

# Caricature

The ingratitude! To pass me over for promotion - after all I did at Sand-toga! Why I oughta....

Let us bathe our hands in Caesar's blood!

...15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30!



Favorite Dreams of John Beshara, Number 1.

Will the real Larry Peery please step forward?

Number 65

1 March 1972

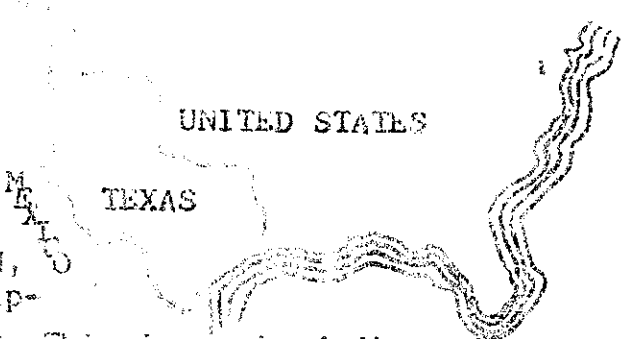
Incorporating LILLIPUT

UNITED STATES

TEXAS

\*\*Circulation 155\*\*

YAHHHHHHHOCCCCCCCCCCCC! This-here is EREHWON, y'all, and it's a bodacious heap o' postal Diplomacy an' other sech vittles. In case y'all ain't et yet, subscriptions are 7/\$1. Back issues are 15¢ each, 10¢ each in lots of 2 or more. Available are: 39-41, 43, 45-64. Also available, at 30¢ each, are some numbers from Volume III (5-8, 10; that is, issues 25-28, 30). Issues 31-38 (Vol. IV, 1-3) were sub-sines of NUMENOR. This is Pandemonium Publication #469, edited and published by Rod Walker, 4719 Felton St., San Diego CA 92116; telephone, (714) 282-1921; member, NFFFGDD (soon to be Postal Diplomacy Congress), IFW, PDRC, IDS, 'DipOrg'.



This issue is dedicated to Sam Houston, one of the founders of the Republic of Texas and twice President thereof (1836-38, 1841-44). Opponent of secession, he withdrew from the Governorship in 1861, rather than sign the Ordinance. And of course, Sam Houston was born on 1 March 1793 (Texan independence was achieved on 2 March 1836).

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### THE CONVOYED ATTACK

Allan B. Calhaver

[Ed. note: In several past issues of ATLANTIS, there has been a lively controversy on the nature of the convoy rule, in which John Beshara has as usual allowed his yearning for dominance carry away his reasoning powers (if any), and in which John Boyer, Chris Schleicher, Andy Phillips, and myself have explored the parameters of the convoyed attack. On 14 February 1972, I wrote Diplomacy's inventor, Allan Calhaver, on this question, asking his opinion on the various situations which were discussed in ATLANTIS. Allan was kind enough to reply, and in a long letter dated the 19th, discusses the convoy rule. His letter appears below, unchanged, except that in the recapitulation of the examples I have underlined orders which Allan says would fail, and added /r/ after orders to units which must then retreat, in order to make things more clear. Where my ruling differs from Allan's, I have so noted in brackets.]

Let me say first of all that I do not believe, as you say, that "the Rulebook now implies that the convoyed attack is coming from the direction of the last convoying fleet". [Brannan's Rule] I have been thinking that direction of the convoyed attack is irrelevant under the new rulebook.

Also I do not desire to give 'great flexibility and tactical force to the convoy order'. I think World War I represented just about the nadir of amphibious warfare. World War II represented something of a peak. Furthermore, we had some experience in our original group with more highly tactical versions of Diplomacy and did not like them, because players paid too much attention to tactics, and tried to achieve everything tactically, and didn't pay much attention to the diplomacy.

