

BI is a forum for discussion of Diplomacy variants, multi-player wargames, and wargaming in general. Sub 7/\$1, single issue 20¢. This is Orion Press Publication #58. OP is affiliated with MOW, and OP games are guaranteed by the MOW GM group. Address 114B Graduate Center, Duke University, Durham, North Carolina 27706.

Please note my address change. I don't know what my phone number will be, yet. Mail to Bellevue will ultimately reach me, but it may take a while.

4000AD Variant Comments

Todd Roseman: Your initial setup is about optimum, I suppose. Why the set deadline? Stalemate problems? OK. ((I've found that PTF 4-man games can go 20 game-years and still include two fairly equal playing positions. Remember, 20 game-years with 3 weeks between publication of moves is 120 weeks, or almost 2½ years of real time. I doubt that anyone wants to play one game that long.))

Another suggestion - why not make the board a cylinder with the short edges adjacent (L next to C, K to B, etc.). This will offset the advantages of Rigel and Vega. ((I agree. Do you think the long sides should be adjacent also? This would probably add an unnecessary complication...))

Warps - are they carried by or along with ships travelling in warp or are they "tunnels" which never go into warp? ((They are machines which carry the ships along, and land wherever the ships land, but they may operate without carrying ships. As I said, the warps are mother ships which cannot fight, but may carry warships or materials. A tube or tunnel, that is, a machine based on one planet which could be aimed at and transport ships to another, specific planet (unlike the usual warp) would be added for complexity, as well as matter transmitters...but who needs 'em?))

In another vein, why not a transport or freighter for carrying goodies -- that is, a separate class of ships. They would be worth fewer victory points and would be less expensive to build (2 for 1 deal, maybe?). I like the attack format better too. ((I avoided a separate transport class in an effort to dodge needless complications. Warps can be used to transport materials. The players will have to decide whether warps are needed more for military or economic purposes. They will also have more incentive to build warps. I am trying to force the players to make decisions concerning allocation of limited resources; adding a transport class would make that decision a little less difficult and less vital, in my opinion.))

S.K. Howard: Trying to visualize movement in 4000AD can be a mind-bender; especially PTF, but everything else is disappointingly simple. The game begs for a variant and yours goes a long way to filling the need. I can find fault with none of your rules except the "multiple winner rule". Is it really necessary to convert the awards given to Diplomacy survivors. Seems to me the only way to go is "winner take all". ((I think some people, like Andy Phillips and perhaps Barry Eynon, would argue that the point system is sufficient in itself, without any declaration of winning and losing. But most people want a winner. I included an option for multiple wins because I do not think it would be fair to declare

one player winner and another loser when there is, say, one fifth of one percent difference in their point totals, or even one percent. After all, the point system is intended to indicate which man is most likely to win if the game were to continue to a conclusion. A small difference in point total would not mean much in the long run.))

One thing your variant does not change, but ought to, is the complete uselessness of stars without population or resource factors. These are without virtue of even positional advantage since one can always occupy the double-factor stars. ((Not so. A force too weak to take the double-factor star can still land on the "useless" planet and depart, giving it a different origin and different movement possibilities. This can be important, though it usually is not.)) It seems to me that if these 'zip' stars were eliminated, that if there were three kinds of factors ("X", "Y", "Z") instead of "o" and "+", and if the depth of the board were increased another layer (orange stars) to accommodate the more varied combinations, the board would be greatly improved without overwhelming complexity. ((I don't think the complexity is worth the change. In this variant, at any rate, I decided to stick to the board as given. I have devised a six player, three-depth, circular board which is completely symmetrical, but I prefer to use what we have, as this should be more familiar. Another factor could be added which might have something to do with propulsion -- for example, each "zip" planet produces fuel for the warps, and each warp uses one unit of fuel per game-year, or perhaps 1/3 per turn it is used, or 1/2. Would that be satisfactory?))

