
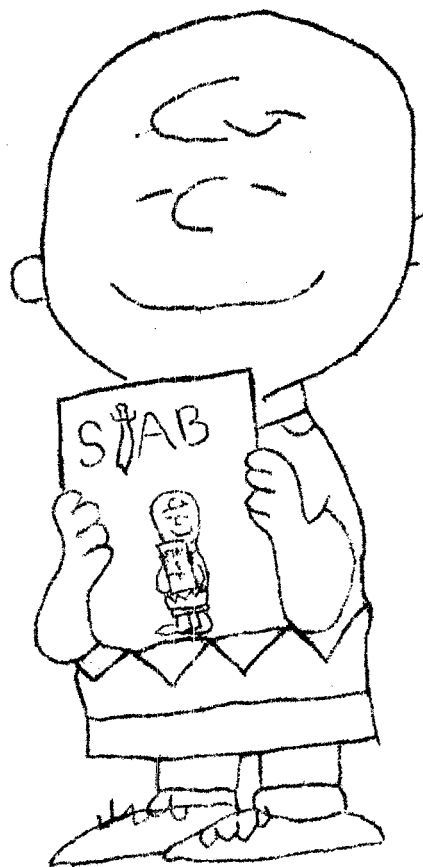


S  AB 25



Happiness is finding out you're not
Austria in a new Diplomacy game.

STABBINGS

GAMESMASTER

IN THIS ISSUE

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Massif II (1966I) -- DELAYED
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Trantor III (1967?) -- Winter '00
sTab #II (1966AFt) -- Fall 1903

sTab, Youngstown's leading Diplomacy magazine, is published once every three weeks (usually) to chronicle the games listed above. A new game begins in this issue, and a second new game will commence as soon as the required number of invited players has been located. Subscriptions are 10 issues for a dollar, and trades with other Diplomacy magazines are solicited... though if I don't hear something from some editors soon I'll stop my one-sided exchange.

sTab #II

"Fall 1903"

7 January 1967

EARL THOMPSON

ENGLAND: F Liv-hold; A York (S) F Liv; F Nwg-hold; F Nth-Eng;
F Helg-Nth; F Den-Kie

JOHN SMYTHE

FRANCE: F Tyrr (S) ITALIAN A Rom-Nap; A Pied (S) ITALIAN A Ven;
A Bel (S) GERMAN A Hol; F Iri-Eng; F Nat-Iri; A Bur (S)
GERMAN A Mun
GERMANY: A Mun (S) F Kie-Ber; F Kie-Ber; A Hol-hold
ITALY: F Tun-Ion; A Rom-Nap; F Apu (S) A Rom-Nap; A Ven spits
on the dirty Austrians ((if they weren't dirty before,
they will be now. jgk))

DEREK NELSON

AUSTRIA: F Alb (S) TURKISH F Ion-Adr; A Tyr-Ven; A Tri (S)
A Tyr-Ven; A Vie-Tyr
RUSSIA: F Bal-Kie; A Ber-Mun; A Sil (S) A Ber-Mun; A Boh (S)
A Ber-Mun; A Pru-Ber; F Con-Aeg
TURKEY: F Ion-Adr; F Gre-Ion; F EMed (S) F Gre-Ion; A Ser-hold;
A Nap-hold

Underlined moves do not succeed. The Turkish Army Naples is destroyed. The German Army Munich retreats to the Ruhr. Note the "Boardman's Dilemma" situation in Germany. Army Munich, even though routed by the Russian attack from Berlin, is permitted to support Fleet Kiel into Berlin since, according to the Rulebook, support can be cut only by an attack from a space other than that into which the unit is delivering its support. Strangely enough,

the Russian and English attacks on Kiel stand each other off, leaving that city vacant, but closed to the retreat of the Army Munich.

 DEADLINE FOR "WINTER 1903" ORDERS IS SATURDAY, 28 JANUARY 1967

BUILDS

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

Since the only build move in the game is Turkey's, players are requested to send in "Spring 1904" orders by 28 JANUARY 1966 also, to speed up the game. They may, of course, make these moves conditional upon Turkey's build, if they wish.

LONDON Fleet Bight!!! Mighod, no wonder old Smythe became hostile -- Retreat, Smythe, and let me ~~backstab~~ show you my friendship -- England and Scandanavia for England, as for later, 6 units will not be enough of England's plans.

HOLLAND The German High Command has ordered the German Imperial Army courageously defending Holland to urinate into the Helgoland Bight, thereby fouling the water supply of the enemy and causing many casualties, much illness, and great consternation.

GENEVA (DWE) This journal has received reports that the central alliance of France-Germany-Italy is running low on ammunition, and has been forced to utilize the great ingenuity of its leader, J.W. Smythe, in fabricating materials with which to bombard the enemy. We would find it difficult to credit some of the tales coming to us from the fronts concerning the nature of this bombardment, were we not personally acquainted with M. Smythe's methods from past conflicts.