As for your examples:

1. ENGLAND: A Edi-Rol, F Nth C A Edi-Hol, A Bol S A Edi-Hol, F Eng S
2. GERMANY: F Hol-Nth /r/, F Den S F Hol-Nth. [I would rule that

both attacks fail, standing each other off.]

The fleet in Holland is just backed up because it couldn't enter Nth with one support when Nth had one support [in holding]. Since it is just a piece that was prevented from moving, the Army Edi hits it with one support and drives it out. (Incidentally, here it is I who rule for the convoy, and you against.)

2. ENGLAND: A Lon-Bel, F Eng C A Lon-Bel /r/, F Nth S A Lon-Bel.  
FRANCE: F Bel-Eng, F Bre S F Bel-Eng. [I rule, again, a stand-off.]

Here the supported attacker just drives out the convoying fleet; and since the fleet is dislodged, the convoy does not succeed. Rule XII.5 is irrelevant because F Bel is attacking, not supporting. If F Bel were the supporting fleet, however, the result would be the same, due to the operation of Rule XII.5.

I think the point here is that when F Bel is the supporter there is a question whether F Eng is dislodged or not, which question is answered by XII.5. [I agree with Allan's ruling in this instance.] But where F Bel is the attacker there is no question that the dislodgement takes place, even if you allow the move A Lon-Bel. But if the dislodgement takes place, the move A Lon-Bel does not take place. If a convoying fleet is dislodged, the convoy fails, in all cases, so far as I know, and this one point has not been questioned before. [Actually it has, Allan. I have ruled a stand-off where F Bel-Eng, on the basis of the Brannan Rule, for some time. A few other GMs do also.]

3. ENGLAND: A Edi-Hol, F Nth C A Edi-Hol, A Bel S A Edi-Hol, F Eng S F Nth;  
GERMANY: F Den-Nth, F Hol S F Den-Nth /r/. I think the support of F Hol is not cut, due to Rule XII.5, but the result is the same either way. To this extent, it appears that XII.5 is an exception to X.

4. FRANCE: A Bre-NAf, F Mid C A Bre-NAf /r/, F Wes & F Tun S A Bre-NAf;  
ITALY: F Spa(sc)-Mid, F NAF S F Spa(sc)-Mid.  
The convoy fails because of Rule XII.5.

5. Same as 4, except F Wes C A Bre-NAf.

The convoy fails due to Rule XII.5. This case is no problem unless you are still employing the concept of the direction of the attack. [I am. It is.]

So far as I can see, the only real problem is 3, because it is necessary to treat XII.5 as overriding X. I think this construction would be understood because XII.5 is more specific than X and comes afterward, but I agree that I would like it better if XII.5 were specified in the rules as overriding X.

The more I think of this the more I think it isn't "necessary to treat XII.5 as overriding X" because the result is the same either way. The only thing really wrong is that XII.5 should have the words "by the convoying army" added, which is fairly obvious and not relevant to the above.

[Thank you, Allan. What you have to say on the Rulebook is always important, because it helps to clarify the thinking that went into the wording of the rules. If I may summarize what you have said, I think we are faced here with an interpretation of the Rulebook which could be called the Calhaver Rule: "If a given fleet is engaged in convoying an army ordered to attack a given space, and if a fleet located in that space attacks the space occupied by the convoying fleet (or supports an attack on that space), the convoying fleet is dislodged, and the convoy disrupted, if the attack on its space has more valid (uncut) supports than the convoying fleet has valid supports for holding in place." All the above examples support that statement

[Hm. I note I forgot to include my own rulings in examples 3-5. I would rule the support of F Hol cut in #3. In number 4, I would rule the way Allan does. In number 5, however, I am not certain. My inclination is to rule that a Bre-NAF succeeds, F Spa(sc)-Mid fails, and the support of F NAF is cut and F NAF is dislodged.]

[I believe now the lines of disagreement on the convoy problem are pretty well drawn. A copy of this article has been sent in advance to Chris Schleicher, and it may be reprinted in ATLANTIS. Comments may be sent either to Chris or myself.]

