

GLOCKORIA

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GAA

Issue #7
June 27, 1967

Winter, 1602

WAR NEARS LIMIT OF EXPANSION
FIVE ARMIES RAISED

Shoshoni: Build W 44 (Lemni Shoshoni) (W's 44, 45, 47, 29, 28, 37)
(Miller) Canoe fleet 37)

Dakota (Hoheisel): Remove W 22 (Hidatsa) (W's 54, 52, 79, 80)

Iroquois (Brooks): Build W 14 (Seneca) (W's 3, 58, 17, 59, 15, g
Canoe fleet g)

Blackfeet (Gemignani): Remove W 30 (Flathead) (W's 25, 27)

Muskogean (Nelson): B W 113 (Choctaw) (W's 64, 75, 113, 114, 115)

Caddo (Latimer): No builds (W's 109, 110, 111, 74)

Apache (Mockus): Build W 97 (Jicarilla) (W's 82, 83, 87, 89, 101,
97)

Illinois (Huff): Build W 69 (Miami) (W's 56, 57, 50, 72, 69)

CoA: Robert W. Hoheisel
RA 13 868 419
Co A 142nd Sig. Bn.
2nd Armored Div.
Fort Hood, Tex. 76546

CoA: (until August or so)
Don Miller
35 Northway
Porton Down
Salisbury, Wiltshire
England

***I suggest airmail (at least) for both of these players if you expect things to come back from them.

***As you can see, just the builds this time. Due to his moving and such, the Dakota player has had trouble keeping up, and several other players have either lost their maps or have complained about the moves-winter builds combination. It seems to have worked reasonably well, though, and I will try again in Fall, 1603.

***If you get these moves in quickly, I will speed up the game, as I already have some of the spring moves (much thanks to those who sent them). I would like to get Spring 1603 out of the way in less than three weeks.

DEADLINE FOR SPRING, 1603 MOVES AND PROPAGANDA: SATURDAY, JULY 15.

(propaganda is back on page two where it belongs!!!!)

SISSETON: Due to moving of tribe in search of happier hunting grounds, a great slaughter of Dakota has taken place. The Dakota wish to assure their allies that we still intend to fight to the last. Any aid is helpful and needed--Please!

CAYUGA: The crack Iroquois 58th & 59th Panzer divisions rush ((++From right out of the time-warp++)) to rescue the sacred territory of Miami from Illinois domination. Victory is expected since they are only faced with six Illinois divisions. Attacks have also been launched against the other enemies of the Iroquois nation. The Muskogean have met all treaty obligations as an Iroquois province and only token military forces will be placed in the area. The Caddo, Apache and Shoshoni are urged to enjoy their security while they still have it.

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IMPORTANT!: Another CoA: Derek Nelson
C/O General Delivery
Fort Frances, Ontario
Canada

* * * * *

super-economic diplomacy —

We already have three (or rather four) players on the roster for this one, and the rules aren't even all published yet! Glorious. If you four would send your fees in to confirm your desire to play (\$#!\$3 first game, 2 dollars if you are already playing here)

Before I go any further, a letter from Fritz Muhlhauser, the inventor (somewhat condensed):

"I have some comments: I omitted one important thing in the rules which you have which I feel is vital to the establishment of an economic balance.... Each "non-belligerent" has a military force... ((++This I like, look at the latest installment of the rules, it's in++))

"Second, I would like to complain about your not including the economic take-over that I had allowed for countries that were in Industrial Debt. This would not be an unnecessarily complicated action since it would not happen often. It also adds a certain amount of realism which I feel would make the game much more interesting. ((++This rule would have allowed bidding for the land of a bankrupt Power. I feel it is unrealistic, not realistic to do so. If a power becomes bankrupt in "real life" that's what happens: The rest of the world doesn't auction it off. They loan it money, maybe getting mineral concessions or something, and that is what a bankrupt power will have to get in this game.++))

"Another item on this line would be the ability of any "conquering belligerent" to set up a treasury and an armed force in any of the countries he occupied. For instance England takes over Sweden and Norway and then formed a country of them under England's control that could arm its men, trade, etc. ((++This is OK by me, but I hardly see the point. It does look interesting, though.++))