Our only advice to the other combatents is to lay in large supplies of disinfectant.

TRANTOR

#50/SVG #50

"Spring 1908, Game II"

7 January 1967

FRENCH MARINES LAND IN PIEDMONT

TURKISH-ITALIAN VICTORY IN TYROLIA

ENGLAND: A Ber-Sil; A Pru (S) A Ber-Sil; A Kie-Ber; A Livo-War;
 (McCallum) A StP-Livo; F Bal (S) A StP-Livo; A Fin-StP;
F Mid (S) FRENCH A Gas-Spa; F Skag-Swe

FRANCE: A Mun (S) ENGLISH A Bor-Sil, A Tyr-Boh; A Bur (S) A Mun;
 (Reinsel) A Gas-Spa; F Eng (S) ENGLISH F Mid; F Spa (SC)-Lyon;
 F Mar (S) F Lyon-Pied, F Lyon-Pied

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

TURKEY: A Ank-Sev; F Bla (C) A Ank-Sev; A Mos (S) A War;
 (Smythe) A Ukr (S) A Mos; A Gal (S) A War; A War (S) A Mos;
 A Boh (S) A Vie-Tyr; A Bud-Tri; F Ion-Tyrr; F EMed-Ion;
 F WMed-Lyon; A Vie-Tyr

Underlined moves do not succeed. The French Army Tyrolia and the Italian Army Piedmont are annihilated.

 DEADLINE FOR "FALL 1908" ORDERS IS SATURDAY, 28 JANUARY 1967

"Winter 1900, Game III"

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

OR DOES IT?

GENEVA (DWE) At last the war is over. Laborers are busy repairing the damage caused by John McCallum, Derek Nelson, and others in their violent war, 1964D. Grass is being replanted on the battlefields, cities repaired and towns restored, soldiers are returned to their families, and the clocks are turned back to 1900 once again. Europe has gained a new lease on life, and prospects for a peaceful future seem rosy. It is an era of honesty and goodwill towards men. Man seems at least to have learned a lesson from his bloody conflict, and has vowed to fight no more.

And yet, there are always ambitious men, men who lust for power regardless of the cost, men who would throw away armies and navies as though they were chips of wood to achieve their ends.

Already rumors have reached our ears that certain unscrupulous blackguards, not satisfied with the damage being done to Europe in countless other wars, and preparing to plunge the world into another horrifying conflict. Certain men, already well known as war-mongers and diplomats of the worst sort, are daily seen in front of their mirrors practicing looks of innocence, warm handshakes, and friendly pats on the back. These same men can at other times be seen in their basements, sharpening knives and practicing certain motions not approved of on the dueling courts. It does not look to good, after all.

Perhaps the most foreboding of all the portents to be seen, however, is the recent opening in Austria-Hungary of a new branch of the Smythe Masonry Works. The SMW is rumored to be the producer of the dread super-weapon, the "brick", first developed for John Smythe in the dread laboratories of Sigmund Freud, in the far off land of Fredonia. Whether Smythe will soon activate a chapter of his fanatical conservative group, the "John Brick Society," remains to be seen.

A list of suspicious characters is appended to the next page. Watch them carefully.

COUNTRY	PLAYER	PHONE & HOURS
ENGLAND	Jerry Pournelle 8396 Fox Hills Avenue Buena Park, Calif. 90620	(714) 521-1474 10 pm to Midnight
FRANCE	Charles Reinsel 120 8th Avenue Clarion, Penna. 16214	(814) 226-7205 6 to 9 pm
GERMANY	James W. Latimer III Merrimack College Austin Centre, Room #223 No. Andover, Mass. 01845	NONE
	(Home: Jan. 20 - 30) 4011 Silver Hill Rd. Suitland, Maryland 20023	(301) 423-3062
ITALY	Frank Clark 5506 Fiske Place Alexandria, Virginia 22312	(703) 354-9077 5:30-11:30 pm, weekdays Noon-Midnight, weekends (Eastern time)
AUSTRIA	John W. Smythe 621 E. Prospect Girard, Ohio 44420	(216) 545-3058 6-9 pm, weekdays
RUSSIA	Derek Nelson 18 Granard Blvd. Scarborough, Ontario Canada	(416) 261-0574 6-7 pm, Tuesday, 95% sure 5-7 pm, other nights 75% sure
TURKEY	Roland Tzudiker 310 Garrison St. Denver, Colorado 80226	(303) 237-0191 6-7 pm, except Thurs. Messages anytime before 10 pm.

 DEADLINE FOR "SPRING 1901" ORDERS IS SATURDAY, 28 JANUARY 1967

PLAYERS IN 1966I: Disregard the following message, and turn to
 Page 7 for Spring 1905 moves.

