


S  AB 52



"Now, if I've followed the old lady's instructions correctly, this should make him forget my past stabs, befuddle him so that he won't suspect my plan, and also make him paranoid enough to believe I'm his only friend. Hmmm... whathell, I'll put in a little arsenic to make sure his government collapses about 1904."

STABBINGS

GAMESMASTER

IN THIS ISSUE

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509

Phone: 216 799-2141

NEXT DEADLINE: 23 AUGUST 1968

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sTab, a tri-weekly journal of postal diplomacy and other foolishness, is published despite interference from the Canadian postal workers, by John Koning. Subscriptions are 10 issues for \$1, and trades are welcomed. Also available from this address is Valhalla, a tri-weekly journal of diplomacy and wargaming published in cooperation with Chris Wagner of Strategy and Tactics, available at \$2 a year; and Ragnarok, a monthly collection of games -- described elsewhere in this issue -- for \$1.25 a year.

The Canadian postal strike has caused the postponement of 1967E, 1968AD, 1968AE, and sTab #V. Games will be resumed as soon as is practicable following the cessation of the strike. My apologies to all players who are inconvenienced.

That sterling character, Johann Smythe, announces a new address, effective immediately:

John Smythe
4207 Teri Lane
Lincoln, Nebraska

Smythe, with characteristic caution, has concealed his ZIP code, since he has heard that packages lacking ZIP codes are not being delivered. Smythe has been plagued by a rash of attempted bombings, the bombs being delivered via the mails, and he hopes in this way to force the bombers to either cease their harrassment or at least find a less mundane way of launching their attacks. Actually, however, Smythe has built up a quite lucrative business selling the explosives from these bombs to student activists, especially, he tells me, certain peace movements located around Brooklyn College.

With this issue, sTab goes on a schedule of FRIDAY deadlines. Players please note.

+ + + + + R * O * S * T * E * R * S + + + + +

CHANGES - - - - -

1966K-T: H. Naus (out F09)

1967AC-R: R. Glavic (dro S04)
D. Beyerlein (out F04)

1966BI-R: J. Latimer (dro W06)
A. Swenson

1967AE-G: B. Steward (dro F02)
H. Manogg
-A: S. Gordon (res F02)

1967AA-A: M. Gemignani (out F04)

disorder
-T: E. Wysocki (dro S02)
K. Wittman

- 1967AF-A: C. Wells (dro F13)
disorder
- 1967AF-G: M. Gemignani (dro S04)
D. Beyerlein
- 1967AQ-A: B. Reiter (dro F04)
M. Gemignani
- 1967AU-F: E. Wysocki (dro F01)
L. Peery
- 1968K-R: J. Boardman (res F02)
J. Koning
- 1968L-I: T. Ogle (dro F02)
D. Beyerlein
- 1968M-G: B. Tretick (out F02)
- 1968R-T: R. Champer (dro S03)
disorder

- NEW GAMES - - - - -
- 1968AN - Glockorla GDC -- Dave
Lebling ((July))
- E - Doug Beyerlein
- F - Ed Halle
- G - Michael S. Goldstein
- I - Charles Johnson
- A - Cole Harrison
- R - Banks Mebane
- T - William Weyant
- 1968AO - Xenogotic X-17 - Larry
Peery ((July))
- E - Gerald White
- F - Michael Goldstein
- G - James Munroe
- I - David May
- A - Larry St. Cyr, Jr.
- R - Russ Jones & Ian McCandlish
- T - Paul Mahoney

RECENTLY COMPLETED GAMES - - - - -

1966AG -- Costaguana #5 -- Conrad von Metzke (res. after S01)
Adag -- Hal Naus

- E - Larry Peery
- F - Ken Davidson
- G - Robert Ward (dro S02)
Roland Tzudiker (out F06)
- I - Rod Walker
- A - Dennis Frisch (dro F01)
Conrad von Metzke (out F05)
- R - Leonard Garland (out F05)
- T - Bud Pendergrass (won F09)

	01	02	03	04	05	06	07	08	09
E -	4	5	6	7	10	10	10	11	11
F -	5	6	7	8	8	8	8	6	3
G -	5	4	3	2	1				
I -	4	5	4	5	5	3	2	2	1
A -	5	5	4	1					
R -	6	5	3	2					
T -	4	4	7	9	10	13	14	15	19*

Congratulations to Bud Pendergrass on his second win.

1966AL - Adag-1 -- Hal Naus

- E - Charles Turner (drew F10)
- F - Earl Thompson (out F08)
- G - Rod Walker (drew F10)
- I - Dan Barrows (drew F10)
- A - Margaret Gemignani (out S03)
- R - Gail Schow (dro S07)
Doug Beyerlein (drew F10)
- T - Conrad von Metzke (drew F10)

	01	02	03	04	05	06	07	08	09	10
E -	4	4	4	5	6	7	8	9	9	9
F -	5	5	5	4	3	2	1			
G -	5	6	6	6	6	7	7	8	9	9
I -	5	4	3	4	4	5	7	7	7	7
A -	3	2								
R -	6	7	8*	9	10	6	4	2	1	1
T -	5	6	8	5	5	7	7	8	8	8

This game is the only 5-way tie, to my knowledge, in postal diplomacy.

