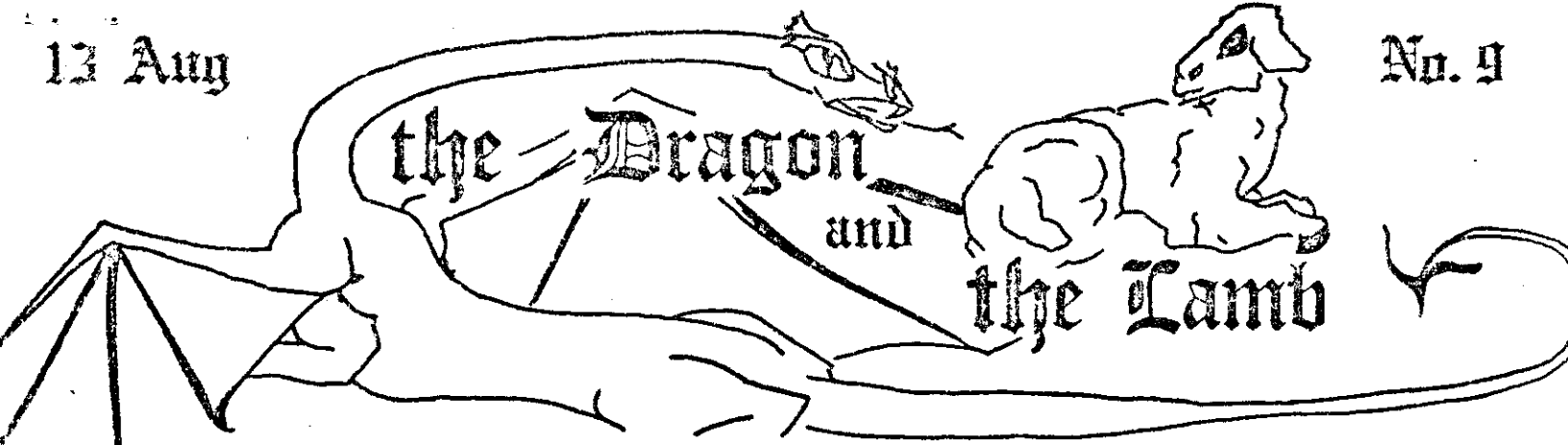


13 Aug

No. 9



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 There are NO game openings. For those so inclined, subscriptions are \$3.00/12.
 Deadline for all games is Wednesday, August 31.

1977HP

Trafalgar

Spring, 1901

HOSTILITIES ABOUND! VICIOUS FIGHTING EVERYWHERE!!

- AUSTRIA(Dave Crockett): F Tri-H, A Bud-Ser, A Vie-Gal
- ENGLAND(John McElvaney): F Lon-Nth, A Lpl-Yor, F Edi-Nwg
- FRANCE (Don Rittel) : F Bre-Mid, A Par-Bur, A Mar-Spa
- GERMANY (Grant Kodman) : F Kie-Den, A Ber-Kie, A Mun-Bur
- ITALY (Gary Kilbride) : A Ven-H, A Rom-Apu, F Nap-Ion
- RUSSIA (Dave Caswell) : A Mos-Ukr, A War-Gal, F Sev-Bla, F StP(sc)-GoB
- TURKEY (Bob Sergeant) : F Ank-Bla, A Con-Bul, A Smy-Con

Fall, 1901 orders are due by the deadline date.

-----1977HP PRESS-----

Odessa 1 April 1901 Moscow Free Press: Our investigative reporters have finally found the destination of the vaunted Russian 2nd Army. Rumor had it that this unit was to move north to St. Petersburg to protect the northern border of our glorious motherland. However, today a highly placed government source has indicated that this crack unit has been ordered to the resorts on the Black Sea for a leave. "They will not be taking their equipment with them," reported the source. However our reporters have not yet found where the supplies will be stored.

Moscow 2 April 1901 MFP: Sources have indicated that the Russian government will be moving to more spacious quarters after Aug. 20, the address of these quarters is Box 411, Concord, NH 03301. The same sources have leaked that the government may be exiled to Spain. If this occurs, all interested parties will be notified. //All players please make note of Dave's new address as of 20 Aug.//

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1977FL

Cynoscephalae

Winter, 1901

I'LL CALL THAT ARMY, AND RAISE YOU ONE FLEET!