"I suggest you raise the maintenance costs of the Naval Yards 2 \$rInd. for each fleet maintained ((++OK: This was intended++))

(More of Fritz's letter)

"Oh, I also think you ought to put a limit on the percentage of a country's income that can be invested in the World Market. ((+This has been taken care of in the revision of the rules on the "World Market". (Fritz and I discussed this at a Gamesmen meeting some time ago. It will be in the rules+))

"A provision should be made to allow the belligerents to trade with the neutrals. Like for instance, a country can bid for the produce of any of the neutrals. Bids would be one-shots, submitted to the gamesmaster and for the bid the Power would receive the agricultural or industrial produce of that neutral. If a power bid for the industrial credits of a neutral, he would do it with agricultural credits and vice versa. A country holding a trade agreement with a neutral would keep it until higher subsequent bids by other Powers but he would not be able to occupy it militarily without losing two years of its yields.

"This would make for alliances involving the neutrality of various non-belligerents. It would make for interesting Diplomacy because it would be an incentive for going to war with a belligerent that occupied a country he had a trade agreement with. I think it's a great idea but you will say it's too complicated.

((+It's too complicated. There, I've said it. But I like it anyway and it's in. After all, it's really just one more thing for the players to do, heh, heh....

((+Seriously. The virtue of this game is that all you have to do is write moves and one trade order per season. It's adroit use of the fringe benefits that will separate the Adam Smith's from the Karl Marx's.

"Another thing you forgot was the deterioration of agricultural credits. The whole price schedule is dependent on it.

((+I know. It was another oversight on my part. See the rule installment in this issue.+))

"Fritz Luhlhauser"

* * * * *

RULES FOR SUPER-ECONOMIC DIPLOMACY (2)

8. Agricultural Credits deteriorate. Thus, credits which come into existence in, for an example, Fall 1915, go out of existence at the end of Summer, 1916 if they have not already been used. Agricultural credits last one year, and are then eliminated from play. It is important to keep track of how many credits of each "vintage" a player possesses. In general, one industrial credit (¢rI) is worth two agricultural credits (¢rA).

9. Industrial Credits do not deteriorate. They last until used, and may be exchanged on the World Market for agricultural credits at any time. They are worth two agricultural credits as a general rule.

10. Units are of three types:
a. The Army, composed of two component corps. An army is considered to be formed whenever any two corps are together in the same province. Except for the fact that any number of them may exist in a province at one time as is wished, corps follow the same rules as regular armies in Diplomacy. Only one power may

MORE SUPER-ECONOMIC DIPLOMACY!!!!

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have units in a province at one time. Armies or corps may exact a toll on trade or forbid trade of any power or powers through the province the unit occupies, if that unit is outside the boundaries of the unit's home country. In the absence of an order forbidding trade, trade will be permitted.

b. The Fleet. Fleets are exactly like fleets in Diplomacy, with the exception that they may convoy up to four corps at one time. Fleets are considered equal in power to two corps or one army. A fleet may, upon order from its owner, destroy any or all fishing fleets of any power which are in the province occupied by the Fleet. A fleet, like an army, may toll or forbid trade in a non-home province it occupies. Fleets may also be ordered to "search for submarines" in addition to any hold or support order. When a fleet is ordered to "sfs", and a submarine attacks that fleet or attacks shipping in that province, the sub or subs attacking is destroyed. If a sub is attacking a fishing fleet, that attack is stood off. Even if a submarine is found and destroyed, the fleet is still assessed as under "c".

In addition to tolling and forbidding trade, a fleet may attack shipping. Instead of merely forbidding trade or tolling it, all credits flowing through that province of the power or powers whose shipping is attacked, are destroyed. The trade of no more than two powers may be attacked in one season, and such attacking is the only action the fleet may participate in in that season, including defending itself from an attack.

c. The Submarine. Submarines may be built in any naval yard or submarine base, and submarine bases may be built in any occupied coastal province or, with permission, any allied coastal province. Subs may be transferred from one power to another or one sub base to another.

