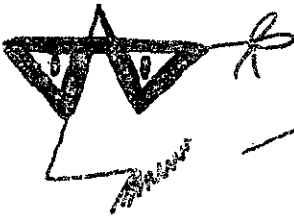


AND LO, THE LORD GOD OF POSTAL DIPLOMACY LOOKED UPON THE GAME AND SAW THAT IT WAS GOOD. AND HE SAID, "WHAT WE NEED HERE IS A LITTLE CONTRAST," AND SO HE MADE GRAUSTARK AND COSTAGUANA AND POPE JOAN II AND HONY THE HORRY AND RATING SYSTEMS AND PROGRESSIVE STALEMATE POSITIONS AND THE I.D.A. AND MAD AME EDYTHE AND NORB AND PURNING AND WYOMING ORGANGES AND HERR TOISCH AND HANNIBAL AND MUCH, MUCH MORE. AND THEN HE SAID, "THAT STILL ISN'T ENOUGH CONTRAST WITH ALL THAT GOOD," AND SO HE MADE




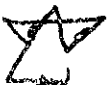


EREHWON 77

17 June 1974



Mr. Calhamer? Yes...I'm Mr. ...uh, "x", from the Executive Office. The President understands that you have invented a game where one may win by lying. He is very interested....

THOSE TO BLAME

	Editor.	Rod Walker
	Publisher	Conrad vonMetske
	Encouragement	John Boardman
	Advice.	John Beshara
	Rules	Eric Verheiden
	More Rules.	Steve Brooks
	Supervision	Bangs Leslie Tapscott
	Hush Money.	Richard Nixon
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	Pomp.	King Pandemonium V
	Circumstance.	John Dean
	Blood	Edi Birsan
	Hot Air	Guru Maharaj Ji
	Costumes.	Auntie Clio
	Makeup.	"Midwest Mother"
	Music	Pussy Galore

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THE SURGEON-GENERAL WISHES TO POINT OUT THAT NINE OUT OF TEN DOCTORS WHO HAVE TRIED EREHWON ARE NOW IN LUNATIC ASYLUMS. THE TENTH COMMITTED SUICIDE. ARE YOU SURE YOU WANT TO GO AHEAD WITH THIS...?

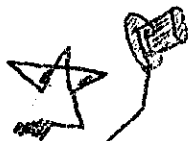
This is ERENWON, a monthly (but don't hold me to it) journal of postal Diplomacy and other unredeemable satirical content. Subscriptions are 6/\$1, or 15¢ a copy. There are no game openings, original articles, poems, and short humor items are solicited. The right to edit, in the interests of space, grammar, maximum effect, and some very low standard of "taste", is reserved to the Editor. Blanket permission to reprint any item in ERENWON is hereby given to any postal Diplomacy editor. This permission is subject only to two requests--first, that the original author and source be properly credited; second, that a copy of the publication carrying the reprint be sent to me.

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BACK ISSUE SPECIAL. In a desperate effort to unload reams of back issues cluttering up my filing cabinet, we are going to have a sale on the Gemm things. Issues 40, 41, 45, 50-71 are now available for 10¢ each, in lots of 2 or more, sent 3rd class. Issues 72-76 are still to be had for the usual 20¢ each, of course.

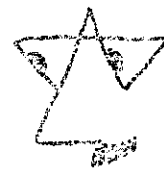


IN MEMORIAM:
John Koning
1945-1974

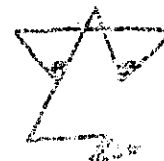
The death of John Koning, while not unexpected by those of us who have known he was seriously ill, has still evoked a profound sense of bereavement. John was one of those rare people whose personality was such that to know him was to like him. His postal Dippy 'zine, sTab, was not only a delight to read, it was a paragon of what such a production ought to be. The hospitality of Manse Koning was, of course, legendary, and the first two DipCons were held there.

Those who knew him will miss him. It is my understanding that sTab will shortly be revived as a living and, hopefully, perpetual memorial to his memory--and I can think of none more fitting. However, it is not my purpose to make here a eulogy. I want to celebrate what John has given us, not bemoan our loss--grief is, after all, only a projection of self-pity.

