

# G L O C K O R L A

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GAA(1967Er)  
GBB(1967AMbg)

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GBB: Summer, 1915

GAMESMASTER GOOFS

G A M E D E L A Y E D --

Yes, ladies and gentlemen, the gamesmaster has goofed again, and incidentally brought to light another clever little discrepenny in the rules for this game. The situation is as follows:

In spring, 1915, France built CC Burgundy, CC Marseilles. Unfortunately this put the French into industrial debt with -23 I\$. This is how it was reported in Glock #13. On Jan 2 I received a letter from William Lee Linden pointing out that this was incorrect, since according to the rules you cannot go into industrial debt as a result of builds, trade, or exchange. I wrote to the players to notify them of this, and correct the situation to give France the build of one Corps in Burgundy (as Burgundy was listed on the orders before Marseilles) and with the two credits left, the build of one of his FF's, the one in Marseilles. This left France with a balance of 0 I\$, 58 A\$. Unfortunately, several players did not receive this notice until after the deadline, including the player most directly concerned--Fritz Muhlhauser, the French player.

Accordingly I have extended the deadline for Fall, 1915 moves until two weeks from today:

THE DEADLINE FOR FALL, 1915 MOVES IS NOW THURSDAY, FEBRUARY 1, 1968.

I apologize for the delay, and am using this issue to get some other business, such as the publication of the Super-Economic Rules out of the way.

I have also decided that, in the future, except for areas which are not covered at all in the rules, and I think there will be very few of them, the rules on the next pages will be followed. In other words, if I decide to use any of the excellent suggestions I have gotten for new rules from Fritz and others, it will be in a new game. It is getting to be too confusing, both to the players and to the gamesmaster, to have the rules in a state of flux.

In fact, it was indirectly this which caused the fiasco of last issue: The gamesmaster is getting confused by the rule changes, the French player has objected very strongly to the changes, and it has about gotten to the point where it is difficult to tell what applies where. For this I apologize, as it is to a great extent my fault.

That is all over and done with now, though, I hope, and from now on this game will be run with, hopefully, very strict adherence to the rules as they are, not the rules as I, and each individual player would like them to be.

(cont. on page 2)

Now, for a complete and hopefully satisfying explanation of my ruling.

Since altogether, the French expenditures totalled more than the French intake, France was going to either be in industrial debt or have to cancel some orders. The French yield was 24 I\$, 58 A\$, and he had on hand 1 I\$, 39 A\$. Since no matter what ruling was made, there would be sufficient A\$ to pay for the orders, they will be ignored. Moves totalled 8 I\$, Trade was in A\$ only, which leaves builds and bids. Builds totalled 30 I\$, for a grand total of 38 I\$ expended. Since bids are not collected until the next season, no reduction in their size will make any difference. Therefore it comes down to either reducing moves or reducing builds. Under Rule 3, as the rules were published in Glock #9, moves come before builds in Payment Priority, and also under Rule #4, it is illegal to go into Industrial Debt as a result of "Builds, trade orders proper, Exchange costs, or Bids". Therefore I ruled that the builds had to go, or at least enough of them to keep France out of Industrial Debt.

And right there is an example of what I was speaking of earlier: In rule 4 it says Bids cannot put you into industrial debt. This is very true--since they are not collected until the following season, they certainly cant. Even if you interpret the rule to mean that if they put you into industrial debt the next season they are not allowed it would not mean, for example, that we could cancel the French bids from Fall, 1914: It is true they totalled to a -11 I\$, but even after that was subtracted the French balance was positive. If the balance is totalled without the bids, France is still in industrial debt and must cancel 12 I\$ worth of builds: All the Fishing Fleets and at least one Corps.

If you read the Rules in this issue, you will see that this point is brought up.

If there is a change in the rules I will accept, it would be as follows:

"If a power finds that it has overbid, and cannot afford to pay for its bids of a season, it has the option of cancelling any or all bids for that season. The produce of the neutral would then revert to the next highest bidder."