Submarines may move to any sea province, occupied ones included, that is two or less sea provinces away from its base. Thus, a submarine bases in Brest may operate in the North Sea, the English Channel, the Mid Atlantic, the Western Med, the Irish Sea and the North Atlantic Ocean. If ordered to attack a fleet or shipping, the object of the attack is assessed two industrial credits for each submarine attack. A sub cannot affect the outcome of any surface battle under any circumstances. A sub may not move and attack during the same season. If a sub attacks fishing fleets, those fishing fleets are destroyed. As under "b", a sub may be destroyed if it attacks a fleet or shipping while a search for subs order has been given. A sub may only attack one fleet at a time, and that fleet must be specified (IE: Sub North Sea attacks English fleet North Sea). If two attack orders for a sub are given, neither is obeyed. If a sub attacks a "fleet North Sea" and one fleet has moved out and another of the same power moved in, the first fleet is the one which is assessed. Note: On an attack of a trade route (shipping), each party of the trade is assessed one $\$1$, making a total of two assessed. The only time subs may enter a coastal province is to enter a naval yard or sub base of its owner or an ally who has a "receive subs" order written. Subs may not attack each other, support, etc.

MCRE SUPER-ECONOMIC DIPLOMACY

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d. Fishing Fleets are of no offensive or defensive value. They are built in any coastal province and are moved like any fleet. They yield two agricultural credits per season in sea-provinces, 1 per season in coastal provinces. With the exceptions of the following provinces, ten may exist in any province at one time: Barents Sea-5, Skaggerak-3, Helgoland Bight-3, Irish Sea-3, Aegean Sea-5, Mid Atlantic-15, North Atlantic-15. If there are nine FF's in a ten fleet province, and two fleets attempt to move in, neither succeeds. No power may own more than ten fishing fleets, and no fishing fleets may return credits to a power from more than two sea-provinces away from that power's control. If a fishing fleet moves further than this away, it must either return within range or have its produce sent back as "foreign trade", with all the benefits and restrictions thereof.

e. Naval Yards and Submarine Bases are necessary for the maintenance of subs and fleets. A power may have as many or as few naval yards as he wishes to support his fleets. Costs go up 2 ϕ RI for each fleet maintained in a yard, and one ϕ RI for each submarine maintained (subs may be supplied from naval yards or sub bases).

11. Trade orders are written in conjunction with move orders for each season. Each power must write at least one successful trade order per season. He is assessed five ϕ RI each season he fails to trade. Trade agreements are not binding. Traders may barter for any rate of exchange (standard is 2 ϕ RA/1 ϕ RI). Anything owned by a player may be traded, including land, armies, fleets, etc. Trade orders are binding.

Trade between powers may not go on in the absence of a route between those two powers. Thus, if France occupies the North Sea and the Channel, England and Germany may not trade without French permission. The power sending the trade is assessed one credit for each three provinces traversed in the route between the powers. The Gamesmaster will ascertain what he believes is the shortest available route in the absence of explicit orders as to a route ("France sends two ϕ RI to Russia: Mar-Lyo-Tyn, Ion-Aeg,-Bul-Bla-Sev") Any break in the chain of a given order in the style of the one above results in the failure of the exchange. The GM's decision as to transport costs is final. As stated under the unit rules, trade may be stopped, tolled, or destroyed (in the case of fleets) by units. This also applied to the home centers of a power even when there are no units present. If "puppet states" are set up, they may also assess trade through their boundaries.

The following are possible routes for trade: Nat-Mid-Mos (4 chips, Nat-Mid-Mos (2 chips, spring only), Mid to EMed (3 chips and English approval)

In winter; the following are not possible routes (in fall that is) Switzerland to anywhere, Tyrolia to anywhere, Norway-Finland, Norway to St. Pete.

Control of armies and fleets may not be directly transferred. They must be traded by selling them and then trading the proceeds. Land provinces may be transferred, all that is needed is an order.

12. Loans are legal and need not be honored. They do not contribute to industrial debt. Goods received may not be used until the following season.

