

# S TAB 24



Smythe and McCallum simultaneous winners! Peace at last ???

## STABBINGS

GAMESMASTER

IN THIS ISSUE

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Trantor I (1964D) -- Fall 1916 &  
Winter 1916  
Massif I (1965E) -- Fall 1911  
Trantor II (1965U) -- Winter 1907  
Massif II (1966I) -- Winter 1904  
sTab #II (1966Aft) -- Spring 1903

sTab, The Poultry and Dairy Farmer's Tri-Weekly, chronicles in charming fashion the five games above. All names involved in press releases, ultimatums, and murder threats have been changed to protect the editor, and any similarity between these characters and the equally bizarre individuals who play postal Diplomacy is not intended to be provable in court. Subscriptions are 10 issues for a dollar (copies sent first-class), and trades with other Diplomacy journals are solicited on an all-for-all basis.

Games 1964D and 1965E conclude in this issue, and details, game summaries, and lists of victims may be found elsewhere in the issue. My own congratulations to John McCallum for his victory as Austria in 1964D, adding to the list of games winners one of Diplomacy's best players, and to John Smythe for his victory as England in 1965E, bringing his total wins to three! Many more victories to both of you... just don't get in my way.

And, of course...

*Merry Christmas*

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sTab #II

"Spring 1903"

17 December 1966  
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EARL THOMPSON

ENGLAND: F Edi-Nwg; A Den-York; F Nth (C) A Den-York; F Swe-Den;  
F Liv-Iri; F Skag (S) F Swe-Den ((there is not F Skag));  
F Helg-hold ((unordered))

JOHN SMYTHE

FRANCE: F Mid-Nat; F Iri (S) F Mid-Nat; F Lyon-Tyrr; A Pied (S)  
ITALIAN A Tyr-Ven; A Bur (S) GERMAN A Mun; A Bel (S)  
GERMAN A Hol  
GERMANY: A Hol-hold; A Mun (S) F Kie-Ber; F Kie-Ber  
ITALY: F Tun (S) FRENCH F Lyon-Tyrr; F Adr-Apu; AVen-Rom;  
A Tyr-Ven

((continued on page 3))

DEREK NELSON

AUSTRIA: A Boh-Tyr; A Tri (S) A Boh-Tyr; A Vie (S) A Boh-Tyr;  
 F Alb (S) TURKISH F Ion  
 RUSSIA: A Ber (S) A War-Sil; A Pru (S) A Ber; A War-Sil;  
 A Gal-Boh; F Both-Bal; F Bla-Con  
 TURKEY: A Ser (S) A-H A Tri; F Ion (C) A Smy-Nap; F Aeg-Gre;  
 F EMed (C) A Smy-Nap; A Smy-Nap

Underlined moves do not succeed. The English player should note that his fleet is in the Helgoland Bight, not the Skaggerak.

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 DEADLINE FOR "FALL 1903" ORDERS IS SATURDAY, 7 JANUARY 1967  
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# TRANTOR

#49/SVG #49

"Fall 1916, Game I"

17 December 1966

A U S T R I A - H U N G A R Y T R I U M P H A N T !  
 SIXTEEN YEARS' WAR ENDS AT LAST

ENGLAND: A Liv-hold; A Lon-hold; A Cly-hold  
 (Thompson)

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

ITALY: F Nap (S) A Rom; A Rom (S) F Nap; A Mar-hold; A Gas-Spa;  
 (Nelson) F Por (S) A Gas-Spa; F Bla-Bul (EC); F Con (S) F Bla-Bul;  
F Aeg-Gre; F Smy (S) F Con

AUSTRIA: F Eng-Bre; F Mid (S) F Eng-Bre; A Pic (S) F Eng-Bre;  
 (McCallum) A Bur-Gas; F Nth-Eng; F Den-Nth; F Tun-hold; A Ven (S)  
 A Tyr-Pied; A Mun-Tyr; A Tyr-Pied; A Ruhr-Mun; A StP-  
 Mos; A Gal-Rum; A Bul-hold; F Gre (S) A Bul