1965V - Diplophobia PAA - Don Miller

E - Frank Clark (drew W13) I - Banks Mebane (drew W13)
 F - George Parks (dro S07) A - James Latimer (out FO4)
 James Latimer (out FO8) R - Alexis Gilliland (out FO5)
 G - Terry Kuch (drew W13) T - Alan Huff (drew W13)

	01	02	03	04	05	06	07	08	09	10	11	12	13
E -	4	4	4	4	5	3	4	5	6	6*	6	6*	6
F -	4	5	5	5	4	4	1						
G -	4	5	6	7	6	7	8	8	8	8*	7	7	7
I -	5	5	5	7	8	9	9	9	8	9	10	10	10
A -	4	4	2										
R -	6	5	4	2									
T -	5	6	8	9	11	11	12	12	12	11	11	11	11

1966N - Marsovia - Robert Ward

E - Conrad von Metzke A - Arthur Canfil (res FO1)
 F - Dan Barrows (won FO9) Rod Walker (out FO8)
 G - Roland Tzudiker (out FO5) R - James Latimer
 I - Anders Swenson (out FO5) T - Charles Brannan

	01	02	03	04	05	06	07	08	09	
E -	4	4	4	5	8	8	9	10	10	Congratulations to Dan Barrows on his first win.
F -	4	5*	7	8	10	11	13	16	19	
G -	4	5#	4	1						*indicates that at the end of the year there was one more center than pieces.
I -	4	4	3	1						
A -	4*	2	3	4	5	4	3			
R -	5	7	6	8*	5	6	6	5	4	
T -	4	6	7	7	6#	5	3	3	1	#indicates one more piece than centers.

1966I -- Massif II -- John Koning see write-up and supply center chart in the Massif section.

 sTab #III

 "Fall 1907"

 3 August 1968

ROLAND TZUDIKER

ENGLAND: F Nth-hold
 TURKEY: A Ven-Tri; A Alb (S) A Ven-Tri; F Ion (S) A Gre;
 F Tyrr-Tun; A Smy-Con; A Gre-hold

JOHN McCALLUM

FRANCE: F Per-hold; F Mid-Eng; F Hol-Helg; A Bel-Hol; A Mar-Bur
 GERMANY: A Ruh (S) FRENCH A Mar-Bur; F Kie (S) FRENCH F Hol-Helg;
 F Edi (S) ENGLISH F North; ; A Lon-hold

((continued on page five))

LARRY PEERY

RUSSIA: F Nwg (S) F Nwy-Nth; F Nwy-Nth; F Ska (S) A Den;
 F Bal (S) A Mun-Kie; A Ber (S) A Mun-Kie; A Mun-Kie;
 A Sil-Mun; A Tyr (S) A Tri; A Tri (S) A Ser; A Ser (S)
 A Tri; A Bul (S) A Ser; F Con-Smy; A Sev-Arm; A Mos-Ukr

Underlined moves do not succeed. The German Fleet Kiel is annihilated. The victory criterion in stab three-man games has always been one more than 2/3rds of the pieces... in this case, 23. However, if both Tzudiker and McCallum wish to concede before Peery reaches this point (i.e., if they believe that they cannot prevent him from taking 5 more centers) they may do so. They are certainly not required to do so, however, and no one should assume that the game is over before it is declared ended.

 DEADLINE FOR "WINTER 1907" ORDERS IS FRIDAY, 23 AUGUST 1968

BUILDS:

ENGLAND: Bre ((1)) No change Total 7
 TURKEY: Smy, ~~Bul~~, Gre, Tun, Rom, Ven, Nap, ~~Por~~ ((6)) No change
 FRANCE: Par, Mar, Bel, Spa, Hol, ~~Por~~ ((6)) Build ONE
 GERMANY: ~~Kie~~, Lvp, Edi, Lon, ~~Bul~~ ((3)) No change Total 9
 RUSSIA: Mos, War, Sev, StP, Swe, Rum, Bud, Ank, Con, Nwy, Vie,
 Ser, Ber, Mun, Tri, Kie, Bul, Den ((18)) Build THREE
 =====

ST. PEERIGRAD (2 November 1907)

After a joint meeting of the Imperial Duma and STAVKA Her Imperial Majesty the Empress Xenia Tanayevski-Ordevski announced the appointment of a peace delegation to attend the peace conferences scheduled for Sydney, Australia in early 1908. The Empress announced that the delegation would be led by the Grand Duke Charles, Commander of the 3rd Imperial Field Army, as the Empress's personal representative. Actual negotiations would be in the hands of the Empress's brilliant foreign minister, Count Peter of Novrogalof. Accompanying the delegation will be military and political experts of the government.

ST. PEERIGRAD After seeing Jack Greene, Jr.'s essay "The Ideal Peery, Or Why I Like Australia" can anyone wonder why I have offered to pay for a semester's tuition at the University of St. Peerigrad for him?

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The Empress's personal response to the call for a peace conference came in a nation-wide address via the newly discovered ruler, the Prince of Wales, who has been in Australia since the German occupation of England, for a peace conference. (((AWK --- between the second and third lines above, insert: "radiopeeriphone in which she accepted the call of England's exiled".))) The world

press was astounded at the Empress's acceptance of the call since Russian armies are everywhere victorious and appear certain to complete the conquest of Germany and Turkey soon.