[Allan also has some thoughts on Diplomacy organizations, and I will print these later this issue if there is room.]

#### THE BROKEN PROMISES OF THE "DIPLOMACY ASSOCIATION"

(Note: My fellow publishers: I hope that you will choose to reprint this article. Although I am known as an outspoken critic of the "Diplomacy Association", what follows is, I feel, an important indictment of that group. Now that the DA has had a year to redeem its promises, a public debate on its failure to do so is definitely indicated.) Our text for today:

"These are not promises, promises...."  
--John Beshara, WAZIR #1

The purpose of this article is to show that now, a year after its/inception, the so-called "Diplomacy Association" has failed to redeem its most important promises to the postal Diplomacy public. The format of the piece is simple. I am going to quote promises made by Chairman Beshara in the initial "DA" announcement, issued early last year, and in WAZIRs 1-3. I will then point out how each promise has not been kept.

1. "It will be run by the members for the members." (The initial DA announcement) In practice, the DA is run only by a few of its members. The Board of "Directors" is a narrow clique of New York friends of John Beshara. Members who have opposed Beshara's policies have been purged from their positions. In short, the "DA" is run by Beshara, not the members.

2. "Interim officers are designated until elections can be held by all the members sharing equal voting rights." (The initial announcement) Some interim! In a year of operation, the DA hasn't even hinted at having an election. When John Beshara decided to "pack" the membership roll with rangers whose votes he would cast and count, Edi Birsan resigned from the Board of Directors. His replacement, Dick Miller, was not elected, he was appointed. In fact, Chairman Beshara is now claiming that the DA "never promised to be a democracy". This much is true: the DA isn't the least bit democratic. (As a side note, when the Board of Directors deadlocked, 3-3, on making Larry Peery a Director, Walt Buchanan proposed that the membership vote on it. Beshara refused, thus giving a tied vote to the negative. So much for the promise of "elections".) Even if elections were held, Chairman Beshara's clique of "secret" members, whose votes he casts, belies the claim of "equal voting rights".

3. "Everyone is welcome to join, help in the organization, be nominated for office [,] and participate in the vital tasks of the committees." (The initial announcement) Everyone? Not so. Walt Buchanan, then Chairman of the Consultant's Committee for the Midwest, appointed a Beshara critic, Len Lakofka, as a member of that committee (as he was empowered to do). Beshara then dismissed Walt Buchanan from that position, purged Walt from the Board of Directors, and publically denied (WAZIR #3, page 6) that Len was a Consultant. I guess when you're breaking promises, it helps to lie, too. Numerous other persons have been denied active roles in the DA. Rick

Brooks was appointed a Consultant, then criticized Beshara, and suddenly he wasn't consulting any more. Larry Peery was appointed Chairman of the West Coast Membership Committee, and was then summarily removed when he came out for reform of the DA. In short, the "everyone" who are welcome to participate are those who are Chairman Beshara's buddies. As for being "nominated for office", that's rather down the drain with the nonexistent elections. Even if there is, in response to public pressure, some sort of election, you can bet that certain people will not be allowed to run, and the election will be neither free nor open.

4. "A 'newsletter' will be published often, giving you a lettercolumn where you can express your views and gripes." (The initial announcement) Often? WAZIR has appeared 3 times in the past year. As for the "lettercolumn"...there was none in WAZIR 3 at all. In WAZIRs 1 and 2, only letters praising Beshara and attacking his enemies were published. In short, you can "express your views and gripes" only when Chairman Beshara agrees with them.

5. "There will also be news of what's happening..." (The initial announcement) There is a column called "what's happening" in WAZIR, but it is a very selective thing. Not a word about the Fourth Annual Diplomacy Convention appeared, for instance. It was held in San Diego under the auspices of Larry Peery, and others whom Chairman Beshara hates. Nor will you see anything on DipCon V, since that's being hosted by Len Lakofka. The column should more rightly be titled, "What's Happening that Chairman Beshara Wants You to Know About".