Finally, your conflict resolution system ((which I got from Rick Loomis)) is admirable. I've liked the idea even before Stribling put it into Second Galactic War, and before 4000AD was ever on the market. I had, in fact, come upon it myself shortly after Origins of WW II was released. While working on a variant to this game (it's still unfinished) I found the method preferable to using dice in a political game -- when 4000AD came out it also occurred to me that it would also be useful in space warfare on a strategic level. ((I also used it in an Origins variant, which AH may or may not publish.)) I have, however carried it further than yourself or Stribling. Stribling locks attack into specific ratios; yours allows any ratio but requires complete elimination of the defender, and that the attacker be stronger. I have devised a conflict resolution table which allows either the greater or lesser force to attack, and permits the attacker to choose whatever level of destruction to both forces that he wishes. ((S.K. described the system, but he doesn't want it printed, understandably. One problem that pops to mind is that 4000AD is simo-move; what happens when two forces move to the same place -- is the stronger then the attacker, or if there are already ships of one side there, is that side automatically the defender? I doubt that either side would use a partial destruction option often; the stronger side should get best results when complete destruction is used. The defender has the opportunity, or should have, to withdraw with only partial losses if a warp is available. I don't see why the attacker alone should have control of force level of destruction especially if the defender has the means for getting out (which would not be the case in the regular game, granted). It would add to the game, though.

How about this? Any player who has transportation available for withdrawal may choose a level of destruction lower than maximum. If more than one chooses a lower level, the lowest is used. Losses are allocated in the same proportion as before. For example, when 7 fleets fight five, normally all five of the smaller force would be eliminated as well as 25/7 (3) of the larger. The smaller may choose to reduce his losses to two (as long as he warps out after the fight), say. Then the larger force's losses are 2/5 of 25/7, or 10/7 (1). If the larger force chooses to reduce losses, it must retreat. It might reduce it's losses to 2, forcing the smaller force to lose 2/3 of 5, or 3. Losses can be reduced only when they are reduced for both sides. If more than one side chooses to reduce losses, then only the side which chooses the lowest level (which is used) needs to withdraw.))

LETTERS

Conrad von Metzke, PO Box 8342, San Diego, Calif. 92102

"...I phoned Rod Walker, and he says his YV games used limited OBB movement, not Phillips-type.

"I have changed my mind on something. What with the orphanization rate skyrocketing, in future I will:

"1. Blacklist all publishers who drop out, both as pubbers and players. I.e. until they show evidence of clearing up their messes, they will be unwelcome in my magazines. No ex post facto treatment, of course...

"2. From now on I will not advertise games which are not insured in some reasonable way. IDA insurance, MOW/PGT mutual guarantee, or some as-yet-unconceived system will meet my criterion, but these half-assed punks that just zip in and zip out like a quickie gangbang have got to go.

"3. Any publisher in business less than one year will have that fact announced in any ads I give him. If he has a recent record of erratic activity, that too will be prominently mentioned."

((Some people have suggested booting dropout publishers out of games they are playing in. Opponents have pointed out that this is not ethical, and that house rules only determine whether and how a man may be dropped from a game. So why not add a house rule specifically warning publishers that they will be dropped if they drop their publishing activities without a cleanup? But this raises another question -- can such provisions be placed in house rules? After all, according to Charles Reinsel's house rules, wasn't he justified in dropping anyone for anything he didn't like? Yet he was universally excoriated for dropping Conrad.

New publishers who have long records as dependable players should be given a break, don't you think? Also, I don't see harm in advertising non-guaranteed openings as long as readers are adequately warned. Not every dependable GM has insured his games...))

"If you think your nomination of Anarchy IV for the Calhamer Awards was a slap to their inane selection/promulgation methods, you should consider one of the other nominees - Davidstown. Do you have any idea what that is?

"Rules of Davidstown (nominated as a 'joke', i.e. to show up the dreadful selection process, by Brian Yare).

'Loosely based around Abstraction, Youngstown, Third Age, etc.

Each player controls a country and an Andy Davidson marker. The object is to find out the real Andy Davidson and then capture him. It is best played with the Monte Python additional rules: Rule No. 6, no pufftas; Rule No. 7, there is no rule 7; Rule No. 8, every player to be called Bruce, including the gamesmaster Bruce; Rule No. 9, no pufftas.'

