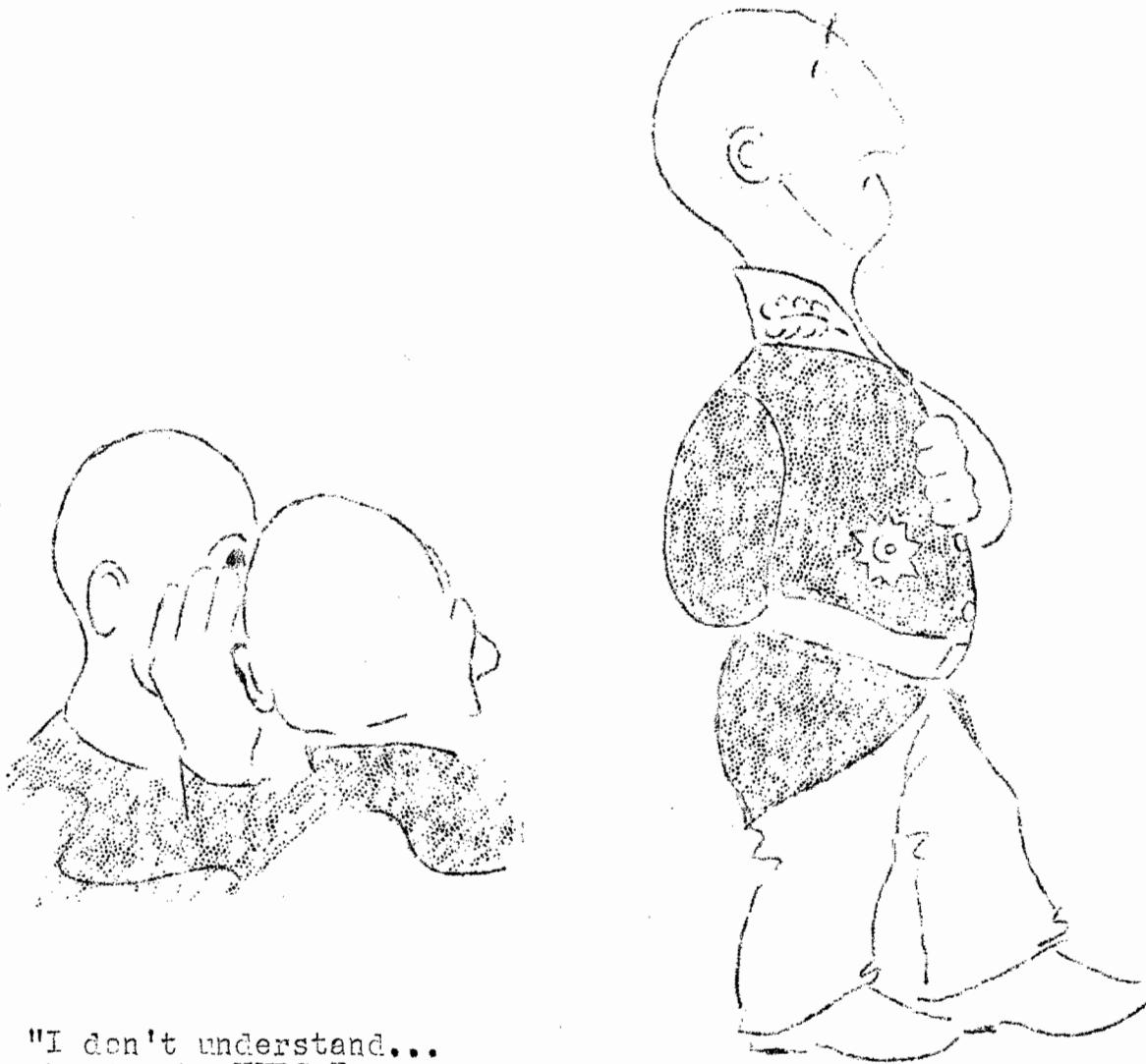


S I A B 23



"I don't understand...
why do the YUDC Boys
call Koning "The Prince?"