If I get an affirmative vote on this, along with your Fall, 1915 moves, I will retroactively change my ruling on this season. In that case France would have a balance of 30I\$, 123 A\$ on the receipt side, and by cancelling the builds of four of the FF'S, the French balance would be 0I\$, 21 A\$, and he would be given his builds of the four corps. What would be cancelled is the bids for Serbia and Spain.

What we want here is a well balanced game, because this is, for all practical purposes, an experimental game. If the game gets so mixed up and or one sided that it is not representative of the potential of this type of game we have wasted our time.

I suggest you vote for the rule change, and send in conditional orders conditional on its acceptance. After that we can settle down and really play this game--no more fooling around with the rules.

Okay? Get in there and depreciate!!!!

GAA: Fall, 1605

CADDO OUT

APACHE\*SHOSHONI WAR STALEMATED

IROQUOIS MAKE BIG GAINS IN MID\*WEST

Summer, 1605: Caddo (Latimer) W 110 retreats to 101

Fall, 1605:

Apache (Mockus): W 88-45, W 84-86, W 81 S W 85, W 85 S W 84-86, W 110 holds, W 108-109, W 109-76, W 82-108, W 106 holds

Caddo (Latimer): W 111 holds

Dakota (Hoheisel): W's, 80, 79, 50 all hold, No moves received.

Illinois (---): W's 56, 54, 72, 69, 70 all hold, no moves received.

Iroquois (Brooks): W 59-69, W 58 S W 59-69, W 52 S W 53-54, W 53-54, W 17-3, W 18 S W 17-3, W 55 S W 53-54, W 15-6

Muskhogeian (---): W's 74, 67, 75, 112, 113 all hold, no moves received.

Shoshoni (Miller): W 2 holds, W 25-21, W 21-22, W 22-23, W 29 S W 49, W 49 S DAKOTA W 80, W 48 S W 47-86, W 47-86, W 44-46, W 45 S W 44-46

Supply Center Table: ((W's 54, 69 dislodged and destroyed))

Apache: 3 home, 82, 83, 87, 88, 101, 108, 109, 110 (11/9) Builds two.

Caddo: ~~110~~ (0/1) Removes W 111, out of game.

Dakota: 50, ~~72~~, 80 (2/3) Remove one

Illinois: ~~68~~, 70, 71, ~~54~~, 56 (3/3) Pat (two units destroyed F05)

Iroquois: 4 home, 3, 15, 61, 18, 69, 52, 54 (11/9) Builds two units.

Muskhogeian: 3 home, 64, 66, 74 (6/5) Builds one, was one short 1605.

Shoshoni: 3 home, 26, 27, 28, 29, 49, 21 (36, 38 (11/10) Build one.

DEADLINE FOR WINTER, 1605 BUILDS AND REMOVALS IS FEBRUARY 1, 1968.

Coa: (and Change of Player:) Jim Latimer, late Great Chief of the Caddo Confederation, has been promoted to Great Chief of the Muskhogeian Confederacy.

As his first official act he announces that his address from now until 28 January will be 4011 Silver Hill Rd., Washington, D.C. 20023. (That's near the Powhatan-Pamunkey border).

\*

GBB Change of Address: Fritz Muhlhauser, 1507 Grant St., Berkeley, California.

Another GBB Coa: Wayne Hoheisel announces that from now until about 17 February he will be at W. 2023 Indiana Ave. Spokane, Washington, 99205. After then, back at the Ft. Hood address.

Incidentally, Wayne, are you still playing in GAA?

\*

IMPORTANT: I will be at the old homestead (3 Rollins Court, Rockville, Maryland, 20852 from about 26 January to 5 February).....Glock #15 will not be published until I return to Cambridge.

## RATINGS

And here we go again with the same old song, about the low trustworthiness of Dippydom-type people, and not taking it enough to heart. Big changes in the Diplomacy Personal Rating system on tap here: You will now find that in cases where the country was turned over to a stand-by, either he or the original player is rated. It works like this: The replacement player gets the rating if he goes on the win, or if he makes a lasting (like until the end of the game) improvement in the country's position. Otherwise the First player is rated. Yes, this can be unfair to those who drop a country in good shape, but, it shouldn't have been dropped in the first place if it was in that good shape. Good countries dropped mean a semi-penalty now in this rating if the new player really goofs them up.