- AUSTRIA: Builds A Bud. Has A Bud, F Alb, A Ser, A Vie
- ENGLAND: Builds F Edi, F Nth r-Ska. Has F Ska, F Edi, F Nwy, A Lon
- FRANCE : Builds F Bre, F Mar. Has F Bre, F Mar, F Eng, A Por, A Spa
- GERMANY: Builds F Ber. Has F Ber, F Nth, A Kie, A Bel
- ITALY : Builds F Nap. Has F Nap, A Ven, A Gre, F Ion
- RUSSIA : Builds A StP, A Mos. Has A StP, A Mos, A Sev, A Ukr, F Swe, F Rum
- TURKEY : Builds F Ank. Has F Ank, F Con, A Bul, A Arm

Spring, 1902 orders are due by the deadline date.

We have a late press release from England in 1977K: Very sorry friends. I just paid \$2.80 Canadian money to try to change my moves as you had suggested, but the phone call came on the night of the deadline and the GM did not accept them.

We did not receive too many responses on the neutron bomb ditty, in fact, only one.

Frank McIlvaine:

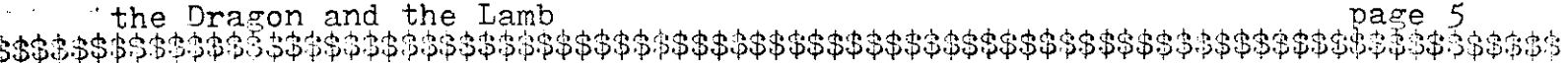
If you feel, as I do, that no rational government can believe at this time that it can destroy the enemy's will to fight while keeping its own losses to an "acceptable" level, then the massive first strike is ruled out. In this case the neutron bomb becomes a deterrent because we would be more likely to use it because of its properties.

Then the question becomes if using a tactical nuclear weapon it will trigger strategic nuclear weapons. This is a further deterrent since the "enemy" feels that it is likely that we will use such a weapon and is unsure of the results.

All this overlooks the real problem of the world today. We are not likely to get into a war with any of the major superpowers because we all have so much to lose. It is those nations that have nothing and will never get anything because of population explosions that are the problem. The world must get together to stop the population explosion now if there is not to be a major crisis in the future (which could cripple civilizations or worse). I see no reason not to build it, we already have so many worse weapons ready to go.



//Due to space limitations, I will keep my comments short. My philosophy is very simple: if a country is invaded, it has the right to use any and all weapons it can get its hands on in order to protect itself. And I don't consider a 20 Megaton ICBM as an attractive weapon, because you will blow up half (or more) of your own country if you used it. The neutron bomb is a tremendous defensive boon to the nations of Western Europe. The Soviet Union would be stupid (which they aren't) to believe that just because they attacked with conventional forces (in which they now have an overwhelming superiority) that the defense would limit itself to conventional means. Any weapon which is necessary to maintain the balance of power should not be held down.



Mark Berch has conducted an in-depth study of my House Rules. When I first read his letter I was reminded of a typical lawyer looking for holes in a contract. Some of Mark's comments are valid, some are nitpicking, and some go off on a tangent. Nevertheless, since Mark has taken the time to write, I am more than happy to take the time to respond. Mark's letter follows:

Revision B of the HR, printed in issue #6, provides an interesting look at both the GM's philosophy and an indication of how games will be run. As a whole, the rules are quite good. Rules 10-14 especially will strengthen the game. However, as Steve has in the past called for comments on anything appearing in the zine, I offer the following comments:

1. In my opinion, the most flawed rule is the second sentence of Rule 17: "Games-master reserves the right to veto any "voted" outcome." (similarly, the last 3 words of the first sentence). What is this rule for? Elsewhere there are already 3 requirements to be met on voted outcomes. If you have any others, they belong in the rules, so that the players will know about them in advance (what's the point of working toward some particular voted outcome, only to have the GM unexpectedly veto it?). If there are no others, then you don't need this provision. Otherwise, the first time you use it, players will (justifiably, in my opinion) feel that you are tampering with the game on an ad-hoc basis. Note that the rule does not even require you to give a reason for your veto.