TURKEY: A Sev-hold; A Arm (S) F Ank; F Ank-hold  
 (Brannan)

Underlined moves do not succeed. The French Army Brest is annihilated, having no open retreat. The Turkish Army Bulgaria retreats to Serbia. After the "Fall 1916" moves the Powers controlled the following supply centers, requiring the noted "Winter 1916" moves:

ENGLAND: Lon, Liv, Edi ((3)) No change

FRANCE: ~~Bre~~; Par ((1)) No change

ITALY: Rom, Nap, ~~Ven~~, ~~Tyr~~, Spa, Smy, Por, Con, Mar, Bul ((8))  
 Remove ONE

AUSTRIA: Vie, Tri, Bud, Ser, Gre, Mun, Mos, Ber, Bel, Nor, StP,  
 Swe, Den, Kie, Hol, Tun, Ven, Rum, Bre ((19)) Build  
 THREE ((cannot build four))

TURKEY: Ank, ~~Rum~~, War, ~~Bul~~, Sev ((3)) No change

"Winter 1916, Game I"

Inasmuch as the sTab -- and the Rulebook -- criterion of victory is the majority of pieces on the board (nothing is said in the rules about the majority of supply centers), I contacted the Italian and Austrian players for their "Winter 1916" orders.

ITALY: Removes Army Spain

AUSTRIA: Builds Army Vienna, Army Trieste, Army Budapest.

Following the "Winter 1916" builds, Austria-Hungary possessed 18 of the 33 pieces on the board -- a clear majority. Therefore I declare John A. McCallum, the Austrian player, the winner of game 1964D. Congratulations, John!!!

A resume of the game, press releases, and the winner's statement follow on this and the next pages.

E -- Dick Schultz (res S02)	Gamesmaster:
Phil Castora (dro F12)	John Smythe 1900-W06
Earl Thompson	John Koning S07-F08
F -- James MacKenzie	John Smythe W08-W10
G -- Paul Harley (out F07)	John Koning S11-W16
I -- Derek Nelson	
A -- John McCallum (winner)	
R -- Don Recklies (res F01)	
James Thomas (out F05)	
T -- Charles Brannan	

## Growth of the High Combatent Powers

Country	1900	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
England	3	5	5	5	7	9	11	11	13	12	13	11	9	9	7	3	3
France	3	6	6	8	10	8	5	5	3	2	2	1	1	2	2	2	1
Germany	3	4	4	4	1	1	1										
Italy	3	3	4	3	2	2	3	3	4	6	6	7	8	7	7	9	8
Austria	3	3	4*	5	6	6	4	7*	8	9	9	10	12	11	14	15	19*
Russia	4	7	6	3	2												
Turkey	3	4	5	6	6	8	10	8	6	5	4	5	4	5	4	5*	3

((\*indicates that through failure to build or because centers were occupied, the country concerned had one more supply center than it had pieces.

SUMMARY As John McCallum notes a little later in his statement, 1964D was an interesting game, but one dominated by personal grievances and likes rather than objective strategy. It was also unusual in other respects. In length, only 1963B has exceeded it. Every player at one time or another missed one or more moves. Several players resigned, often when their countries were in excellent positions, and one player was dropped when his nation was likewise still powerful. Perhaps strangest of all, however, those nations powerful in the early parts of the game -- England,

France, Russia, Turkey -- were either eliminated or reduced to a few pieces by the end of the war, while Italy and Austria, who were nearly wiped out in the opening years of the war, went on to take second and first places, respectively, holding at its conclusion nearly 80% of the supply centers.

