

# S I A B 20



"Ghod, what a wild Diplomacy game..."

# S T A B B I N G S :

GAMESMASTER

IN THIS ISSUE

John Koning  
 318 So. Belle Vista  
 Youngstown, Ohio 44509  
 Phone: 216 799-2141

Trantor I (1964D) -- Spring 1915  
 Massif I (1965E) -- Spring 1910  
 Trantor II (1965U) -- Fall 1906  
 Massif II (1966I) -- Fall 1903  
 sTab #I (1966AFt) -- Winter 1901

sTab is the tri-weekly journal of the YUDC, currently chronicling the five games listed above. Other, in person, games are frequently printed. Subscriptions are 10 issues for a dollar. I am willing to trade back issues of sTab, Trantor and Massif for back issues of other Diplomacy zines, if I lack them. Inquire, if interested.

The Cipcon, 31 August & 1 September, though lightly attended, was a success... at least as far as those here were concerned. Players making the con included Dan Alderson, Derek Nelson, Charles Wells, Charles Reinsel, Rick Norwood, Trevor Hearndon (from London), John Smythe, and Ron Daniels. Some Diplomacy was played, along with Avalon-Hill games and a fascinating California invention called "Nuclear War," (by The Nuclear War Game Company, of IA). One interesting game, to be printed in sTab #21, had players writing not only their moves, but their relations with and intentions toward other players out (for the eyes of Gamesmaster Alderson alone, of course). When printed, this gives a fascinating background and insight into the diplomacy of the game for the reader who normally sees only the moves. Watch for it!

My apologizes for holding to this tri-weekly schedule, but it is the best I can do for awhile, and has actually been requested by some players.

In several games in this issue players with one or two units on the board failed to submit moves. I have not asked the alternate players in these games to submit moves for these countries because I hesitate to ask anyone to take over a one-unit force. Any alternate player in a game where someone has missed a move, however, may feel free to submit a move.

-----  
 sTab #11 "Winter 1901" 17 September 1966  
 -----

THOMPSON

ENGLAND: Builds Fleet London

SMYTHE

FRANCE: Builds Fleet Brest, Fleet Marseilles, Army Paris

GERMANY: Builds Army Berlin

ITALY: Builds Fleet Venice

NELSON

AUSTRIA: Builds Army Budapest

RUSSIA: Builds Army Warsaw

TURKEY: Builds F. Const., Fleet Smyrna

=====

DEADLINE FOR "SPRING  
 1902" ORDERS IS SA-  
 TURDAY, 8 OCTOBER 1966

=====

# MASSIF<sup>no</sup> 31

Game 1965E

"Spring 1910"

17 September 1966

## TURKS RETAKE SEVASTAPOL EVIL ENGLISH INVADE IBERIA

ENGLAND: A Sev-hold; A Ukr (S) A Sev; A War (S) A Gal; A Gal (S)  
(Smythe) A Sil-Boh; A Sil-Boh; A Mun (S) A Sil-Boh; A Kiel (S)  
A Mun; A Ruhr-Bur; A Lon-hold; A Edi-Bel; F N.S. (C)  
A Edi-Bel; F Bel-Eng; F Liv-Iri; F Mid-Por; F Den-Helg;  
F Bre-Mid

FRANCE: A Bur-hold; A Mar (S) A Bur; A Tyr-Boh; A Vie (S)  
(Root) A Tyr-Boh; A Tri-Tyr; A Bud-Gal; F WMed-Spa (SC);  
F Tun-NoAf; F Ion-Tun; F Nap-Tyrr

AUSTRIA: A Ven-hold  
(Nelson)

TURKEY: F Aeg-Con; F EMed-hold; F Gre-hold; A Rum-Sev; A Arm (S)  
(MacKenzie) A Rum-Sev; F Bla (S) A Rum-Sev; A Ser-Rum

Underlined moves do not succeed. The English Army Sevastapol re-  
treats to Moscow.