//Now really, Mark. If a GM wanted to tamper with a game he could do it much more subtly than the picture you have painted here. Many GM's reserve this veto power in their games. GMs' cannot foresee all the tricks players might pull in a game, they are always coming up with new ones. This rule, believe it or not, is meant to protect the players, not persecute them. I myself can think of few instances where I would veto a voted outcome, but I still reserve the right to do so.//

2. Rule 7 is superflous, as this point is already covered in the Rulebook, Rule VII, 3b. It appears to be a reaction to a contrary rule in the Watergate. This point was discussed in Diplomacy Journal, Vol.2,#2, page 1.

//This rule is not superflous. Many GMS' require that the coast be specified in all cases, and their rule is valid. If you are playing in one of their games and you do not specify which coast, even in unambiguous cases, the order is invalid. I am simply stating my position on this matter.//

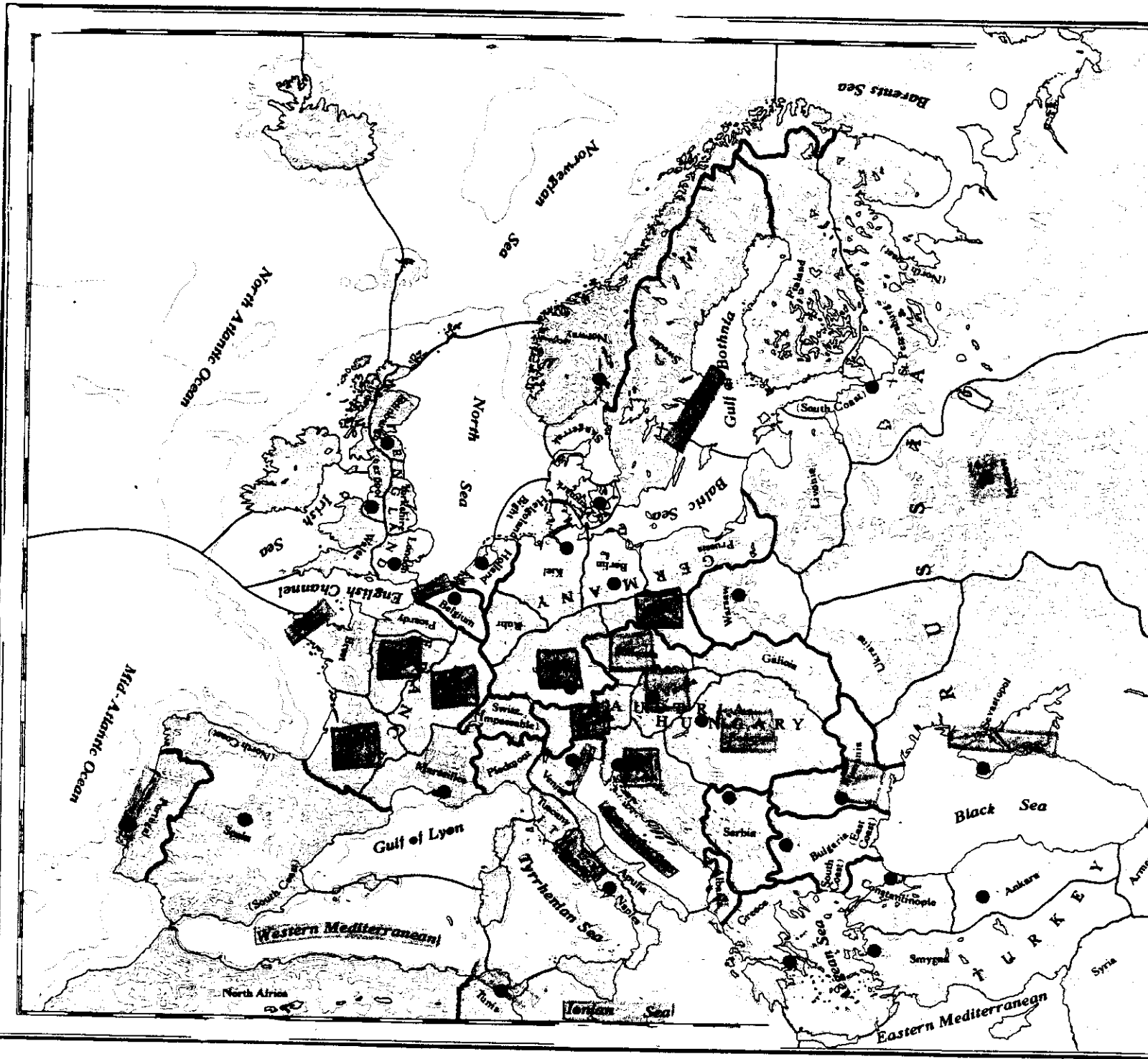
3. Rule 8 does not go far enough. The GM should be obliged to explain (at least to the players in the game) the reasons for an expulsion. When explanations are not given to such an action, hard feelings can result (See "Greg Warden is a thief", Tetracuspis #17).

