAIN (Bill Drakert)	5	5	9	10	15	20
RUSSIA (Ray Heuer)	5	5	8	8	10	15
GERMANY (Gil Neiger)	4	4	6	6	8	11

\* - John Arensmeyer began this game as the USA, but was dropped when he ceased to submit moves, and replaced in "Spring 1937" by Jones.

73.21h	1935	1936	1937	1938	1939	1940
USA (Evan Jones)	23	23	21	17	17	15
FRANCE (John Hendry)	0	6	11	15	15	15
BRITAIN (Dick Trtek)	2	2	5	5	10	16
RUSSIA (Robin Smith)	0	3	3	3	3	16
GERMANY (Ronald Kelly)	4	4	4	5	5	5

The German attack in the Baltic States was not against Russia, as erroneously reported in GRAUSTARK #312, but against Britain. It failed since no stock was named as required in the postal rules for Origins.

Lack of space has forced the editor to postpone Evan Jones' analyses of these games to a future issue.

#### CLEARANCE SALE!

Large numbers of back issues of GRAUSTARK and FREEDONIA have been accumulating here, and I am about to take strong measures to get rid of them. Beginning now, I am running a special clearance sale of these back issues! Until the end of September 1974, all available back issues will be five cents each. (Except for #289, #296, and #300, which will be 25¢ each.) The following issues of GRAUSTARK are available: 131, 137, 199, 200, 202, 206, 248-250, 252, 253, 257, 258, 271, 273-276, 279, 280, 283, 285-287, 289, 291-312. All issues of FREEDONIA as a bulletin of postal Origins are available: 29 thru 57.

The old prices will resume in October. So if you need any back issues, stock up on them now. They'll be shipped by 3rd-class mail.

#### THE SHAPE OF GRAUSTARKS TO COME

Around the beginning of August, an especially large issue of GRAUSTARK will be published. It will contain game reviews (Sniper! and World War II by Gil Neiger; The East is Red, Civil War, and American Revolution by me), book reviews (Lawrence Block's Evan Tanner series; an account of the Portuguese pretender Gabriel de Espinosa; a science-fiction book by Gordon Eklund which assumes that American democracy did not survive the Great Depression; Dudley Pope's history of Nelson's victory at

Kjoberhavn; and a couple of science-fiction books by Harry Harrison), an across-the-board Origins game, a Watergate Quiz, and a catalog of the well-known Balkan Massif war-gaming firm, Stimulations Publications Inc.

GRAUSTARK #314, with the regularly scheduled moves, will be published on the scheduled date of Saturday 3 August. GRAUSTARK #315, the extra-large issue, will be published at about the same time. Active players will received #314 by first-class surface or air mail, and #315 by third-class mail. Other players will get both issues by third-class mail. Along with #315 will come STONED HENGE #6, the official organ of the Beaker People Libation Front.

#### THE MINISTRY OF MISCELLANY

GRAUSTARK, the oldest bulletin of postal Diplomacy, is published on every third Saturday by John Boardman, 234 E. 19th St., Brooklyn, N. Y. 11226. Subscriptions are 12 issues for \$2 in the USA and Canada, and 8 issues for \$2 or £1 elsewhere.

Two weeks after I wrote the article "The Revision of World War Two" in GRAUSTARK #311, two people at SPI gave me their opinions on it. One said that it was the best article he had ever read in GRAUSTARK. The other said he didn't like it because it was anti-Semitic. I am at an utter loss to account for either judgment.

SPI's new game Frigate will be on the mail order market by the time you get this issue of GRAUSTARK. The game simulates sea combat in the days of sail, with scenarios from the 18th and early 19th centuries. It is \$8 from Simulations Publications Inc., Ninth Floor, 44 East 23rd Street, New York, N. Y. 10010. I have helped play-test it, and I think it'll be a very popular game. There is even a solitaire scenario, based on the time Admiral Sir Horatio Nelson KB caught the French fleet at anchor in Aboukir Bay.

All combat and moves are programmed in advance, and simultaneously. This makes it possible to play the game by mail, and in one of the next two issues of GRAUSTARK I am going to publish my postal modifications of the Frigate rules, and open some games. Stay tuned.