-----  
DEADLINE FOR "FALL 1910" ORDERS IS SATURDAY, 8 OCTOBER 1966  
-----

CHANGE OF ADDRESS: Jock Root  
206 E. 25th St.  
New York, N.Y. 10010

Game 1966I

"Fall 1903"

Massif #31

## GERMAN GROWTH CONTINUES ENGLISH TAKE SWEDEN

ENGLAND: F Nor-Swe; A Fin (S) F Nor-Swe; F N.S.-Den; A Lon-York  
(Cartier)

FRANCE: A Bel-hold; F Por-Spa (SC); F Mid (S) F Por-Spa; A Bur-  
(Tzudiker) (S) A Mar; A Mar-hold; A Gas (S) F Por-Spa

GERMANY: A Tyr-Tri; A Vie-Bud; F Kiel-Den; F Swe-hold; A Ber-  
(Lake) Kiel; A War (S) A Mos; A Mos-hold; A Hol-hold

ITALY: A Apu-Ven; A Pied (S) A Apu-Ven; F Lyon-Spa (SC);  
(Wells) F WMed (S) F Lyon-Spa;

AUSTRIA: A Ser-Bud; A Alb-Tri; F EMed-Ion; F Gre (S) F EMed-Ion  
(von Metzke)

((continued on page 4))

RUSSIA: A Liv (S) A StP-Mos; A StP.Mos  
(Latimer)

TURKEY: F Con-Smy; A Rum-Ser; F Aeg-Gre; F Bul (EC) (S) F Aeg-Gre  
(Davidson)

Underlined moves do not succeed. Following the "Spring 1903" man-  
euvers, the Russian Army Moscow retreated to St. Petersburg. Fol-  
lowing these "Fall 1903" manuevers, the German Fleet Sweden retreats  
to the Gulf of Bothnia. The Turkish support order for Bulgaria  
fails because the East Coast of Bulgaria is not adjacent to Greece.  
Davidson queried whether this was legal, referring to "the Coastal  
Crawl" commentary by McCallum and Calhamar in Broddingnab. Actually,  
the "Crawl" question is not applicable here. If Ken had tried to  
move F Con-Bul (SC) and F Bul (EC)-Con, I would have had to make a  
ruling ((thanks for not doing so, Ken)). This support order was  
more analogous to a fleet in Marseilles supporting a move from Spain  
to Gascony. All Gamesmasters (to my knowledge) would disallow such  
a move.

-----  
DEADLINE FOR "WINTER 1903" ORDERS IS SATURDAY, 8 OCTOBER 1966  
-----

BUILDS:

ENGLAND: Lon; Liv; Edi; Nor; Swe ((5)) Build ONE  
FRANCE: Par; Bre; Mar; Spa; Bel; Por ((6)) No change  
GERMANY: Ber; Mun; Kie; Den; Hol; War; ~~Wst~~; Sev; Mos; Vie ((9))  
Build ONE  
ITALY: Ven; Rom; Nap; Tun ((4)) No change  
AUSTRIA: Bud; ~~Yzc~~; Tri; Ser; ~~Wst~~; Gre ((4)) No change  
RUSSIA: StP; ~~Wst~~ ((1)) Remove ONE  
TURKEY: Smy; Ank; Con; Rum; ~~Wst~~; Bul ((5)) Build ONE

=====

CHANGE OF ADDRESS:

James Latimer  
Merrimack College  
Austin Centre, Room #223  
North Andover, Mass. 01845

=====

TRIESTE: "Soon will death and hell be vanquished, and the fight  
be surely won." -- J.L. Troutbeck.

TRIESTE: Oberkapitanleutnantsturmchef Theodotus Terrapin  
von Tresckow, former Habsburg Ambassador to the Berlin  
government, returned to the temporary capital in Fiume today for  
consultations regarding the recent German seizure of Vienna. The  
consultations lasted about five minutes and were clearly audible  
throughout the city. After the last consultation was fired, the  
Ambassador received a state funeral.

Shortly afterward, the Emperor appeared on the balcony of his  
combination villa-palace and made the following announcement to  
the conglomeration drowsing round:

"My fellow Austrians, Hungarians, Italians, Serbs, Croats,  
Gipsies, Germans, Czechs, Vampures, and whatever: The days of  
glory are past for the time. The final glorious confrontation with

the Turkish Empire, resulting in some beautiful operations and excellent engagements, and proving a true test of the fighting value of both sides, has been ingloriously thwarted by treachery from our fellow Germans to the North. The Kaiser, see, has sent his hooligans to maraud Vienna, and presumably, before our trains can speed the forces home, Budapest will fall to someone. So we have no choice but to concede gloriously. TURKEY, HEAR US -- we surrender! Merely follow us wherever you find an opening, and if you get here before anyone else, be our guests."

