

"StabBack"

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This is STABBACK, a monthly journal of Diplomacy and a variant of my own design. This variant is a 12-player global Diplomacy game, 1898. Subscriptions are 10/\$3.00. Game fee is \$5.00, plus subscription. STABBACK is edited and published by, Howard R. Christie, Box 284 MMI, Marion, AL 36756.

It's not always easy to get 7 people together for a face-to-face game of DIPLOMACY. The best answer to that problem, if you have it, is to play by mail. More than almost any other game, DIPLOMACY is uniquely suited to postal play. Many fans consider the postal game superior to playing it in person.

This is a new zine made for the purpose of playing postal DIPLOMACY. I will be running 3 regular Diplomacy games, with maps, and 1 1898 game within the pages of STABBACK. Game turns will run every 21 days. STABBACK needs willing players and standby players for the first game to start.

Send a S.A.S.E. for a copy of the house-rules and a check with the proper amount for a subscription to STABBACK if you are interested. The next issue will be published with the start of the first game. If you have any questions feel free to write to me and I will attempt to answer them.

PLAYING ENGLAND

Her insular position affords England great security. She is also the only player whose primary strategy must absolutely be naval. Building alot of armies is something England does not get into until the midgame, if ever.

Yet England can't win without getting into the continent. Her usual routes are through the low countries into France or Germany, or through Scandinavia into Russia.

England's very strength is a weakness. Gamewise players will not treat her on a equal basis. They will compensate for their weakness by wanting more out of each deal than they give.

Dealing with less experienced players, England will find that she can bully her way to a commanding postion. With players who know better, she will have to adhere more closely to a program of gradual expansion.

HOUSERULES FOR STABBACK

The following rules and Avalon Hill's 1976 RULES OF DIPLOMACY will be used to direct the play of postal Diplomacy in "StabBack".

- 1.0 Subscriptions to StabBack are available at 10 issues for \$3.00. The gamefee is \$5.00 plus sub.
- 2.0 Each player is asked to provide a preference list for all seven countries when sending in a game entry. A game will be organized based on player position preferences as soon as seven players are available. I will avoid putting two players in the same game if it appears that doing so would be unfair to the other players. Such would be the case for two people living in the same town, attending the same college, etc..
- 3.0 Once a game is organized, each player will be informed of the country assignments, the addresses of the other players, and the deadline for "Spring 1901" moves. Players are asked to send me their phone numbers, but I will only publish a player's phone number at his request.
- 4.0 After "Spring 1901", the deadline for each move will be published with the previous move. Unless otherwise announced, "Spring" and "Fall" moves are due every twenty-one days at 12.00P.M. Eastern time.
 - 4.1 "Spring Retreats" will normally be due with the "Fall moves, which may be made conditional upon the direction of the retreats. I may also ask for "Spring Retreats" to be sent to me by IMMEDIATE RETURN MAIL so that they arrive within ten days of the publication of the "Spring" move. I will then inform the other players and set the deadline for the "Fall" move so that it can appear in the next regular issue of StabBack. Since I will send out IRM moves as soon as I receive them all, IMMEDIATE RETURN MAIL moves are final and cannot be changed.
 - 4.2 "Fall Retreats" will be made the same way as "Spring Retreats", either with conditional "Winter" moves or by IMMEDIATE RETURN MAIL.
 - 4.3 Unless a player requests separation, "Winter" builds and removals will be due with the "Spring" moves, which may be conditional upon the "Winter" orders.
- 5.0 All moves should include the game's assigned Boardman Number, the name of the player's country, and the season of the move. In addition, each set of orders must be signed and dated. In the case of two different sets of orders being sent by the same player, the most recently received set will be used. As a convenience to the gamemaster, players who are in two or more StabBack games are asked to use a separate sheet of paper for each Game's moves.
 - 5.1 File orders are encouraged, but each season's moves should be on a separate sheet of paper.

- 6.0 Moves may be sent in any way that will get them to my doorstep. Players are welcome to phone their moves. Please don't call collect, or after 10.00 p.m.
- 6.1 It is the players' responsibility to get their moves to me. I cannot be blamed for the Post office or the telephone company problem.
- 6.2 I may call players collect if I have not received their moves one hour before the deadline. Players wanting me to do this should let me know.
- 7.0 Any player that notices an error in the adjudication of the moves should inform me as soon as possible. I will then notify the players of the correction and change the deadline for the next move, if necessary. Should an error be discovered after the deadline for the next move, the game will be returned to the move before the error was made if reasonable cause is given why the error was not discovered sooner. The same will hold true if I incorrectly report a build, removal, or retreat.
- 8.0 When a player misses a move, the action I take will depend on the season of the game. For "Spring" and "Fall" moves, all units hold and any dislodged units are annihilation. Failure to order a unit to retreat will result in that unit's annihilation. When no "Winter" build is ordered, the player must wait until the next "Winter" move before making any builds, if any are due at that time. When the missed move is a "Winter" removal, I will remove the units as called for in the rulebook. If a player misses any two moves during the course of a game, he is dropped from that game. A standby will then take over.
- 9.0 A player who wishes to resign his position and appoint a successor may do so, but the successor must never have played in the game he is joining. A player who will be temporarily unable to play may appoint a stand-in to take over his position until he returns. Stand-ins and successors must keep their subscriptions current.
- 10.0 StabBack maintains a rotating standby list to provide a replacement for any player who is dropped from a game or who resigns without appointing a successor. Any StabBack subscriber can become a standby for free at his request.
- 10.1 When a player misses a move, I will publish that country's orders as "no moves received." (NMR) I will also publish the name and address of a standby, who should send in the next move for the nmr'd country. If I receive the next move from the original player, the standby's name will be returned to the standby list. Otherwise, the standby's orders are used and he becomes the player of the country.
- 10.2 At the gamemaster's discretion, a standby who fails to submit orders when called upon to do so will be dropped from the standby list. Standbys must keep their subscriptions current once they get into a game.

- 11.0 A game will end in victory for one player or in a draw among any of the surviving players. As stated in the rulebook, a player will win when he has captured 18 supply centers. A player will also win if all the surviving players vote unanimously to concede victory to him. A draw will be called if all surviving players vote unanimously for it. Also, I will declare a draw if there are no builds or removals for any country in a period of three years.
 - 11.1 Any player may call for a draw or concession, or I may do so myself. In any case, the name of the person who called for the vote will not be revealed. Nor will I announce how each player voted. An abstention will count as a negative vote.
- 12.0 Only white press may be used in games which appear in StabBack. That is press which comes from that player only.
- 13.0 All players are expected to be honest with me on all matters concerning play in StabBack. Anyone deceiving the gamemaster will be dropped from all StabBack games in which he is in.
- 14.0 The name of the game is Diplomacy, so just have fun. No hobby FUELING will appear in these pages..