"What...is a puffta?"

((Obviously, a puffta is a puff ta. And even though I don't know what a ta is, I know you know, Conrad...))

Is there anyone who thinks highly fo the C Awards? If not, why don't we get rid of the inane things?))

@ @ @
Lastish I said Ragnarok would be 15/\$1 after the postal hike. Obviously, I meant 15/\$2.

@ @ @
New games and variants

Worlddiplomacy won't make it into thish because four pages are required. But it will sometime, unless I have trouble with reproduction. Also in the works is Middle Earth VI, Middle Earth VII, Interstellar III, Seven Years War, Militarism III, Anglo-Saxomacy, Khanomacy, Crusadomacy, and, if it doesn't make it in this issue, Atomic Diplomacy. Much of the material in future BI's will be variant rules.

Hyborian Age II is a Diplomacy variant by Burt Labelle, available from him for 16¢ at Forest Park #23, Biddeford, Maine 04005. This is based loosely on Gary Gygax's Hyborian Age Diplomacy, which in turn is based on the Conan sword and sorcery series. This game is much more conservative than HAD; the only significant rule change concerns building fleets in captured neutral centers. Players are Cimmeria, Turan, Aquilonia, Stygia, and The Federation (of Koth, Ophir, and Corinthia). I don't envy the Federation player, even though he has four units to three for each other power. There are 32 centers.

Lord of the Rings Diplomacy I and II, with a one-page map in place of Jeff Key's 6-page job, was published in Vol 1 #19 of The Pouch, c/o Nicholas Ulanov, 60 East 8th St., NY NY 10003. Contrary to the intro, LOTRD is not considered the best variant, though it and other Tolkien variants of the same type (Third Age, Mordor Vs the World) always stimulate a large amount of press releases from the players. Price for the issue is anybody's guess.

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Hmmm....it looks like the original player for the Dwarves in The Pouch LOTRD game was Penelope Dickens.

Some people are under the impression that I date back to ancient times in Diplomacy-dom. Not so. My first game was 1969C, which I joined immediately after I learned how to play the game. It's guys like Peery, von Metzke, Boardman, and Birsan who are the real old-timers. Of course, Smythe, Koning, Prosnitz, and Naus fit in the same category, plus others I've missed.

@ @ @
Anyone who enjoys Nuclear Destruction or Battle Plan should seriously consider subscribing to The Flying Buffalo's Favorite Magazine, published by Richard F. Loomis, PO Box 1467, Scottsdale, AZ 85252. The 'zine is 16 pages reduced photo offset, but even

with that amount of material the \$4/year sub (6 issues) is pretty steep. The latest issue, #13, includes: short announcements concerning postal ND and BP, convention announcements, some brief 'zine reviews, "The Importance of Emergency Moves in ND", "Memos on ND" (humor), some comments on a completed ND game which was described in the previous issue, by one of the player, "The ND Thesis Part I", two rating lists for ND, a rating list for BP, list of completed ND and BP games, a page of subscriber ads (free up to 35 words), and a blow-by-blow description of an ND "Winners" game, complete with comments by the players. The latter was fascinating, even for someone who dislikes ND as I do.

Xenogonic 6 - 3 is much better than the first photo-offset issue, but still of limited interest to Diplomacy players. Two articles by Doug Beyerlein seem to be directed at persons completely ignorant of Diplomacy rating systems. I think Doug has done better work most of the time. There is also an article of historical interest by Larry Peery about his favorite Diplomacy 'zines (many of which are long dead). Peery also reviews Panzerfaust, Conflict, and Strategy and Tactics magazines, including circulation figures. Much of the issue is devoted to the Research Analysis Corporation, a RAND type organization which produces sophisticated wargames used for military planning. Finally, there are a few book reviews. The 'zine is aimed at persons interested in simulation through games-- not the counterfeit S&T type simulation, but simulations which can be used as RAC and RAND games are used. A single issue (quarterly) is \$1.25, except the "annual" which is \$2.50; a year sub is \$5. Order from Lawrence Peery, Box 8416, San Diego, Calif. 92102.

