

GLOCKORLA

#10

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Containing: GAA: Indianomacy, W03 & S04
GBB: Super-Economic Diplo., F00
Issue #10

(...a Games Bureau Dip. Div. Publication)

September 4, 1967

Fall, 1900:

WAR!

(So what else is new?)

For around the 150th time since the discovery of alternate-probability worlds in 1963, war threatens in Europe. As usual, seven eager correspondents will report on the carnage, pontificate, and in some cases even manage to insinuate themselves into the governments of the warring powers.

In addition to the usual reports of military and political maneuvering, as a special feature, Glockorla brings you seasonal economic reports for your edification and amusement.

The brave correspondents and their bases of operation; as well as the primary yield in agricultural and industrial credits given each of the warring powers to fiddle with:

ENGLAND: Robert W. Hoheisel
(62I) RA 13 868 419
(23A) Co A 142nd Sig. Bttn.
2nd Armored Div.
Fort Hood, Tex. 76546

FRANCE: Fritz Muhlhauser
(25 I) 920 West Cullom Ave.
(65A) Chicago, Ill. 60613

GERMANY: Alan Huff
(51I) 7603 Wells Blvd.
(37A) Adelphi, Md. 20783

ITALY: Karl V. Wittmann
(32I) 10 Lexington St.
(33A) Newark, New Jersey 07105

AUSTRIA: John Smythe
(22I) 621 E. Prospect
(64A) Girard, Ohio 44420

RUSSIA: Paul Budd
(26I) 608 W. Fairmount Ave.
(69A) State College, Penn. 16801

TURKEY: Charles Wells
(15I) 3678 Lindholm Rd.
(25A) Cleveland, Ohio 44120

Some of you have not paid your game-fees yet. For shame! I'LL expect them with your Winter, 1900 orders.

Winter, 1900 is the next season, and with your yields of this season you may build, trade, or invest in the Exchange. The first movement season will be Spring, 1901, as in regular Diplomacy.

Please look at "Kriegspiels" this issue: It answers questions about the rules of this game, and puts in a few new ones.

The total yield of any season is 292 industrial credits, 434 agricultural credits. The first one of you to control 147I and 218A or 220I or 326A is the winner. (That's 1/2 of each or 3/4 of one type of credit.

WINTER, 1900 BUILD, etc. DEADLINE is: SEPTEMBER 23, 1967

2.

GAA-INDIANOMACY

WINTER, 1603: Iroquois: W 69 R-59; Caddo: W 75 R-74, Remove W 111;
Shoshoni: Build W 44, W 47; Apache: Build W 96, 97, 99

SPRING, 1604: Ah! Good old fashioned carnage. That's the way we
like it....

APACHE (Mockus): W96-87, W97-82, W 99-106, W88 H, W85 S W81, W101-102,
W82-109, W 108 S W82-109, W81 S W82-109

MUSKHOGEAN (Nelson): W 75-74, W 67 S W 75-74, W114-75, W113-112,
W115-113

Caddo (Latimer): W 110 S W 109, W74 S W109*, W109 S W110*

SHOSHONI (MILLER): W45 H, W 44-47, W47-48, W29-25, W30-29, W28 S W30-
29, W26 S W 29-25, W36-a (via canoe)

IROQUOIS (Brooks): W59-69, W 55 H, W58 S W55, W15 builds canoe fleet;
W17-18, W3 S W 17-18, W19 S W 17-18

ILLINOIS (Huff): W 56-55, W 54 S W56-55, W71-72, W69 H, W70 S W69

DAKOTA (Hoheisel): W's 50, 52, 79, 80 hold, no moves recieved.

BLACKFOOT (Gemignani): W 25 hold, no moves received

DEADLINE FOR FALL, 1604 moves and SUMMER, 1604 retreats:

SEPTEMBER 23, 1967

+++The Caddo W74 and W109 are dislodged and must retreat. The neutral
army 18 is dislodged and destroyed.

+++Anyone who wishes may submit moves for the Dakota or Blackfeet,
although I suspect the Dakota lapse is not his fault as much as the
fault of the present location of his corpus: The Army.

+++I will be accepting no phoned in orders after 6 pm, 11 September.
I will be leaving the next morning for Boston (to further my meagre
education). Those moves which come to the Rockville address will be
forwarded, and as soon as I know my address in Massachusetts, I will
distribute it. With any luck at all, Glock will continue to be pub-
lished more or less on schedule, although I may change the deadlines
to Wednesdays or Thursdays. Even after I get an address up there,
mail will be forwarded from Rockville, with the usual delay.