Instead, I want to share with you some of John's charming and incisive wit. In ERENWON 29, I reprinted (with slight amendment) an article of John's which he first printed in sTab #1, back in 1965. It is one of the finest things he ever wrote. So, for all of you who have never read it before, we now bring you



Hey, can we hold up the deadline for about five minutes?



Well, if you must know, I'm arranging this fantastic 5-way with Austria and Italy.



Ho, darling, not in the game after 77!

A MODEST PROPOSAL
John Koning

I've been reading over the systems for rating Diplomacy players. All of them possess certain merits, of course, but all suffer from a common flaw: they are based on a too-literal contriving of what constitutes success in Diplomacy. Each system assumes that, because the rule book defines the object of the game as "to gain control of Europe," accumulating more than half of the supply centers on the board is something meritorious. So much for western logic.

I, on the other hand, have studied the entire problem carefully, and after delving deeply into and observing from all angles the name of the game (which is, of course, "Diplomacy") I have come up with the rating system: a rating system which takes into account the intentions of the game instead of its superficial characteristics. And my system, unlike those others, does not suffer from a superfluity of reasoning between its initial premises and its final conclusions. My system is devious. My system works just like Diplomacy itself! (My system is designed to make me look good!)

The name "Diplomacy" indicates that prime virtues in this game are skill, tact, and cunning. Therefore, while the winner of a game holds the most supply centers, he may have achieved his victories through the use of brute force rather than diplomacy. (It would be difficult to find a game winner who had merely talked his way into the winning seat.) Nothing special in winning a game then, so we award technical winners one point.

However, as a player in chess faced with a hopeless situation resigns rather than prolong a game dull to both his opponent and to himself, a Diplomacy player with little hope of accomplishing anything displays great tact, or "diplomacy", in resigning an untenable position. We give such a gracious player 5 points.

Moreover, since expectation is so important in Diplomacy, a player who resigns while in a strong position obviously does so because he knows his good fortune cannot continue. For such remarkable foresight we award 10 points.

Most remarkable of all is the player who foresees the catastrophe before the game begins, and resigns to let another take on his bad fortune. To a player of such phenomenal skill we give 20 points and a gold star. (Points should also be given players who turn down invitations to join Diplomacy games, but that is beyond the scope of this present system. See, however...).

Finally, since confusing your opponents is a primary objective in Diplomacy, we also recognize skillful obfuscation by awarding 5 points for each move for which orders are not submitted. Perceptive readers will note that it is, by skipping a large number of moves, possible to exceed the large point total given for pre-play resignation (but no gold star is awarded in this case). This is only logical, since it takes more diplomatic skill to remain in a game and confuse everyone than to resign early and confuse only a few people momentarily. (This year the committee has decided there is no merit in confusing the Gamesmaster, so we have discontinued the 3 points awarded for badly worded or illegible orders). Supply centers, having nothing to do with Diplomacy, get no points. Ditto staying power. Ditto maneuvering ~~skXXX~~ luck. We are considering points for press releases, though.

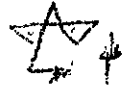
Under this infallible system I, John Koning, am surpassed in Diplomatic Skill by only one player. And I hope to catch up to Conrad vonMetzke soon.
* * * * *

FILLER: You know of course what kind of jokes are popular down at the Vice Squad. Why, "narc-narc" jokes, of course.

...and lo, the Good Fairy of Postal Diplomacy picked up his wand, and with a couple of mystic passes tried to make a trick for the night, but instead conjureth up



THE GAME
1973IK



OH, IKKKKKK! PERFIDIOUS ALBION DOES IT AGAIN! GERMANY GETS 'YE AULD IN-
OOT. RUSSIAN MARINES STORM DEFENCES OF TSANGRAD WHILE WEHRMACHT LUNGES
INTO POLAND. AUSTRIANS TAKE BRESLAU. FRENCH BEGIN ASSAULT ON ITALY:

Fall 1902: Walter Blank's new address: Box 411, Trempealeau WI
54661. Greg Warden is going to dig up some more of Italy, and has had
to resign from the game. The new player is Arn Vagts (for Turkey, that
is), address last issue. Dave Scott is getting married, Steve Brooks as
a brand-new father; condolences to the former, congratulations
to the latter.

AUSTRIA (Scott): A Gal-War, A Tri-Boh, A Eoh-Sil, A Bul S
RUSSIAN A Rum-Con, A Ser S A Bul, F Gre-Aeg. Owns: Bud,
Tri, Vie, Bul, Gre, Ser (6). NC.