Missed moves and changes of government, however, played a more important part in this game than in any other in my knowledge. In the opening years of the game England and France attacked Germany which, though weakly played by Paul Harley (when he bothered to play at all) outlasted Russia, which was played sporadically by James Thomas. Russia, however, was attacked by England, and a Turkish-Austrian alliance. Italy, meanwhile, was also attacked by France. About 1903 Germany and Russia stopped sending in moves entirely. England made rapid progress into Russia, and France moved into the Mediterranean and all but wiped Germany out. Italy, facing a determined French attack ably handled by Jim MacKenzie, was also attacked by Austria. Turkey, meanwhile, was burrowing through southern Russia and, in the process, surrounding Austria.

In 1903 France had taken Holland from England and England, apparently satisfied with its profitable northern campaign, had not protested. In 1905, however, England -- having removed the northern Russian threat and with Germany out of the picture -- suddenly launched an all out attack on France. France, meanwhile had pushed its fleets as far as the Eastern Mediterranean, and was in no position to defend.

At this crucial point, Jim Mackenzie moved and Smythe lost touch with him for three moves. This enabled England to nearly overrun him, and Turkey to throw him out of Germany. France, with 8 pieces spread from Kiel to the Eastern Med., was virtually ruined. At this time Turkey also attacked Austria, causing McCallum to ally with Nelson and -- possibly -- with MacKenzie against England and Turkey.

Strangely, in 1907, Brannan refused to retreat several pieces, causing mass annihilations, and showed surprisingly little resistance to the Austrian attacks. Meanwhile, France was being whittled down to a lone army in Paris, and ceased moving once again.

An alliance of desperation was formed against England, among all of the survivors except France. None were at first powerful, but gradually Austria gained ascendancy. Sporadic fighting ensued between Italy and Turkey, but Turkish-Austrian co-operation continued against England. This mostly took the form of Austria absorbing Turkish supply centers.

In 1910 England, with 13 pieces the largest power on the board, started missing moves, and by 1913 when Earl Thompson took over she had only 9 pieces and a bad position. Thompson began an orderly withdrawal to his own shores, since he could not break the alliance against him, in preparation for a last defense.

The Italian-Turkish feud continued until the end of the game, but England bought peace with Austria by reducing himself to three armies, all stranded in the British isles. Austria would have won the game in 1915, but Italian and Turkish seizure of supply centers prevented this. Their rash moves, however, was answered in 1916 by a massive Austrian attack, which gave McCallum victory in the war.

WINNER'S STATEMENT At the conclusion of Game 1964D (Trantor I)-- a game which rivals the game in Ruriconia in real time length and which is only one year shorter in playing "years" -- I would like to thank all those who contributed to it. First of all, of course, to its two games masters, both of whom did an excellent job during their respective terms of office. To the other players I owe thanks in two senses: One, in the usual one of having provided a game; and secondly, because so many of them gave me so much support as allies. Finally, I would like to say "Thank you" to "James Branch Water, of the Litchfield Times-Despatch" who provided what I regard as one of the most enjoyable series of press reports to be found in any Diplomacy journal.

The game was a peculiar one in some ways. It has often been noted that Diplomacy is a game with a personal element -- that decisions are often made on the basis of friendship or antipathy between the players. That element appears in all game of Diplomacy, but game 1964D was absolutely riddled with it. No decisions were made on purely strategic grounds: friendship, enmity, political feeling, prejudice, honourable scruples even, these were the bases of all moves in this game. "James Branch Water," a contemporary military critic, appeared uncertain at times as to what was going on; any future historian who dips into the archives will find this game incomprehensible.

It has frequently been pointed out, in print and privately, that John Smythe is a superb player. It is equally true, though less publicized, that he is among the most objective of players: he will ally with his worst enemy in the interests of the game. And he will cut down his best friend -- as perhaps our editor can testify -- in the same cause. It is ironic, therefore, that it is the game which he organized, and ran in the early stages, which has proved to be one where emotional influences, rather than strategic ones, were dominant throughout. Adrift in this sea of emotion, with currents, cross-currents, and counter-currents running in all directions, my strategy, if such it may be termed, was a simple one. It was to go along with any of the currents which seemed to be going, for the time being, in my direction. I had excellent support from allies from beginning to end, and even those with whom I was nominally at war supported me on several occasions. In fact, near the end of the game, I had offers of support and alliance from my only remaining "enemy." It is not difficult to win when the whole board is conspiring to see that you do so. In the penultimate year, it is true, two allies did invade my territory and had to be suppressed; I think they were more carried away by natural exuberance at the prospect of the end of a long war than by anything else, however.