+++Note that Derek Nelson will be back at his permanent address by the
time you get this: 18 Granard Blvd, Scarborough, Ont. Canada.

+++Jim Latimer will be heading north later this month also, but I have
not gotten an address yet, aside from Merrimack College, North Andover,
Mass.

(Propaganda is on page 8, no less! Turn to it.)

Rating annex: 1965B: Eng: Earl Thompson, 0/14

Fra: Jock Root, +7/14

Ger: Robert Ward (out F06) -3/6

Data from: Itas: John Boardman -1/14

Graustark game-list A-H: Phil Castora (out F12) -3/12

Wild 'n Woolly #103 Rus: Conrad von Metzke (won F14) 15/14+1/2

Tur: Bill Schreffler (out F08) -3/8

This could be considered a sort of annex to that mess on page one. It's all questions and answers about super-economic diplomacy. So, to begin:

JOHN SMYTHE (621 E. Prospect, Girard, Ohio 44420): (8/14/67)

"...On Exchange: Once funds are invested in the exchange do they continue to earn a yield season after season, year after year? How are funds withdrawn from the Exchange? Is it possible to plow back Exchange profits and at the same time invest the usual 10% of income? Would you explain how a loss may be earned?

(+++Okay, one by one. Each season that a player wishes he invests a certain number of credits, and that number may not exceed ten per cent of his total yield, including exchange yield, of the season before. This money is gone. The GM then figures out which type of credit was used more (not which type of credit was more scarce, although the rules state this. The two are not necessarily synonymous). Those who invested in the "more in demand credit" receive a return equal to 5/4 the number of credit units invested. Those who invested in the "less in demand credit" receive a return of 3/4, i.e. lose. (Note that an industrial credit is worth two credit units, an agricultural credit one.)

"Cost: Good lord! Military campaigns are expensive! Given the cost, can any power afford to go to war!?

(+++Not really. Seriously, military campaigns are supposed to be expensive. This is, after all, Economic Diplomacy. There are numerous provisions for economic warfare, all of which are relatively cheap. Subs, fishing fleets, trade, trade agreements with neutrals, tolls, and so on. Of course military action will predominate, but it will of necessity be less bloodthirsty than in regular dippy, at least for a while. Besides, you can have the satisfaction of surrounding someone and slowly starving him by not letting any trade in to him or out to the rest of the players (Remember that 5 credit penalty?).+++)

"Trade: It seems that trade gives little in the way of benefits. How may powers gain from trade, other than avoiding the GM's 5 Credit penalty?

(+++Put very simply, with the exception of England (and maybe Germany) no power can run a large scale war without trade. Even England can construct only two fleets on her normal yield. England has a surplus of industrial credits. France, for example, has a surplus of agricultural credits. Trade is a natural between them. In fact, to a certain extent, no power can afford to go to war against England, as England controls almost 1/3 of the industrial credits alone. This is how it really was. But England has an Achilles' heel: The 23 credit agricultural yield. That's why you trade.+++)

CHARLES WELLS (various places around the world, but mostly at 3678 Lindholm road, Cleveland, Ohio 44120): (8/17/67)

"I have some comments on the final rules of "Dollar Diplomacy":

"(1) You should make the rules as to which unit deserts first more precise, since it will probably happen frequently and as it stands now the GM has discretion which could affect the outcome of the game Perhaps I should suggest a specific wording: "The farthest unit from a player's home country is removed first. This is measured first as the least number of moves (excluding convoys except where unavoidable) it would take the unit to reach any home supply center of the country. If this is not enough to determine ... (then) ... fleets before armies, units not in ((regular diplomacy) supply centers before units that are, and finally... farthest measuring from black dot to black dot (or to nearest boundary).

4.

((+++Lucid, clear, beautiful. That is the way I shall decide who gets the ax. Thank you, Charles++))

"(2) Why is Brest stronger than Picardy when in fact Picardy was the most industrial part of France, and why is Italy stronger industrially than France?

((++Hmm

((++Hmm. This was Fritz's doing (not that I am trying to blame anything on him or pass the buck). As for Italy and France I suspect it was to give a little more balance to the board that he changed things. As it is all the power is in the West (of course that's how it was, but it makes for a poor game). Now. As for your first point, I think you're right, but I have no way to change it, heh heh. But, you can change it if you wish!!