Game 1966I

"Interrim"

7 January 1967

G A M E D E L A Y E D B R I E F L Y
 GAMESMASTER AT FAULT

I delayed in mailing Ken Davidson the moves from the last issue of sTab, and he has not had time to reply as yet. The game will therefore be delayed for one week, or until Ken's moves arrive, whichever is shorter. A special issue of Massif will then be published. Sorry.



MASSIF^{no} 36



Game 1966I

"Spring 1905"

7 January 1967

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

ENGLAND: A Swe-Fin; F Den-Swe; A Bel-Hol; F Nth (S) A Bel-Hol;
(Brannan) F Eng-Mid; A Liver-hold; A Lon-hold

FRANCE: A Ruhr-Mun; A Bur (S) A Ruhr-Mun; A Pic-Bel; F Mid (S)
(Tzudiker) F Bre-Eng; F Bre-Eng

GERMANY: F Kie (S) A Hol; F Both-StP (SC); A Hol (S) F Kie;
(Naus) A Ber (S) A Mun; A Mun (S) F Kie; A Vie (S) A War-Gal;
A Mos (S) F Both-StP

ITALY: F Tun-Ion; F Tyrr (S) F Tun-Ion; A Tyr-Tri; A Ven (S)
(Wells) A Tyr-Tri

AUSTRIA: No moves received; F Adr, A Ser, A Tri -hold
(von Metzke)

RUSSIA: A StP-Mos
(Latimer)

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

Underlined moves do not succeed. The Austrian Armies Serbia and Trieste are routed and destroyed, since Austria remains in civil disorder (no one appeared willing to take it from von Metzke... I doubt if anyone will want it now). The Russian Army St. Petersburg may retreat to either Livonia or Norway. This retreat is due THURSDAY, 19 JANUARY 1967. The Turkish Fleet Ionian may retreat to either Naples, Apulia, Greece, Albania, or the Eastern Med. Because of the distance involved, Ken Davidson may submit his retreat with his "Fall 1905" orders, and other players may submit moves conditional upon that retreat, or may, if they wish, insist that the retreat be printed and the "Fall 1905" moves delayed until stab 27. The English Fleet English Channel retreats to the Irish Sea (this retreat is printed now because it cannot affect the direction of the other two retreats.).

Germany has been taken over from Bob Lake by:

Harold Naus
288 Broadway #139
Chula Vista, Calif. 92010
(Phone: 714 420-9619)

DEADLINE FOR RUSSIAN RETREAT IS THURSDAY, 19 JANUARY 1967

DEADLINE FOR "FALL 1905" ORDERS IS SATURDAY, 28 JANUARY 1967

Press releases are postponed until the next issue.

MASSIF

DEREK NELSON (18 Granard Blvd., Scarborough, Ontario, Canada) I have a few comments on Trantor I. Of all the games I've played it was the most enjoyable, mainly because I refused to take it seriously most of the time. (The one exception was when England was very close to victory.)

I played it as an experiment. So the first thing I did was scrap Boardman's carefully worked out plan to attack France while allied with Austria. I wanted an all-Canadian alliance (I must have been in one of my more nationalistic moods!) with France to attack England, Italy to attack Germany, and Austria to do something in the East. Everyone knows the results of that, of course. I tried to move my Fleet Naples to the Aegean without worrying about the Ionian, while both France and Austria attacked me.

And so the game went.

I finally did get my alliance -- but not exactly as desired.

I'll give you an example of how confusing the game got from a player's point of view. About 1906 Turkey attacked Austria, so I went to her aid (with my big two forces!) because it meant I finally had an ally. About eight years later I was still fighting Turkey in a haphazard sort of way (I didn't want to wipe him out) when Dan mentioned to me in a letter that the original reason he had attacked Austria was because Austria was attacking me!

Yep. Quite a game.

(P.S. My taking Marseilles from John was a real honest accident, not deliberate. I thought it was mine. I must admit, though, it sure suited the style of the game.)

Then there's Massif I. I did not attack Jim Goldman because I had a grudge against him from '64A. I had a bigger grudge against MacKenzie from that game, since we were supposed to split the board 17-17 and he double-crossed me.

What actually happened was that I trusted Goldman less than MacKenzie. Some players have a tendency to wait too long before jumping an ally (I feel I'm one of them), while some players break every deal almost as soon as they make them (I lump Goldman in that category, whether justly or not). Some, of course, strike a beautiful balance. Their name is Smythe.

You're correct about my strategy in 1906. If we had held the northern frontier the Anglo-French Alliance could not have remained intact. Smythe would have had to jump Root, which gave Jim and I a chance at opening up the game -- probably by going at each other's throats.

Oh well.

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I had intended to include in this issue a game played when Smythe and I visited the Cleveland players at Wells' house, but time rather than space considerations force its delay. Maybe next issue. A special, single, issue of Massif will be published for 1966I and sent to the players. It will then be included in sTab #26. See you in three weeks. jgk