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Deadline for all games is Wednesday. August 31

1977 HP

\_\_\_.Spring,1901

Trafalgar
HOSTILITIES ABOUND: VICTOUS FIGHTING EVERYMHERE! !

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 Lar-Spa

GERMANY (Grant Kodman) : F Kie-Den, A Ber-Kie, <u>A Mun-Bur</u>

(Gary Kilbride): A Ven-H, A Rom-Apu, F Nap-Ion

RUSSIA (Dave Caswell) : A Mos-Ukr. A Mar-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.

### T977HPTTPRESST

Odessa 1 April 1901 Hoscow 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 HFP: 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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1977K

## ARMAGEDDON

FALL, 1903

FRANCE FINALLY FINDS A FRIEND! ENGLAND WALTZES INTO RUSSIAN HOMELAND! ITALY TAKES A POUNDING!!

Summer, 1903: Austria retreated A Vie to Tyo

AUSTRIA (J.H. Fleming): A Bud-Tri, A Tyo (S) A Bud-Tri, A Ser (S) A Bud-Tri(r/Alb,OTB), F Alb-Adr

ENGLAND (Mark Zimmerman): F Mid-Por, F Bre-H, F Eng-Bel, A StP-Mos

FRANCE(Frank McIlvaine): A Pie-Mar, A Spa (S) A Pie-Mar, F NAf-Tun, F Tyr-Nap

GERMANY (Bob Sergeant): P Swe-H, A Mun-Sil, A Bur (S) French A Pie-Mar, A Ruh-Mun, A Pic-Par, A Gas (S) French A Spa

ITALY (Jerry Rogowski): A Mar-Pie(anni), A Ven-Rom, F Adr-Ven, F Ion-Nap, A Tri-H(r/Alb,OTB), F Wes-Spa(sc)

RUSSIA (Robin Smith) : A Gal-Bud, A Rum (S) A Gal-Bud, A Vie (S) A Gal-Bud, F Sev (S) A Rum, A Boh (S) A Vie

TURKEY(Lee Kendter, Sr.): A Bul-Ser, A Gre (S) A Bul-Ser, F Aeg (S) A Gre, F Bla-Bul(ec), F Con (S) F Bla-Bul(ec)

#### SUPPLY CENTER CHART 1903

ITALY : (3) Home, Tan, Sta, Tri

RUSSIA : (6) Var, Sev, StP, Zos, Ste, Rum, Vie, Bud

Build 1

TURKEY : (6) Home, Bul, Gre, Ser

Build 1

Winter, 1903 and Spring, 1904 orders are due by the deadline date. Please keep in mind that if both the Italian A Tri and the Austrian A Ser retreat to Alb, they both go OTB.

# \_\_\_\_\_\_1977K PRESS

Italy-Secret M.I.S-I.G.S.: The military intelligence section of the Italian Army General Staff issued a report today which indicates that suspicions regarding the possibility of hostile feelings directed toward the Kingdom of Italy may not be unfounded.

Paris: A personal note to all players: A rating system shows how you have done in your previously rated games, that's all. And considering a rating system the only way to show if a player is strong is (in my opinion) a fallacy. I merely pointed out the results of the rating system to demonstrate that I feel that this game has very strong players in it (all the players including the unrated ones). My press is meant to entertain and all references to a German stab are merely propaganda (however the English and Italians and....).

Paris Free Gazette: As this paper prepares to abandon its offices rather than submit to German censorship the successes of the French forces against the Italians are something for all French people to be proud of. Italian forces are under joint Austrian-French pressure and it appears at this point that the Turkish-English-German alliance is set to sweep the board and the Italians and Russians are the odd men out. Very interesting developments as revenge becomes a major notive in French and Austrian military circles. Unless Italy does some fancy guessing he goes down with the rest of us.

Budapest to London: You and Germany have waited far too long.

Budapest to Rome: I must admit you are consistent at least, playing with you in three games resulted in being stabbed six times. The rest is unprintable.//Fool me once shame on you; fool me twice....//

Budapest to Francis "the noble": Since plans "A" through "N" have failed, we will have to resort to "Plan Z", skipping plans "X" and "Y".