Then the Emperor began to cry, and within minutes there was not a handkerchief for sale in Trieste. Rumours of a secret purchase of handkerchiefs from Bavaria have proved unfounded.

Shortly thereafter the Next-to-Last Fleet was seen to steam west out of Cyprus, presumably to coal in Malta.

# TRANTOR

#45/SVG #45

"Spring 1915, Game I"

17 September 1966

ENGLISH OUSTED FROM KIEL

TURKS TAKE SMYRNA, LOSE CAPITAL

ENGLAND: F Liv-Cly; A Yor-Liv; F Den-Swe; F Kie-Ber; A Hol-Lon, (Thompson) F.N.S. (C) A Hol-Lon; A Edi (S) F Liv-Cly

FRANCE: No moves received; Armies Brest and Paris hold (MacKenzie)

ITALY: F Aeg-Con; F Bla (S) F Aeg-Con; F Smy-Syr; F EMed (S) (Nelson) F Smy-Syr; F Per-Mid; A Cly-hold; A Gas-Par

AUSTRIA: F NoAt (S) ITALIAN A Cly; F Mid-Eng; F Ion-Gre; F Tri- (McCallum) Alb; A Bud-Ser; A Vie-Bud; A Bel-Hol; A Ruhr (S) A Bel-Hol; A Ber-Kie; A Mun (S) A Ber-Kie; F Nor-Swe; A Fin (S) F Nor-Swe; A StP-Nor; A Bur-Pic

TURKEY: A War-Ukr; A Ank-Smy; A Con (S) A Ank-Smy; F Syr (S) (Brannan) A Ank-Smy

Underlined moves do not succeed. The Turkish Fleet Syria is annihilated. The Turkish Army Constantinople is routed, and must retreat to either Bulgaria or Ankara. The English Fleet Kiel is routed, and must retreat to either the Baltic Sea or the Helgoland Bight. With three weeks between deadlines, I set a deadline for these retreats of THURSDAY, 29 SEPTEMBER 1966. Players may, of course, submit moves conditional upon the direction of these retreats rather than wait for the retreats, if they choose.

-----  
 DEADLINE FOR "SUMMER 1915" RETREATS IS THURSDAY, 29 SEPT. 1966  
 DEADLINE FOR "FALL 1915" ORDERS IS SATURDAY, 8 OCTOBER 1966  
 -----

On the next page begins a letter from Phil Castora, who played England in 1964D from 1902 to 1912.

## M A S S I F 2 :

PHIL CASTORA, 3177 West 5th, Los Angeles, Calif. ¶-Oops, I just realized that this letter is a comment on Massif II, not Trantor I... sorry. JGE-¶

Well, let's see. Italy's in hot water. Austria is already par-boiled --- which isn't easy for a man who's 6'17" standing in a gravel pit. Russia's not going to win this game -- he could, but if he were that good he wouldn't have gotten himself into the position he's in now. ¶-Latimer took over play from Goldman in 1902-¶ Still, a little psychology and a lot of fast talk could keep him in the game to the bitter end. Germany can use him against England, and England can certainly use him against Germany -- and probably will, if either of them have any sense.

Germany looks to have the game sewed up. With an army in Tyrolia that can move upopposed to Vienna, provided Turkey supports Vie-Bud from Rumania, Germany picks up to nine supply centers (England is certain to take Sweden)! England builds one, but Russia must remove one. Germany builds a Fleet Berlin and Army Munich, and can hold Russia, England -- and France, too, if necessary! -- while proceeding to split up the Balkan peninsula with Turkey. ¶-Germany gained only one -- net gain -- and builds only one. Taking Budapest as well as Vienna would have given him ten centers.--¶

The only thing to worry about is the possibility of France's shrewdness. If France is stupid, he attacks Germany. This, of course, automatically loses the game for France for the following reasons:

1. He's making the mistake of attacking the center of the board (see Calhamar),
2. He's then got two fronts, which is bad, and is making himself a tempting target for England,
3. He's lengthening his Italian campaign, which must succeed as quickly as possible.