((++Rule #12: A player may, upon payment of one industrial credit per two credit units transferred, transfer his yields a distance of one province, or part of his yield from a province if he so desires. This transfer is permanent, and that credit yield will come from that province in the future. Also ((heh heh)), this transfer will be kept secret, and will be revealed only to a player who has a unit adjacent to a 'transferred' province. Thus, if France transfers yields from Marseilles to Gascony, any player with a unit on any province which borders on Gascony will be told the "new" yield of Gascony. All pieces but fishing fleets are considered units.++))

"(3) You must be requiring that all units in a province belong to the same player... ((++Right++))

"(4) Am I correct in saying the following?: "A fleet in a sea province does not destroy fishing fleets unless ordered to do so. It does not stop trade unless ordered to do so. An army on land stops trade unless ordered not to do so--but it cannot destroy it like a fleet can. A fleet in a coastal province is treated as an army as far as trade is concerned" Can a fleet destroy shipping in a coastal province?

((++Hmm, here too. Close, but no cigar. In spite of what the revised rules say (yes, again) both fleets and armies may destroy trade or forbid it entirely. Only armies may toll trade, or fleets in a coastal province. Armies forbid trade in the absence of orders, fleets permit it. An order may be written in any degree of selectivity as to type of trade, power, etc., that the player writing the order desires.

"(5) Are the moves of subs secret? Can they support each other in case of attack by a fleet?

((++Sub moves are definitely secret, and may Fritz haunt me for the rest of my days for forgetting it. Subs may only move, be built and attack shipping, no supports, etc.

"(6) ...A trade order consists of a statement that certain credits are to be transferred from from A to B, and possibly a statement of the route taken. It may not be made conditional on other trade orders written at the same time.

((++Right, 100%++))

"Does the order have to specify which province generates the credit? If not, what happens to a country which is separated into two pieces such that there is no trade route open between them. If such a country attempts to trade, which piece does he trade from?

((++Whichever piece has his capital. If neither has his capital, then from piece with the larger industrial yield. This is used only in computing trade charges, though. As for the question of being unable to fill trade orders, which this naturally leads to, I will pass the buck. I rule that except for computation of trade charges, all trade from a power is considered to come from one unified region.

((++If I can figure out a better way of doing that, I'll write it up and put it to a vote of the players, OK?))((See next page))

((++Hmm, yet again. I can already see that the foregoing is not satisfactory: Trade charges are made from the nearest border areas of two powers, border of territory under their control that is. So the interpretation given above is unnecessary. The ruling is not realistic, either. Therefore, I rescind that ruling and substitute this one: "If a power is in such a position where part or all of his yield is totally surrounded and he is unable to trade successfully from those provinces surrounded, then his trade shall come from the area able to trade only, and trade priority will be in the order that trade instructions are given on the order sheet. If it is possible for a trade order to be partially obeyed, it will be. If an entire power is surrounded and cannot trade, too bad.++))

"Also, can a player suggest a certain trade route to the GM without it being binding, and must the GM follow that route if it is open.....? ((++That's okay by me. I can see the advantages, I think++))

"(7) In rule 11, what is the "produce" of neutrals?.... ((++Their yield. Yield and produce are interchangeable in this game++))

"(8) Rule 10: I can see why a ruler would set up a puppet--to bankrupt it so as to save himself from bankruptcy. Can he transfer any or all of his possessions to it, including some not in it? ((++Yes, but they must be sold to the bank and rebuilt if they are armies or fleets, etc.++)) Can he transfer debt to it? ((++NO++))

"It is not clear whether two or more provinces may be joined to form a puppet state....((++They can++))

"Why would a player give his puppet to someone else?..... ((++Some people would; foolish trusting people....++))

"Oh, yes, can puppet states be put back together again?.....

((Yes. You can manipulate your territory any way you want. In fact, I've decided to let you move your capitals. It costs two industrial credits, over two seasons, and no enemy unit may move to the province where the capital is or where it is moving without "standing off" the attempted capital move. Why, you say, would I move my capital. Well, heh heh: Your capital is your debts, but it is also your Capital. You may still fight on if the enemy takes it, but if you find yourself without one any other way, such as letting it do the bankruptcy bit as described above, your units cannot move. They become defensive guerrilla forces and automatically cost two industrial credits per season to any force you want them to attack that is in that province. Their cost is reduced to two industrial credits per turn, but they may not revert to regular units. You may voluntarily do this to any force you own. These forces may be destroyed by an attack of at least army strength, but the attacking force may not participate in any other action that season. Guerrilla forces are always "degenerate" regular units, and may not be built.++))

((++There. That takes care of some financial shenanigans, and adds, groan, another unit. Oh, yes: When you create a puppet, you give it a capital, just like a "real" power.++))

((++Well, not really, but it makes it more difficult to be sneaky with your debts.++))

"I'm going to enjoy this game"
((++I hope so. I know I'll enjoy gamesmastering it.++))

WILLIAM LEE LINDEN (83-33 Austin St., Kew Gardens, N. Y. 11415): (7/12/67)

"...I have several questions about the game. (1) Is a deserted unit a removed unit? ((++Yes++)) (2) I do not see the logic behind your "Nat-Mid-Mos" route. ((++It means that the trade goes from either

6.