ENGLAND Kelly): F Nrg-Bar, F Nth-Den, A Bel-Hol, F Eng-
Nth, F Nwy-StP(nc). Owns: Edi, Lpl, Lon, Bel, Nwy, Pen,
Hol (7). Build 2.

FRANCE (Brooks): F Mid-Wes S by F Spa(sc), A Par-Bar
S by A Mar. Owns: Bre, Mar, Par, Por, Spa (5).
Build 1.

GERMANY (McKeon): A Mun S ENGLISH A Bel-Bar /nc/,
A Kie S A Mun, F Swe H, A Sil-War S by A Pru. Owns:
Ser, Kie, Mun, ~~Bel~~, ~~Wol~~, Swe, War (5). NC.

ITALY (Blank): F Wes-Mid /r//Tun, Tyn, NAF, Lyo, D/,
F Ion S AUSTRIAN F Gre-Aeg, A Ven-Tri S by A Pie.
Owns: Nap, Rom, Ven, Tun (4). NC.

RUSSIA (Trtek): F Bot-Bal, A StP H, A Rum-Con C by F Bla. Owns: Mos,
StP, Sev, ~~War~~, Rum, Con (5). Build 1 (1 nb).

TURKEY (Warden): A Con H /r//Smy, D/, F Ank-Bla, F Aeg S ITALIAN F Ion
/r//Eas, Smy, D/. Owns: Ank, ~~Con~~, Smy (2). Disband 1.

AUTUMN 1902 RETREATS and WINTER 1902 ADJUSTMENTS were made due on Friday
14 June 1974.

SPRING 1902 ANALYSIS
Eric Verheiden



oooo... cccc...
looky that!

Last time it was mentioned that Spring 1902 would be decision time
for the Inner Powers. Most of these decisions have apparently now been
made, although of course they are always subject to revision.

Austria has decided to continue his Turkish offensive, with some
help from his Italian ally, and simultaneously to move on the behalf of
his Russian ally in the north. This latter action involves maintaining
the pressure on Germany and seeking to recover what are now apparently
inevitable Russian losses. The major question of interest is whether the
Austrians will continue to help the Russians in this manner in the face
of a great deal of effort expended with little immediate gain and unsure
chances for long term success, or whether they will decide to take their
cut of the Russian pie while they still can and worry about the Germans
later. The new Russian player clearly has his work cut out for him.

Germany went all out for Russia this time, gambling that the Austrians either would not attack or could be handled if they did, and that the English could contain the French for the time being. Needless to say, the Germans won their gamble, at least in the short term, due to a combination of factors including a large amount of luck. Long term prospects are still uncertain if the Austrians stand by the Russians and if coordination and tactics improve somewhat. With this sort of improvement and the distinct possibility that the Italians could join the war against them, German fortunes could still reverse rather quickly.

The Italians, playing their usual role as the joker in the deck, moved both east and west, apparently in conjunction with their Austrian ally on the one hand and most likely in support of the French on the other. In the east, F Nap-Ion served two purposes: blocking Turkey's F Aeg out of places it doesn't belong and enabling it to be removed from the vicinity permanently. In the west, assuming F Tun-Wes was indeed on behalf of the French, the allies have another fleet to play with and will quite likely attempt to sneak in the English back door in the North Atlantic or Irish Sea. In the north, the Italian armies may finally have something to do if a move is made into Tyrolia in support of the Austrians against Germany.

So much for the Inner Powers; of the Edge Powers, England is still in the best shape, although the balance could swing to France if the projected alliance with the Italians comes off and if more progress against northern France is not forthcoming soon. Since the English seem unlikely to pick up a build on their own this year, while the Germans should have two, one of which may be unusable, there is a good possibility that they may be given one (say Holland) to make up.

The French are looking better, although their problems are far from over. An Anglo-German breakthrough is still possible and the Italians could turn on them very quickly. Meanwhile, if the Austrians ever let up on the Germans, there is little doubt as to what end the forces freed thereby would be put.

The Russians, suffering from a player change, a bad move which shouldn't have worked but did, and continued pressure in the north, are looking sicker all the time. Warsaw is lost for the moment, but is recoverable given better tactics and continued Austrian assistance. If the Austrians ever turn on them, though, forget it.

