

TRAN TOR

#11/SVG #11

"Fall 1904"

March 13, 1965

FRENCH OVERCOME BAVARIAN ARMY THE CROWN PRINCE AND DUKE ALBRECHT FEARED LOST ENGLISH OFFENSIVE CLEARS SCANDANAVIA

Berlin: The edifice to Bismark's genius lies in ruins. Bismark's Germany has been reduced to less than the original Prussian State. Wheresoever the remnants of the German State may turn, they face spectre of the invading hoards of the Turk, the French, the Austrian and the English. Germany, again, has become the battle ground of the armies of Europe.

Rome, Italy (May 2, 1904): Rome is like a city of the dead. A nominal Italian authority holds sway over the Eternal City, but I could find no official higher than the Second Assistant Commissioner for the Preservation of Late Roman Republican Relics. This official informed me that he soon expects to surrender this city, in the name of what's left of the Italian Government, to a French or Austrian general.

The populace is as disorganized as the government. The papal chair has been vacant since the death, last summer, of the elderly Leo XIII. The disturbed condition of Europe, and particularly of Italy, has prevented the assembly of the College of Cardinals. It is rumored that a Hungarian cardinal was behind the plot to blow up the tomb of Pope Stephen X (1268-1271), who had been born Ayrart de Montors of Poictesme. Pro-French factions threaten retaliation by dropping every Austrian and Hungarian Saint from the Calendar.

As soon as I can find someone empowered to act at the appropriate offices, I plan to get a pass through the Austrian lines to Venice. New from over the Appenines is hard to come by, but the Austrian invasion seems to have aroused more hostility in Italy than has the French seizure of Naples and Milan. The Italians have not forgotten the bitter campaigns of the Risorgimento against Franz Joseph's empire.

-- James Branch Water
Lichfield Times-Despatch

"Free were we born," 't is thus they cry, "and willingly pay we
The duty that we owe our king by the divine decree.
But God forbid that we obey the laws of foreign knaves,
Tarnish the glory of our sires, and make our children slaves.
Our hearts have not so craven grown, so bloodless all our veins,
So vigorous our brawny arms, as to submit to chains.
Has the audacious Frank, forsooth, subdued these seas and lands?
Shall he a bloodless victory have? No, not while we have hands.

-- Ancient Spanish Ballad

The Mule will go to the aid of Spain and Portugal. Try to stop me.

MOVES FOR THE FALL OF 1904

AUSTRIA-HUNGARY: A Boh (S) A Vie - Tyr, A Vie - Tyr, A Ven (S) A Vie - Tyr,
F AdrS (S) Ven, F Tri (S) Ven

ENGLAND: F St.P - Norway, F Swe - Den, F Nor - Swe, F NorS (S) F Swe - Den,
A Edi - Yor

FRANCE: A Ruh - Mun, A Kie (S) A Ruh - Mun, A Bur (S) A Ruh - Mun,
A Hol - Ruh, F WMed - NAfr, F Spa - WMed, F Nap - IonS, A Pie (H)

GERMANY: no moves received on time

ITALY: no moves received

RUSSIA: A War (S) Mos, A Mos (S) War

TURKEY: A Gal - Sil, A Ukr - Gal, A Rum (S) A Ukr - Gal, A Sev - Ukr,
A Arm - Sev, F Con - AgeS

Underlined moves do not succeed. The Italian and German units forced to retreat are annihilated and removed from the board by the Gamesmaster.

BUILDING FOR THE WINTER OF 1904

AUSTRIA-HUNGARY: Vie, Bud, Tri, Ser, Gre, Ven (6) Builds one

ENGLAND: Lon, Liv, Edi, Nor, Swe, Den, St.P (7) Builds two

FRANCE: Par, Bre, Mar, Spa, Por, Hol, Bel, Nap, Kie, Mun (10) Builds two

GERMANY: Ber (1) no change

ITALY: Rom, Tun (2) no change

RUSSIA: Mos, War (2) no change

TURKEY: Con, Smy, Ank, Bul, Rum, Sev (6) no change

Deadline for the winter building moves is March 27, 1965. Please do not forget to have your moves in on time.

Gamesmaster's wife presents him with bouncing seven-pound, seven-ounce girl. Both Michelle and mother are doing fine. Wish I could say the same about yours truly. Sorry about the delay, but even war must wait for angels.

COMMENTS

John McCallum, P&M Section, SES, Ralston, Alberta, Canada: Re the query in Trantor about Gamesmaster substituting new players for inactive ones. On the whole I think it is a bad idea. A Gamesmaster must be above reproach. Not only must he be scrupulously fair, but it must be obvious to all that he is being fair. I can think of few things more likely to bring charges of favouritism and so forth against him than his bringing new players into the middle of the game. There would be bound to be cries that the new entrant is a friend of so-and-so, or he has a grudge against some one else and so forth. If the player dropping out himself gets a new player to replace him then that is something else of course. But the gamesmaster shouldn't. If a player is inactive then the good fortune or the bad fortune that that fact brings to his neighbours must lie where it falls.

((The choice of replacement would not be arbitrary. I stated that the "Gamesmaster reserves the right to remove the offending player and replace said player with the first alternate". To eliminate charges of favouritism, etc., etc. all the gamesmaster would have to do is publish the list of alternates.))

Of course, if a player is inactive any other player is free to try to stir him into renewed interest..... But the Gamesmaster should leave these things alone, and let the players take any initiative called for or, if a player pleases, sit out a few rounds, at his own discretion,

Dan Brennan, 106 South Edgemont, Los Angeles, California: I must disagree with you about your proposed rule change. Although the subject player evidently doesn't really give a damn what happens, after paying the fees he should still have legal control of the moves for that country.

((But doesn't the subject player have some responsibility to the other people who have paid their fees and entered the game?))

James MacKenzie, 362 Randolph, Windsor, Ontario, Canada: As for the rule of three, I feel that once a person has entered a game, the way he handles his country is his concern, not yours. True, a country that receives no moves, can hurt some players, but this is one of the aspects which will remain with us. What I would suggest, is that the Gamesmaster think twice before allowing persons to enter a game if they have a past history of quitting during a game.

John Boardman, 592 16th Street, Brooklyn, New York: I understand your exasperation over the failure of some players to send in their moves..... But also, I doubt that there'd be anything worth fighting for after a player neglected his moves for 3 moves running. I'd suggest qualifying that rule to saying that a new player would be assigned only if the country still had control of at least 3 supply centers. But, in one of the games of which I am Gamesmaster, I'd just let the delinquent run on until his neighbors shoved him off the board. This is how it would work out in actual warfare: videlicet the Italian collapse in World War II.