Larry also sent me the Institute for Diplomatic Studies Membership Handbook and Catalogue of Publications. IDS membership fees vary, but cheapest is \$10; this entitles one to discounts on IDS publications, but not too much else. IDS and Peery are one in the same; I think having a front, with a classy style, helps Larry's ego.

A number of the publications may interest you. Back issues of many of Peery's Diplomacy 'zines are available, but the important (and expensive) material includes a number of simulations. The Cold War Game, \$2 ditto or \$4 offset, was developed by the government's Joint War Games Agency. Doomsday, \$3 ditto or \$5 offset, is also devoted to modern conflict between major powers, but I believe this one results (or ends) in nuclear war much more often than TCWG. International Simulation (same as Doomsday) was developed at Northwestern University. The rules are quite complex, and many players are needed for an ideal game. I believe that this has been played postally by a group based in Illinois. Polaris III is for two players. The US player attempts to survive to launch missiles from his submarines, while the Russians attempt to intercept missiles and destroy the subs. \$5, offset; designed by Peery. Top Secret is also designed by Peery or one of his contacts, rather than by a government oriented group. From four to sixteen players may participate. "The game is primarily mathematical" according to the description. \$3 ditto, \$5 offset. There are a couple more, but that gives you an idea of what's available. I don't have any of these so I can't make any comments.

The following variants appeared in Wild'n Woolly #142, which is long out of print. The designer is not specified; most likely it was Dan Alderson. The rules tend to be incomplete; I have selected some of the more coherent variants from the 'zine.

Breakthrough Diplomacy

1. Submarine fleets may not convoy - they may co-exist in any sea area while submerged with any other fleet of their own or someone else's or with any number of other submarine fleets. While they are submerged, their location is kept secret by the Gamesmaster. Any submarine fleet ordered to "move" is automatically submerged and stays submerged until it is given some order other than moving.

2. Airborne armies may not be convoyed - they may move from anywhere to any vacant land province where no other unit is moving to or from on that turn. (If stood off, they are removed from the game).

3. Surface fleets may convoy Marine armies in the usual manner and also by "carrying" one or two Marine armies with them.

Take-Away Diplomacy

On any Fall move, you may take away another player's country by sending in a set of orders for his country which, provided that your own units held, would give his country more supply centers than his own orders would give him (providing that your units held).

In case of a tie, no one gets his country. A player is not allowed to send in a second set of orders for his own country to prevent someone from taking it over by creating a tie.

When you make a successful takeover, your orders count for your new position, and the units of your old position hold for that turn.

Red Herring Diplomacy

Each player may build one extra unit each year which has no real power. The player must tell the Gamesmaster which unit is the fake and the Gamesmaster must keep its identity secret until the unit is involved in a conflict, at which time it is removed from the game. (If such a "fake" is ordered to provide support or extra support where it is not needed, it stays in the game and remains secret.)

Until the "fake" army or fleet is forced to "fight" it moves about just like any other army or fleet and may even convoy and take control of supply centers when not opposed.

Escalated Diplomacy

1. All countries automatically build units in all of their vacant home supply centers each year regardless of the number of supply centers they own. (The units built are the same as the unit there at the start of the game, thus England is required to take over the seas.)

2. No retreats are allowed.

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Burt Labelle (see above) has openings in Pellucidar for Hyborian Age II for \$6. Burt is a reliable and experienced player and publisher.

The IDA is, or at least was, setting up a committee to determine what it should do about variant Diplomacy. Mark Weidmark, apparently, was the one who pushed things. Edi Birsan asked me to chair the comm. I told him I'd serve on it, but that I had already decided, in my own mind, what IDA should do about variants, and someone else should be chairman. At DipCon Edi asked me again to be chairman; I didn't want

to, so I asked Chic Hilliker if he would. He said he'd think about it. A while later I wrote and asked for an answer so that I could start things rolling if he refused, but I didn't get one until MichCon, where Chic finally said he would chair the committee. That's how it stands now. Weidmark is gone, apparently, and I haven't heard anything from Birsan in the last couple months concerning the comm., so maybe it will just fade away.