6. "...game openings..." (The initial announcement) In WAZIR #3, only four game openings were noted. There were nearly two dozen at the time, not counting multiple openings under the same Gamesmaster. Again, if the GM is a critic of Beshara, his games won't be listed.

7. "...player ratings..." (The initial announcement) Despite all the published material on ratings, lately, both statistical and opinion poll, only one rating system has been partially summarized in WAZIR. This is easy to understand: it's the system Beshara looks the best under.

8. "...analyses of games..." (The initial announcement) To date, not a single game has been analyzed.

9. "...tournaments..." (The initial announcement) No tournaments have been noted, despite some having been organized by Len Lakofka and Larry Peery.

10. "Each new player is provided with an experienced consultant and instructional material, free of charge." (WAZIR 1, p.1) Sometimes he gets a consultant. He will get one for a particular game. However, if he is in only one game, and it is in a 'zine published by one of Beshara's critics, no consultant. So far as I know, no instructional material has ever been distributed to any novice.

11. "'The Wazir's Council' is designed to provide members with an impartial hearing of any grievance. We will try privately and if necessary, publicly, to resolve disputes." (WAZIR 1, p.1) To test this pile of bull, I offered to settle the Beshara-Walker feud through the "Wazir's Council", on the sole condition that the people involved in the resolution were neutral. There was no response. The "Wazir's Council" has not been mentioned in any subsequent issue of WAZIR.

12. "The WAZIR is your forum to express your views without relying on the capricious whims of some editors." (WAZIR 1, p.1) Letters critical of Beshara have not been printed. A letter purportedly by Charles Reinsel, but not written by him at all, was published in WAZIR 2. Beshara is right--this is not "capricious whim"...this is censorship and outright forgery. Those

who are curious as to the real thoughts of Charles Reinsel should read his joint letter (with Conrad vonMetzke) in COSTAGUANA V.10, page 10. Both Charles and Conrad denounce Beshara and resign from the DA. Finally, if the façade of democracy and freedom of opinion within the "DA" were not already utterly stripped away, Beshara calls for total repression of his critics in WAZIR 3: "DO NOT let the detractors of TDA deter you from the pleasures of a fun hobby -- DO NOT support their publications... There are but a handful of dissidents, but they are vocal. It's time now to stomp the squeakers of the night beetles." Adolf Hitler couldn't have said it better.

13. Last, there is the question of the membership list. John Boardman at one point promised it would be published in WAZIR 3. It was not. Instead, there was the weak excuse that "it is a matter of the Board's judgement as to the best use of available space in Wazir." In this connection, two things must be observed. First, Walt Buchanan has offered several times to publish the list at his own expense. Second, at least 4 pages (if not 6) could have been added to WAZIR 3 without any increase in postage cost. The real reason for not publishing the membership list is obvious: Beshara wants to prevent his critics from contacting the membership. John's commitment to free speech is touching.

I am sure this list of broken promises would be extended without difficulty. The point, in sum, is this: the "Diplomacy Association" came into existence promising to be a member-controlled, free and open, worthwhile organization. Almost immediately the Beshara clique siezed power and converted it into a narrow promoter of the power and prejudices of one person. Unless the DA reforms itself, and sets about redeeming its host of broken promises, the postal Diplomacy world will be well rid of it.

#### CONTEST NUMBER TWO

##### Delayed

Today is the deadline for this contest, and I have received only two entries, one of which is some humorous answers from Edi Birsan. I am certainly not going to resolve a contest on the basis of a single entry. The deadline is accordingly extended to Friday, 31 March 1972. If I do not have a fair number of entries then, I will cancel the contest.