Nevertheless, the Empress is dispatching a delegation to the peace table.

COPENHAGEN (4 November 1907) Under STAVKA orders the Russian army in this city today began to evacuate the total population prior to the burning of the city. The STAVKA ordered the total destruction of Copenhagen for its role in the death of the beloved Czar Justinus IIIrd who was assassinated here sometime back. Rumors have it that the site of the city will be used for construction of a giant monument to the Russian victories in this, THE GREAT MOTHERLAND LIBERATION WAR...

INTERNATIONAL PEERIPORT (5 August 1968) Following three months of hectic activity the International Peeriport today prepared to launch the first in its series of exploratory missions to Peeritune. Using a BOURKB booster carrying an GREENEBOD capsule Periland experts plan to send a three man crew on a six month mission to Peeritune. The crew will consist of Command Pilot Derek Nelson, Navigator John Koning and Chief Brewer Robert Lake. ((How about sending along one sober man, like Ed Halle?)) The BOURKB is powered by a giant VIB III engine with a thrust of 43,000,000 cans of Schlitz which can lift a total payload in excess of 140,000 six packs of Miller's Highlights. The WHOOPEEE DOO Ist is expected to complete the six month journey under its own power using an inboard fermentation system. Once on Peeritune the trip will carry out a number of experiments including:

- 1) study the rising rate of bubbles in a graitationales atmosphere,
- 2) study the effects of weightlessness on pulling pop-tops,
- 3) determine the smallest possible number of beer cans needed to litter an otherwise empty planet,
- 4) determine if Oly's reputation lives up under the strain of hopsless brewing without water from Tum's.

All these things promise to make this the highest trip ever... hmmmmmm.

GENEVA (DWE) The Astronomer Royal of England, Allah F. Saran, has registered a protest over the Russian rechristening of the eighth planet "Peeritune," labeling the action as the worst sort of "Nepotism."

ST. PEERIGRAD Actually, if I might add my two popped tops worth, I don't know anything about beer. I've never even tasted it. ((Gasp!)) But, if someone wants to fight about champagne I'm ready and willing... meanwhile leave the beer to middle class America'....

Strange, I always thought Derek Nelson and John Koning were the same. ((A perusal of both Glockorla and sTab some months ago would reveal that while I am part of the Smythe-Koning-Wells gestalt, "Derek Nelson" is operated by Dave Francis, from a computer complex in Ralstonstadt.))

TRANTOR

#78/SVG #78

"Spring 1911, Game III"

3 August 1968

DEADLOCK AROUND TRIESTE AUSTRIANS SHIFT FLEETS

ENGLAND: F Nwy (S) RUSSIAN A StP; F Both (C) A Swe-Lvn; A Hol (S)
(Pournelle) GERMAN A Kie; A Swe-Lvn; F Bal (S) A Swe-Lvn; F Mid
(S) F Bre; F Bre (S) F Mid; A Bur-Mun

GERMANY: No moves received. A's Ruh, Kie-hold
(Latimer)

ITALY: A Pie (S) F Apu-Ven; A Tus (S) F Apu-Ven; F Apu-Ven;
(Clark) F Nap-Apu; F Ion (S) F Nap-Apu; F Tyrr (S) F Ion;
F Lyon dances on deck while Fleet Commander worries
about Spain.

AUSTRIA: F Adr-Alb; A Vie (S) A Bud-Tri; A Bud-Tri; A Tyr-Pie;
(Smythe) F Alb-Gre; F EMed-Ion; F Gre-Aeg; A War (S) A Lvn;
A Mos (S) A Lvn; A Lvn (S) RUSSIAN A StP; A Sil (S)
A Mun; A Boh (S) A Mun; A Mun (S) GERMAN A Kie; A Pru (S)
A Ber; A Ber (S) GERMAN A Kie

RUSSIA: A StP-hold
(Nelson)

DEADLINE FOR "FALL 1911" ORDERS IS FRIDAY, 23 AUGUST 1968

VENICE "It's a trap, it's a trap, we're being pushed into
slaughter," chanted long lines of enlisted men and N.C.O.'s
of the Ariete Division today after the General Staff issued orders
for an advance on Trieste.

ROME "Perhaps," mused a high-ranking Staff officer this evening,
"if he keeps his eye on the Hell's Cauldron of Trieste, he'll
take it off such spots as Clyde, North Africa, or Syria."

ROME General Staff to British War Office: Are you crazy? Twenty
years! We can still lose this if you'll only try harder,
like us!