The North Atlantic or Mid Atlantic or both (if coming from say, England) then through the Panama canal or around Africa to Siberia, etc. The other route given is of course, via the Suez Canal.++)

"(3) In Winter 1900, the players will have no credits on hand (Rule 3), so how will they pay for builds? If they have a balance from Fall 1900 you should have said so.

((++Guilty as charged. The powers have their original yields for use in Winter, 1900.

((++I think that ends the questions for now. Questions and interpretations can, of course, be given at any time, but I will be reluctant to do so after Winter, 1900. So, if you have any doubts about a rule, please speak up. After the game starts, it will be inconvenient to change rules, to say the least. In fact, if the players object to the "new rules" in this issue, I will withdraw them++)

((++By the next issue, I will have a chart giving the capabilities of all units, the options you have as for use of credits, and the obligations you have each season. Since the deadline for the next issue involves only trades and builds, you need only remember that: (1) you must write one successful trade order (2) naval units require bases of one type of another (3) you may bid for neutral yields this season if you wish, or invest on the Exchange.++)

Good luck.

ratings

I understand (from John Boardman) that Conrad von Metzke has won game 1965B. This was game 1965KL in Charles Brannan's notation, as the game was run in Wild 'n Woolly. I can give only partial information on this game, as I have been getting Wild 'n Woolly irregularly of late. The latest information I have is second-hand (from John McCallum's Broddingnag). In 1913, the situation was: R: von Metzke, 15, F: Root, 13, E: E. Thompson, 4, I: Boardman, 1. Austria, played by Phil Castora, was eliminated in F12, Bill Schreffler's Turkey in F08, and Bob Ward's Germany in F06. This will probably change the ratings a bit when statistics are available: England may possibly even pass Turkey, although I doubt it. There will be a great deal of shuffling around in the middle though.

On the subject of ratings, there are around twenty games nearing completion at the moment, and at least three should be ending within a couple of weeks (unless a stalemate develops, which is possible in at least one). The data pool will thus be increased to almost two dozen games.

Beginning on the next page are country results for each Diplomacy game in progress, which is, I hope, up to date through September 1, 1967.

There has been some discussion of what should be done with ratings derived from game 1964C, which was won by John Boardman as England and "Eric Blake" as Turkey, since Boardman played both powers. I have no objection to Boardman's playing two countries, but the ratings can hardly be representative. Thus, beginning with the next issue's listing, game 1964C will not be included, except in the country ratings for individuals (except for John, of course). Also the next ratings will again include games 1963C and 1966W, so I can get as big a data pool as possible. These two will not be included in the personal ratings, however, for various reasons.

(see p. 2)

game-lists: 1

Games are listed under the magazine they are in. Then any alternate designation used is given, and finally the ranking of powers: ~~XXXX~~ First eliminated is "7", second "6", etc. After the country is listed the player or players for it, and the year eliminated, as F06 for Fall, 1906. Also included is the present game-year, if I have it.

