

GLOCKORIA

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GAA

Issue #6
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Fall, 1002

NORTH SHRINKS

SOUTH GROWS

BATTLES IN THE BAYOU

CADDOS FLOAT DOWN OL' MAN RIVER

IROQUOIS (Brooks): W 6-3, W 15-58, W 17 S W 6-3, W 60-59, W 12-15, W 14-g (via canoe fleet)

ILLINOIS (Huff): W 55-56, W 57 S W 55-56, W 72-50, W 70-72 (Sum, 02: R W 54-55)

DAKOTA (Hoheisel): No moves received: W's 54m 52m 22m 79, 80 hold

BLACKFOOT (Gemignani): W 25-29, W 30 S W 25-29, W 27 not ordered, holds (Sum., 02: Retreat W 28-27)

SHOSHONI (Miller): W 45 S W 88, W 47 S W 29, W 29 S W 28, W 28 holds, W 37 builds a canoe fleet

APACHE (Mockus): W 82 holds, W 83 S W 82, W 98-101, W 89-88, W 87 S W 89-88

CADDO (Latimer): W 109-110, W 110-111, W 74-67, W 75 S W 74-67 (dislodged, R-109)

MUSKHOGEAN (Nelson): W 113-75, W 114 S W 113-75, W 115-67, W 66-64

Iro: 10, 11, 12, 14, 15, 61, 3 (B 1 for 7) Sho: 44, 45, 47, 29, 38, 28 (B 1 for 6)

Must: 113, 114, 115, 66, 64 (B 1 for 5) Dak: 49, 52, 80, ~~54~~, ~~54~~, 54 (R 1 for 4)

Cad: 108, 109, 110, 74 (Stands; 4) Apa: 96, 97, 99, 87, 82, 101 (B 1 for 6)

Bla: 26, 27, ~~27~~ (Remove 1 for 2) Ill: 69, 70, 71, ~~50~~, 50, 56 (B 1 for 5)

****DEADLINE for Winter adjustments and Spring, 1903 moves: June 24, 1967. (Sat.)

****The Spring moves may be made conditional, and if the builds are in soon enough, I will notify the players by airmail, OK?

CoA: Wayne Hoheisel, Sp-4, RA-13868419, 502nd Admin. Co., Ft. Hood, Texas.

****What John McCallum has identified as a reverse map of Switzerland is here again. That's not what it is, but it is a map.

****No propaganda. I don't believe it. Maybe next time, heh, heh.....

****Some of you are not very prompt. As of next issue, things are going to get tighter for those who are late with their moves.

ratings - v

Well, two games have finished since Glock #5 came out: 1966Q, a Graustark game which was won by Mike Aita as Russia, and 1966E, the first of Don Miller's Diplomania games to be completed, which was won by Jim Latimer, also as Russia. (1966E is not yet officially over, as Jim has not built the units which will give him the majority, but a center-count can be made)

Two victories by Russia have changed the picture considerably. Austria, although not doing badly in either game, drops to fourth position. Germany settles rather solidly into last place, and Russia moves up to a rather solid third. The country ratings after 1966Q and 1966E:

Turkey	510.9	(down 74.8)
England	255.0	(down 13.1)
Russia	135.1	(up 281.7)
Austria-Hungary	64.7	(down 11.1)
Italy	-1.6	(down 68.5)
France	-64.4	(down 22.3)
Germany	-147.7	(down 48.2)

I think that these ratings are not as close to the actual performance of the Powers as the earlier ones. However, since we are dealing with differences in points that correspond to differences in growth rate of several tenths or hundreds of a supply center per year, it becomes obvious that the actual rankings, by almost any rating system, in fact, put England and Turkey at the top and the other five jockeying for position somewhere below. I know that this bears out most people's subjective ratings of countries, and a glance at the current games in, for example, Graustark, show Turkey around at the "end-game" in every game, and England around in most.

Reading between the lines, I'm sure that there are many of you who are thinking that the best way to insure victory is to be sure that England and Turkey are wiped out at the beginning. This could be alright, but "unfortunately", this has been tried in several games, all it does is elevate some other power to the position held by England or Turkey. I think most anyone will agree that it's better to have the "enormous" English or Turkish strength allied with you anyway. (At least I hope it's obvious: I've been getting England and Turkey with depressing regularity in new games lately. I'm probably cutting my own throat with this column)

Next issue will have the personal ratings, and I tell you right now, they look sort of weird.