"Spring 1904, Game IV"

VIGOROUS MILITARY ACTION IN EUROPE RECORD NUMBER OF RETREATS TO BE MADE

ENGLAND: A Bar (S) A StP; A StP-hold; F Nth (C) A Lon-Den;
(Koalenz) A Lon-Den; F Bre-Eng; A Nwy-hold

FRANCE: A Par-hold
(Wagner)

GERMANY: F Bal-Swe; A Pru-Sil; A Kie (S) ENGLISH A Lon-Den;
(Smythe) A Bur-Par; A Pic (S) A Bur-Par

ITALY: F Por-Mid; F Spa(sc)-WMed; F Rom-Tyrr; F Nap-Ion;
(Procsnitz) A Ven-Pie; A Apu-hold; A Mar-hold

AUSTRIA: A Bul-Gre; A Ser (S) A Bul-Gre; A Gal-Rum; A Tri-Bud;
(Tzudiker) F Alb (S) ITALIAN F Nap-Ion

RUSSIA: A War-Gal; A Ukr (S) A War-Gal; A Mos (S) A Ukr;
(Ward) F Den-hold;

TURKEY: A Sev (S) F Rum; F Rum (S) F Gre-Bul(sc); F Gre-Bul(sc)
(Kuch) F Ion-Alb; F Ank-Bla

Underlined moves do not succeed. (1) The French Army Paris may retreat to either Brest or Gascony. (2) The Russian Fleet Denmark may retreat to either the Skaggerak, the Helgoland Bight, or the Baltic Sea. (3) The Austrian Army Galicia may retreat to either Vienna or Bohemia. (4) The Turkish Fleet Greece may retreat to the Aegean. (5) The Turkish Fleet Ionian may retreat to either the Adriatic, Tunis, the Aegean, or the Eastern Med. Any piece, of course may be ordered off the board rather than to retreat. All retreats must be in by Tuesday, 13 August 1968, or the pieces concerned will be removed. If you must phone, I will not be home after 6 pm.

DEADLINE FOR "SUMMER 1904" RETREATS IS TUESDAY, 13 AUGUST 1968
DEADLINE FOR "FALL 1904" ORDERS IS FRIDAY, 23 AUGUST 1968

FROM ENGLAND, WITH LOVE:

To Russia: Do you make house calls? I've got these terrible stomach-aches everytime I read one of Rol's Little Lims.....

To Austria: "Verses out of rhythm,
Cuplets out of rhyme,
In syncopated time."

To Italy: Jul has passed, Gene, so please don't try to be Jul, see...

BERLIN The most ungracious actions of the Russian Imperial Fleet cannot be ignored. Accordingly, Germany declares war on Russia. The heinous activities of the most barbaric Russian seamen and marines will be punished by enrolling them in a proper school for young ladies... an obvious resting place for such as these.

If the Czar does not apologize for the crimes of his armed forces, the German government, after they defeat Russia, will make the Czar eligible for the American draft. Then he can expound all his hawkish attitudes to the peace loving Vietnamese. We are confi-

dent that with his ingenuity and obvious military ability he will achieve the exalted rank of corporal in a few short years.

RUSSIA The unprovoked German attack will be met. We still do not trust the Turks, or indeed anyone, but we must cooperate with some power and no other nation has made an offer.

CONSTANTINOPLE We have had Tunis available to us for two seasons and have not captured it; Italy has no reason to question our peaceful intentions, especially as we are locked in a hard struggle with Austria. We can only view Italy's fulminations as a prelude to aggression on his part. We warn Italy that we are guarding our borders, and that we have allies of which he knows nothing. Yet. Better head West while Gibraltar is unguarded.
-- Allah Ben Had

○ MASSIF^{no} 63 ○

1966I "Fall 1914, Winter 1914, Game II" 3 August 1968

WAR ENDS IN ARMISTICE

GERMANY & TURKEY AGREE TO DRAW

NOTE: In the "Spring 1914" moves, the Turkish order "F Bre-Mid" should read "F Bre-Eng." This makes the only retreat for the English Fleet London to Wales, and to Wales it is retreated.

ENGLAND: F Wal-hold
(Cartier)

GERMANY: A Gas-Bre; A Par (S) A Gas-Bre; A Pic (S) A Gas-Bre;
(Naus) A Yor (S) F Lvp; F Nth (S) A Lon; F Helg-hold; F Den-hold;
F Nwg-hold; A Ber-hold; A Kie-hold; A Hol-hold; A Bel-hold; A Bur-hold; A Lvp-hold; A Lon-hold; A Ruh-hold

TURKEY: A Arm-hold; A Mos (S) A War; A War (S) A Mos; A Gal (S)
(Davidson) A Boh; A Ven (S) A Tyr; A Tyr (S) A Pie; A Pie (S)
A Tyr; A Spa-hold; F Ion (S) F Tyrr; F Tyrr (S) F WMed;
F Lyon (S) A Spa; F WMed (S) A Spa; F Nat (S) F Iri;
F Iri (S) F Nat; F Eng (S) F Iri

BUILDS:

ENGLAND: ~~Lon~~ ((OUT)) Remove ONE

GERMANY: Ber, Mun, Kie, ~~War~~, Sev, Vie, Den, Swe, Hol, Nwy, Mar,
StP, Bel, Par, Edi, Lvp, Lon, Bre ((17)) Build ONE

TURKEY: Smy, Ank, Con, Rum, Bul, Gre, Bud, Ser, Tri, Ven, Rom,
Nap, Tun, Mos, ~~Bre~~, Por, Spa, War ((17)) No change

Winter 1914

ENGLAND: Remove Fleet Wales

GERMANY: Build Army Munich

BERLIN The German Government today announced a treat of Cessation with the Government of Turkey, thus bringing to an end fourteen years of bloody warfare.