"Have you ever played
Diplomacy with him?"

STABBINGS :

GAMESMASTER

IN THIS ISSUE

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509

Phone: 216 799-2141

Trantor I (1964D) -- Spring 1916
Massif I (1965E) -- Spring 1911
Trantor II (1965U) -- Fall 1907
Massif II (1966I) -- Fall 1904
sTab #II (1966Aft) -- Winter 1902

sTab is the excitingly tri-weekly journal of the YUDC, chronicling the hilarious massacres, annihilations, suicides, and double-crosses in the five games above. Subscriptions are 10 issues for a dollar, and trades with all other Diplomacy magazines are solicited.

Although this issue appears one weeklate, all players who will have to submit moves, builds, removals, or retreats in the next issue were informed by letter at the usual time. Players having no moves due in sTab #24, and trades and subscribers are getting the issue for the first time now (as, come to think of it, are the others). Being a member of the first teachers' union to go on strike in Ohio is a time consuming job.

My ramblings on Rulebook ambiguities and contradictions drew some nice compliments, and the beginning of a very thorough discussion of these same situations from John McCallum in the latest Brobdingnab ("A Qtrs," S.E.S., Ralston, Alberta, Canada). It also drew a long letter of comment from Phil Castora, reprinted at the end of the Massif section. Do the rest of you have anything to add?

sTab #II

"Winter 1902"

26 November 1966

EARL THOMPSON:

ENGLAND: Builds F Edinburgh, F Liverpool

JOHN SMYTHE:

GERMANY: Remove A Silesia

DEREK NELSON:

RUSSIA: Build A Warsaw

DEADLINE FOR "SPRING 1903" ORDERS IS SATURDAY, 9 DECEMBER 1966

LONDON The Treacherous Smythe again breaks his treaty. Alas, in all the times I have met Smythe, he has betrayed me and broken our alliances. It had been agreed that England was to have Scandanavia. It might not yet be too late. Withdraw France. Take your fleets away from England, and England will cease her attack on Germany and the Lowlands.

PARIS: We recall someone attack Holland before France invaded English waters. You were warned.

TRANTOR

#48/SVG #48

"Spring 1916, Game I"

26 November 1966

TRIPLE ALLIANCE SHATTERS

AUSTRIA-HUNGARY CLASHES WITH NEIGHBORS

ENGLAND: A York-Liv; A Cly (S) A York-Liv; A Wal-Lon
(Thompson)

FRANCE: A Bre (S) A Par; A Par (S) A Bre
(MacKenzie)

ITALY: F Nap-hold; A Rom-hold; F Mid (S) A-H F Eng-Bre;
(Nelson) A Gas-Par; A Mar-Bur; F Con (S) F Bla-Ank; F Smy (S)
F Con; F EMed-Aeg

AUSTRIA: F Na -Mid; F Eng (S) F Nat-Mid; A Pic (S) A Bel-Bur;
(McCallum) A Hol-Ruhr; A Kie-Mun; A Nor-StP; A Swe-Den; A Boh-Tyr;
A Gal-Rum; A Ser-Bul; F Gre (S) A Ser-Bul; F Ion-Tun;
A Tri-Ven; F Den-Nth

TURKEY: A Sev-Rum; A Bul-Con; F Ank (S) A Bul-Con; A Arm (S)
(Brannan) F Ank

Underlined moves do not succeed. The Turkish Army Bulgaria is annihilated, having no retreat (Rumania is vacant due to a standoff). The Italian Fleet Mid-Atlantic may retreat to the Irish Sea, the Western Med, Portugal, or either coast of Spain. The Italian Player has until THURSDAY, 1 DECEMBER 1966 to submit his retreat. Other players, not wishing to wait upon this retreat, may send in moves conditional upon its direction.