* * * * *



Super-economic diplomacy

Here, for your perusal and edification is the marvel of the ages: Super-Economic Diplomacy. It was invented by Fritz Muhlhauser some months ago and is in the process of being revised, simplified (I hope), and publicized. Why was this game invented? Fritz explains:

"The reason this version of economic Diplomacy was invented is because it is my opinion that past economic Diplomacy games do not incorporate the true problems and benefits of economic warfare. The first problem of past games is

(Economic Diplomacy, cont.)

that the flow of capital is not realistic and therefore the situations that arise in these games are not realistic. For instance, trade benefits. In current games a bonus is given for trade. This does not represent in any fashion the rewards of international trade. If anything, both sides suffer losses because they are forced to trade a cheap product for a more expensive product. There is no profit realized in the total economy of a country. The only profit made is a theoretical profit involving need and not gain. In other words, a country does not trade because it will receive a bonus or profit. It trades because certain goods are not available to its consumers in its internal market. Therefore it trades something it has an abundance of for something it has a scarcity of. This cannot be represented through the use of economic credits because a country seldom trades one thing to get the same thing in return. In my game there are two kinds of goods that a country must have; industrial and agricultural. These are to be represented by industrial and agricultural credits. There is no automatic benefit for trade in this game, but each player will readily see that his country has individual needs and he will find that he will have to trade in order to support any kind of foreign conquest. He may even have to trade in order to defend himself. This is a much more accurate situation than the one in current economic Diplomacy games.

"The second problem that current economic games have is the fact that the countries are too "rich" and the board fills up with armies and fleets too quickly. A defense of this may be that all countries still have relatively the same power, but I feel that the presence of these units is inaccurate and leads to a breakdown in diplomacy. A country that has an army in each one of its provinces has little worry about being stabbed in the back. In my game it is harder for a country to become quite so rich. Each player will see that he cannot build as much as he would be able to build in a regular economic Diplomacy game."

In the next two, and possibly three issues, I will publish the rules of Super-Economic Diplomacy, with commentary.

RULES OF SUPER-ECONOMIC DIPLOMACY:

1. Economic Capital. There are two kinds of economic capital, represented by industrial and agricultural credits. Each province has a yield of industrial credits or agricultural credits or both (see table I, next page) which are used by the country which controls that province for payment of costs (see table II, page 4) incurred by that country's actions.
2. To Win one country must control over half of the industrial and agricultural yields of any season. The number of provinces that country has is immaterial as long as the yields of the country's provinces are greater than half the total yields of the board. A country may also win by controlling three quarters of the total industrial or agricultural yields of any season. (Those province that are not controlled by any nation do not constitute part of a season's yield.)
3. Orders are paid for by industrial and agricultural credits. If a country cannot pay for the agricultural part of the costs of any given order the order cannot be obeyed and if that order concerns a unit that has an agricultural cost for standing or holding and the country cannot pay for a stand or hold order then the unit deserts. If a country cannot pay for the industrial part of any order that country may choose to remove the unsupportable unit or go into 'industrial debt'. (Assessments and trade costs must be paid so if a country cannot pay these costs he must go into 'industrial debt')(See rule 5, "Industrial Debt")

I. Costs

Ind Agr

II. Province Values

Ind Agr

Ind Agr

Army (Corps = 1/2)

Build	10	20
Move (Unopposed)	2	20
Hold	2	20
Hold (Attacked)	4	20
Dislodged	8	20
Destroyed	0	10
Attack (Victor)	4	20
Attack (Stood off)	6	20
Support	4	20
Support (Cut)	6	20

<u>Austria</u>		
Bohemia	8	12
Budapest	4	18
Vienna	4	9
Galicia	3	13
Trieste	3	10
Tyrolia	0	2
	<u>22</u>	<u>64</u>
<u>England</u>		
Yorkshire	13	4
Wales	11	4
Liverpool	11	3
London	10	4
Edinburgh	10	3
Ireland	5	4
Clyde	2	1
	<u>62</u>	<u>23</u>
<u>France</u>		
Marseilles	7	10
Paris	5	10
Brest	5	5
Gascony	3	11
Burgundy	2	11
Picardy	2	8
Tunis	1	5
Corsica	0	3
North Africa	0	2
	<u>25</u>	<u>65</u>

<u>Italy</u>		
Piedmont	9	8
Venice	7	9
Naples	6	3
Rome	5	2
Tuscany	3	3
Apulia	2	4
Sardinia	0	2
Sicily	0	2
	<u>32</u>	<u>33</u>

Fleet

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
Convoy (1 Corps)	5	10
Convoy (2 ")	6	10
Convoy (3 ")	7	10
Convoy (4 ")	8	10

<u>Russia</u>		
Moscow	5	10
St. Pete	5	3
Sevast.	4	12
Warsaw	4	9
Ukraine	3	19
Livonia	3	9
Finland	2	7
	<u>26</u>	<u>69</u>

Fishing Fleets

Build	2	0
(All others, no cost)		

<u>Neutrals</u>		
Sweden	15	11
Belgium	12	11
Rumania	10	11
Bulgaria	6	11
Holland	5	9
Serbia	3	11
Denmark	3	10
Norway	3	8
Spain	2	11