* * * * *

At this point, with Germany and Turkey each owning 17 centres, Hal Naus and Ken Davidson have both declared for a draw, and thus as Gamesmaster I must declare the game drawn. A summary and centre-year chart appear below.

1966I -- Massif II -- John Koning

E - Charles Brannan (out F14)	I - Charles Wells (out F07)
F - Roland Tzudiker (out F13)	A - Conrad von Metzke (out F05)
G - Robert Lake (dro F04)	R - James Goldman (dro S02)
Harold Naus (drew F14)	James Latimer (out F05)
T - Ken Davidson (drew F14)	

	01	02	03	04	05	06	07	08	09	10	11	12	13	14
E -	3	4	5	7	6	6	5	5	3	2	3	1	1	
F -	4	6	6	5	6	7	7	6	6	6	3	1		
G -	6	8	9	8	9*	8*	9	10	11	12	12	16*	16	17
I -	4	4	4	4	4	3								
A -	5	5	4	3										
R -	2	2	1	1										
T -	5	5	5	6	9*	10	13	13	14*	14	16	16	17	17

GAMESMASTER'S SUMMARY 1966I, which began in sTab #10 on 26 March 1966, was the first game to begin in this gestalt magazine rather than in one of its component parts (when they were still individual magazines), and it is also the first of those begun in sTab to end. It was actually, for more than half its length an almost purely tactical exercise, since the alliance of Germany and Turkey, evidently concluded in late 1901 or early 1902 and never in any danger of breaking up, controlled more than half the board by as early as 1905. The illogical play of this Alliance's opponents, who were still fighting among themselves when Naus and Davidson held more than 4/5ths of the board, contributed greatly to the attainment and the stability of this domination.

In 1901 England and Russia clashed in Scandanavia. France positioned himself to attack Italy, who had invaded Piedmont in the Spring. An Austro-Italian alliance seemed likely from the location of the two nations' forces, with Italy going against France and Austria against Turkey. Russia had attacked Norway, blocking England, and was at the same time hit by Germany, who took Warsaw, and Turkey, who grabbed Sevastapol, making Russian survival unlikely. As it happened, if Goldman had not gotten his moves in just at the deadline he would only have lost Warsaw, but by moving he lost both Warsaw and Sevastapol. In disgust, he stopped sending in moves, though he did contribute a note saying, "For this I paid \$2?"

By 1902 there were indications of the German-Turkish alliance that was to last until the war's end. Meanwhile, Austria was making some headway against Turkey and Germany and France appeared to be at odds (though this later died out). Germany's rapid expansion made him a giant in 1902, and the obvious target of organized opposition. This, however, did not appear. Turkey remain his ally,

France and England began to squabble, and Italy and France continued their war. Although at this time the German-Turkish alliance was fighting England, Russia and Austria, there was little cooperation among their enemies.

In 1903 Germany invaded Austria, who had all his forces concentrated in the Balkans. England suddenly attacked Germany, seizing Sweden. France, apparently now at peace with Germany, continued the tussle with Italy.

In 1904, at the height of a fantastic expansion, Lake ceased to make moves, and Germany stood idle for a period. Strangely enough, no concerted attack was made on Germany during its paralysis. Von Metzke also missed Austria's Fall 1904 moves, doing fatal damage to his position. A plea was issued, following the Fall moves, for replacements for both Germany and Austria. While there were many bidders for Germany, who still held 8 centres, no one was willing to take on Austria's burdens.

During the Fall of 1904 England invaded France, seizing Belgium, and causing yet another rift in the ranks of those who should have been opposing the Alliance (which now held 14 centres). Despite the English seizure of Scandinavia, Germany did not apparently care to declare war.

During the next three game years, Wells made valiant efforts to weld together the survivors to fight the Alliance, but such an alliance-of-necessity did not come until far too late, when Italy, Austria, and Russia had been eliminated. In 1904, France and Italy did cease fighting, but France's attention was immediately diverted by the English attack.

In 1905 France and England continued their battle, which lasted until 1911, while Turkey made inroads into Italy. Austria and Russia were destroyed. Turkey began to emerge as the ascendant power in the Alliance.

Turkey seized Trieste in 1906 and precipitated the downfall of Italy. England's occasional missing of moves made things easier for France, who was doing quite well against Germany.

In 1907 Italy was demolished by Turkey while Germany regained possession of Denmark and Sweden from England. Turkey advanced through the Mediterranean, while England and France continued fighting.

England missed both 1909 moves, costing him two of his remaining 5 centres. Turkey began to push his lines past the German centres in Austria and Austria. The fact that, eventually, a number of unguarded German centres lay either behind or immediately in front of the Turkish lines made German betrayal of Turkey nearly impossible.

In Spring 1910 Tzudiker missed a move, allowing Turkey to take the Mid Atlantic and sink the French Fleet there. England and France continued fighting, though between them they held only 8 pieces.

By 1911 the idea of a draw had already been firmly settled between Naus and Davidson. Davidson sent me an illustrative set of Fall 1911 moves which, if used, would have jumped him from 13 to 20 centres, giving him the game and probably the largest single advance in postal diplomacy history.