Those with changed ratings:

Don Miller 1029.3  
 Bruce Pelz 829.4  
 John Smyrne 564.7  
 John Koning 493.4  
 Jack Greene 454.5  
 Terry Kuch 371.4  
 James Dygert 304.3  
 Lon Atkins 205.3  
 Robert Lake 115.0  
 Charles Reinse1 48.1  
 Earl Thomppn 31.4  
 Jock Root -30.9  
 Alan Calhamer -55.5  
 Phil Castora -83.3  
 Henry Stine -90.9  
 James Sanders -94.6  
 Ken Levinson -133.3  
 Bob Whalen -150.0  
 Kim Pattee -158.4  
 Larry Peery -166.7  
 Bob Ward -172.1  
 Mike Aita -245.8  
 Dave Lebling -254.8  
 Len Bailes -272.7  
 W. Sullivan -272.7  
 Ben Hendin -300.0  
 Anders Swenson -300.0  
 J. Chalker -320.6  
 P. Dunigan -375.0  
 P. McDonnell -375.0  
 Hal Naus -375.0  
 G. Parks -375.0  
 J. Boardman -386.7  
 R. Tzudiker -400.0  
 B. Schreffler -409.7  
 S. Barr -482.5  
 A. Fisher -500.0  
 B. Christian -535.7  
 Alexis Gilliland -536.3

Now for some country ratings: There have been three games finished since the last Glock. 1966AQ, and 1965Q, and 1965R.

'66AQ was won by Charles Reinse1, his first victory, as Russia. 1965R was won by Don Miller as Russia, his second victory, both overall and as Russia.

1965Q, the longest game in Diplomacy history, lasting until Fall, 1922, was finally declared a draw between England and Turkey, John Koning and Terry Kuch respectively. A real endurance contest.

Eng	After 66AQ	1965Q	1965R
England	286.7	308.1	284.6
France	29.6	32.8	40.3
Germany	-264.6	-261.8	-270.0
Italy	-30.0	-37.2	-47.4
Austria	69.9	61.7	33.7
Russia	9.4	-6.3	48.3
Turkey	503.3	517.0	517.7

Bernie Kling -550.0  
 Richard Uhr -562.5  
 Al Goggins -571.4  
 James Goldman -574.2  
 Art Canfil -600.0  
 Dennis Frisch -600.0  
 Steven Patt -600.0  
 John Thomas -600.0  
 Jerald Jacks -660.0  
 Sidney Get -675.0  
 Paul Marley -676.2  
 Ron Parks -713.3  
 Jerry Tenney -730.0  
 Robert Cline -800.0  
 Fred Lerner -1800.0  
 Charles Alexander -1806.0

Thomas Gorman -1000.0  
 M. Johnson -1000.0

This includes the those whose ratings have changed by normal means as well as those whose ratings have changed because of the new method of computing it.

# rules - super-economic diplomacy

## I. Types of Credit

There are two types of credit: The Industrial Credit (I\$), worth two credit units, and the Agricultural Credit (A\$) worth one credit unit. The basal rate of exchange between I\$ and A\$ is 1:2.

Industrial credits do not deteriorate. Agricultural credits, however, deteriorate after four seasons. That is, a credit which comes into existence in Spring, 1914 goes out of existence in Spring, 1916 if it has not been used. The oldest A\$ will always be used first to pay for actions unless otherwise specified by the player.

## II. Yields

Yields are figured every Spring season and every fall season. Each power is given the yields of the provinces that are under his control at both the beginning and end of that season. (See Rule VII). Any province's industrial yield may be transferred at a cost of 2I\$ per industrial credit transferred. Credits transferred may be moved only one province per turn, and agricultural credits may never be transferred. Transfers are not revealed to any other power unless a unit of that power enters a province bordering on the changed province and specifically asks to be told the province's yield.