Diplophobia and Dipsomania: GM, Don Miller

- | | |
|-------------------------------------|-----------------------------------|
| 1965V/PAA (09): 1:T; Alan Huff: 12 | 1966AS (cont.) |
| 2:I; Banks Mebane: 8 | A, Muhlhauser, (out S04) |
| :G; Terry Kuch: 8 | 1966AT/PIC (04) G, Muhlhauser, 8 |
| 4:E; Frank Clark: 6 | A, Lebling, 7 |
| 5:F; George Parks (dro S07) | E, Huff, 6 |
| Jim Latimer (out F08) | I, Carey, 5 |
| 6:R; Alexis Gilliland (out F05) | T, Shagrin, 5 |
| 7:A; Jim Latimer (out F04) | R, McIntyre, 2 |
| 1966F/PCA (07): 1:I; Latimer: 11 | F, Hoheisel, (out F03) |
| 2:E; Mazor: 10 | 1966AZ/PJC (03) F, Lebling, 7 |
| 3:T; Bob Weston: 9 | G, Vaughn (d02), Latimer, 5 |
| 4:F; Alan Huff: 1 | R, Munroe, 5 |
| R; Sidney Get (dro F03) | t, Bryant, 5 |
| Wayne Hoheisel: 1 | E, Francis, 4 |
| 6:G; Parks (dro F05) | I, Smythe, 4 |
| Lebling (out W07) | A, XXXXXXXX Huff, 4 |
| 7:A; Mebane (out S07) | 1966BD/PKC (03); R, Gordon, 8 |
| 1966J/DAA (anonymous players) | F, Prosnitz, 7 |
| 6:G (out F04) | G, Lebling, 6 |
| 7:A (out F03) | I, Dobson, 6 |
| 1966K/PEA (05): 1:A Lebling, 10 | T, Uhr, 6 |
| :G; Latimer, 10 | E, McIntyre, 1 |
| 3:F; Mazor, 9 | A, Alexander (dF02) |
| 4:T; Pat McDonnell (dro F01) | Latimer (eF03) |
| Parks, G. (dro F02) | 1967B/PLC (02) |
| Haldeman, Jay, 5 | 1967I/PNC (01) |
| 5:E; Get (dro S02) | 1967M/PME (01) (5-man) |
| Hoheisel (out F05) | 1967N/POC (01) |
| 6:I; Charles Brannan (out F04) | 1967AC/PPC (01) |
| 7:R; Ron Parks (out F03) | 1967AH(?) /PQC (01) |
| 1966St/PDB (anonymous players) | <u>Brobdingnag, John McCallum</u> |
| 1966T/PFC: (04): 1:R; Muhlhauser, 9 | 1966AQ (08): R, Reinsel, 13 |
| 2:A; Hoheisel, 6 | F, Thompson, 12 |
| 3:F; Latimer, 5 | T, Greene, 8 |
| 4:T; Lebling, 4 | G, Nelson, 1 |
| :I; Huff, 4 | I, Goldman, (eF06) |
| :G; Get (dro S01) | E, Long (eF05) |
| G. Parks (dro S02) | A, Duncan, (eF04) |
| Forlines, 4 | 1966AV (07): G, Shagrin, 11 |
| 7:E; Gemignani, 2 | E, Wells, 10 |
| 1966Ut/PGD (anonymous players) | R, Zelazny, 7 |
| 1966V/ DCA (" ") | I, Francis, 5 |
| 1966AN/DGA (" ") | A, Munroe, (eF06) |
| 1966AS/PHC (04): F, Huff, 9 | T, Lebling, (eF04) |
| T, Greene, 8 | FZ, Birsan (eF04) |
| R, Haldeman, 6 | |
| E, Hoheisel, 5 | |
| I, Lebling, 5 | |
| G, Sanders (dro S03) | |
| Latimer, 1 | |

GAA-Propaganda:

BEAR VALLEY, WIND RIVER SHOSHONI: Fresh from his conquest of the fishermen of the Nootka, Chief Big Wind turned his attentions to the last remnant of the rapidly disappearing Blackfoot tribe. He predicted that the decisive defeat of the Blackfoot princess would forever still those voices which have been so stridently calling for equal rights for squaws, and announced a defensive pact with the Eskimos to forestall any attempts at northward expansion by the rampaging Iroquois. He again called for unity among the tribes of the Plains and offered his good wishes to the Apache in their battle with the Caddo farmers, along with a warning against the breaking of the recently concluded Apache-Shoshoni non-aggression pact. All hail the God of Wind! Long may he blow!

ILLINOIS: What is this? Musical supply centers? May the Iroquois rot!

Those sample order sheets will go out to the players in a few days, I hope, and most definitely before the Spring, 1901 move deadline.

Remember that we still have openings in a regular game. Any player who is not playing in any Diplomacy game-zine now may enter for just \$1, to cover the cost of a Diplomania sub (remember, we're in the Diplomania family).

Usual game-fees are \$3 for new players, \$2 for those already in a Games-Bureau game. (Games Bureau 'zines are the five Diplomania 'zines Glockorla, and Barad-dur.) (Info on the games-bureau is available from Don Miller, 12315 Judson Rd. Wheaton, Md. 20906)

This is GLOCKORLA #10, and you are getting it because you: A, are in GAA, B, you are in GBB, C, you are registered for a regular game, T, we trade, S, you sub (the number is the number of your last issue), X, this is a complimentary or sample copy, I, this is your last issue, or you owe me money, or something bad like that.

* * * * *

GLOCKORLA #10
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FIRST CLASS

Larry Peery (T)
5834 Estelle St.
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