LH.

13. The World Market or Stock Exchange. Any amount up to ten per cent of a power's (or a puppet's) income may be invested in the W. M. After the moves of a season have been figured, the Gamesmaster will determine whether there are more agricultural or industrial credits left of the yield for that season. If there are more $\text{\$rI}$, all those players who invested $\text{\$rI}$ to gain $\text{\$rA}$, will receive three $\text{\$rA}$ for every two they invested. The players who invested $\text{\$rA}$ to get $\text{\$rI}$, will receive only as many as they invested.

(Note: This means that if a player invests four $\text{\$rI}$ to get $\text{\$rA}$ in a year when there are more $\text{\$rI}$ left than $\text{\$rA}$, he will receive, in addition to the two for one ratio which would give him eight, one more $\text{\$rA}$ for each $\text{\$rI}$ which he invested, or twelve altogether.)

If a player invests $\text{\$rI}$ to get $\text{\$rI}$, in a year when $\text{\$rA}$ outnumber $\text{\$rI}$, he will receive one $\text{\$rI}$ for each four he invested, in addition to the four invested. If $\text{\$rI}$ outnumber $\text{\$rA}$ that season, he will only receive three back for every four invested. Investment in the right type of credit will get a return of $5/4$, in the wrong type $3/4$.

14. Puppet states. Any conquered territory, or any territory at all may be made into a puppet state of a power, with a treasury, etc., but under control of the power who set it up. The conquering power may even get a player for the new state, but the player will be considered independent of the first by the GM, and the conquerer will have no control over the new player.

15. Neutrals. Neutrals are armed as follows:

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

The produce of neutrals may be bid for by the Powers. Once established, a trade agreement lasts until super-ceded by a higher bid. Bids and seasonal payments after the establishment of an agreement are in industrial credits only. An order of a unit to a nation with whom a power has a trade agreement destroys the agreement, and the violating power loses all benefits of his conquest for two seasons. Any conquering power does not benefit from his conquest of a neutral nation until one season after the conquest (If Belgium is conquered in Fall, 1914, France gets no benefits until Fall, 1915. If France had had a trade agreement with Belgium, there would be no benefits until Spring, 1916.)

A trade agreement established gives a power the yields of a neutral indefinitely. Only the original agreement price is assessed. Trade agreements are not announced, but may be deduced from the balance sheets of each power published after each move. Bids may be made as simply "two credits" or may be made "two credits over two years". The immediate bid will be given the agreement in all cases, although a deferred bid is acceptable as a means of payment. If payment of a deferred bid is not made, the delinquent power is assessed five $\text{\$rI}$ and forfeits the trade agreement.

more ratings

Two games have been completed since Glock #6 came out: 1965F, which was won by Charles Wells, as Turkey in Graustark, and 1965G, which was won by Derek Nelson, in Wild 'n Woolly. This makes the second win for Charles Wells as Turkey (the first was '65A) and the second win for Nelson, who won the first Postal Diplomacy game ever played: 1963A, which was a five man game which he won as Italy.

I here extend congratulations to both of these disgustingly good players.

In any event, Wells' win as Turkey and Nelson's win as England do not change the ratings a whole lot, since those two Powers were out in front already:

<u>Before '65F</u>	<u>After 1965F</u>	<u>After 1965G</u>
T - 510.9	T- 568.2 (up 67.3)	T- 505.4 (- 62.8)
E - 255.0	E- 261.3 (+ 6.3)	E- 369.5 (+ 108.2)
R - 135.1	R- 98.9 (-36.2)	R- 63.7 (- 35.2)
A - 64.7	A- 37.2 (-27.5)	A- 38.7 (+ 1.5)
I - -1.6	I- -15.9 (-14.3)	F- -14.8 (+ 32.2)
F - -64.4	F- -47.0 (+17.4)	I- -44.4 (-28.5)
G --147.7	G- -176.6 (-28.9)	G- -191.5 (- 14.9)

So France takes over fifth place, although it is, to say the least, a tight race. Russia continues to drop at a steady rate, which seems to indicate that the third place position was something of a fluke. England is the closest to Turkey she's been since eight games ago. Germany, sadly, sinks lower and lower into the sludge. What Germany needs is a victory, or two, or three. France, of course, has yet to win a game, although there are several where she looks promising (Graustark's 1966R, for one).