## III. Trade

Each power must write at least one successful trade order per season, or forfeit a fine of 5I\$.

Trade goes on between any two powers, and an assessment of 1I\$ per three provinces traversed is made on that trade. The province of origin is not counted in this. The GM will determine what he believes to be the shortest trade route in the absence of specific orders as to a route, and his decision is final. Trade may be tolled, taxed, or forbidden through the home territory of any power or by any of its Corps or Fleets outside its home territory. In the absence of specific orders, corps and land provinces forbid trade (except for neutral land provinces) and fleets and sea provinces permit trade.

No trade is allowed between the following provinces in the Fall season: Switzerland to anywhere, Tyrolia to anywhere, Norway to Finland or St. Petersburg. (Note that Switzerland is a possible route for trade, although it may not be used as a route for armies.) The following are possible routes for trade: NAT-Mid-Mos (3I\$), Mid-Eas (3 I\$ and English safe passage).

Trade is received the season after it is sent.

## IV. Units

There may be up to four units, fleet or corps, in any one province at one time on land. Up to eight fleets may co-exist in a sea province at one time. Fleets and corps are of equal power.

A. The Corps. The Corps acts exactly like an army in regular Diplomacy, with the exception that it may, as stated in (III) control any trade passing through the province it occupies. A corps must be built in a province under control of the builder during the entire turn. Builds are the last to occur of any orders.

B. Fleets. Fleets are like fleets in regular Diplomacy, with a few exceptions. They may convoy up to four corps at one time. As with an army-type unit, a fleet may control trade in any sea or land province under its control. A fleet may be built in any Navy Yard, and that Navy Yard may be built simultaneously. Fleets may, in fact, be built

B. Naval Yards and Submarine Bases. Naval Yards are necessary for the maintenance of fleets; and Submarine Bases are necessary for the maintenance of Submarines, although Submarines may be based in Naval Yards. These bases may be built at the same time as the unit they will support. A Naval Yard or Sub Base costs 1I\$ more per extra sub it supports and 2I\$ extra per extra fleets it supports.

Bases are captured with a province. If there is a unit in a province it may order the destruction of Naval Yards or Sub Bases in that province conditional on its being dislodged. Yards and Bases may be destroyed at any time by simply saying not to pay the maintenance cost on them. Naval Yards, and Sub Bases may only be built where there is industrial credit. IE: No Fleets may be built in Crete.

### VII. Control of Provinces.

At the start of the game, each player controls only his home country. Control of other provinces is established by occupation, or, in some cases, by actual cession. If a province is brought under occupation, it does not yield for the season it was occupied. The power which conquered it gets his first yield from it for the next season-- A province occupied in F14 begins to yield in S15, and the credits from that yield are begun to be used in F15. Any province which has been occupied by a power and begun to yield credits to him is considered to be part of his nation.

A player may move his capital, at a cost of 2I\$ per province that the capital is moved. S14 capitals are: England-London, France-Paris, Germany-Berlin, Italy-Rome, Austria-Vienna, Russia, St. Petersburg, Turkey-Constantinople.

### VIII. Puppet States

Powers may create Puppet States out of any province of provinces under their control, and these puppet states will be considered by the GM to be actual players in the game.

### IX. Neutrals

Neutrals are armed as follows:

Sweden	4 corps	Denmark	2 corps	Serbia	1 corps
Belgium	2 corps	Norway	2 corps	Iceland	1 corps
Spain	3 corps	Portugal	2 corps	Albainia	1 corps
Rumania	2 corps	Greece	2 corps	Crete	0 corps
Holland	2 corps	Bulgaria	1 corps		

Powers may bid for the produce of neutrals. These bids may be made in either industrial or agricultural credits, and the highest bid is given that season's yield. A power retains the neutral's trade in the absence of other bids for that trade, and bids are not cumulative. Equal bids, even those from the same person, will result in a stand-off. Produce does not accumulate.