Can anyone tell me how to obtain rules for Cold War and The Collapse of the Dual Monarchy (both Dippy variants)?

BI 26 will be two pages. It will be sent to non-players with BI 27. After #26, the games will be transferred to Ragnarok. Also beginning with #27, sub rate will be 5/\$1 in anticipation of the postal rate increase.

Baseball Diplomacy

Yesterday Steve Langs and I were talking about possible subjects for Diplomacy variants -- not too seriously, I might add. He suggested Baseball Diplomacy. What would that be like? He didn't know. So I produced the following on the spot.

There is one "inning" per player. For regular Diplomacy rules, there would be seven innings. Each inning consists of three move-seasons, spring, summer, and fall. Each player plays a new country in each inning, so that at the end of the game he has played each country once. Each player's score in each inning is the number of units he has after builds (which are automatically made in a winter season). Thus the maximum possible score for a regular baseball game is 44. Just capturing a center isn't enough -- there must be room to build a new unit for the score to count. After each inning the game begins again with players in their new countries. After all innings have been played, highest score wins.

This game may help novice players become familiar with the options available to them in the first year of Diplomacy. It is also a short game, lasting the equivalent of seven game-years (the extra move season takes the time used for winter in the regular game). Baseball is also well-balanced, though it will make a difference which countries one plays in the final innings when people are ganging up on the leaders. Probably Austria and Germany will be dumped on regularly, since three seasons does not give enough time for adventures at distances from original positions, such as Italy attacking Turkey.

@ @ @

Apparently ratings people are discounting all games of the SICL Diplomacy tournament (1971CJ-CO) without discriminating between unfinished and finished games. There were no rule peculiarities in these games (thanks to arguments by a few of the players), and the use of three gamesmasters over the period that the games were played should not influence their "ratibility". At least two of these games were finished not only according to the SICL rules, but according to the usual Diplomacy standards. 71CL was a two way draw between Italy (17, two short) and England (16) with Germany having one unit in CD. 71CJ was a draw among Germany (9), Italy (9), and Turkey (13) with one English and one Russian in CD, and one Austrian still in play. Ratings hotshots should consult Everything #6. I hope to have 71CN continued someday, since it was near completion.

Variant Game Designations

1973AYec. 1721 II. John Boyer, Lost Horizons. A-Tom Keller, E-Dick Trtek, F-Harry Drews, Ottoman Empire-Arthur Schleinkofer, Poland-Harvey Lindauer, R-William Schill II, Spain-Russ Vane.

1973AZds. Michigan Diplomacy. Paul Wood, Yggdrasill Chronicle. Benzonia-Bruce Martin, Marquette-Al Burkacki, Otsego-Mike Bartnikowski, Saginaw-Robert Beasecker, Taquamenon-Victor Ricci, Wayne-Herb Barents, Zeeland-Len Scensny.

(1973BAcx) Local game. Lord of the Rings Diplomacy. Gil Neiger(?) The Pouch. Dwarves-Duncan Smith, Elves-Miles Smith, Gondor-Stephen Tihor, Men of the North-"the Robinsons", Mordor-Nicholas Ulanov, Rohan-Raymond Heuer.

1973BBdv. 1934. Monty Grotte, The Rigot. E-Don Hinton, F-Ronald Kelly, G-Jim Murphy, I-Andy Weill, Poland-Dave Staples, Rumania-Allen Holm Jr., Russia-Tom LeJeune, Spain-Peter Staples, T- E.J. Harsney, Yugoslavia-Mark, Ron. and Scott Tyler. Publisher is D. Staples.

1973BCdw. Worldiplomacy. Enrico Manfredi, Il Corriere Diplomatico. E-Antonio De Paulis, F-Mario Marchisio, USA-Franco Giannini, Japan-Rodolfo Bacci, Russia-Marino Marini, Central Powers-Faust Citerinesi.