England-Then will you meet your Materloo?

From Aug 7-12, I can probably be reached at:

GR8, Applied Mathematics Dept. University of Materloo

(See pg. 4 for more English press)

Waterloo, Ontario, Canada N2L 3G1 Tel.: (519) 885-1211, ext. 3478

if there is a Canadian mail strike, send the letters <u>addressed as above</u> to C.J. Towers and Sons 128 Dearborn St.

Buffalo, NY, USA (inside another envelope)

1977CQ

Thermopylae

 $Sprin_{\mathfrak{A}}$ ,1903

AUSTRO/TURK STEARROLLER HITS HIGH GEAR! ITALY FINALLY MOVES, BUT WISHES HE HADN'T!

AUSTRIA (Don Ditter): (Builds A Bud). A Rum (S) Turkish A Sev-Ukr, A Bud-Gal, A Vie-Tyo, A Tri-Ven, F Adr (S) A Tri-Ven

ENGLAND (John Sokol) : (Builds F Lon). F Lon-Eng, F Mid-Por, A Swe-Fin, F Bar-StP(nc), F Nwy (S) F Bar-StP(nc)

FRANCE(Marck Morrison): (Builds A Par, F Mar). F Mar-Spa(sc), F Por-Spa(sc), A Par-Bur, A Mun (S) A Par-Bur, A Boh (S) A Mun, F Tun-Ion, A Bre-H

GERMANY (Fred Zornow): NAR! (GM retreats A Mun OTB). A Bur-H(r/pic, Gas, Ruh, OT A Kie-H, F Bel-H, A Den-H

ITALY (Cliff Mann): A Rom-Apu, A Ven (S) A Rom-Apu(r/Pie, Tus, Rom, OTB),
F Nap-Tyr

RUSSIA (Josh Shaine) : NMR! (GM retreats A Sev OTB). A Ber-H, F Bal-H,
A StP-H(r/Lvn, Mos, OTB), A Ukr-H(r/Mar, Mos, OTB)

TURKEY(David Malmquist): (Build F Smy). A Sev-Ukr, A Arm (S) A Bul-Sev, A Bul-Sev F Bla C A Bul-Sev, F Ion-Tyr, F Smy-Aeg

Fall, 1903 orders are due by the deadline date and may be made conditional on the various retreats.

At this point I am forced to remove Josh Shaine. He has not paid his gamefee or subscription despite my repeated attempts to get him to do so. This, along with his NMR this season, leaves me no alternative. Will Ron Kelly, 225 Virginia Ave., S.E., Room 120, Washington, D.C. please take over as the new Russian player.

Will John Wolfskill, 9252 Cielito St., Alta Loma, CA 91701 please send in standby orders for Germany.

# 1977FL

# Cynoscephalae

<u> Winter, 1901</u>

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

#### 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.



I realize you only promised not to stab me, Ralph, but I still consider this a breach of contract.

//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:

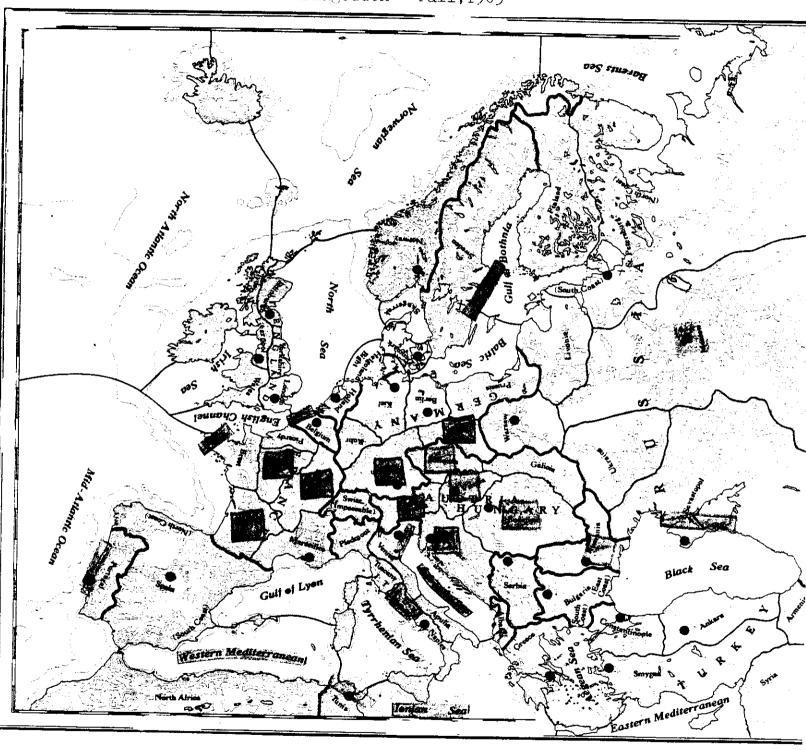
- 1. In my opinion, the most flawed rule is the second sentence of Rule 17: "Gamesmaster reserves the right to veto any "voted" outcome." (similarly, the last 3 words of the first sentence). What is this rule for? Elsewhere there are already 3 requirements to be met on voted outcomes. If you have any 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 <u>ad-hoc</u> 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 subtlely 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 <u>Watergate</u>. 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 <u>all</u> 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", Tetracuspid #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.//
- \*\*. 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 nutlawed 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 nevitably follow if I did permit it.//

- 5. Similarly, Rule 23 is contrary to the Rulebook. Consider "A Mun sneezes". The only legal orders for an army are hold, move, and support. "Sneezes" is none of these. Hence, as far as the Rulebook goes, A Mun is <u>unordered</u>. However, contrary to the belief of many players, an unordered unit can be supported, see Rule IX.6. Indeed the rule states "A unit not ordered to move may receive support."
- //Yes, I know that an unordered unit may receive support. But, in Mark's example, A Mun is <u>not</u> an unordered unit. The order of A Mun Sneezes is an invalid, or impossible order, just as much so as A Mun-Vie, and cannot be supported. This goes for any joke orders, hence the rule.//
- 6. Rule 12 is a little ambiguous. Vill you use neutral builds in Winter 01? The rule permits but does not require this.
- //Yes, Mark, you'have a point. A word was inadvertently omitted. The last sentence should read, "No neutral orders will be used after Spring, 1901." Please make note on your copies.//
- 7. Rule 18 is somewhat contrary to the first sentence of Rule 17. As you say, failure to vote means that you don't care. However, Rule 17 sets a <u>higher</u> standard: that all players agree to it. A player who does not care cannot be said to agree (to agree is a positive act) to something. I suggest deletion of the second sentence of Rule 18.
- //Since the second sentence of Rule 18 is my own personal opinion and does not affect the rules one way or the other, players may do what they want to with it.//
- 8. Rule 24 needs at least a little clarification. For example, probably the most common reason for requesting delays (especially in 3-week deadline zines) is failure to receive the zine. Nould this be considered an "extreme emergency"?
- //What is it that needs clarification? The rule simply says that extension decisions are solely up the the GM. Each request will be judged on its own merits at the time the request is made. It would be absurd for me to list all the cases (earthquake, hurricane, plague, nuclear attack, etc., etc., etc.,) in which an extension would be granted.//
- 9. Rule 14 requires that a dropped one-center position be CD'd. As long as you've got standby's, why not go first class and use them? We all know of cases where one center countries were vital in determining the outcome of a game. I suggest "may be placed" instead of "will be placed".
- //I know of no publisher or GM who has an overabundance of standbys. Each time a GM uses a standby, it reduces his number of standbys available by one. I will not waste a standby by having him take over a one-center country. I may desperately need him the next season to take over a 5-center country. Let me say a further word here about standbys. Mark may well ask, "Well, if someone volunteered to take over the one-center country, why not allow it?" Because I have known too many players who will call a buddy of theirs and say "Hey, pal, I've got this 1-center country in my game that is about to go CD. Why don't you take over the position and help me to a win." This is what I call player tampering and I will not allow it in my games. It simply would not be fair to the other players.//
- 10. Rule 14 calls for dropping a player for two consecutive NMR's or NBR's. What about NRemovalR's? Seems to me that that's just as serious as an NBR.
- //Not necessarily. The Rulebook makes provisions for a GM to remove units in a specified order. There is no provision for a GM to make <u>builds</u> for a player.//