### X. Exchange

Players may invest either A\$ or I\$ in either type of credit, as specified in their order. The total of the amount of credits invested in the produce of the neutral through successful bids and of total world trade will be the basis of the exchange.

in any province containing a Navy Yard, the builder obtaining permission of the owner before he builds if it belongs to someone else. Cost of maintaining a Naval Yard goes up 2I\$ for each fleet supported over the first. A nation may have as many Naval Yards as it wishes, just as long as it has at least one if it has any fleets. Any number of fleets (and subs) may be supported by one Naval Yard.

Fleets may destroy the Fishing Fleets of any power in the province it occupies. If the fleet moves, it destroys fishing fleets in the province it moves to. Fleets may also "search for subs". If a fleet does this, attacks on Fishing Fleets by the subs are stood off, the subs are destroyed. Fleets and shipping are still assessed, however. If fleet "searching for subs" is attacked, it disregards this order and fights back against its attacker. Fleets may attack shipping of up to two other powers in the province it occupies. This is instead of moving, searching for subs, etc. If the fleet is attacked while it is attacking shipping it turns to face its attacker, ceasing to attack the shipping. The GM will pick an alternate route for trade being attacked if one is available, charging 2I\$ for this service. He will not, however, change a route that was specified by a player as being the one to follow.

C. The Submarine. Submarines are used to attack enemy fleets, fishing fleets, and shipping. They may never effect the outcome of a surface battle however, only causing that battle to be more expensive. Submarines are built in any Naval Yard or Submarine Base, including those of friendly powers (with permission). They may be transferred from Base to base, and from power to power.

Submarines may move up to two sea provinces from their bases. If their base is destroyed, leaving them without a base, they may either be transferred to a new base or a new base may be built for them, but any subs without a base at the end of a season or more than two moves away from a base will be removed from the board.

Submarines assess shipping at the rate of 1 I\$ per shipper per attack, and one I\$ per receiver per attack. Fleets are assessed 2I\$ per sub attack, and fishing fleets attacked by submarines are destroyed, except as under (B) above. Subs may attack only one of the above-named things--an order might read "Sub Nwg attack German trade", or something similar. Subs may not move and attack in the same move. The object of the attack must always be specified.

A sub may not enter a coastal province except to enter its base. Subs may not support each other, attack each other, etc. They may never assess trade to a value greater than the trade itself. Any number of subs of any number of powers may coexist in any province anywhere on the board at one time.

The location of a given submarine is known only to its owner and to the GM.

D. Fishing Fleets. Fishing Fleets gather A\$ at the rate of 1A\$ per season if the FF was in a coastal province at the start of that season and 2A\$ if the FF was in a Sea province at the start and end of that season. With the following exceptions, ten FF's may coexist in any one sea province at one time: Mid-Atlantic Ocean, North Atlantic Ocean--15 FF's, Barents Sea, Aegean Sea, Irish Sea--5 FF's, Skagerak, Helgoland Bight--3 FF's. If two FF's try to be the last in a province, neither succeeds, and no power may own more than ten Fishing Fleets at any one time. When an FF is more than three provinces away from home, it must send its yield home as foreign trade or return to within "range". Fishing Fleets may not accumulate credits on board.

If the total shows that more A\$ than I\$ were used, those who invested in A\$ will receive a return of  $5/4$ , those who invested in I\$ will receive a return of  $3/4$ . If there were more I\$ used, exactly the opposite occurs.

These totals are computed on the basis of Credit Units--I\$ are equal to two credit units each, and A\$ are equal to one credit unit each.

#### XI. Debt

There are two types of debt, both occurring when a power is unable to pay a part of his costs of operation.

If a power cannot pay the agricultural part of his orders, his units desert (are removed from the board) according to the following priority--Corps first, then fleets, then subs, then finally fishing fleets.

If a player cannot pay the industrial part of his orders, he may go into industrial debt. This means he is operating on credit, so to speak. He may remain in this condition for six seasons, after which he loses control of his units if he cannot pay his debt.

A player may not go into industrial debt because of builds, trade orders proper (trade costs may send him into debt), or Exchange cost. Since bids for neutral trade are not assessed until the season following their ordering they cannot send a player into industrial debt during the season they were ordered in. Thus they cause industrial debt only indirectly.