DEADLINE FOR ITALIAN RETREAT IS THURSDAY, 1 DECEMBER 1966

DEADLINE FOR "FALL 1916" ORDERS IS SATURDAY, 9 DECEMBER 1966

LONDON Italy and Turkey had refused to ally with England. Now, England has therefore allied with Austria by assuming a defensive posture (which will allow Austria to become convinced of England's sincerity). Italy and Turkey will now know they erred in rejecting England's help. The armies and Fleets of Europe will continue to war -- all except England's. For an era of peace and prosperity has begun in England, where her peoples are protected by her Armies. And so war grinds on for all, but the neutralist, free, English.

GENEVA (DWE) As this war apparently draws near an end, with the massive forces of Austria-Hungary engulfing the scattered, confused forces of Turkey and Italy, this journal begins to speculate on the fate of James Branch Water, correspondent for the Lichfield Times-Despatch. This paper anxiously awaits any word from the famed journalist and world traveler.

 "Fall 1907, Game III"

L A S T R U S S I A N F O R C E R O U T E D

F R E N C H T A K E T Y R O L I A , T U R K S B O H E M I A

ENGLAND: A StP (S) A Livo; A Livo (S) A Ber-Prus; F Mid-WMed;
 (McCallum) F Bal (S) A Ber-Pru; A Bcr-Pru; A Kie-Ber; A Den-Kie;
 A Swe-Fin; F Nth-Skag

FRANCE: A Ruhr-Bur; A Boh-Tyr; A Mun (S) A Boh-Tyr; A Gas-hold;
 (Reinsel) F Eng-Mid; F Mar-Pied; F Spa (SC) (S) ENGLISH F Mid-WMed;
F Lyon (S) ENGLISH F Mid-WMed

ITALY: F Tun-WMed; F Naf (S) TURKISH F WMed-Mid; A Pied-Mar;
 (Wells) A Tyr-hold; F Tus-Lyon

RUSSIA: No moves received. A Vienna-hold
 (Boardman)

TURKEY: A Sil-Boh; A War (S) A Ukr-Gal; A Ukr-Gal; A Gal-Vie;
 (Smythe) A Mos-hold; A Sev-Ukr; A Bud (S) A Gal-Vie; F Con-Bla;
 F Aeg-Ion; F EMed-hold; F WMed-Mid

Underlined moves do not succeed. The Russian Army Vienna is destroyed, under the provisions for temporary lapse of government (permanent in this case, however, since with its removal Russia ceases to exist as a power). The Italian Army Tyrolia may retreat to either Venice or Trieste, or may refuse to retreat at all (in which case it would be removed, and Italy would have a build coming.) The Italian player should submit his retreat with the "Winter 1909" moves. Other players may make their build orders conditional upon the direction of this retreat, if they wish.

 DEADLINE FOR "WINTER 1907" ORDERS IS SATURDAY, 9 DECEMBER 1966

BUILDS:

ENGLAND: Edi, Liv, Lon, Nor, Swe, StP, Den, Ber, Kie ((9)) No change
 FRANCE: Bre, Par, Mar, Bel, Spa, Por, Mun, Hol ((8)) No change
 ITALY: Nap, Rom, Ven, Tun, Tri ((5)) No change
 RUSSIA: ~~Vie~~ ((0)) OUT
 TURKEY: Ank, Smy, Con, Bul, Gre, Ser, Rum, Sev, War, Mos, Bud,
Vie ((12)) Build ONE



MASSIF^{no} 34



E N G L I S H T A K E P A R I S
 F R E N C H A R M Y P E R I S H E S I N B O H E M I A

ENGLAND: A Bre-Par; A Pic (S) A Bur; A Bur (S) A Bre-Par; A Ruhr
(Smythe) (S) A Mun; A Mun (S) A Gal-Boh; A Gal-Boh; A Sil (S)
A Gal-Boh; A War (S) A Ukr; A Ukr-hold; A Mos (S) A Ukr;
F Nth-Eng; F Helg-Nth