This is  
O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

One of the Diplomacy 'zines with which I suspended trades in April was Gordon Anderson's, El Conquistador. I have since repented me of this step, and have already resumed trades. El Conquistador, one of the few photo-offset 'zines in Diplomacy, is published monthly from Viking Systems, Suite 823, 24 N. Wabash Ave., Chicago, Ill. 60602. It is \$4 per year, and carries copious news of forthcoming war-gaming conventions.\*

# 583

Say "Anti-Pope" and you bring to mind one of those dreary theological or political squabbles of the Dark Ages, in which rival claimants to the papacy anathematized each other in bad Latin. But the 20th century's only Anti-Pope had a much more colorful career, and it is a pity to have to report his death.

Michel Collin, alias "Pope Clement XV", was ordained a priest in 1933. Two years later, dissatisfied at the slow pace of promotion, he consecrated himself Bishop of "The Apostles of Infinite Love". Finally, in 1950, he said that he had been made Pope by direct divine appointment, neatly side-stepping the College of Cardinals. For the next couple of decades he kept getting in trouble with French and Italian authorities, and lambasting the three Roman Popes who "usurped" his title. (When Pope Paul VI visited Sardinia, Collin and two Cardinals of his own creation showed up for a counter-demonstration and stoned their Roman rival.) Finally, after a self-imposed 100-day fast, Pope Clement XV died at Nancy, France on 23 June 1974 at the age of 69. Canonization is considered unlikely.

## A SYSTEM OF CONDENSED NOTATION

by Allan B. Calhamer

When writing this article, Diplomacy's founder used postal Diplomacy game 1973BI as an example of this notation system. I have substituted 1973BB, a very lively game currently in progress in GRAUSTARK. - JB

There follows an attempt to put all of a postal Diplomacy game on a single page. Transcribing from the magazine is fatiguing, and the point is as well made as it can be. The transcribing, of course, would be equally difficult for a Gamesmaster, but not if he kept his records in this form from the start.

It appears by measurement that about nine game years can be put on one page. More lines would be needed both in the body and the notes; porribly the notes would have to be on another page.

To add one more space between columns would require the dropping of the last four plays.

The point of compact notation is not only to save space. Some people may find it easier to play over a game where the material is compact (reader opinion on this point would be interesting). Also only about half as many strokes with the typewriter have to be made.

To get the position at any point it is not necessary to play up from the start, but only to look back far enough to locate each piece.

There may be applications of this system of notation which are not apparent. In discussing alternative possibilities, either in the opening position or in any position, the different columns could each be a new departure from the position in question; and possibly not the whole board would be included. Still the compactness and single column format could be very beneficial. Discussing whole sets of possibilities with an ally or prospective ally might be easier. Letter the columns, then refer to the letters in the text, saying something like, "If you stab me we get the result of column A; if I stab you we get column B; neither position is sufficiently good for the stabber because he does not actually win anything..."

There is some economy in the fact that the space the piece is to move from need only be given once, although several departures may be considered.

Suppose when you were writing to another player by hand, you put your position and his, and perhaps that of some other related player, in a column at the top, on the left side of the page, leaving the whole space to the right for entry of additional columns. Then as you wrote, every time you wanted to refer to a whole set of moves, you filled in a column, lettered it, and referred to it in the text. You might use only two columns, or you might use ten, depending on what you thought of as you went along; but in every case the amount of writing would be cut in half and there would be some organization.

In the example on p. 9, the following abbreviations are used:

RA: Raise Army	BEC: Bul(e.c.)	SNC: Spa(n.c.)
RF: Raise Fleet	BSC: Bul(s.c.)	SSC: Spa(s.c.)
H: Holds	PNC: St.P(n.c.)	S: Supports another piece
Disb: Disbanded	PSC: St.P(s.c.)	into -

Retreats are indicated in a footnote to this table. "C" refers to a convoy. Footnotes indicated by small letters, e. g., (a), denote irregularities, as when a unit is ordered to support a move which is not ordered by the player or by another player. I have carried the moves in 1973BB up through "Fall 1908" in this chart; for later moves see GRAUSTARKs #307 to date.