1973BDdu. AHKD. Les Pimley, Black Spot. Gad-Geoff Corker, Judah-Allan Ovens, East Manasseh-Jeremy Elsmore, West Manasseh-Peter Charlton.

1973BEed. Lord of the Rings Diplomacy II. Stan Wrobel, Jastrzab. Dwarves-Chic Hilliker, Elves-John Hendry, Gondor-Edi Birsan, Men-Brian Libby, Mordor-Paul Bond, Rohan-Douglas Gray.

In 73ANDz, Tom Worthington resigned as France and was replaced before initial moves by Chris Winter.

73AKdx is not Uranus, which is the "house number" Les Pimley uses, but a version of Diadochi. The number will be changed to 73AKdd if the game is Diadochi II, but will remain the same if it is D III.

1973BFc. Old-time 5-man game (Rumania, Bulgaria, Turkey, Russia impassable). Fred Winter, Gargoyle. A-Chic Hilliker, E-Ron Kelly, F-Shep Siegel, G-Bob Ulrich, I-George Lowrance.

It is fitting that the last designation I assign is for the original version of postal Diplomacy, 1963A being the same version.

Henceforth Conrad von Metzke will assign variant designations. I do not like having all the numbers concentrated under one man, but Dick Vedder, who would have "bid" for the numbers but supports Conrad, also lives in San Diego, and the two of them together can do a much better job, and help to promote variants more, than any single individual. Burt Labelle and Dave Staples also volunteered for the post; but Dave is new to the hobby, and Burt was unwilling to take the orphan variant project along with the numbers. If Burt had agreed to, and Conrad had not, then I would have passed the numbers to Burt. I think that the orphan variant project is more important than the assignment of numbers, but as Burt says, "it is a most unrewarding job - and there is no help yet financially."

I can't even spell "hear" now. This stuff is finally beginning to warp my mind...

S04,1973Adi, Anarchy IV

Bel-StP-Vie (Sleight) A War-Mos, A Ukr (S) A War-Mos ((D) Gal, ob)
 Bre-Con-Swe (Jordan) F Con-Aeg, A Bul (H), F Bla (H), F Nwy-Nrg,
 F Swe-Nwy, F Nth (S) LANGS F Bel-Eng
 Den-Par-Sev (Wood) F Kie-Hei, A Den-Kie, A Par-Bre, F Hol(S)Nth A StP-
 Mos, A Rum-Ukr, A Sev (S) A Rum-Ukr, A Mun (S) A Den-Kie
 Edi-Gre-Ven (Langs) F Bel-Eng, A Bud (S) A Ser-Tri, A Ser-Tri, A Gre-
 Alb
 Hol-Liv-Tri (Staples) F Eng (C) A Lon-Pic, A Lon-Pic, F Liv-Nat,
 A Edi-Yor, F Eng (D) Iri, Pic, ob
 Kie-Smy-Spa (Cleaveland) F Spa sc-Mid, A Por-Spa, A Ber-Mun, F Mar-Lyo
 Mun-Por-Rom (Keller) A Tyr (S) A Ven, A Ven (S) A Tyr, F Tun-Ion,
 F Wes-Tyrr, F Bre (H)

Thanks for the standby moves, Randolph. Deadline for Fall 1904 is September 22 at noon at my grad school address. I don't know what my phone number will be. Note COA's below.

1937 attacks, 1973.11h, historical Origins

No attacks (all moves in) except RUS (Kelly); vs. Bri in Rus, 1-1, A. Vs. Bri in Bal, 2-1, X; Vs. Bri in Rhi, 2-1, -; Vs. Ger in Rom, 1-1, A.

Thanks for the standby moves, Randolph.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA			7						5				
FRA	5	U				2				U+1			
BRI	1	1		2	1		U+8		3	1		U+1	
RUS			1		U				2	2			
GER	5	6					25		3	6	3		

Note France places U in Aus and Rhi, Britain places U in Russia. Deadline is as for 73Adi above. Note COA below.