FRANCE: F WMed-Mid; F Spa (SC) (S) F WMed-Mid; F Naf (S) F WMed-
(Root) Mid; A Boh-Sil; A Tyr-Mun; A Bud-Gal; A Vie (S) A Bud-
Gal; A Mar (S) A Gas; A Gas (S) F Spa

AUSTRIA: A Ven-Pied
(Nelson)

TURKEY: A Sev-Ukr; A Arm-Sev; A Rum (S) FRENCH A Bud-Gal;
(MacKenzie) F Bla (S) A Sev-Arm; F Bul (S) A Rum; F Aeg-Ion;
F Gre (S) Neutralists in Albania

Underlined moves do not succeed. The French Army Bohemia is anni-
hilated, having no open retreat.

DEADLINE FOR "FALL 1911" ORDERS IS SATURDAY, 9 DECEMBER 1966

Game 1966I ----- "Fall 1904, Game II" ----- 20 November 1966

G E R M A N S I L E N C E C O N T I N U E S

EMPIRE CRUMBLISH AS FORCES DESERT

ENGLAND: F Den-Kie; A Swe-Den; A Wal-Bel; F Eng (C) A Wal-Bel;
(Cartier) F N.S. (S) A Wal-Bel

FRANCE: F Bel-Hol; A Bur-Ruhr; F Mid-Bre; F Spa-Mid; A Mar-hold;
(Tzudiker) A Bas-Bur

GERMANY: No moves received; Fleets Both, Kiel; Armies Hol, Ber,
(Lake) Mun, Tyr, Vie, War, Mos-hold

ITALY: A Pied-Tyr; A Ven (S) A Pied-Tyr; F Lyon-Tyrr; F WMed-
(Wells) Tur

AUSTRIA: No moves received; Fleets Gre, Adr; Armies Ser, Tri-hold
(von Metzke)

RUSSIA: A StP-Mos
(Latimer)

TURKEY: A Bul-Gre; A Rum-Ser; F Bla-Bul (EC); F Aeg (S) A Bul-
(Davidson) Gre; F EMed-Ion

CORRECTION: In the last issue, Austria's "A Ser-Bul" should be
underlined.

Underlined moves do not succeed. The German Army Tyrolia and the
Austrian Fleet Greece are annihilated, under the provisions for
temporary collapse of civil government. The French Army Belgium
is routed, and retreats to Picardy. The French Player has until

the "Winter 1904" deadline to exercise his option to remove the Army instead (in which case he would have no removal to make in the "Winter" move). Other players may submit conditional moves. Any reader (except present players in this game) may submit "Spring 1905" moves for Germany or Austria in this game. If the present players do not submit Spring moves, they will be replaced... on a first come, first served basis. No fee will be charged.

 DEADLINE FOR "WINTER 1904" ORDERS IS SATURDAY, 9 DECEMBER 1966

PARIS (October 1, 1904) Her Royal Majesty, E. Barbara Philip held a press conderence. "The Majesty of Man is being threatened by this senseless holocaust called War. Man, who has produced the brilliant Philosophy of Plato, the Art of Botticelli, the Music of Strauss, the Science of Lavoisier, the Economics of Marshall and the Political Theory of Burke now threatens to annihilate both his achievements and himself! My People, We cannot permit this. France will make every attempt for peace. No avenue, however narrow; no opportunity, however slight; no effort, however strenuous will be overlooked by the French People. France will continue her quest for peace and invites all nations to actively work for the day when Peace will reign, when the spectre of War and Mistrust among Nations is gone and when Honor and Understanding will accompany Man on his constant venture into the future and into the frontier of Knowledge. On that day surely He will bless mankind with plenty For His Names Sake."

CONSTANTINOPLE At last, these damned Austrians are getting what they deserve for not even attempting to make peace or treaties of alliance with the Glorious Empire of Turkey and like jazz.

We will not stop our invasion of Austria or our liberation of the Serbian and Greek peasants under Austrian domination until we have driven out the Austrian influence in the Balkans, and subjected these people under the enlightened reign of Sultana Vins.