From this point onward the game ground toward its inevitable conclusion, with the only consideration being that each partner in the Alliance should achieve 17 centres at about the same time. With only 6 centres between them, England and France, now finally

at peace, could do nothing to prevent the draw.

Had England, France, and Italy not committed themselves to futile wars when it was obvious that the German-Turkish alliance was growing powerful, it might have been possible to alter the course of the game. As it was, after 1905 I believe only a falling out between Naus and Davidson would have changed things.

Congratulations to Hal and Ken for an interesting game, the third draw by friendly declaration in postal play.

Massif III

"Spring 1909" orders will be printed as soon as the Canadian postal strike permits Dave Francis to submit moves.

Massif IV

"Spring 1901" moves will be printed as soon as Derek Nelson is able to mail in his moves.

ORTHANC 51

Game 1965W

"Spring 1913, Game D"

3 August 1968

FRENCH OUTMANEUVER GERMANS

TAKE RUHR, NORTH SEA

FRANCE: A Yor-hold; F Eng-Nth; F Bre-Eng; A Pic (S) A Bel;
(D. Miller) A Bel (S) A Bur-Ruh; A Bur-Ruh; A Mar-Bur; F Pie-hold;
F Ven (S) A Tri; F Adr (S) A Tri; A Tri (S) A Ser;
F Ion-Aeg; F Tun-Ion; A Ser (S) F Bul(sc); A Gre (S)
F Bul(sc); F Bul(sc) (S) F Ion-Aeg; A Alb (S) A Ser

GERMANY: F Nth-Den; A Rum-hold; A Sev-Arm; A Mos-StP; A Ukr-Sev;
(Huff) A Bud (S) A Vie; A Vie (S) A Bud; A Ruh-Bel; A Mun-Ruh
A Bch-Mun; A Tyr-hold; A Gal-Boh; A Kie-Hol; A Nwy-hold

TURKEY: A Arm-Smy; A Con-Bul; F EMed-Aeg
(Reinsel)

Underlined moves do not succeed. The German Army Ruhr is retreated to Kiel. The German player has until Tuesday, 13 August 1968 to exercise his option to remove rather than retreating.

DEADLINE FOR "FALL 1913" ORDERS IS FRIDAY, 23 AUGUST 1968

Moves in Game H appear on page 13.

 -Spring 1909, Game H-

G E R M A N F L E E T S P O U R I N T O M E D
 T H R E E C A P I T A L S S I L E N T

ENGLAND: No moves received. F's Tun, Lvp; A's Yor, Lon-stand
 (Cartier)

FRANCE: No moves received. F Lyon-hold
 (Hakulin)

GERMANY: F Nth-hold; F Mid-Spa(sc); F Kie-Hol; F Spa-WMed;
 (Thomson) F Naf (S) F Spa-WMed; A Mar-Pie; A Bur-Mar; A Ruh (S)
 A Mun; A Mun (S) A Ber-Sil; A Ber-Sil; A Pru (S) A Ber-
 Sil; A Sil-War; A Mos (S) A Sil-War; A Ukr (S) A Sil-
War; A Sev (S) A Ukr

AUSTRIA: F Tyrr (C) A Nap-Tus; F Ion-Aeg; A Nap-Tus; A Alb-Ser;
 (Reinsel) A Gre-Bul; A Tyr (S) A Boh; A Boh (S) A Gal; A Gal (S)
 A Rum-Ukr; A Bud-Rum; A Rum-Ukr

TURKEY: No moves received. F's Aeg, Con, Ank-stand
 (Latimer)

Underlined moves do not succeed.

 DEADLINE FOR "FALL 1909" ORDERS IS FRIDAY, 23 AUGUST 1968

 -Orthanc L-

"Spring 1901" orders will be printed as soon as the Canadian
 postal strike ends, permitting Dave Francis to submit his moves.
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M I S S I F :

CHARLES WELLS, 3021 Washington Blvd., Cleveland, Ohio 44118

((The following letter was received by the players in 1967AF, the
Big Brother "Winners Game" after Wells was expelled from said game
 after missing his third move.))

When the Canadian postal strike occurred, I waited for two or
 three days to see if Charles Reinsel was going to announce what he
 was going to do about the Winners Game, which has two Canadian
 players ((McCallum and Nelson)). I also had not heard from my ally,
 John McCallum. On Sunday I intended to call him to coordinate moves
 and send my moves in. In the rush or preparation for getting Jane
 off to the hospital the next day for her c-section (it's a boy --
 Peter Andrew Wells, 8 lbs 3 oz, and everyone's fine!) I forgot, and
 did not call McCallum until Tuesday night, the day of Peter's birth.
 After calling him I called Western Union and sent a night letter to
 Reinsel with my moves in it; I did not call him (it was about 11 pm)
 because I was afraid of waking him.