//I see no such obligation on my part to explain why a person has been expelled from a game to the other players. I am obliged to explain it to the person I have removed, but not necessarily to the others. Being kicked out is embarrassing enough without hanging the dirty laundry out in front of all the others and making him run that gauntlet also. But if his crime is hideous or dirty enough I will make things as embarrassing as I can for him, including public disclosure, and the option is entirely mine.//

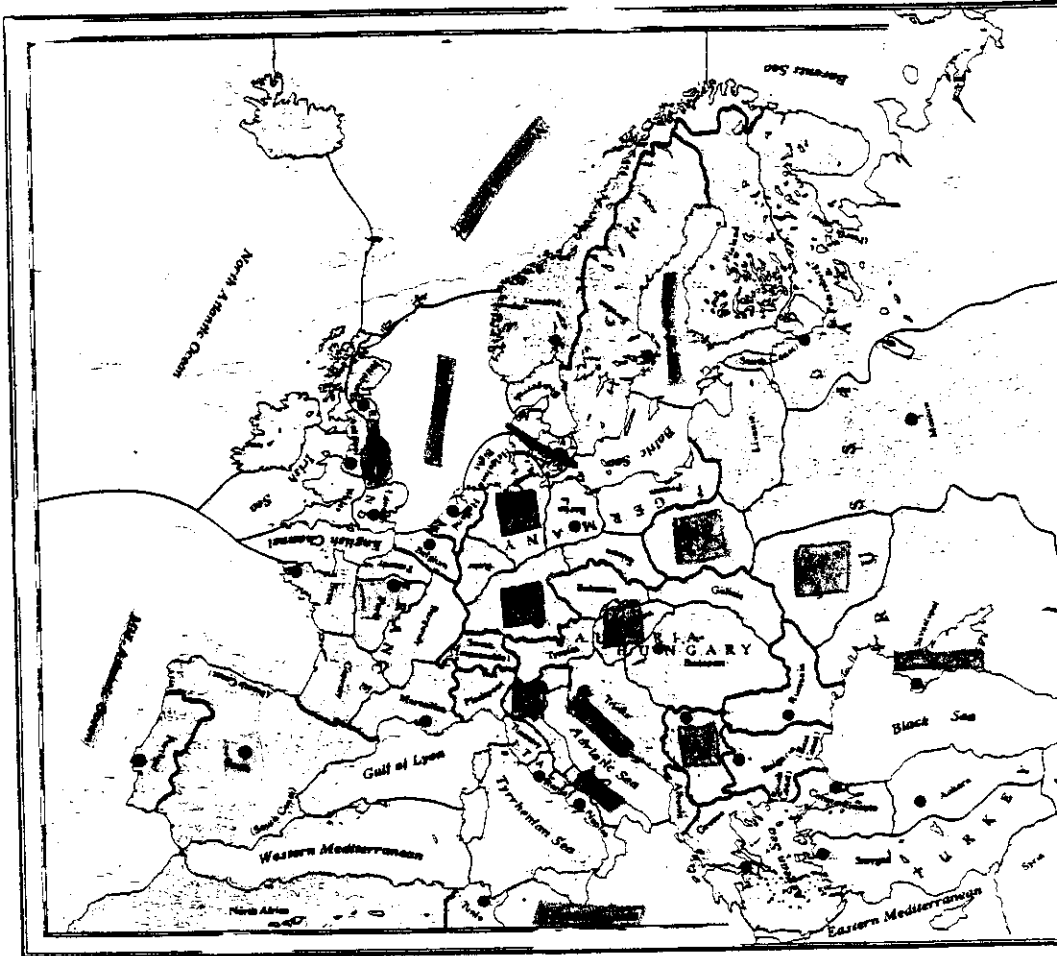
4. Rule 6 is unnecessarily harsh and apparently contrary to the Rulebook. Thus, consider "A Nor-Fin". Rule VII,4 states that "A badly written order which nevertheless admits of only one meaning must be followed". This can have only one meaning, as Norway is the only "Nor" space from which a unit can get to Finland. Why ban a move that the rulebook would allow?