To repeat the formula for finding a rating: You divide the total number of supply centers gained by the time elapsed, add a 500 point bonus for victory after multiplying the result of your division by 1000. Thus, if England is eliminated in seven game years, her rating will be $-3/7$ or -428.6 . The English rating for 1965G is

$$\left[\frac{19 - 3}{10} \times 1000 \right] + 500 = +2100.0$$

Another method of bonuses which I may adopt is this: The bonus is equal to the reciprocal of the number of games the winning power has won (times 1000). In the above case, the English bonus would have been only 250 as England has won three games previously.

I mentioned that the individual ratings would be in this issue. But, due to various things which have transpired in the past three weeks to keep me busy, they will have to wait. I too am in the process of getting organized.

I might note at this point that Turkey has amassed about 8500 points, only about 6000 of which have been "for real": Turkey has received bonus points for four victories and a draw. Sounds almost like Smythe, doesn't it?

SMYTHE REGAINS LEAD: McCALLUM, MEBANE IN
HOT PURSUIT

Yes! In spite of what I have just said, here are the latest individual Diplomacy ratings. A word about the rules: The method for figuring the rating is the same as for Powers, but a player is rated only if he plays the whole game as that power (or if the replacement player requests that he be rated, and other rare occurrences).

This list includes 1963B, 1964A, B, C, D, 1965A, E, F, G, H, I, L, S, T, 1966D, Z, Q. (I have not seen Center-year charts on 1965F and 1966E.)

PLAYERS IN MORE THAN ONE GAME

***John Smythe	1433.0
*John McCallum	1277.8
#Banks Mebane	1261.3
#John Koning	928.1
#Frank Clark	787.3
*Don Miller	775.4
*Derek Nelson	698.7
*Alan Huff	613.1
*James MacKenzie	173.3
Conrad von Metzke	42.8
Earl Thompson	6.0
Bob Ward	-14.2
James Goldman	-376.9
Charles Brannan	-400.0
Jack Harness	-475.0
Paul Harley	-514.3
Ron Bounds	-625.0
Dick Shultz	-666.7
Fred Lerner	-800.0

ONE GAME PLAYERS

*Charles Wells	1750.0
*John Boardman	1653.8
#Rick Brooks	1431.8
*Bruce Pelz	1222.2
Eric Blake	923.1
Dian Pelz	666.7
Robert Lake	444.4
Jock Root	363.6
John Davey	111.1
Bill Christian	-272.7
Charles Reinsel	-272.7
Mark Owings	-285.7
Len Bailes	-333.3
Ken Davidson	-333.3
Roland Tzudiker	-375.0
Edwin Baker	-500.0
Tom Bulmer	-600.0
Stuart Keshner	-600.0
Ron Daniels	-600.0

Notice that almost half of the players who have been in two or more games are also winners.