## THE DIPLOMACY ASSOCIATION PRESENTS:

## WESTERN STALEMATE POSITIONS

by Eric Verheiden

Stalemate positions in the west without the northern sea-going opposition are explored in some detail in John Beshara's "Fundamental Stalemate Positions, I" and "II" in Wazir Nos. 3 and 4, and Robert Lipton's "A Series of Progressive Northern Stalemate Positions" in GRAU-STARK #268. However, western positions with northern sea-going opposition were not seriously discussed previously and these are presented here!

In all of the positions examined, the west owns a minimum of England, France, Iberia (Spain, Portugal), the Low Countries (Belgium, Holland), Denmark and Norway. In some instances, Sweden, St. Petersburg and all or part of Germany is owned and in the course of the treatment it is necessary to expand as far east as Tunis and Italy. When permitted by the rules, any of the opposing spaces may be occupied by enemy fleets. Essentially, only minimal positions are presented.

## 1. Enemy holds St. P.

Armies: Ber, Bur, Fin, Kie, Mar, Mun, Nwy, Ruh, Spa.

Fleets: Bal, Bar, Den, Mid, Naf, Swc, Wes.

Supply Centers: England, France, Germany, Iberia, Low Countries, Scandinavia. (16)

A Nwy	S A Fin	F Den	S F Bal	F Swe	S F Bal	A Kie	S A Ber
A Ruh	S A Mun	A Bur	S A Mun	A Spa	S A Mar	F Mid	S F Wes
F Naf	S F Wes						

If there is no danger from a fleet on the North Coast of St. Petersburg, either actual or potential, then the position may be further reduced by removing F Bar, F Wes, F Naf and adding F Bre, A Gas, A Por. The orders for the new units are: F Bre S F Mid, A Gas S A Mar, A Por S A Spa.

## 2. Enemy holds Ber.

Armies: Bur, Gas, Kie, Mar, Mun, Nwy, Por, Ruh, Spa, St. P.

Fleets: Bal, Bot, Bre, Den, Mid.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kie, Mun, St. P. (16)

A Nwy	S A St. P	F Bot	S F Bal	F Den	S F Bal	A Kie	S A Mun
A Ruh	S A Mun	A Bur	S A Mun	A Gas	S A Mar	A Por	S A Spa
F Bre	S F Mid						

## 3. Enemy holds Ber with Bot.

Armies: Bur, Fin, Gas, Kie, Mar, Mun, Nwy, Ruh, St. P.

Fleets: Bal, Bar, Den, Naf, Spa(s.c.), Swc, Wes.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kie, Mun, St. P. (16)

A St. P-Liv	A Nwy-St. P	F Bar	S A Nwy-St. P	A Fin	S A Nwy-St. P
F Swc	S F Bal	F Den	S F Bal	A Ruh	S A Mun
A Gas	S A Mar	F Spa	S F Wes	F Naf	S F Wes
				A Kie*	

\* When the enemy has F Ber, Kiel must attack Berlin to prevent F Bal from being dislodged. When the enemy has A Ber, Kiel supports A Mun.

## 4. Enemy holds Ber and Mun.

Armies: Bur, Don, Fin, Gas, Kie, Mar, Nwy, Por, Ruh, Spa, St.P, Swc.

Fleets: Bro, Mid, Ska.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kie, St.P. (15)

A Fin S A St.P A Nwy S A St.P F Ska S A Swc A Den S A Kie  
A Ruh S A Kie A Gas S A Mar A Por S A Spa F Bro S F Mid

## 5. Enemy holds Germany.

Armies: Bur, Don, Fin, Hol, Naf, Nwy, Ruh, St.P, Swc, Tun.

Fleets: Hol, Lyo, Mar, Ska, Wes.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, St.P, Tun. (15)

A Fin S A St.P A Nwy S A St.P F Ska S A Swc F Hol S A Den  
A Hol S A Ruh F Mar S F Lyo F Wes S F Lyo A Naf S A Tun

## 6. Enemy holds Ber, Mun and St.P.

Armies: Bur, Don, Gas, Hol, Kie, Mar, Nwy, Ruh, Swc.