#### XII. Victory

Any player who is in control of at least  $2/3$  of both kinds of credit of  $3/4$  of one kind of credit at the end of any season will be declared the winner.

#### XIII. Costs (see Table)

#### XIV. Yields (see Table)

#### XV. Board

The Board for Super-Economic Diplomacy is the same as that for regular Diplomacy with the following exceptions: Switzerland is passable for trade only. Iceland, Ireland, Corsica, Sardinia, Sicily, Crete, are all passable, and under certain circumstances trade may move from the west of the board to the east of the board. There are no supply centers--each province has a specified yield of industrial and agricultural credits which are used by the powers to finance their campaigns.

Priorities Tables: Desertion and removal: Farthest units first, determined by measurement from the supply center dot in the capital province to the nearest border of the province containing the unit, corps before fleet, then subs and finally fishing fleets.

Payment: Moves first, army and fleet, moves, sub, trade, builds, offensive units, builds, economic units, builds, naval yard and bases, builds, subs, exchange costs, bids. Assessments must be paid.

Movement: Moves of all units are considered to occur first, then trade orders and bids (ie: Economic moves), and finally Builds of various types, all according the order given in payment priority, above.

\*



# I. Costs

Corps	IND	AGR
Build	.5	20
Move (unopposed)	1	10
Hold	1	10
Hold (attacked)	2	10
Dislodged	4	10
Destroyed	0	5
Attack (victor)	2	10
Attack (stand off)	3	10
Support	2	10
Support (cut)	3	10
Attacked (per unit) (plus 1 Iφ)		
<u>Fleet</u>		
Build	16	8
Move (unopposed)	4	10
Hold	4	10
Hold (attacked)	6	10
Dislodged	10	10
Destroyed	0	10
Attack (victor)	6	10
Attack (stood off)	8	10
Support	6	10
Support (cut)	8	10
Attacked (per unit)	2	0
Convoy (1 corps)	5	10
Convoy (per extra)	1	0
<u>Fishing Fleet</u>		
Build	2	0
(All others, no cost)		
<u>Subs</u>		
Build	1	0
Move	1	0
(all others, no cost)		
<u>Naval Yard</u>		
Build	4*	2
Maintain	4	0
<u>Sub Base</u>		
Build	2*	1
Maintain	2	0

\* cost of building a Naval Yard or Sub base goes up 1Iφ per two provinces away from home territory

# II. Province Yields

	I	A		I	A
<u>Austria</u>			<u>Italy</u>		
Boh	8	12	Pie	9	8
Bud	4	18	Ven	7	9
Vie	4	9	Nap	6	3
Gal	3	13	Rom	5	2
Tri	3	10	Tus	3	3
Typ	0	2	Apu	2	4
	22	64	Sar	0	2
			Sic	0	2
<u>England</u>				32	33
Yor	13	4	<u>Russia</u>		
Wal	11	4	Mos	5	10
Lpl	11	3	St.	5	3
Lon	10	4	Sev	4	12
Edi	10	3	War	4	9
Ire	5	4	Ukr	3	19
Cly	2	1	Lvo	3	9
	62	23	Fin	2	7
				26	69
<u>France</u>			<u>Neutrals</u>		
Mar	7	10	Swe	15	11
Par	5	10	Bel	12	11
Bre	5	5	Rum	10	11
Gas	3	11	Bul	6	11
Bur	2	11	Hol	5	9
Pic	2	8	Ser	3	11
Tun	1	5	Den	3	10
Cor	0	3	Nwy	3	8
NAf	0	2	Spa	2	11
	25	65	Por	1	9
			Gre	1	8
<u>Germany</u>			Ice	1	3
Ruh	15	3	Alb	0	3
Kie	12	4	Cre	0	2
Ber	8	8		59	118
Mun	7	7			
Sil	5	7			
Pru	4	8			
	51	37			
			<u>Turkey</u>		
			Con	5	6
			Smy	3	5
			Ank	3	4
			Syr	2	6
			Arm	2	4
				15	25
			<u>Total</u>	292	434