The telegram did not get there. This was my third miss, so my
 units are now in civil disorder. When I made my second miss (which

was entirely my fault) I resolved not to miss any further because of Reinsel's rule ((Three misses and you're out.)) This involved some difficulty, because of another rule of Reinsel's: once he has typed up the moves, he refuses to change them even if they were typed up a week before the deadline. As a result I cannot send in tentative moves (which I usually do in other games) and have to wait until I hear from McCallum, which because of mail delays is often only shortly before the deadlines (they are 13 days apart) and then send Reinsel my moves. McCallum and I adopted this policy after some bitter experiences.

I never heard of a night letter that did not arrive at its destination the next morning; but I admit I don't send many telegrams. Nevertheless, the fault is largely with me, because the other two moves I missed were entirely my fault, and I knew of Reinsel's rules. For that reason, I hereby apologize publicly to the other players, whose game I have ruined for them after they put considerable effort into it.

I am not in any way trying to excuse myself when I say what I am going to say now. I accept the blame for ruining this game. BUT REINSEL'S RULES ARE IDIOTIC. (1) Thirteen days is not long enough. (2) The rule that makes tentative moves unwise forces you to wait until the last minute to send in your moves, and the effect of this is exacerbated by (3) missing three times puts you in civil disorder. The third rule is utterly ridiculous. I cannot think of a single reason why it is desirable, with one exception I'll mention later.

I have been irritated at his rules long enough. Since I joined the Winners game, he adopted that three-times civil disorder rule and (I think) the 13-day deadline. I do not intend to join any more of his games as long as he operates under the present system. For players who live more settled lives than I do, or players who put a higher priority on Diplomacy than I do, these rules can be lived with. But my life is hectic; I have (now) two small children and I take frequent short trips and some longer ones. Diplomacy is WAY down on the totem pole with me. I am not criticizing players who give it a higher priority. But I don't.

REINSEL'S MORALISTIC DENUNCIATIONS OF OTHER GAMESMASTERS IS ALSO IDIOTIC. For example, Gamesmasters who accept moves after the deadline if they haven't adjudicated the game yet. There is nothing wrong with that, provided that all players have the same privilege. I do it myself. It makes for a better game, too. I am not criticizing other Gamesmasters who do not accept moves after the deadline; I am criticizing Charles Reinsel for making a moral issue out of it. MORALITY ONLY REQUIRES THAT THE RULES BE PUBLICLY ANNOUNCED AND UNIFORMLY APPLIED, which is more than Reinsel has done with his rule about not accepting changes in the moves after he types them, even if it is a week ahead of time. (I mean, he was practicing this before he publicly announced it.)

Now I am going to go off on a brief tangent and moralize myself. I am sick and tired of people who think that the purpose of rules is that they be obeyed. RULES EXIST TO EXPEDITE MATTERS. SENSELESS RULES ARE WORSE THAN NO RULES.

And I am sick and tired of people who think they can insure order by increasing the punishment for infraction of rules -- people who say looters ought to be shot on sight or put in jail for thirty years or whatever. I suspect this is Reinsel's motive for the three-

times-missed-means-civil-disorder rule. He thinks that by making the penalty harsh enough he will ensure that people will get their moves in. If this was his motive, he was WRONG: Three countries have fallen into disorder in this game, and I believe four or five did in his first game. ((Five)) Thirty years in jail won't stop looters, either. The reasons are the same: THE PERPETRATORS OF THE INFRACTION DON'T CARE ENOUGH. I do not put a high priority on Diplomacy. The Ghetto resident, for very good reasons, does not put a high priority on his own person. Enough moralizing.

R A G N A R O K

sTab games have always been run on an invitation-only basis. Because I play in a limited number of games I often miss inviting players whom I later decide I would have liked very much to have in one or my games. One of the purposes of Ragnarok will be to remedy the deficiencies of the sort of clannishness an invitation-only policy inspires.

Ragnarok will carry a (virtually) unlimited number of games, operated on a bi-weekly schedule. Games will have a minimum of frills, since all business for one season in a game will have to be contained on one side of an 8½x11 piece of paper. Players will receive information only on the games in which they are themselves players. Once each month, the sheets from various games will be assembled into a bundle called Ragnarok #__. Although I expect this collection of moves will be of interest only to completists and rating list buffs, it may be had by subscription for \$1.25 a year. There will be no trades, and players will not receive this "magazine!"

As in the old Wild 'n Woolly, games will always be open, and you may state your choice of country(s) when applying for games. Your choice may be expressed in any one of a number of inventive ways: by stating definitely what country you want; by listing the several countries you would accept; by stating which countries you will not play; by ranking the countries in the order of your preference; or by just submitting the choice to chance.

Game fees for Ragnarok will be \$3.00 for the first game, and \$1.00 for each additional game applied for before the end of 1902 in the \$3.00 game. An attempt will be made to get a good geographical distribution of players in each game.

A replacement player system will be used, departing from the usual practice in sTab and Valhalla. Volunteers for replacement players would be appreciated. Replacements will enter without charge, and will receive information on all Ragnarok games until they become active players.

All interested parties should write to:

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509

Games will be started as soon as lists are filled. Game fees must be paid in advance.