Fleets: Bar, Naf, Ska, Spa(s.c.), Wes.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kie. (14)

F Bar S A Nwy F Ska S A Swc A Den S A Swc A Hol S A Kie  
A Ruh S A Kie A Gas S A Mar F Naf S F Wes F Spa S F Wes

To withstand the loss of the Barents Sea, remove F Bar, A Gas, A Mar, F Spa, F Naf, and add F Nrg, F Nth, F Mar, F Lyo, A Naf, A Tun. The orders for the new units are: F Nrg S A Nwy, F Nth S A Nwy, F Mar S F Lyo, F Wes S F Lyo, A Naf S A Tun. This new position requires an additional center, Tunis, for a total of 15.

## 7. Enemy holds Ber, Mun, St.P and Swc.

Armies: Bur, Don, Hol, Kie, Naf, Nwy, Ruh, Tun.

Fleets: Bar, Hel, Lyo, Mar, Ska, Wes.

Supply Centers: England, France, Iberia, Low Countries, Den, Kie, Nwy, Tun. (14)

F Bar S A Nwy F Ska S A Nwy F Hel S A Den A Hol S A Kie  
A Ruh S A Kie F Mar S F Lyo F Wes S F Lyo A Naf S A Tun

To withstand the loss of the Barents Sea here, expansion into Italy is required, adding three additional centers for a total of 17. Remove F Bar, F Mar, F Lyo, F Wes, A Naf, and add F Nrg, F Nth, A Pie, A Ven, A Tus, A Rom, A Nap, F Tyr. The orders for the new units are: F Nrg S A Nwy, F Nth S A Nwy, A Pie S A Ven, A Tus S A Ven, A Rom S A Ven, F Tyr S A Nap.

## 8. Enemy holds Germany and St.P.

Armies: Bur, Don, Fin, Hol, Nap, Nwy,  
Pie, Rom, Ruh, Swc, Tun, Tus, Ven.

Fleets: Bar, Hel, Ska, Tyr.

Supply Centers: England, France, Italy, Iberia,  
Low Countries, Scandinavia, Tun. (17)

A Nwy S A Fin    F Ska S A Swc    F Hcl S A Den    A Hol S A Ruh  
 A Pic S A Ven    A Tus S A Ven    A Rom S A Ven    F Tyr S A Nap

If there is no danger from a fleet on the North Coast of St. Petersburg, either actual or potential, then the position may be further reduced by removing F Bar, A Pic, A Ven, A Tus, A Rom, A Nap, F Tyr and adding F Mar, F Lyo, F Wes, A Naf. The orders for the new units are: F Mar S F Lyo, F Wes S F Lyo, A Naf S A Tun. This new position holds three fewer centers for a total of 14 and does not require extension into Italy.

9. Enemy holds Germany, St.P and Swc.

Armies: Bur, Den, Hol, Nap, Nwy, Pic, Rom, Ruh, Tun, Tus, Ven.

Fleets: Bar, Hcl, Nth, Ska, Tyr.

Supply Centers: England, France, Italy, Iberia,  
 Low Countries, Den, Nwy, Tun. (16)

F Bar S A Nwy    F Ska S A Nwy    F Nth S A Den    F Hcl S A Den  
 A Hol S A Ruh    A Pic S A Ven    A Tus S A Ven    A Rom S A Ven  
 F Tyr S A Nap

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### I SURRENDER ALREADY!

In the last issue of GRAUSTARK two postal games of Origins of World War II ended, and I said that owing to the relative lack of interest in this game (designed by James Dunnigan and published by Avalon-Hill) I was not going to run any more games. Since then I seem to have received nothing but requests for postal Origins - even from people who aren't GRAUSTARK subscribers!

Okay, you've won! I am now taking entries for postal Origins games, which will be conducted according to the game's postal rules as included with the boxed game. The game fee will be \$5; this is up from the old fee owing to the postal rate increase. Specify in your order of preference whether you want to play the Historical, Anti-Bolshevik, Aggressive British-US, Aggressive French, Aggressive French-British, or "Blind" game.

GRAUSTARK #313

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