//I don't think this rule is "unnecessarily harsh" as Mark puts it. I have simply outlawed the use of "Nor" as an abbreviation, and that is entirely my prerogative to do so. It closes the door on any ambiguous/unambiguous disputes that would inevitably follow if I did permit it.//

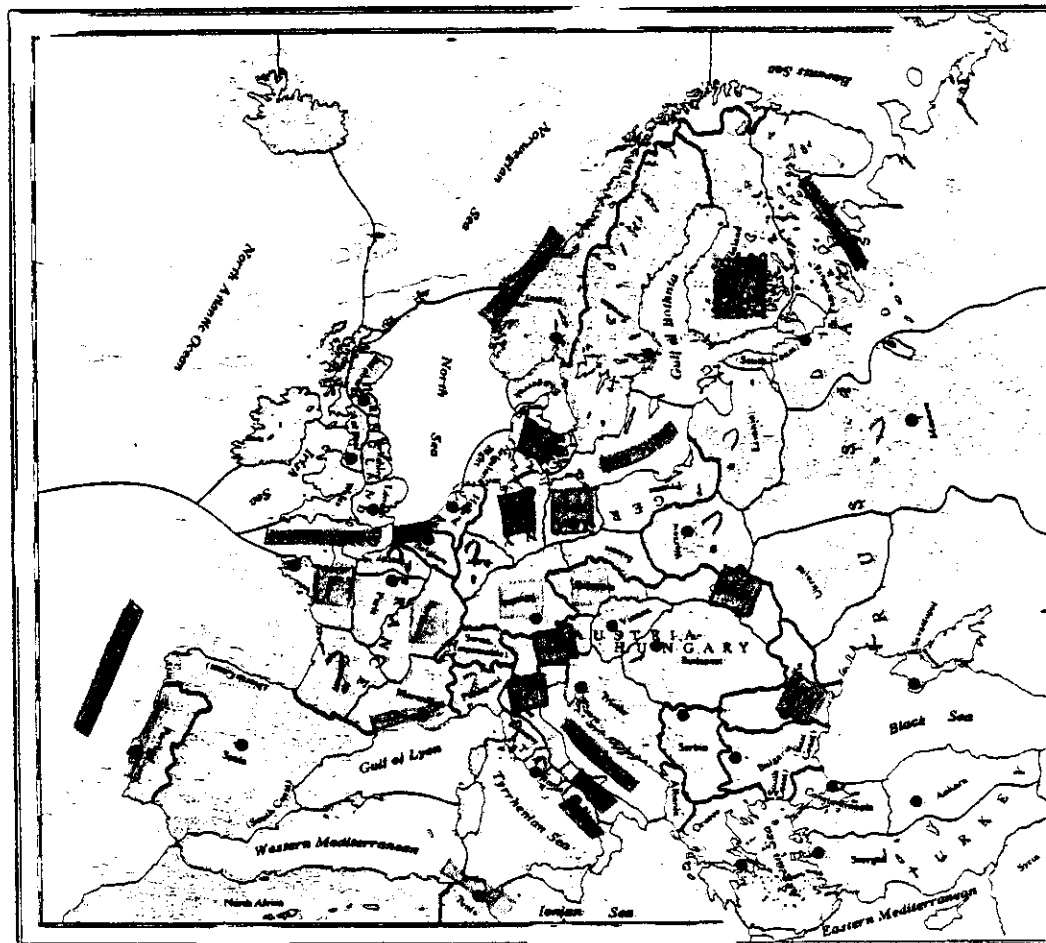
Armageddon Fall, 1903



1977HF
Spring, 1901



1977CQ
Spring, 1903



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