

GRAUSTARK

#76 "Spring 1902" (1965) 19 December 1965

RUSSIAN FLEETS TRIUMPH IN NORTH

- ENGLAND: No moves received.
- FRANCE: ~~1 Mar holds; A Spa-Por; A Br-Atl; A Par-At.~~
- GERMANY: ~~A Kio-Rubi; A Mun; A Kio-Atl; A Hol-Atl; F Br-Hall; F Den-North Sea.~~
- ITALY: ~~A Plo holds; A Ven-Tyr; F Tur-Ion; F Nap-Tyr.~~
- AUSTRIA-HUNGARY: ~~A Sca-Hall; F Goe S A Ser-Hall; A Sca-Hall; F Goe S A Bri-Vie.~~
- RUSSIA: ~~A Kio-Atl; A Vis S A Ser-Hall; A Uch-Hall; F Sca S A Uch-Hall; F Sca S A Uch-Hall; F Swe S F Sto-P-Norway.~~
- TURKEY: ~~A Bul S RUSSIAN A Ukr-Bun; A Con S A Bul; F Aeg-Ion; F Smy-Eas.~~

Underlined moves are not possible. The Russian army in Vienna is forced to retreat to Bohemia. Since no English moves were received, the English fleets in Edinburgh and the Skagerrak, and the English army in London hold their positions. The English fleet in Norway is forced to retreat to either the Norwegian coast or the Sea of the Barents Sea. All players may submit alternate "Fall 1902" moves if they wish, depending upon which of these retreats the English take. Since Robert Lake did not send in "Spring 1902" moves for England, the alternate player, John Koning is asked to send in "Fall 1902" moves including the above-mentioned retreat. If Lake sends in moves, they will be used; if not, Koning's will be used, and Koning will take over play of England in 1965. The deadline for "Fall 1902" moves is 3 January 1965.

KIEL: In response to the unexpected appearance of the British Grand Fleet in the Skagerrak, the German Admiralty has ordered the 3rd and 4th Battle Squadrons of the High Seas Fleet into the Baltic Sea. Though no clash is expected between the two battle fleets it is apparent that the British Government is not taking any chances that hostile fleets may move into the Baltic Sea and threaten the coast lines of Germany. ~~FR. BATTLESHIPS: A Big Brother decided to liberate the Norwegian people from their enslavement across the North Sea. This is not to mean that war exists between England and Russia. This is only our "Peace Corps" in operation.~~ In the early morning fog the gray smokes of the High Seas Fleet slowly floated out to sea. Standing on the fore-deck of the old cruiser I found it very difficult to believe that sixty ships were steaming by only 1800 meters away, for they made no sound as they passed. The nine stately battleships, the queens of the fleet, were surrounded by a bevy of destroyers flitting about their charges like anxious handmaids. Further

ahead steamed the haughty cruisers seemingly indifferent to the bustle off their sterns.

The German Admiralty refused to comment on the ships' destinations. But for anyone familiar with the present state of the war it is obvious that Hipper's squadrons are to be the "extra force" the German High Command hopes will break the deadlock on the Western Front.

BERLIN (May 15, 1902): The Admiralty announced today that Hipper's squadrons had been engaged by enemy warships. A naval battle was fought in the early morning hours of the 14th near the Belgian port of Ostende. French losses were not yet known, though it was reported that one battleship was sunk and another damaged. German losses were very light. Two destroyers were lost and presumed sunk; the light cruiser Freya sustained heavy damage but was able to make headway. German battleships suffered only superficial damage.

No further information has been received from the Wittelsbach.

KIEL (May 16, 1902): The latest wireless report from the Wittelsbach on the Battle of Ostende tells that the Freya is safe and steaming home. No survivors have been found from the two destroyers Hals and Gazelle, reported lost. But the search vessels did pick up thirteen seamen and two officers from the French battleship Charlemagne.

BERLIN (May 17, 1902): The Admiralty officially announced today the sinking of the French battleship Charlemagne. The French ship of the line was destroyed by German fleet action off the coast of Belgium near the port city of Ostende. Three sister ships, Bonnet, Gaulois, and Henry IV, were extensively damaged in the early morning engagement on the 14th. All surviving French warships were forced to retire to their base at Ostende.

"MIDDLE-EARTH" DIPLOMACY

Most readers of GRANDTALK know by now that Diplomacy fandom overlaps to a great extent with the fandom of science-fiction and fantasy literature. A modern classic in the latter field is The Lord of the Rings, a trilogy by J. R. R. Tolkien which is dated thousands of years ago in "Middle Earth". (The name "Middle Earth" is a translation of the mythical Norse "Midgard", the land of men.) Tolkien described the Middle Earth in which the War of the Ring took place in considerable detail, and furnishes the reader with maps on which the progress of the war can be followed.