The Turks, following in the great tradition set by France and Russia before them, took a little respite from the war last time, possibly as a prelude to the third player change in five seasons. Curiously enough, the Turks' failure to move may have hurt the Russians more than it did them, at least in the short run, since F Ank-Bla was clearly indicated and that would have left A Ukr where it was to defend Warsaw. Either way, without an ally, it is only a matter of time before the Aegean falls and after that the East Med. or Armenia is occupied. Probably the best chance now for an alliance is with Austria, promising to be docile and cooperative while the Austrians clean up in Russia in exchange for survival. It's not much, but sometimes you take what you can get.

Finally, getting down to the usual guessing game with the orders:
 England: F Nwy-StP(nc), F Nrg-Bar, F Nth-Hol, F Eng-Bre, A Bel-Bur.
 Perhaps something a bit more imaginative will be forthcoming; we'll see.
 France: F Mid-Iri (or NAT), F Spa(sc) S ITALIAN F Wes-Mid, A Par-Bre, A Mar-Bur. This assuming an alliance with the Italians.
 Germany: F Swe H, A Kie S A Mun, A Mun S ENGLISH A Bel-Bur, A Sil-War S by A Pru. Going for the builds.

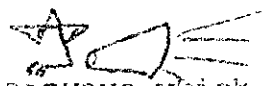
Italy: A Ven-Tri S by A Con, F Ven S A Bul, A Bul S RUSSIAN F Bla Con, A Tri Boh, A Boh-Sil S by A Gal. Going for position against Germany with Russia.

Auscria: F Gre-Aeg, A Ser S A Bul, A Bul S RUSSIAN F Bla Con, A Tri Boh, A Boh-Sil S by A Gal. Going for position against Germany with Russia.

Russia: A StP-Mos, F Bot-StP(sc), A Rom Ukr, F Bla-Con. Somewhat belatedly reinforcing the central front.

Turkey: F Ank S A Con, F Aeg-Bul S by A Con. As good as anything.

ANNOUNCEMENTS



1. DELAYS: I have a lot of stuff on convoys which I want to print. Several things will therefore be delayed to #78. That includes the contest, so those who haven't entered yet now have until whenever I start typing on #78 (probably early July) to send in some answers. Also the press for 1973IK is delayed. Ditto anything else you might have expected to see this issue.

2. OMISSIONS: A lot of people asked me to include things in this issue. I made notes to myself and they are scattered all over my desk. I may not find all of them. If I forget, I'm sorry. We'll make it up next issue, if there's still any point in announcing whatever it was I was supposed to announce.

3. THE POUCH: Orders for the First Anniversary Issue should probably now be sent to Gil Neiger, 300 W. 108th St., New York NY 10028, the new editor. Believe me, you are crazy not to pass up this deal! The zine is positively great!! See last issue for details.

4. DIPLOMACY WORLD. If Walt Buchanan publishes it, you can bet it is good. This is the Diplomacy 'zine to get. It is \$3 per year (6 issues) and worth much more. It covers the gamut, from humor to strategy, from ratings to variants. For one thing, you will get my 8-article series on Press Releases. There is a demonstration game--beginning in #3, the "Prince William Invitational"--for which I am writing commentary. Both game and comments are unbelievable. My new rating system will also appear in DW, probably in #4. And of course other people write for the thing. It is offset, easy to read, and also full of cartoons and other goodies. Send your \$3 to Walt Buchanan, RR #3, Lebanon IN 46052.

5. HOUSE RULES. A new edition of mine (8 pages!) is out. If you would like a copy, it is 25c.

6. THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY, AN INTRODUCTION TO: If Larry Peery publishes it, you can bet it is long. This 33-page monster (covering England; there are other sections) is \$2.50. Now, Larry is a friend, but he knows I call them as I see them, and this is unfortunately not something I would advise buying. A good deal of its length is unnecessary repetition. It covers in detail only one basic strategy for England, and seems to ignore such basic things as stalemate lines which England may run up against or can create. The material is highly dated, as evidenced by a reference to GLOCKORLA #5 (8 years ago!) as "recent". Some of the tactics suggested are based on the pre-1971 "majority of units" victory criterion. A good deal of the strategic maxims seem platitudinous. In short, this production is very short on research, and God knows we could have used a collation of the excellent thinking which has appeared in print over the past three years or so. Sorry, Larry...