It is appropriate that Austria should be the winner of a game in which so much depended on personal feeling. "Bella gerant alii; tu, felix Austria, nube." Let other nations fight; you happy Austria, gain your ends by more personal means.

Again, let me thank all who contributed to the game.

-- John A. McCallum

VIENNA (27 November 1916) Vienna, the seat of power of the House of Habsburg, has seen many triumphs. But none have been as spectacular or as momentous as the victory cele-

bration which sprang up spontaneously upon word of the surrender of English, Italian, and Turkish forces. The grief over the recent passing of the aged Kaiser Franz Josef has been washed away in a spate of enthusiasm for the victory, the restoration of the Holy Roman Empire, and the accession of the new Kaiser, Rudolf III.

Kaiser Rudolf has made several appearances in various parts of the city as the deliriously happy crowds hail him and the enlightened policies which have converted the Empire from an Austrian hegemony to a reasonably democratic federation. In his youth he had been a bit of a playboy, and the stories are still told of his infatuation with a dancer named Mitzi Kaspar. But his good sense prevailed, and as he ascends the throne at the age of 58 he is regarded as the best-trained monarch the Empire has ever had.

As if to emphasize the multi-national character of the Holy Roman Empire, he has appeared accompanied by high civil and military officials from all parts of his domains. Besides his son, Crown Prince Josef, there are General Dragutin Dimitriewitsch, fresh from triumphs against the Turks in Bulgaria; Colonel Grand Duke Rudolf von Soyecourt-Breschau; General Potiorek; Prime Minister Bethlen; Minister of Culture Karl Kautsky; and Minister of War Brusilov, one of the new subjects of the Empire from the formerly Russian territories. There was a touching demonstration of the loyalty of the millions of new Slavic subjects of the Empire when a Serbian delegation headed by the fiery 22-year-old Serbian Member of Parliament, Gavrilo Princip, presented the Kaiser with the key to the city of Sarajevo.

The plans of the Imperial Government concerning the future of Europe will shortly be published. Apparently the Kaiser will resume direct rule of anything that any Habsburg ever ruled in Europe. France and England will be protectorates, and Russia will be ruled as a "tributary state." The Scandinavian kingdoms have already entered the Empire as monarchies within it. Italy, as a reward for its alliance during the last years of the war, will merely be stripped of Venice and Tunisia, and will receive as compensation a colony in western Turkey and the Aegean Islands.

-- James Branch Water, Lichfield Times-Despatch

[-My deepest thanks to John Boardman who, as James Branch Water, has provided such an enjoyable commentary on 1964D in the 2½ years of play. jgk-]

----- "Winter 1907, Game II" -----

TURKEY ADDS EIGHTH ARMY  
ITALIANS RETIRE TO VENICE

ITALY: Retreats Army Tyrolia to Venice  
(Wells)

TURKEY: Builds Army Ankara  
(Smythe)

----- DEADLINE FOR "SPRING 1908" ORDERS IS SATURDAY, 7 JANUARY 1966 -----

# MASSIF<sup>no</sup> 35

Game 1965E

"Fall 1911"

17 December 1966

## ENGLISH GAIN MAJORITY FORCE

### FRENCH ANNIHILATION ENDS WAR!

ENGLAND: F Mid (S) F Por-Spa (SC); F Por-Spa (SC); F Iri (S) F Mid;  
 (Smythe) F Eng (S) F Mid; F Nth-Nwg; F Bre (S) A Par-Gas;  
A Par-Gas; A Bur-Mar; A Pic-Bur; A Ruhr (S) A Pic-Bur;  
A Mun (S) A Boh; A Sil (S) A Boh; A Boh-hold; A War (S)  
A Ukr; A Mos (S) A Ukr; A Ukr-hold