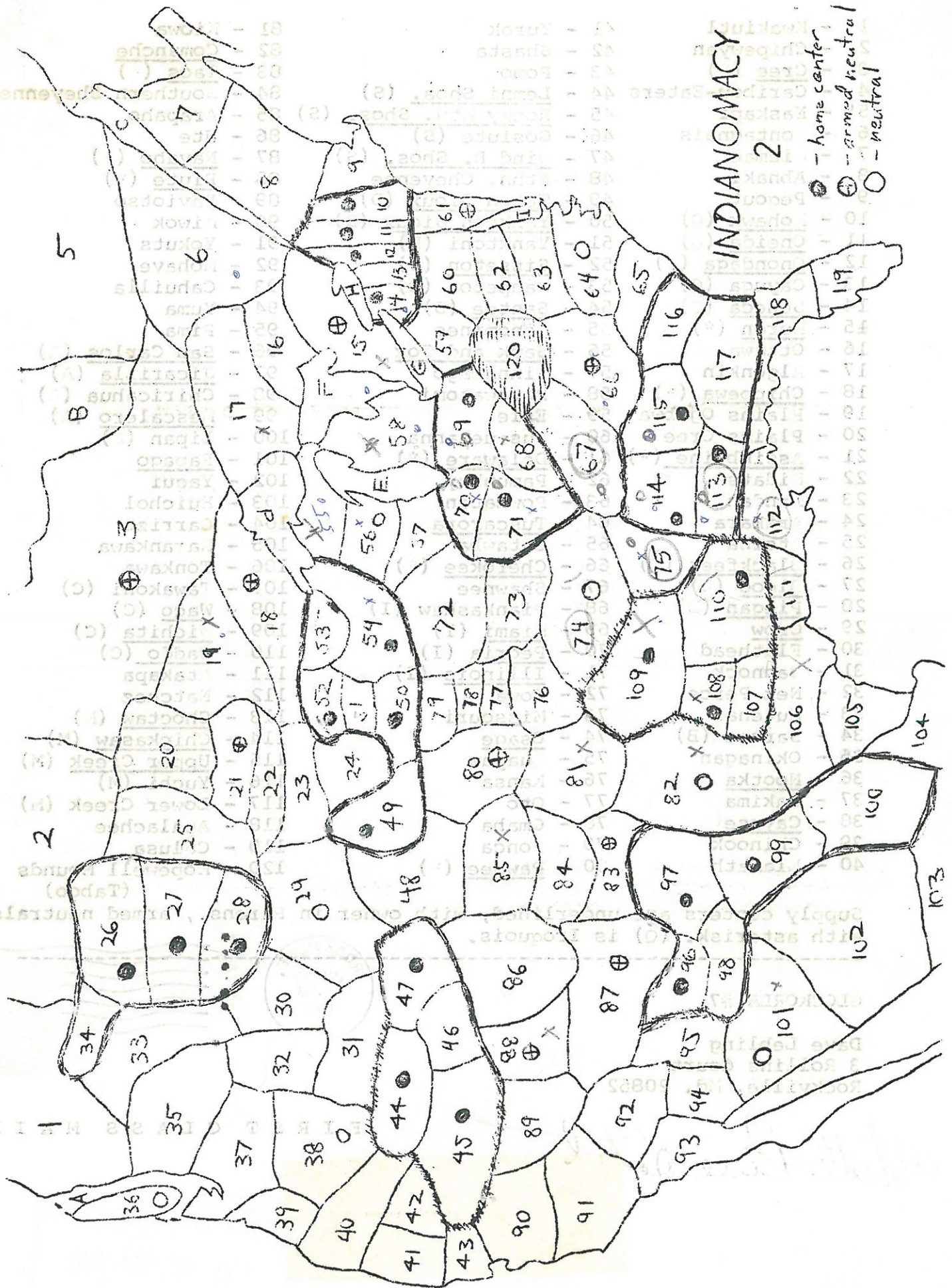
As usual, "*" signifies a victory, "#" a draw.

To translate the ratings into examples, John Smythe, if he plays his average game, wins, taking ten game years to do so, while McCallum and Mebane take about twelve years and Koning takes fifteen.

If you are a replacement player who wants to be rated, tell me so, and I will. Like Brannan, for '64B, where you get a rating of 111.1, which would help your average nicely.

Remember: A Glock rating places more emphasis on quality than quantity! (Would you believe your rating goes whuummp! when your friends gang up on You?????????)

Margaret Gemignani	-600.0
Jerald Jacks	-600.0
James Dygert	-666.7
Joel Sattell	-800.0