Are now, Walker's Wand Waves, and Pandemonium Palpitatingly Presents?

A SYMPOSIUM ON CONVOYS

Last issue raised up a hornet's nest. I have items from John Beshara, Eric Verheiden, and Steve Brooks (in order of arrival). I will get as much into the next 4 pages as I can, and we will (if necessary) finish up next issue. My comments are, as usual, in [brackets].

[From John Beshara, 155 W. 68th St., Apt. 1021, New York NY 10023:]

You're getting senile in your dotage. Eric's rule is not "...fancy, involuted, and legalistic...". In one very simple sentence, he made a profound statement which cleared up the whole problem of any paradox in adjudication.

Determining when an army in a proposed convoy does or does not move is the crux of all the paradox situations. Eric has said the army cannot move whenever the move affects the position of the convoying fleet(s). That means the army does not move whenever such movement caused the convoying fleet to be dislodged or prevents the convoying fleet from being dislodged. And it is that double-edge, the "or", that made Eric's rule a resolution of any paradox.

Examples (I'm using your notation system):

1. ENGLAND: A Lon-Bel C by F Eng.
- GERMANY: F Bel S ENGLISH F Eng.
- FRANCE: F Mid-Eng S by F Bre.

A Lon is not allowed to move because by moving it cuts the German support, thereby causing its own fleet to be dislodged.

2. ENGLAND: A Lon-Bel C by F Eng (F Eng /r/ /.../).
- GERMANY: F Bel S FRENCH F Mid-Eng.
- FRANCE: F Mid-Eng. [um...that's "FRANCE"...]

A Lon does not move. F Eng is dislodged. Eric's rule says A Lon cannot move because by moving it prevents F Eng from being dislodged.

3. ENGLAND: A Lon-Bel C by F Eng & S by A Hol, F Nth S F Eng.
- GERMANY: F Bel S ENGLISH F Eng, A Ruh S F Bel.
- FRANCE: F Mid-Eng S by F Pic.

Eric's rule does not apply because the convoyed army in no way affects the convoying fleet. If A Ruh had not supported F Bel, then A Lon-Bel would succeed. The only important fact is A Lon did succeed in reaching Bel, but it did not succeed in capturing the space to which it was ordered.

Examples 1 and 2 are the only two situations in which Eric's rule is applicable. In any other convoy situation, the regular rules apply. These two situations are the only kind which cause paradoxes. The 2nd example seems unlikely (just as Calhmer's second example seems unlikely), but when you get into a complicated paradox situation with multi-units, it boils down to that "nut".

[I guess I must remain obdurate. From my point of view, all your adjudications are correct, but for different reasons.]

[I will admit that Eric's rule solves these situations, which are not paradoxes, together with Pandin's Paradox, which is. Of course, the 3rd example illustrates the notion of the difference between reaching a space and occupying it, which is useful and I'm glad you included. (However, I would not underline "F Bel S ENGLISH F Eng" under Rule XII.5, it is still a successful--but useless under the circumstances--order.) (Your example 1 gives this result, in fact, so your underlining must be for a different reason.)

[The adjudication in Example 1 also conforms to my rulings, although



I do not use Eric's rule. The reason is that under Brannan's Rule, a conveyed attack comes from the direction of the (last) conveying fleet. The support is then still valid under Rule X. The unique character of this situation arises from the fact that the attack is conveyed, and the support in question is for the conveying fleet in standing, not for the attack on it. But to my mind the principle is the same and F Eng stands.

[In your example 2, the situation is virtually the same as that given in Example 13 in the Rulebook. Eric's rule can thus be seen as a replacement for XII.5 and Example 13. However, it seems to me that Brannan's Rule covers a wider range of situations (even if the Rulebook failed--deliberately, I admit--to state that ruling specifically).

[I guess what is really at issue here is whether one prefers Brannan's Rule or Verheiden's. I have been using the former for years and so naturally Eric's rule would appear unnecessary to me. It does take on Pandin's Paradox in addition, but consider:

ENGLAND: A Lon-Bel C by F Eng and S by A Hol.
 FRANCE: F Bel-Eng S by F Bro.

You are, of course, following all this, aren't you?