=====

BUILDS:

- ENGLAND: Lon, Liv, Edi, Nor, Swe, Den, Bel ((7)) Builds TWO
- FRANCE: Par, Bre, Mar, Spa, ~~Bel~~, Por ((5)) Remove ONE
- GERMANY: Ber, Mun, Kie, ~~Den~~, Hol, War, Sev, Mos, Vie ((8))
 No change
- ITALY: Ven, Rom, Nap, Tun ((4)) No change
- AUSTRIA: Bud, Tri, Ser, ~~Tri~~ ((3)) No change
- RUSSIA: StP ((1)) No change
- TURKEY: Smy, Ank, Con, Rum, Bul, Gre ((6)) Build ONE

=====

CHANGE OF ADDRESS:

Ken Davidson
 Visitor's Mail
 Canada House
 Trafalgar Square
 London, S.W. 1, England

=====

MISSIF:

PHIL CASTORA (3177 W. 5th St., Los Angeles, Calif. 90005) First off, the official rules are a mess; at least they don't contradict themselves, but there are numerous situations not covered. Ideally, one should extrapolate from the existent Rules, but there are two criteria: Realism, and Simplicity -- to go by; these happen to act in opposite directions, and the problem is thus one of "where do you draw the line?" (Of course, if you're Dan Alderson, you can go to the extreme of inventing new games, each more complicated -- wherefore presumed to be more realistic -- that the last, to the point of approximating incomprehensibility -- in not inconceivability.)

Taking your ideas in order:

- 1) Koning's Rule is fascinating, because while it/expressly contravened by the Rules, Calhamar himself uses it in his sample game! Which suggests, as one can infer from the Rules themselves, that Calhamar did not do his homework when he set out to reduce the game to a book of instructions. In short, he obviously goofed in the Rules, rather than in the game. Further, I believe rejecting Koning's Rule would have the effect of lengthening the game unduly. It's a good rule. ¶-Calhamar has stated several times that he had intended to put the equivalent of Koning's Rule into the Rulebook, but neglected to do so. He prefers to play the games with the rules as written, however, jgk-¶
- 2) Wells' Extension (of Koning's Rule) follows logically from the reasoning behind Koning's Rule, and does not otherwise do any violence to the official Rules. If one routed attack fails to affect another unit, it should similarly fail no matter what its size -- if it's routed, it's routed.
- 3) ¶-Two forces retreating to the same province.-¶ When two units are required to retreat, and both have only the one province (or sea) available, any course, other than annihilating both is not permitted by the Rules. However, since a unit, required to retreat, which has no Retreat Order written is removed from the board, one retreat would succeed, if ordered, provided no orders were received for the other (or others). Thus, the situation is covered by the Rules -- the difficulty can arise only when the Gamesmaster allows "automatic retreats" -- that is, if only one area is open to a unit for retreating, the Gamesmaster does not require a written order. In this case, the Gamesmaster is at fault. By the same token, however, if two armies or two fleets of the same nation must retreat, and there is open only one area to both, the Gamesmaster ought to allow one to retreat and remove the other from the board, on the same principle by which he permits the less complicated automatic retreats to succeed in the absence of orders. ¶-The practice of allowing "automatic retreats" was, I think, adopted to speed up the game. As you notice, in sTab the "automatic retreat" is assumed to take place if the player does not object within 10 days. This has the advantages of speeding up the game without forcing players to accept automatic retreats if they do not wish to do so. jgk-¶