James Wright has adapted this map of Middle Earth to the play of a version of Diplomacy. Wright's map is on the opposite page. Dots indicate supply centers, as they do on the Diplomacy board. Five nations are shown: Arnor, Gondor, Mordor, Rhovanion, and Rohan. All action is on land, and all forces are armies. (Since magic is a strong element in The Lord of the Rings, Wright asks us to suppose that this method is employed in bringing an army across Tolfaun Bay.) Each nation begins with three armies except Rhovanion, which is somewhat removed from the others and can more easily pick up neutral supply centers to even its position.

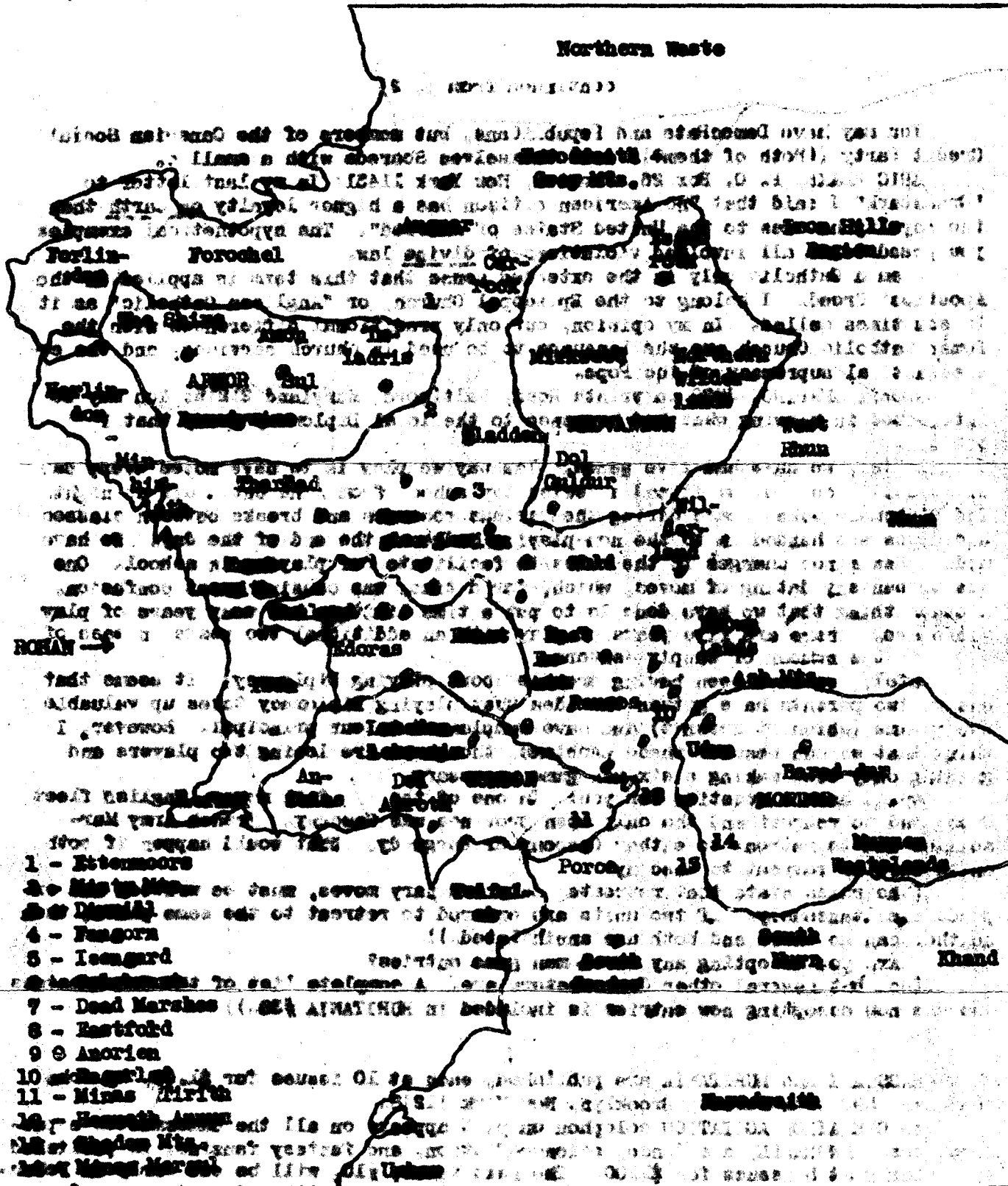
Comments are invited from Diplomacy fans who have tried this game.