4000AD- Fall 4004

Algol(Langs) 7(EY-2). Builds 5.
 Antares (Roseman) 5(LR-2), 1 Sar*Sab. Builds 5.
 Pavo(Stump) 7(JR-2), 2(HR-1). Builds 5.
 Regulus(Wood) 5(CY-1). Builds 4.

Alg: 1 Alde, 15 Alg, 1 Menk, 1 Mir, 1 Ham, 1 Pola, 1 Cast, plus warp.
 Ant:12 Ant, 1 Thu, 1 Rut, 1 Sab, 1 Sar, 5 Veg, 1 Spi, 1 Acr, warps.
 Pav: 10 Pav, 2 Dene, 1 Alin, 1 Foma, 1Alge, 1 Mark, 2 Sol, warps.
 Reg: 10 Reg, 2Avi, 3 Adh, 2 Bel, 2 Bet, 1 Poll, 2 Mer, warp.

COA: David Sleight, 6914 E 1st Ave., Scottsdale, AZ 85251
 Steve Langs, 7809 S Quad., Ann Arbor, Mich 48104 (eff. 4 Sep)

Baker leaned back in his chair and sighed. Already after the destruction of Axe Berserker as an effective secret agent and all around nut another had popped up. Was there no end to the number of idiots, kooks, etc. daring to challenge the might of the ruler of Pavo?

Baker was sure that the supposed disappearance of Dullblade was not an accident. Starship Captains don't get lost or they would not be in command. Baler made his decision. He ordered the P.S.S. CROATAN (nee CROTIAN) to the vicinity of Dullblade's disappearance.

He felt happier. Shortly he would see how dull this slap was.

Deadline same as for 73Adi.

1972.23h Rebuttal

((Todd Roseman, the player for Germany, disagrees with John Caton's analysis of this game, as he explains here.))

As all Origins players know, one must rely on experience and educated guesses, as anything. With hindsight, one can see where he guessed incorrectly or other players did something unpredictable. A true mistake is a situation where a player makes an improper choice, conflicting with known data. It is unfortunate that John Caton did not use anything but hindsight in his review of player performance in 72.23h. An explanation of the reasons for my moves at the time of the situation follows.

First, let us turn back to BI #12, 1936. One can see that Austria is Germany's highest point value at this time. But only 3 PF's total were placed there that turn out of a possible 28! I had thought that I would encounter some cooperative resistance in my prime target. But no, it was not to pass.

Next, Als-Lor. In other games I have played (and that has been quite a few) France usually goes "gung-ho" for Als-Lor, believing that that is the only way to victory. France will sometimes do its level best to damage a country who thwarts this endeavor (as I have painfully found out). In 72.23h, France did not follow the trend. If it had, there would have been a minimum of 13 PF's there. And if someone else had tried to block France, I could have been up against 20 PF's possibly. Taking Als-Lor was debateable, but the only game I was ever in that France won, was when she snuck up from the background. In our game, if she had controlled Als-Lor, she might have finished with 16 points, tied for first! ((Damn typewriter!!))

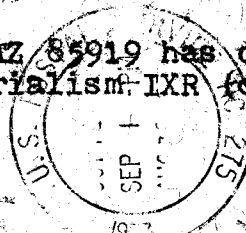
This is my point of view, at the "crises points". I hope it is enlightening to all, especially Mr. Caton.

I will finish off with notes I've gathered in the past week. Mark Weidmark is passing his publishing duties on to others, but intends to remain in postal Diplomacy. Chic Hilliker is officially chairman of the IDA Variant Committee, with Mark and I as members, but I haven't heard directly from Chic (picked this up in Council Courier).

In Britain a "variant bank" is being established for all variants published over there. This will be a centralized source helping to eliminate duplication.

Dick Wedder, 1461 N Warren, Tucson AZ 85719 has openings for 1776, Diogenes IV, and standbys for Imperialism, IXR orphaned by Bond

Lewis Pulsipher
114B Graduate Center
Duke University
Durham, North Carolina



FIRST CLASS

FIRST CLASS

STAN WROBEL
7 POLAND VILLAGE BLVD
POLAND, OHIO 44514