#### ANNOUNCEMENTS

1. INDEX TO POSTAL DIPLOMACY LITERATURE. This is my new publication. It is not available by trade, nor under the SuperSub. It is strictly subscription only, 10/\$2 (or 5/\$1). Issue #1 is out, covering the first 6 weeks of 1972. The IPDL lists all articles and items of general interest published, indicating 'zine and page(s) where each is to be found. Items are listed by category. Issue #1 lists 128 items, found in 41 'zines, under 24 categories (including: Diplomacy Organization, Feuds, House Rules, Mailing Lists, Polls, Postal Game Reviews, Rating Systems, Rules, Strategy/Tactics, and Why Play Diplomacy?). Only 48 copies of #1 are left, and future runs will be kept close to subscription levels.

2. FREEDONIA is a revival, under a respelled title, of a 'zine by John Boardman, 234 E. 19th St., Brooklyn NY 11226. It will carry Origins of World War II games at \$3. Write John for a sample copy.

3. CENSORSHIP! Believe it or not, I have been subjected to unreasonable, awful, nasty, brutish, and short censorship in HCOSIER ARCHIVES, not by the Editor, but by his typist--who is, after all, only a woman and therefore not really capable of independent judgement. Well! Therefore, EREHWON

is pleased to present, for the first time anywhere, complete, uncut, pristine pure (if that is the word) the poor, pitiful, mutilated PR from Italy in 1971BC, Fall 1901: "LEAKYDAM, HOLLAND (via Gastritis)(25 September 1901): King PandaBear, His finger in a dike as usual, today granted an interview to reporters, curious about His reported exchange of letters with Queen Suzanne. "There's nothing to it," said His Majesty, changing fingers. "We are not corresponding. Must be some other Panda." When asked why the inhabitants of Leakydam kept fingering the dikes instead of repairing them, the King replied "It's all in knowing what dikes like." This press release was rated X.

4. NEW DIPLOMACY BOURSE! Conrad vonMetzke announces that his 'zine devoted to games for Canadian players will have a DiploBourse around the newest game. A DiploBourse has any number of players (who are not in the game) who buy and sell currency of the Great Powers in that game. The object is to have as much currency from the winning and surviving countries as possible at the end of the game. The Bourse will be run by a national expert in such things, Diplomacy's Grand Old Man in Canada, John McCallum. There is no fee. Receipt of SAGUENAY is included in the deal (you will need to follow the game). Write to: Conrad vonMetzke, P.O. Box 8342, SanDiego CA 92102.

5. THE JASTRZAB REPORTS, Stan Wrobel, 7 Poland Village Blvd., Poland OH 44514. There are regular game openings @ \$4. To enter, send preference list only; game fee when game starts. Subs are 10/\$1.50. This is the harbinger of the revival of Youngstown OH diplomacy. Game 1969CJ is in this one (you can watch met get stomped to fudge as Turkey), as well as a section of the new game, War of the Rings Diplomacy (something like Mordor-vs.-the-World). Playing are John Koning, John Smythe, Paul Bond, Jeff Key, Bob Keathley, and Eric Just. This should be a great game, with great press releases. Follow the adventures of the Witch-King, Spiro T. Angmar, and the rest of the loony gang in this loony game. Follow also the latest news from Poland. This one should not be missed.

6. IMPASSABLE, John Boyer, 117 Garland Dr., Carlisle PA 17013, has regular games open @ \$5. Some are for beginners only. Write to John for a game application form. Games will be on triweekly deadlines and the new Rulebook will be used. John is an ambitious newcomer to the publishing field, and what I have seen of his work looks good.

7. THE DIPLOMACY ORGANIZATION (name to be chosen later) is moving along. The initial mailing of information to more than 300 active players has already been made. If you did not receive a copy of this mailing from Walt Buchanan, write him at R.R. #3, Lebanon IN 46052. There is no cost and no obligation, and you will get a look at an organization will be run by the members and not a narrow clique of power-grabbers. Nominations for the forthcoming election are already open. To be elected: President, Vice-President/Treasurer, Ombudsman, Editor, two at-large Executive Council members, and 3 Regional Secretaries for each of 3 regions.