And that does it for another sTab, except for the issue of "Graustark" appended to this magazine. See you in 20 days. jgk

GRAUSTARK 163½

Due to a mimeograph breakdown, John Boardman was unable to publish Graustark #164 on 20 July 1968 as planned. He therefore sent the adjudicated moves to John McCallum, who is taking over the Graustark games until Boardman's return from California. The Canadian postal strike intervened, however, and so Boardman sent me a copy of the moves, and asked me to pass them on to the players. The moves involved follow this brief message.

Your next moves should be sent to: John McCallum
"A Qtrs," S.E.S.
Ralston, Alberta
Canada.

THE DEADLINE FOR NEXT MOVES is set at two weeks past the ending of the Canadian postal strike. Therefore, keep an ear out for the settlement date.

Now, to the games:

----- "Fall 1912, Game 1967U" -----

GERMANY: A StP (S) ITALIAN A Fin-Lvn; F Both (C) ITALIAN A Fin -
(M. Miller) Lvn; F Bal-Ber; A Ber-Mun; A Ruh, A Kie & A Bur (S)
A Ber-Mun

ITALY: F Nwy (S) GERMAN A StP; A Fin-Lvn; A Pie-Tyr; A Rom-Apu;
(Clark) F Nap (S) A Rom-Apu; F Tyr (S) F Nap; A Tus-Ven;
F Lyon-Tus; F Tun-Ion

RUSSIA: A Mun-hold; A Pru & A Mos (A) TURKISH A Lvn; A Ukr-War
(G. Heap)

TURKEY: A Boh & A Sil (S) RUSSIAN A Mun; A Lvn (S) ITALIAN
(Beshara) A Fin-StP; A Ven-Pie; A Tyr (S) A Ven-Pie; A Tri-Ven;
F Apu (S) A Tri-Ven; F Adr (S) F Apu; F Ion-hold;
F Aeg & F Gre (S) F Ion.

Italy retreats A Pie-Mar, and the Russian army in Munich is annihilated. Note the in the "Spring 1912" moves published in Graustark #163 the Russian "A Ser-Ukr" should be "A Sev-Ukr." The High Combatant Powers now control the following supply centers:

GERMANY: Bel, Ber, Den, Edi, Hol, Kie, Mun, Par, StP, Swe ((10))

ITALY: Bre, Lvp, Lon, Mar, Nap, Nwy, Por, Rom, Spa, Tun ((10))

RUSSIA: Mos, Sev, War ((3))

TURKEY: Ank, Bud, Bul, Con, Gre, Rum, Ser, Smy, Tri, Ven, Vie((11))

Germany could build three new units, and Italy could build one, except that neither power has a home supply center free. The next moves due will be for SPRING 1913.

----- "Fall 1910, Game 1967VII" -----

ENGLAND: A Den-Lvn; F Bal (C) A Den-Lvn; F Both (S) A Den-Lvn;
(Iebling) F StP(nc)-hold; A Fin (S) F StP(nc); F Eng-Mid; A Lon-Nwy

FRANCE: A Kie & F Tun-hold; A Ruh (S) A Kie; A Hol-Bel; A Eur-
(Prositz) Mun; A Mar-Pie; F Lyo (S) A Mar-Pie; F Wes (S) F Lyon;
F Ntn (C) ENGLISH A Lon-Nwy

GERMANY: F Pru (S) AUSTRIAN A Lvn; A Ber (S) AUSTRIAN A Mun
(M. Thomson)

AUSTRIA: A Lvn (S) GERMAN F Pru; A Sil (S) GERMAN A Ber; A Boh
(H. Anderson) A Tyr (S) A Mun; A Ven (S) A Pie; F Alb (S) TURKISH
F Adr-Ion; A Mun & A Pie-hold

TURKEY: F Tyr & A Apu-hold; A Bul-hold; F Rom, F Nap & F Tus
(S.Heap) (S) F Tyr; F Adr-Ion; A Mos (S) AUSTRIAN A Lvn

The powers control the same supply centers as at the end of "1909"
(see Graustark #161) except that Moscow has been transferred from
Austria-Hungary to Turkey. Austria-Hungary must remove one unit,
and Turkey may build one. The next moves due will thus be those
for WINTER 1910.

----- "Winter 1904, Game 1968G" -----

GERMANY (Koning): Remove A Mar RUSSIA(Prosnitz) Bld.A Mos,F StP(mc)
ITALY (Childers): Remove F Alb, F Tyr TURKEY(Lebling) Bld. F Smy,
F Con

The next moves due are those for SPRING 1905. Derek Nelson, the
standby player, is still directed to submit moves for Frande.

----- "Winter 1904, Game 1968J" -----

NOTE: England should have been credited with possession of Sweden
after "1904."

ENGLAND(H. Anderson): Builds F Lon, F Edi, A Lvp NEXT MOVES DUE
GERMANY (Naus): Removes F Pic, A Pru ARE THOSE FOR
ITALY (M. Thomson): Builds A Ven SPRING 1905.
AUSTRIA-HUNGARY (Latimer): Builds A Vie
RUSSIA (Grayson): Removes A Pru.

=====
With the inclusion of this page, sTab becomes, very briefly, the
oldest postal diplomacy magazine in existence. Thanks, John Board-
man, for the opportunity. -- John Koning
=====

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509
USA

first
class

Derek Nelson
18 Granards Blvd.
Scarborough, Ontario
Canada