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

AUSTRIA: A Pie (S) FRENCH A Tyr  
 (Nelson)

TURKEY: A Rum-Bud; F Bul-Rum; F Bla (S) F Bul-Rum; A Sev-hold;  
 (MacKenzie) A Arm (S) A Sev; F Ion-Nap; F Gre-Ion

Underlined moves do not succeed. The French Army Gascony is routed and destroyed, having no available retreat. With this annihilation, the total of pieces on the board stands at 31. Since 16 of these are English pieces, John Smythe has fulfilled the rulebook conditions of victory, and is declared the victor in Game 1965E. Below are listed the supply centers at the end of this Fall move. A resume of the game follows.

ENGLAND: Lon, Liv, Edi, Den, Swe, Nor, StP, Hol, Mos, Bel, Kie,  
 Ber, War, Mun, Bre, Por ((16))  
 FRANCE: Mar, Par, Spa, Tun, Rum, ~~Mar~~, Tri, ~~Bud~~, Vie ((7))  
 AUSTRIA: Ven ((1))  
 TURKEY: Ank, Smy, Con, Bul, Gre, Rum, Ser, Sev, Nap, Bud ((10))

The progression of the game in regard to supply centers is shown:

Country	1900	01	02	03	04	05	06	07	08	09	10	11
ENGLAND	3	5	5	6	7	9	11	13	14	16	16	16
FRANCE	3	4	5	6	7	8	9	10	12	10	9	7
GERMANY	3	4	5	4	5*	3	1					
ITALY	3	4	3	2	1*							
AUSTRIA	3	5	5	6	6	6	6	4	2	1	1	1
RUSSIA	4	6	6	5	2*	1						
TURKEY	3	4	5	5	6	7	7	7	7	7	8*	10

((\*indicates that because all home centers were occupied, or through a failure to build, the country had one less piece than supply centers))



Players in 1965E were:

- E -- John Smythe (won F11)
- F -- Jock Root
- G -- Dick Schultz (out F07)
- I -- James Goldman (out F05)
- A -- Derek Nelson
- R -- Steve Cartier (out F06)
- T -- James MacKenzie

Gamesmaster throughout the game was John Koning

**GAME SUMMARY** 1965E was a relatively slow game, with only 11 game years played in 19 months, but it was hardly an uneventful one. All players invited to join the game in April 1965 were already "old hands" familiar to mail Diplomacy readers, and with the exception of Italy (and lapses on the part of Turkey) all countries were strongly commanded. All participants played through to the end (theirs, or the game's).

In the early portions of the game, before the alliance structure emerged clearly, English-Russian, Austro-Italian, and France-German conflicts shaped up. Due to the rigors of getting married and moving several times, James Goldman, the Italian player, mised a number of moves and was often confused as to piece locations when he did submit orders. Hence his dismemberment and early elimination at the hands of Derek Nelson (who bore him a grudge from 1964A)'s Austria and Jock Root's France.

After an opening year which saw France and Germany throw all their forces at each other (with little gain to either), a Franco-German detente was achieved, with England as arbiter. This soon became a three-way alliance between the western powers.

There soon appeared a Turkish-Austrian alliance, which battled both Italy and Russia, but with the fall of Italy and the entrance of the English forces into northern Russia and the strong French advance into the Mediterranean, a three way alliance between Austria, Turkey, and Russia was formed.

Italy was thus a lone power caught between two blocs. Even the most forceful play could hardly have saved her.

Steve Cartier's play of Russia varied between brilliance and indifference. In his northern conflict with Smythe he was skillful, and the Scandinavian provinces changed hands with some regularity for the first four years of the game. Smythe's steady advance, however, eventually wore him down. In the south, he put up little resistance to Turkey's depredations.