If France can overrun Italy and Tunis before Turkey can get there, he has a good chance to win -- but this is unlikely. Turkey has three fleets already. If Germany is smart, he'll try to split the Balkans so that he gets the inland NE (he can't put fleets on the Black Sea) and Turkey gets the SW along the Mediterranean-Adriatic coast. Turkey's fleets wouldn't be any good in a Moscow or Budapest campaign, let alone Munich, so it reduces the chance of -- ah -- border disputes -- and points Turkey due east, towards Italy and France!

But, by this time, if France has overrun Italy (not bloody likely), they can both see the folly of fighting among themselves, which Germany picks up Scandinavia, England, and the game.

It's possible that England, France, Italy, and Turkey might get together and go SKWITCH! to Germany. But three-way alliances are unstable, and four-way is a phenomenon which arises in extremis. It won't seem to be that big an emergency til it's too late.

Here are my predictions for the Fall move:

ENGLAND: F Nor-Swe, sup. by Fin. , F N.S.-Den; A Lon-hold (100%)

FRANCE: F Por-Spa (SC), sup. by A Gas & F Mid; A Mar hold, sup. by A Bur; A Bel-hold |-100%-|  
 GERMANY: A Mos-hold, sup. by War. F Swe-Den; F Kiel-Helgo; A Hol-hold; A Tyr-Tri, sup. by Vic. |-67½%-|  
 ITALY: A Pied-Mar; A Apulia -- APULIA!! Great Ghu, what's he doing in Apulia, of all places? Oh, I see -- he moved there from Rome. I suppose it would be considered prying on my part if I inferred as I must why in the name of A.B. Calhamar he wanted to move from Rome to Apulia. I think I better forget about trying to predict Italy's move.  
 AUSTRIA: A Scr-Bud; A Alb-Tri; F Gre-hold; F EMed-Smy |-75%-|  
 RUSSIA: Having retreat A Moscow to StP: A Liv-Mos, A StP sup. |-0-|  
 TURKEY: F Bul-hold; A Rum (S) Bul; F Con-Smy; F Aeg-Gre |-50%-|

Retreats: Germany retreats F Sweden to Bothnia.

|-Hmmm, you correctly predicted both retreats, plus 21 piece movements out of 28. 75% isn't a bad average.-|

Only Turkey can stop Germany -- and he may need French help. France loses in any event, unless Turkey goofs.

Actually, I hope Germany wins. I got more than my fill of rooting for the underdog during the early fifties, when the Pittsburgh Pirates, my home team, were trying to fight their way into ninth place -- and there were only eight teams in the league in those days.

Note to Derek Nelson: Norm Metcalf of the CULT went to great pains to look up all Cult members' and waiting-listers' Zip codes and was disappointed when he couldn't find yours -- living in Canada, of course, you don't have one; but make him happy -- invent one for him. It'd be the Cultish thing to do.

|-Phil's predictions for the "Winter 1903" orders will follow in the next sTab.-|

BACK TO TRANTOR - - - -

"Fall 1906, Game II"

M A S S I V E A N N I H I L A T I O N S I N C O N F L I C T S

AUSTRIA, GERMANY DESTROYED

((Please note that the French piece in Marseilles is a Fleet, not an Army. In sTab #19, change "A Mar-Pied" to "F Mar-Pied."))

ENGLAND: A Pru-Ber; F Bal (S) A Pru-Ber; A Den-Kie; A Live-hold; (McCallum) A StP (S) A Live; A Ner-Swe; F N.S. (S) FRENCH A Bel-Hol; F Mid (S) FRENCH F WMod

FRANCE: A Pol-Hol; A Ruhr (S) ENGLISH A Den-Kie; A Mun (S) ENG- (Reinscl) LISH A Den-Kie; A Pied-Tyr; F Mar (S) F Lyon; F Lyon (S) F WMod; F WMed (S) ENGLISH F Mid-NoAf

GERMANY: A Ber-Mun; A Kie (S) A Per-Mun; F Hol-Bel. (Clark)