#### STALEMATE POSITIONS

This article consists of two sections. First, a slightly edited version of John Beshara's article in WAZIR 3, "Fundmental Stalemate Positions" (I have cut out some maudlin remarks about war and the nature of man). This will be followed by a short item from Karl Pettis, correcting and updating it. In all fairness, I have not examined either Beshara's positions or Pettis', to see if they are genuine stalemates. Since the Beshara article is by and large taken from articles written by Arn Vagts for HOOSIER

ARCHIVES, and since Arn knows what he's doing, I assume we have actual stalemates here. Nor would Karl have written me unless he were sure, and his material looks right at a cursory glance. Onward, then [any editorial comment will be in brackets (not parentheses)].

Fundamental Stalemate Positions -- John Beshara [reprinted from WAZIR 3, pp. 11, 4]. Diplomacy is a game no one can win when all players play well. Stalemate positions may be developed by the Western powers (England, France, Germany) or by the Eastern powers (Italy, Austria-Hungary, Russia, Turkey), or by a combination of these powers, whenever any individual threatens to become too potent to control. The task of the players is to know how to establish a stalemate and to recognize when it's necessary.

To explain the fundamental stalemate positions, . . . fleets are used only when mandatory; in some instances, armies may be replaced by fleets.

#### The Western Sphere.

1. Armies: Den, Fin, StP. Fleets: Eng, Mid, Por. Supply centers: Den, Edi, Lpl, Lon, Nwy, Por, StP, Swe (8). Assuming there are no opposing forces behind the lines or threatening fleets, the power(s) holding this position are impregnable. With 2 fleets to support the Mid and a unit to support Nwy, fewer units are required to control more space than any other stalemate position. It is one of the factors contributing to England's prestige [as a country which does well in the game]. Though 8 supply centers are owned, only 6 units are essential. This leaves 2 extra units to tinker with and brings us to the next stage of development. By utilizing the two extra units as F Nth and F Hel to support a unit in Hol, 9 supply centers are guaranteed as well as an assurance of at least second place in the final reckoning. By placing a unit in Kie, the stalemate position progresses to 10 centers. There are 2 units to support Kie and control of Kie reduces to 1 unit, F Nth, the support needed for Hol.

Here the happy times end. The next move forward is a giant step:

2. Armies: Ber, Bur, Fin, Gas, Kie, Mun, Ruh, StP. Fleets: Bal, Eng, Mid, Por. Supply centers: Bel, Ber, Bre, Den, Edi, Hol, Kie, Lpl, Lon, Mun, Nwy, Par, Por, StP, Swe (15).

A Fin S A StP, A Kie S A Mun, A Bur S A Gas, F Eng S F Mid, F Bal S A Ber, A Ruh S A Mun, F Por S F Mid. While the development grows to 15 supply centers, a jump of 5 from the last step, there are but 12 critical units. It exemplifies the inherent force of the English/French alliance. Yet with all this strength, the Eastern Sphere can stymie further advance. It may not even be possible to prevent another power from winning. To make gains, move Bur to Mar and add a unit in Spa; then Gas supports Mar and Por supports Spa.

#### The Eastern Sphere.

1. Armies: Apu, Arm, Bud, Bul, Nap, Rom, Rum, Sev, Tri, Ven, Vie. Fleets: Adr, Gre, Ion. Supply centers: Ank, Bud, Bul, Con, Gre, Nap, Rom, Rum, Ser, Sev, Smy, Tri, Ven, Vie (14).

A Arm S A Sev, A Bud S A Vie, A Nap S A Rom, F Adr S A Ven, A Bul S A Rum, A Tri S A Vie, A Apu S A Ven, F Gre S F Ion. For the Eastern nations, this is the least space required for their stalemate and all 14 units owned are necessary.