INDIANOMACY

2

- - home center
- ⊕ - armed neutral
- - neutral

- | | | |
|----------------------------|----------------------------------|----------------------------------|
| 1 - Kwakiutl | 41 - Yurok | 81 - Kiowa |
| 2 - Chipewyan | 42 - Shasta | 82 - <u>Comanche</u> |
| 3 - Cree (*) | 43 - Pomo | 83 - <u>Taos</u> (*) |
| 4 - <u>Caribou-Eaters</u> | 44 - <u>Lenni Shos.</u> (S) | 84 - Southern Cheyenne |
| 5 - Naskapi | 45 - <u>Rocky Mtn. Shos.</u> (S) | 85 - Arapaho |
| 6 - Montagnais | 46 - Gosiute (S) | 86 - Ute |
| 7 - Micmac | 47 - <u>Wind R. Shos.</u> (S) | 87 - <u>Navaho</u> (*) |
| 8 - Abnaki | 48 - Nthn. Cheyenne | 88 - <u>Piute</u> (*) |
| 9 - Peqout | 49 - <u>Teton Sioux</u> (D) | 89 - Paviotso |
| 10 - <u>Mohawk</u> (Q) | 50 - <u>Yankton Sioux</u> (D) | 90 - Miwok |
| 11 - <u>Oneida</u> (Q) | 51 - Yanktoni (D) | 91 - Yokuts |
| 12 - <u>Onondaga</u> () | 52 - <u>Sisseton</u> (D) | 92 - Mohave |
| 13 - Cayuga (Q) | 53 - Wahpeton (D) | 93 - Cahuilla |
| 14 - <u>Seneca</u> (Q) | 54 - <u>Santee</u> (D) | 94 - Yuma |
| 15 - <u>Huron</u> (*) | 55 - Menominee | 95 - Pima |
| 16 - Ottawa | 56 - <u>Sauk and Fox</u> | 96 - <u>San Carlos</u> (A) |
| 17 - Algonkin | 57 - Winnebago | 97 - <u>Jicarilla</u> (A) |
| 18 - <u>Chippewa</u> (*) | 58 - Potawatomi | 98 - <u>Chiricahua</u> (A) |
| 19 - Plains Ojibwa | 59 - Erie | 99 - <u>Mescalero</u> (A) |
| 20 - Plains Cree | 60 - Susquehanna | 100 - Lipan (A) |
| 21 - <u>Assinboine</u> (*) | 61 - <u>Delaware</u> (*) | 101 - <u>Papago</u> |
| 22 - Hidatsa | 62 - Pamunkey | 102 - Yaqui |
| 23 - Mandan | 63 - Powhatan | 103 - Huichol |
| 24 - Arikara | 64 - <u>Tuscarora</u> | 104 - Carrizo |
| 25 - Atsina | 65 - Catawba | 105 - Karankawa |
| 26 - <u>Blackfeet</u> (B) | 66 - <u>Cherokee</u> (*) | 106 - Tonkawa |
| 27 - <u>Blood</u> (B) | 67 - Shawnee | 107 - Tawakoni (C) |
| 28 - <u>Piegan</u> (B) | 68 - Piankashaw (I) | 108 - <u>Waco</u> (C) |
| 29 - <u>Crow</u> | 69 - <u>Miami</u> (I) | 109 - <u>Wichita</u> (C) |
| 30 - Flathead | 70 - <u>Peoria</u> (I) | 110 - <u>Caddo</u> (C) |
| 31 - Bannock | 71 - <u>Illinois</u> (I) | 111 - Atakapa |
| 32 - Nez Perce | 72 - Iowa | 112 - Natchez |
| 33 - Kutenai | 73 - Missouri | 113 - <u>Choctaw</u> (M) |
| 34 - Sarcee (B) | 74 - <u>Osage</u> | 114 - <u>Chickasaw</u> (M) |
| 35 - Okinagan | 75 - Quapaw | 115 - <u>Upper Creek</u> (M) |
| 36 - <u>Nootka</u> | 76 - Kansa | 116 - Yuchi (M) |
| 37 - Yakima | 77 - Oto | 117 - Lower Creek (M) |
| 38 - <u>Cayuse</u> | 78 - Omaha | 118 - Apalachee |
| 39 - Chinook | 79 - Ponca | 119 - Calusa |
| 40 - Klamath | 80 - <u>Pawnee</u> (*) | 120 - Hopewell Mounds
(Taboo) |

Supply centers are underlined, with owner in Paren., armed neutrals with asterisk. (Q) is Iroquois.

GLCKORLA #7

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