THE DIPLOMATIC POUCH

JAMES MacKENZIE, 28 Cliffside Drive, Toronto, Ontario: Why must you be so damned insistent on a rating system based on points won or lost in games completed. ((Who, me?)) If you look at the results of all the systems so far devised it must be embarrassingly obvious that the results are not indicative of the calibre of play of the individuals involved. If a realistic rating of Diplomacy players is as necessary as you seem to believe, why not allow all players to submit a list of three or five antagonists whom they feel are the most formidable opponents. The rating thus obtained would be far more indicative of the relative worth of present Diplomacy contenders.

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Northern Waste



THE map shows the Northern Waste region, which is a large, irregularly shaped area. The map is divided into several smaller regions, each labeled with a name and a number. The names are: Ferdin- Forochel, ANOR, Dol, Gulair, Khand, and Poroch. The numbers 1 through 15 are listed on the left side of the map, corresponding to specific locations. The map is overlaid with a grid of latitude and longitude lines.

1 - Etemoors
 2 - ...
 3 - ...
 4 - Fungora
 5 - Icegard
 6 - Dead Marshes
 7 - Eastford
 8 - Anorien
 9 - ...
 10 - ...
 11 - Minas Tirith
 12 - ...
 13 - ...
 14 - ...
 15 - ...

- KIRION - brown
- GORNER - blue
- ROHAN - black
- HEOVANION - green
- ROHAN - red

(continued from p. 2)

You may have Democrats and Republicans, but members of the Canadian Social Credit Party ((Both of them?)) call themselves Socreds with a small c.

ERIC BLAKE, P. O. Box 26, Kingston, New York 11451: In my last letter to "Granstark" I said that "no American citizen has a higher loyalty on earth than the loyalty he owes to the United States of America". The hypothetical examples you posed to me all involved violations of divine law.

I am a Catholic only in the extended sense that this term is applied in the Apostles' Creed. I belong to the Episcopal Church, or "Anglican Catholic" as it is sometimes called. In my opinion, our only traditional differences with the Roman Catholic Church are the language to be used in church services, and the ecclesiastical supremacy of the Pope.

ROBERT SHAPIRO, 3222 Labyrinth Road, Baltimore, Maryland 21215: You may be interested in knowing what has happened to the local Diplomacy game that I started.

So far, we have had five games. The way we play is to have moves every day at school. You see, we attend a Jewish day school from nine until six at night. The Diplomacy takes place during the various recesses and breaks between classes and moves are handed in to the non-playing judge at the end of the day. We have made a few minor changes in the rules to facilitate our playing in school. One was to ban any dating of moves, which, for a time, was causing great confusion. Another thing that we have done is to put a time limit on how many years of play there are. There are five years of play with an additional two years in case of a tie in the number of supply centers.

Lately, we have been having trouble about playing Diplomacy. It seems that one or two parents have gotten the idea that playing Diplomacy takes up valuable study time (which it doesn't) and have complained to our principal. However, I think that we can weather these problems, though we are losing two players and gaining only one, making a six-man game necessary.

Now, I have a question for you: In one of the old stories, English fleet Brest had to retreat and the only open province was Gascony. French Army Mar-seilles had to retreat to either Gascony or Burgundy. What would happen if both units were to retreat to Gascony?

((The rules state that retreats, like ordinary moves, must be written and proposed simultaneously. If two units are ordered to retreat to the same place, then neither can go there and both are annihilated.))

...Are you accepting any seven-man game entries?

((No, but several other Chessmasters are. A complete list of the Chessmasters who are now accepting new entries is included in HURITANIA #38.))

GRAUSTARK and HURITANIA are published, each at 10 issues for \$1.00, by John Boardman, 592 10th Street, Brooklyn, New York 11216.

The OPERATION AGITATION colophon on p. 1 appears on all the Chessmaster's publications. KNOWABLE, a science, science-fiction, and fantasy fanzine, is published irregularly at 8 issues for \$1.00. The next issue, #10, will be out early in February; back issues of #8 and #9 are still available. The 28th and last issue of POINTING ERROR will be published in January; this journal of general comment, fact, and opinion is 25¢. Recent issues of PLYCOCK, a Cilt publication, are also available; the 15th, 17th, and 21st issues are 25¢ each, and the 18th, 19th, and 20th issues are 10¢ each. Back issues of GRAUSTARK and HURITANIA for 1965 are also for sale; write for details.

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