

'B' Game (Abstraction) - June 1914

First off, a few bits and pieces which ought to have been included last issue, but weren't thanks to the GM's incompetence.

Abbreviations: Mas - Malta Sea. Arc - Arctic Ocean. Lib - Libya.

If the optional rule for initial placements is not used, the following standard starting positions of units are used:-

England - A Lpl, F Ply, F Lon, F Edi.
 Germany - A Ber, A Dre, A Mun, F Kie.
 Russia - A Mos, A War, A Ark, F StP, F Ode.
 Turkey - A Con, A Smy, F Dam, F Sin.
 Austria - A Vie, A Bud, A Pec, F Zar. (But see below.)
 Italy - A Rom, A Ven, F Nap, F Sic.
 France - A Par, A Lyo, F Bre, F Mar.

While Budapest remains an Austrian supply centre, the army that would normally be placed in that province will instead be placed in Tyrol prior to the first move. All future builds will, however, be made in the regular supply centres, and not in Tyrol.

The total number of starting units cannot be changed, but the players may alter the number of fleets and armies owned by their countries, within these totals, before the first move of the game. All Great Powers except Turkey may either increase or decrease the number of fleets or armies by one unit -- an increase in the number of one type automatically means a decrease in the number of the other, of course. Turkey cannot have more than the 2 fleets she starts with, but may decrease that total by two units and replace them with armies.

Starting number of units (standard)			Building variation limits			
A	F		Max. fleets.		Min. fleets.	
			A	F	A	F
3	1	Austria	2	2	4	0
1	3	England	0	4	2	2
2	2	France	1	3	3	1
3	1	Germany	2	2	4	0
2	2	Italy	1	3	3	1
3	2	Russia	2	3	4	1
2	2	Turkey	2	2	4	0

Diplomacy may take place before any units are placed on the board.

ETHIL's game is not using any of the above rules, but I thought I'd better include them for the sake of completeness. There's a further rule which I missed out, though, which we will be using...

13. Exchange of provinces. (Applies only to 'away' provinces, either supply centres or otherwise. 'Away provinces include those formerly in the homeland of another Great Power, but now controlled by another.)

a. Two great Powers may at any time negotiate to exchange provinces they control. Only restriction is that if a supply centre is involved, and is occupied by a unit of the power relinquishing control, that unit must leave the supply centre on the move the exchange becomes effective. The GM must be notified in advance of the exchange and the month wherein it is to become effective. Notices of exchange will be published in the game reports for the month when they become effective.

b. An equal number of supply centres on each side must be involved in an exchange. The number of non-supply centres needn't be equal.

c. Details of the exchange should be sent to the GM by both parties. Same details from both parties, of course!

d. An exchange concerns control only. It cannot serve to move units from one centre to another.

Cough and ahem... sorry about those incompletions. Report for June 1914 overpage...