By the end of the third year, France had reached Tunis, England had overrun Scandinavia, and German was in Warsaw, while the Austrians were wiping up the Italians and massing on the German border, and Turkey was advancing north through Russia and west toward the Tyrrhenian.

The first real conflict between eastern and western blocs (since Russia did not belong to the western bloc when fighting in Scandinavia and Warsaw) was precipitated when Austria grabbed Munich from Dick Schultz' Germany. Schultz was at this time engaged on his eastern front, and had expected no trouble from Austria, who was still destroying Italy. This move not only signaled the formation of the eastern bloc, but the general rigidifying of the alliance structure that was to hold until the game was nearly over, it also

gave England an excuse to surround Germany, ostensibly to protect her centers from Austrian invasion.

During 1905 a curiosity occurred in play. Italy's last unit was annihilated in 1904 without the resulting loss of a supply center, when Goldman failed to send in a retreat order. Through his subsequent failure to build for his last supply center, Italy played 1905 as a power with no units. This is, to my knowledge, the only time this has occurred in mail diplomacy play.

By 1905 England had gradually engulfed most of the German centers, probably with the (unwilling) consent of Schultz, who could hardly stop him without giving everything to the eastern bloc, and Russia was down to one unit. By the end of 1906, Austria had similarly eliminated his ally Russia, and the game was for some time a contest between the French-English and the Austro-Turkish alliances.

Unfortunately, Turkey's failure to move several times in the years 1906-07 made Smythe's advances into Russia and Germany much easier. I believe Nelson's strategy was to hold Smythe at the Warsaw-Moscow-Silesia-Munich line, putting him into a position where he would either attack France or lose the game. When this did happen, however, in 1909, Smythe already had position and power (14 pieces) over France, and his entrance into that country was swift and deadly.

As it was, with England's stab in 1909, Turkey and France allied and attempted to defend in the east while stopping Smythe in the west, but to no avail. In the shuffle, Austria was reduced to a single piece, which remained on the Italian peninsula for the duration.

Turkey's failure to build in 1910, leaving only 33 units on the board at the opening of 1911, and the annihilation of 2 French forces, gave Smythe a victory that would probably have taken several more years to achieve otherwise... if, indeed, it could have been achieved at all.

As it was, it is doubtful whether the French-English alliance could have been stopped by any possible combination of Austro-Turkish moves, no matter how brilliant, but the victory would have been years later in coming, and the shattering of the English-French alliance may have come at another time and under different conditions.

The English maneuvers of 1909-1910, by the way, are well worth studying. They are a classic example of the conquest of a neighbor's territory while he is fighting on some other front, and exhibit the superb tactical skill which has made John Smythe Diplomacy's only three-time winner. -- John Koning

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 Game 1966I

"Winter 1904"

 17 December 1966
 

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ENGLAND: (Cartier) Builds A Liverpool, A London

FRANCE: (Tzudiker) Removes A Marseilles

TURKEY: (Davidson) Builds Army Constantinople

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 DEADLINE FOR "SPRING 1905" ORDERS IS SATURDAY, 7 JANUARY 1966  
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# MASSIF

ALLAN B. CALHAMAR (201 W. 21, New York, N.Y. 10011) In answer to point six of Phil Castora's remarks (sTab #23, p. 8) I would like to call attention to the scale on which a military action in "Diplomacy" is assumed to take place.

If the two supported armies stand each other off attempting to enter a province, an incumbent army may remain there. It does not have to, and is not entitled to, retreat. Retreats enter into the game only because of a rule under "The Support Order" which says:

A unit which otherwise would have remained in the province thus occupied is dislodged and must "retreat." It is clear, then, that there is no retreat without occupation.