My ruling (indicated) is an extension of Brannan's Rule. Here, two equally supported attacks, into and out of the English Channel, stand each other off. Eric's rule would allow F Bel-Eng to succeed (and even without it, I suspect most GMs would, too). I can't buy that.

[However, I believe this discussion may clarify the situation for many who do not use Brannan's Rule and will therefore find Eric's a congenial solution to these rare but knotty situations. Certainly, one or the other ought to be employed, even if the situations to which they apply are as rare as members of the Spiro Agnew Fan Club.]

[Steve Brooks' item is shorter than Eric's, so we will take it up next. From Capt. Steven Brooks, PO Box 1801, Vandenberg AFB CA 93467:]

SOLUTION TO A PARADOX

While looking through the ERENWON House Rules, dated 1 June 1974, I believe that I noted an ambiguity. In attempting to resolve it, I came up with two new rules (named after myself) and as a side-effect, I believe that I found a solution to Pandin's Paradox. I can remember when most Dippy zines used Rod's HRs as a matter of course because they were the best around and if that happens again I hope that I can resolve the ambiguity and help resolve future paradoxes.

I feel there is a conflict between HR 30c (The Walker Rule), HR 30h (The "Real-Time" Rule), and Rule XII.5. HR30c states: "an attack on the last conveying fleet from the space being attacked, if equally well supported as the conveyed army's attack, does not dislodge the fleet and stands off the army."

HR Example 1:

FRANCE: A Spa-Nap C by F Lyo & F Tyn and S by A Rom & F Apu.
 TURKEY: F Nap-Tyn S by F Ion & F Tun.

Confuses ruling!

HR Example 2:

FRANCE: A Spa-Nap C by F Wes & F Tyn and S by F Rom, F Lyo S F Tyn.
 TURKEY: F Nap-Tyn S by F Ion.

HR 30h states, "If a conveyed attack is supported and is against a unit which is in turn supporting an attack on the conveying fleet, the battle for the body of water must be resolved first."

HR Example 5:

ENGLAND: A Lon-Bel C by F Eng and S by A Hol. (F Eng /r//...//).
 FRANCE: F Bel-Eng S by F Bel.

to magnificent!

I propose two new rules: Brooks Rule 1: All battles for bodies of water are to be resolved before any convoyed attacks. Brooks Rule 2: A convoyed attack cannot cut or affect support given into a body of water. However, the convoyed attack would still be valid for the purpose of dislodgement. (I.e., convoyed attacks have no effect on attacks on bodies of water.)

Example A:

ENGLAND: A Wal-Bel C by F Eng and S by A Pic & F Nth (F Nth /r//.../).

GERMANY: F Hol-Nth S by F Bel (F Bel /r//.../).

(Note that F Bel's support is still good for the attack on F Nth, even though it is dislodged by the convoyed A Wal.)

I feel that the "Real Time" Rule, combined with Brooks' Rules 1 & 2, will solve a number of paradoxes and difficult situations involving convoys.

Example B (Pandin's Paradox):

ENGLAND: A Wal-Bel C by F Eng, F Lon S F Eng.

FRANCE: F Bre-Eng S by F Mid.

GERMANY: F Hol-Nth S by F Bel.

RUSSIA: A Nwy-Lon C by F Nth (F Nth /r//.../).

Using the Brooks Rules, Russia's F Nth is dislodged, both convoys fail, and fewer problems exist. Although the convoyed A Wal-Bel did not fail (i.e., F Eng was not dislodged), it has no effect on the support of Germany's F Bel for F Hol-Nth. And since the "Brooks Rules" cause the Russian F Nth to be dislodged, the convoyed A Nwy-Lon is not even considered. Goodbye Paradox!!

Consider now EREHWON HR Examples 1 & 2:

HR Example 1:

FRANCE: A Spa-Nap C by F Lyo & F Tyn and S by A Rom & F Apu (F Tyn /r//.../).

TURKEY: F Nap-Tyn S by F Ion & F Tun.

HR Example 2:

FRANCE: A Spa-Nap C by F Wes & F Tyn and S by F Rom, F Lyo S F Tyn.

TURKEY: F Nap-Tyn S by F Ion (F Nap /r//.../).

Here the Brooks Rules work just the opposite to the Walker Rule.

The Brooks Rules adhere more closely to Rule XII.5 (A convoyed attack does not protect the convoying fleets.) The Brooks Rules also tend to lessen the importance of Brannan's Rule (your HR 30b, a convoyed attack comes from the direction of the last convoying fleet).