Submarine Bases

Build	2*	1
Maintain	2	0

<u>Germany</u>		
Ruhr	15	3
Kiel	12	4
Berlin	8	8
Munich	7	7
Silesia	5	7
Prussia	4	8
	<u>51</u>	<u>37</u>

Naval Yards

Build	4*	2
Maintain	4	0

Turkey

Const.	5	6
Smyrna	3	5
Ankara	3	4
Syria	2	6
Armenia	2	4
	<u>15</u>	<u>25</u>

Submarines

Build	1	0
Move	1	0
Attack	1	0
(All others, no cost)		

*cost of building N.Y. or S.B. goes up Ind & Agr 1 for each two provinces away from home they are built

(Super-Economic Diplomacy, cont.)

4. Payment Priority is as follows:

- A. Move orders for Armies and Fleets
- B. Move orders of Submarines
- C. Trade Orders
- D. Build orders for Armies, Fleets, and Naval Yards
- E. Build orders for submarine bases
- F. Build orders for Submarines
- G. Build orders for Fishing Fleets
- H. Other assessments

All orders must be paid for by credits on hand. In other words, a country cannot pay for orders with the credits it receives during that move season. This means that credits received in trade must not be used that season. Trade may be said to be received at the end of a season.

5. Industrial Debt occurs when a country cannot pay for his moves but still wishes to have them obeyed. (A country cannot go into debt for any build orders or trade orders) A player may remain in debt for $2\frac{1}{2}$ years, following which he has the option to remove enough pieces from the board to pay his debt by the end of the next move season or he may refuse to pay his debts and leave the game. If he elects to leave the his nation is treated like any other abandoned country, although any player who takes over the country still must pay off the debt incurred by any previous players.

6. Yields are figured every season. Only those provinces in the control of a country at the beginning and end of the move season can yield credits to that country.

7. Builds can be made in any province that is in the control of a country at the beginning and end of a move season. (Builds are considered to take place at the end of a season). Builds are written in conjunction with all other orders and may be made in any season during which the building power has enough credits. In order for a fleet to be built there must be a Naval Base in the province that the fleet is to be built in. This means that fleets and Naval Yards can be built in conjunction with each other, as Naval Yards are considered to be built early in the season. Armies and fleets can be built only in provinces that are void of other Armies and fleets and corps at the end of the move season. Each army consists of two corps and up to four corps may be in a province at the same time. Submarines can be built in any Naval Yard or Submarine base that exists at the end of the move season. A country can only build three submarines per province in any given season can only three may be built in any one base. Sub. bases and Naval bases in any numbers may coexist in the same province. Builds of any kind may only be built in provinces that have industrial yield, (Thus, nothing may be built in Albania), with the exception of Fishing Fleets, which may be built in any coastal province.

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Next will be a description of the units and their uses, an explanation of Trade and its uses, the Stock Exchange, and probably a sample season or two

A few comments on these rules are in order at this point, I think, as well as a comment or two on the yield table.

In general, it costs a little less than half as many I credits as A credits to maintain and use an army, and just the opposite with a fleet. Therefore you can see that some powers will have to trade for I credits, some for A credits,

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(Economic Diplomacy, cont.)

some, such as Turkey, will have to trade for both.

The Industrial heartland, as it was in reality, is western Europe. However, Eastern Europe has an abundance of Agricultural credits, so there will have to be a flow of credits from east to west. (In general, an industrial credit is worth two agricultural credits.) The neutrals are not nearly as important as they are in regular Diplomacy, and as a matter of fact, conquest is not even such a desirable method of operation, since, as you will see, provinces may be traded outright. The scramble over the Balkans that usually occurs in Diplomacy is not worth the effort, since with the exception of Rumania, they are not worth very much and expensive to defend. They are of course agricultural, and what the eastern powers need is industrial credit, so the traditional squabble is not necessary anyway.

The values given for provinces were derived by Fritz, and I got entirely different ones when I tried to derive my own, so any suggestions on those will be appreciated (where can you get GNP figures for 1914 anyway? Not Britannica.) (In fact, not a 1914 Britannica)

If there is any segment of the rules which is not too clear, please ask about them, and I'll try to clarify in #7. The priority of payment and orders rules are confusing, and I'm working on a table and an explanation.

Don Miller already has some people who want to play this, and so if you are interested, send your game-fee and there's a good chance this will get started in #8. (Cross fingers,....)

Address label code: A, you are in GAA; B, you are the tentative roster for GBB, C, you are on the tentative roster for GCC (Super-Economic); T, we trade; S, you subscribe at ten/\$1 (the number is when your sub expires; X, sample or complimentary copy, sub?; ?, I'm not sure, are you?

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