2. Armies: Arm, Bud, Bul, Rum, Pie, Sev, Tri, Tus, Trl, Vie. Fleets: Ion, Nap, Tyn.

A Arm S A Sev, A Bud S A Vie, A Tus S A Pie, F Ion S F Tyn, A Bul S A Rum, A Tri S A Trl, F Nap S F Tyn. There is a slight extension in the number of spaces owned, but the supply centers are identical and only 13 of the



14 units available are employed.

With the same supply centers, but using only 11 units, 3 more spaces can be controlled by transferring 3 armies from from any of Arm, Bud, Bul, Rum, or Tri to Boh, Gal, and Ukr. For this configuration, A Trl S A Boh, A Vie S A Gal, A Sev S A Ukr, A Tus S A Pie and two fleets support the Tyr-rhenian. To control 15 centers, add a fleet in Tunis to support F Tyn while F Ton S F Tun, or add A Mos and support it with A Ukr and A Sev.

Expansion into the Mediterranean can secure 17 centers by moving the fleets forward to NAF, Wes, Lyo and placing units in Spa and Mar. With F Wes and F Lyo to support Spa and A Pie to support Mar, the position is invincible. If all these units belong to one power it guarantees no other country can win. It does not mean the owner of all these units can himself win.

3. This is the next stage of expansion into Russia: Armies: Boh, Gal, Mos, Pie, Sev, Sil, Tus, Trl, Ukr, Vie, War. Fleets: Ion, Nap, Tun, Tyn. Supply centers: Ank, Bud, Bul, Con, Gre, Mos, Nap, Rom, Rum, Ser, Sev, Smy, Tun, Tri, Ven, Vie, War (17).

A Sev S A Mos, A Gal S A Sil, A Tus S A Pie, F Tun S F Tyn, A Ukr S A War, A Boh S A Sil, F Nap S F Tyn, F Ion S F Tun.

It's a statistical quirk Italy's record in postal play is unrealistically the worst of all countries. [It isn't. See EREHWON 63, page 6; Italy does better than Austria and Germany.] If the Western powers own one of Italy's supply centers, the Eastern powers lose their stalemate. And it should not be feasible for Austria-Hungary or Turkey to dominate the Mediterranean without Italy's aid. For any Eastern nation, an Italian entente is a prize to be sought and a dread when given to a Western nation. Because Italy is between both spheres and is overextended by initially attacking the west, Italy is often incautiously mauled by Eastern neighbors or not protected by them when invaded from the west.

It is significant there are so many victories and so few stalemates in the records of postal play. One reason is Russia, the colossus. [Only if he wins--see EREHWON 63, again. Russia is eliminated significantly more often than England, Turkey, or France.] Another is the dismal quality of the meager instructional material published. [In WAZIR, perhaps; the pages of HOO-SIER ARCHIVES sparkle with good material. In any event, games between experienced players seldom end in a draw, and John Beshara has participated in only one drawn game in all those he has played.] Add, too, the general caliber of the players, emotionally negligent. [Wow! There's a pithy little generalization to sneak in at the end. It may or may not be true; the mere statement of it is not convincing.]

[Some changes in paragraphing were made in order to condense. Punctuation and spelling errors in the original were corrected.

[Well, on to Karl Pettis, 2250 NW 20th Ct., Gainesville FL 32601, editor of CRUSH!, and a relative newcomer to the field. Karl begins by quoting the Beshara article.]

"If the Western powers own one of Italy's supply centers, the Eastern powers lose their stalemate." This just isn't so, and I have included a positioning of units for you to see. I have also written up two basic stalemate positions which Beshara ignored: one a Mediterranean position, the other a Russian position. [In Karl's lists, he gives "units" where either an army or a fleet will do.]