Rod's HR 30h, when carried to its logical conclusion, leads to Brooks Rule 2 and tends to invalidate Walker's Rule (HR 30c). I feel that HR 30c also violates the spirit of Rule XII.5. The supports of a convoyed attack should have no effect on the outcome of an attack on one of the convoying fleets. Brooks' Rule 1 and the "Real Time" Rule take care of that. The Walker Rule would allow a convoyed attack to stand off an attack on a convoying fleet (as in HR Example 1). That type of ruling is directly against the letter of Rule XII.5.

This comes about because of the over-importance given in the past to the question of where the convoyed attack comes from. This finally led to Brannan's Rule. To my mind, the question is not where the attack comes from but what is the exact effect of the attack. To be logical, why should an army be allowed to affect the outcome of a battle on the high seas?

I'm sure this article will cause discussion. I only ask that if any GM feels called upon to comment on my article, please send me a copy of your 'zine if I am not a subscriber. If you wish, I will subscribe for a period of time. Please send comments and/or 'zines to Capt. Steven Brooks PO Box 1801, Vandenberg AFB CA 93437. [NOTE: Steve will be moving to Montana shortly, so watch 1973IK for his change of address.]

[Walker here. Thanks, and... (The... of course I want to make about what you have said.)

[First, let me observe that the Veshagen Rule could probably be adopted and used by GMs without a revision of the Rulebook. Parista might dispute that point, but I think at worst it would be moot. My own rule, as I will point out, is border-line within the Rules, but also moot. Your suggested rules, however, definitely could not be used without a revision of the Rulebook to allow for them. That is an unlikely circumstance.

[Briefly, your suggestions fly in the face of Rule X, as your examples clearly show. In example A, F Bel is dislodged. Under Rule X its support cannot possibly be valid.

[Example B, likewise. The question of the direction of an attack is important because of the question of cut support. The debate over the direction of a convoyed attack grew out of this circumstance, and was between those who would have the attack from the province the army started in and those who said it came from the body of water in which the convoying fleet (or last convoying fleet) was located. In Example B, both sides would rule the same way regarding the German and Russian orders. This is what makes Pandin's Paradox so tricky...the question of the direction of a convoyed attack is immaterial to the situation.

[Now, as to the Walker Rule. Aside from all the other Rulebook drafts, you have to consider 5 of them to understand what has happened. Steve Manton wrote one at the behest of GRI. At about the same time, I wrote one to get (as I then thought) the ball rolling on revision. John Moot put me in touch with Steve, and the third draft (also by me) was the result. This draft is essentially the one which was published, but with a number of revisions. It incorporated a numbering system for both rules and examples, as we have now, although somewhat more detailed. And so on. Anyway, Walker's Rule was in this draft.

[Allan Calhmer didn't buy it. He eventually drafted a new section on convoys, and the revised fourth draft which I prepared (the so-called "compromise" draft) contained the rule which was to become XII.5. It was worded a lot differently, and contained examples similar to those I now use, but with the opposite ruling, of course.

[The fifth draft, which Allan prepared and sent to GRI for publication, contains XII.5. The operative language is there, but the examples were cut out. It is my argument that, in this context, Example 13 lights the application of Rule XII.5 to the type of situation shown therein--how else can we know what is meant by an abstruse statement like "...does not protect the convoying fleet"? The two situations shown in my HR Examples 1 & 2 do not occur within the limitations of Rule XII.5/Example 13, and are therefore not governed by the Rulebook.

[You may argue, if you wish, that I am splitting hairs. Of course I am. But it happens that I like Brannan's Rule, and the logical extensions I have added to it over the years, and I intend to keep on using them so long as the Rulebook does not expressly forbid them. In fact, a careful study of Example 13 shows that its effect is to give operative effect to Brannan's Rule without further limitation on its operation.

[Allan Calhmer wrote a long article on all this in EREWON 65 (of which I have several extra copies, if anyone is interested). It is clear he does not agree with me, and intended a wider scope for Rule XII.5--but his intent is not clear in the Rulebook and I therefore feel justified in doing--frankly--as I wish in the matter.]

Next issue: More of this symposium, with a long article by Eric Verhelten. Plus the usual nonsense...