- 4) Supports by fleets in split provinces -- your ruling, as you cite, is supported by the official rules. I'm surprised there should be any question.
- 5) Brannan's Rule -- I was under the impression that this was covered in the Rules. In any event I find it unexceptionable, as otherwise Realism is totally lost.
- 6) I must take exception to your stand with respect to the case of the unit attacked equally from two (or, for that matter, more) sides. Here, the official Rules are flagrantly deficient. Such a unit must retreat or be annihilated. ¶-Even if one of the attacking forces is from the same country as the piece?--¶ By your reasoning in Koning's Rule, the two opposing forces cannot even get at each other if they cannot rout an intervening unit; therefore they cannot stand each other off without first routing said intervening unit. ¶-There is much to be said for your point, and it does point out one more weakness of the reasoning underling the Koning Rule. But I'm arbitrary in my decisions... but consistently arbitrary.--¶
- 7) The Coastal Crawl I regard as an unfortunate ruling. It is strictly in violation of the Official Rules, The fact that it adds Realism without detracting correspondingly from Simplicity (or wouldn't, if the Rules were properly changed) is not, in this case, sufficient to warrant such violation, especially since it adds little to the playability of the game. In other words, I'm against it, but cannot deny there is some sort of a case for it.
- 8) The best solution for replacements would be: in case of failure of a player to submit a Spring or Fall move, send him a self addressed postcard asking him if he intends to remain in the game. If he replies "yes", let him submit moves or not as he pleases -- otherwise hold up the game one issue (if necessary) attempting to get a replacement. This is a courtesy on your part; on the other hand, Gamesmasters do not make profits (at least financially), and he (the delinquent player) does owe it to the other players not to hold up the game. I would, however, hold it one issue if there seemed a reasonable chance of finding a replacement on the basis of "the more, the merrier." ¶-Your suggestion, however, makes it impossible to sustain the one tactical reason for not taking replacement players: that a player might find it practical to lie doggo for a while, then resume playing when the heat was off. If enemies knew he planned to resume play in the future, they would certainly wipe him out rather than turning elsewhere. In future, we will allow players to do anything they damned well please with their countries, hoping that if they decide to quit they will nominate a successor. jgk-¶
- 9) According to the rules, automatic retreats are not permitted. There is a case for them in Postal play... see #3 above. In addition it should be noted that a player can fail to order a retreat in the Fall (according to the Rules), causing a unit to be removed from the board, and rebuilt it in a home supply center, as builds are separate from, and follow, retreats. This, in effect,

allows him to move a unit great distances between regular moves! Some sort of change in the Rules should be made to prevent this, but I believe a Gamesmaster would be exceeding his authority to do it on his own, as no specific principle, even as vague as "Realism," could be cited to rationalize such an arbitrary ruling.

Oh, yes, allowing exchange of provinces via convoy is, I feel, much the same, legally, as the Coastal Crawl.

One further point: I am against "Dunquerque" -- that is, retreat by convoy. (So am I, and the Rules make no provision for it, but does say that the retreat must be "to an adjacent space suitable to an army or to a fleet, as the case may be." This would seem to preclude retreats by convoy. Also, in conveying, the fleet involved is making a move, and during retreats only the piece(s) retreating may move.--)

Oh, yes, I don't know what dilemma of Boardman's that McCallum is referring to; I only know that while he was in the Cult, he solved dilemmas by calling somebody -- anybody -- often, everybody-else, a fascist conservative racist who ought to be shot. I wouldn't say he was irrational, but against him, Goldwater could have made FDR look like a political amateur when the votes were tallied. I'm exaggerating, of course -- at least, I'm trying to... (The meaning of your next to the last sentence totally escapes me.jgk-)

++++
++++

KALMAR #1 is just out from Christina Cartier (2417 Webster St., Berkeley, Calif. 95705), and promises to be an entertaining zine. With many of the provisions of Wild 'n Woolly (which it will eventually replace), but slight rule changes and fee revisions (\$4 for the first game, 50¢ for succeeding games purchased at nearly the same time), it is available for sub (10/\$1), trade, or to players. Get it! In Canada, from John McCallum... in England, from K. Davidson)

FROM:

John Koning
318 So. Belle Vista
Youngstown, Ohio
44509



FIRST CLASS POSTAGE

MAILED
APR 28 1971
YOUNGSTOWN, OHIO
10