1. Armies: Apu, Boh, Mos, Sil, Vie, War. Fleets: Adr, Eas, Ion. Units: Ber, Lvn, Nap, Pru, Rom, Tri. Supply centers: Bud, Tri, Vie, Ank, Con, Smy, Bul, Gre, Rum, Ser, Nap, Ber, War, Mos, Sev (16). (Note: This is very similar to the Eastern stalemates that Beshara printed but Ven is not

owned by the Eastern powers).

A Apu S Rom, A Mos S Lvn, A Sil S Ber, A Vie S Boh, A War S Lvn, F Adr S Tri, F Eas S Ion, U Nap S Rom, U Pru S Ber. [Since this an expansion pattern by one of the Eastern powers, Austria or Turkey, the unit in Pru is almost certainly an Army.]

2. Armies Bul, Ser. Fleets Arm, Bla, Lyo, Wes. Units Alb, NAF, Pie, Por, Spa, Tri, Ven. Supply centers: Nap, Rom, Ven, Ank, Con, Smy, Bul, Gre, Por, Ser, Spa, Tri, Tun (13).

A Bul S Ser, F Arm S Bla, F Lyo S Pie, F Wes S Spa, U Alb S Tri, U Por S Spa, U Ven S Tri. Expansion from this position is very easy. Mar, Rum, Bud, Sev, and Vie are all in grave danger.

3. Armies Boh, Bud, Bul, Rum, Ser, Sil, Vie. Fleets Aeg, Bal, Bar, Eas, Ska. Units Ber, Den, Nwy, Pru. Supply centers Mos, StP, Sev, War, Ank, Con, Sny, Den, Nwy, Swe, Ber, Bud, Bul, Rum, Ser, Vie (16).

A Bud S Vie, A Bul S Ser, A Rum S Ser, A Sil S Boh, F Bal S Den, F Bar S Nwy, F Eas S Aeg, F Ska S Den, U Pru S Ber. Because of the positions of the necessary fleets, this position is practically limited to Russia.

Let's hear a good ol' rebel yell for:

HOW TO BE AN EXPERT ON THE CIVIL WAR WITHOUT KNOWING ANYTHING ABOUT IT  
by Ahrydd Pedant

### Lesson I -- A Thing of Madness

Part 1: Several methods of becoming an Expert are open to the Novice. Many however are highly unsuccessful, and others are seldome used. A few examples of this category are indicated below:

1. Learning at Grandfather's Knee. As Grandfather very likely did not fight in the Civil War, he is apt to be somewhat inaccurate, but he should be able to tell some whopping good tales. These can then be cited as authoritative Details (see Lesson III). If Grandfather's knee is at all knobby, it may add to the discomfort of hearing "How Mah Pappy Took Vicksburg Singlehanded" for the fiftieth time. Things may also be complicated by the all-too-common occurrence of one Yankee Grandfather and one Rebel Grandfather. This will give you a Distorted Outlook on Life, and will enable your enemies to Confuse you (see Lesson VIII). Your best recourse is to adopt some other method.

2. Learning at Grandmother's Knee. If Grandmother is at all near-sighted or prone to lose things, it is best to keep a respectful distance while she is sewing or knitting. On no account accept an invitation to sit in her lap. Once the area immediately surrounding Grandmother is safe, you will be able to learn a great deal from her. Not about the Civil War, of course, as Grandmothers are not usually interested in such things--unless they lived in Georgia when Sherman marched through, in which case they will talk about nothing else. Either circumstance will also give you a Distorted Outlook, making this a Bad Method.

3. Be Converted. This is a fairly good method, except that the person who converts you may have learned by method 1 or 2 above, and thus will impart his Distorted Outlook to you. This will allow the Other Side (see Lesson II) to make you out a Fool and thus gain the Upper Hand (see Lesson IX). To help avoid this, or at least have nobody but yourself to blame, it is best to become an expert on your own.

Next: Part 2, the three best methods of becoming an Expert.

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