The rationale depends on the scale of the action. We are not fighting a simple engagement, in which one army in the middle is getting peppered at from both sides. A move is a six months' campaign, 1914 style, over an area the size of, say, Bavaria. I assume the troops move up and down that province during the six months. There are, however, three parties -- and the two strong ones have to devote a lot of their attention to covering each other. They also attack the incumbent, but he has some capability to defend himself, which is sufficient in this situation.

You may argue, then, that armies should be able to pass through each other. I don't agree. By the time a piece moves, it represents "control" of an area -- i.e., safe supplies and paraphernalia, etc. I think generally the pieces in this game represent control of a rear area -- for example, a fleet acting in a coastal province is really holding a seaward rear for associated land forces, not represented by a piece, which really occupy the country.

JOHN BOARDMAN (592 E. 16th St., Brooklyn, N.Y. 11218) If Castora is not sure what "Boardman's dilemma" is, neither am I. No Diplomacy publishers have yet bothered to take me into their confidence on it. If the meaning of his sentences escape you, you are not alone. Castora has been active in the Cult and elsewhere as a conservative of the sort bred only in California. He has reference to a controversy in the Cult, which began when I announced a policy of refusing to publish the writings of racists. This arose out of my belief that conservatism -- which, taking my cue from the 1964 election returns, I regard as based mainly on anti-Negro bigotry -- cannot be regarded as a participant in the democratic dialog as long as conservatives continue to murder integrationists with immunity. The reaction of the Cult, a primarily California-based organization, to this policy is a disquieting example of how fast the backlash is lashing these days. I was promptly expelled.

And Castora -- well, you're probably familiar with conservative statements which place primacy on emotion rather than reason in debate. They range from "I think with my blood" to "In your heart you know he's right." If you find Castora hard to understand, this is because you're looking for intellectual content where there is only raw, inchoate emotion. I think it is because I am looking to straight-forward grammatical construction where there is only complex sub-clausal structure. jgk-1

DEREK NELSON (18 Granard Blvd., Scarborough, Ontario, Canada)

Regarding the Rules controversy, I agree with all your rulings and consider them the "common sense" answers. On the difficulty of two forces from different countries retreating to the same space your ruling is unclear on whether one player, who decides to retreat while the other prefers destruction, can do so. (for example, allies may wish to arrange things this way)

(-I will make no "automatic retreats" save in those cases where only one force is retreating and there is only one space to which it may retreat... in a given section of the board. When two forces are forced to, or have the option to, retreat to the same space, each must specifically order such a retreat. Therefore if two countries are involved, one may choose destruction while the other retreats. jgk-)

Well, that's it for this issue. I'm sorry it has been delayed, but it's size and the amount of research necessary to write summaries on two games has made a slight delay necessary. Since stab #25 is delayed a week to allow for the holidays, it still gives players three weeks before the next time.

Have a good holiday... see you next year.

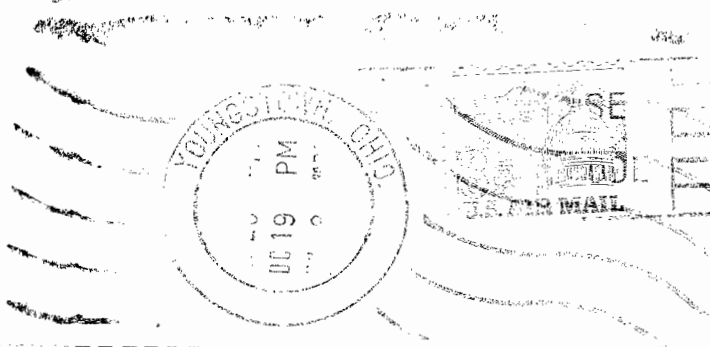
-- John Koning

P.S. -- the cover this issue (and last issue) is by John Smythe, who also wishes everyone concerned the best for the holidays.

FROM:

John Koning  
318 So. Belle Vista  
Youngstown, Ohio 44509

FIRST CLASS POSTAGE



Derek Nelson  
18 Granard Blvd.  
Scarborough, Ontario  
Canada