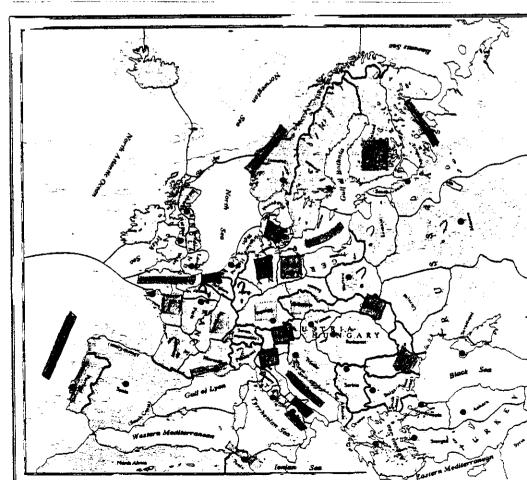
#### House Rules (cont'd)

- 11. As for Rule 12, I personally think that A Lpl-Edi is a lot less neutral than A Lol-Yor. Further, if a standby is fated to take over in Fall 01, this more defensive move will probably be appreciated, as the twice NMRing original player probably didn't write, thus inviting F Bre-Eng.
- //Is Mark suggesting a rule change, or just stating an opinion? If the latter, then it has been noted; if the former, I will not go into a debate on how "neutral" the moves are. Such debate could go on ad infinitum and would be quite pointless/,
- In addition, there are a number of questions which are not addressed in the rules, and in which there are more than one generally accepted approach. For these, it doesn't matter so much which approach you take, so long as people know in advance where they stand. It is much easier to rule in advance, outside the context of a specific dispute.
- 12. What happens when a player-GM dispute is not settled to the satisfaction of both parties (i.e., player believes the GM's ruling is unfair)? I suggest that one of the following be used:

  - a). In all disputes, the GM's ruling is final b). In disputes with the GM, players may appeal to the IDA Ombudsman, whose decisions are binding on both parties.
- Both of these are in use in the hobby, e.g., a) in Ruritania, b) in Matergate.
- //My House Rules do not say that the GM's ruling is final. That says that the course of action to be followed is the Ombudsman, right Mark?//
- 13. What about codewords? For example, a player indicates one set of orders to be used if another player uses a codeword, a second set if he does not. This issue was discussed at great length in Erehwon, 93-95.
- //No, codewords are not allowed. If the House Rules do not expressly allow something, it would behoove you to check with the GM before you commit yourself. This goes not only for D&L but in any zine you might be playing in.//
- 14. Will you accept joint orders? Rule 4 does not ban this if one set is on one page, the other set on the reverse side of the paper.
- //The reverse side is not considered a separate page. Two players may send in their orders in the same envelope, as long as each set is on a different page. and meet the other requirements of Rule 3.//
- How about changes in the rules? Can they be done by GM fiat or is a player 15. vote of some sort required?
- //No, a player vote is not required, but I would probably call for one if the change was a major one. And I will be the one to decide if the change is "major"//
- 16. Can a CD'd country be revived? I ask this because I am in a game in which a one-center country (which had been in CD for several seasons) believe it or not was suddenly given back to a former player of the country and thus revived. Could this occur in this zine?
- //Yes, Mark, I have had that same experience myself, and I think it is grossly unfair to the remaining players in the game. In D&L, once a country is declared to be in civil disorder it will stay in civil disorder.//
- So ends the discussion on my House Rules. If someone else would care to comment, please feel free to do so, even if it is only a comment on my comments.



1977HF Spring,1901



19770Q Spring,1903

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