

GLOCKORIA

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GAA

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Issue #9

WESTERN ALLIANCE CONSOLIDATES GAINS
CADDO, BLACKFEET FALLING FAST

QUAPAW CHANGES HANDS AGAIN
CADDOS OUT

Summer, 1603: ILLINOIS: W 69-68, W 50-72

Fall, 1603:

IROQUOIS (Brooks): W 69 holds; W 14-15, W 58 S W 69, W 55-56,
W 6-3, W f-17 (via canoe fleet), W 19 holds

ILLINOIS (Huff): W 68-69, W's 70, 71 S W 68-69, W 72-54, W 56
S W 72-54

DAKOTA (Hoheisel): W's 50, 79, 80, and 52 hold; no moves received

BLACKFEET (Gemignani): W's 28, 25 hold; no moves received.

SHOSHONI (Miller): W 45 S Apa. W 87-88, W 33-26, W 30 S W 29-28,
W 29-28, W a-36 (via canoe fleet), W 31-29

APACHE (Mockus): W 87-88, W 84-85, W 102-101, W 108 holds; W 82
S W 108, W 81-109

CADDO (Latimer): W 109 holds, W 110 S W 109, W 75 S W 109; W 112
lll

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

Supply Centers Held After Fall, 1603 moves:

IROQUOIS: 4 home, 15, 61, 3; pat	SHOSHONI: 3 home, 26, 28, 29,
ILLINOIS: 3 home, 54, 56, pat	36, 38 (builds two)
DAKOTA: 49, 50, 52, 80, pat	APACHE: 3 home, 82, 83, 88, 87;
BLACKFEET: 21, pat (W 28 dest.)	101, 108 (build 3; was 1 sho;
CADDO: 109, 110, 74 (remove 1)	Muskogean: 3 home, 64, 66; pat

*****Note that the Blackfoot W28 was dislodged and destroyed, being unordered. The Caddo W 75 must retreat to 74 or be destroyed. The neutral W88 is destroyed.

*****I have all the builds and removals except those of the Caddo player, and I will get those by telephone and mail them out to all the players. Since the other builds are simple and may be guessed, there will be no extension of the deadline for Spring, 1604 moves:

DEADLINE FOR SPRING, 1604 MOVES AND PROPAGANDA: AUGUST 26, 1967.

PROPAGANDA

BEAR VALLEY, WIND RIVER SHOSHONI: The Shoshoni wish their brothers, the Apache, success in their venture against the old women of the Caddo tribe. We also send good wishes to our other brothers, the Dakota and the Illinois, and beseech them to stop fighting among themselves and turn back the on-rushing Iroquois. To the Blackfeet, we send death on the tips of our arrows and the blades of our knives.

BROOKS to HUFF: I just promised to move against the Dakotas; I didn't say anything about not moving against you. You'll get back Miami anyhow. Besides you and Wayne have refused to answer any of my offers.

==kriegspiels==

I've gotten some interesting comment on last issue's editorial. About a week after Glock went out last time, I got a letter from Charles Wells to the effect that he and John McCallum, publisher of Brobdingnag, had been planning to do the same thing, i.e.; continue the Boardman Diplomacy listings. Just two or three days ago I received Brob #66, in which McCallum confirms this. He also notes that, having read Glock #8, he sees there is a danger of several conflicting rosters and numbering systems coming into existence. "No unified roster will mean a certain amount of confusion, nothing worse; a half dozen of them will mean complete chaos."

I agree with this last wholeheartedly. In fact, that is why I offered to continue the rosters in the first place. The prospect of as many numbering systems as magazines is appalling.

I have been working to bring my game lists up-to-date, and I now have them so up to game 1967Z, which is, as far as I can tell, the last game with a consecutive Boardman number, which has had that number published. I have supply center data for most of the games now in progress and that data is up-to-date.

Therefore, I would like to offer my services to any person who intends to publish a roster continuation, and I will also be happy to re-print or publish myself any roster continuation by any person.

In other words, I'll be glad to help.

McCallum's suggestion that Boardman designate a sort of "successor" is also an excellent idea. The only thing that must be assured is that it is all done soon. If too long a delay occurs, there is the chance of games getting a permanent "temporary" designation.

Another comment about the last Brob (which was, as usual, full of goodies). This concerns the rating systems, which seem to have aroused some interest again after lying quiescent for some months.

Somehow it has become an article of faith, almost, that unless a rating system awards the lion's share of the points to the winner, it may be dismissed out of hand as inaccurate. For example, in his letter in Brob #66, Gene Prosnitz states, "However, my principal criticism is directed to the entire idea of rating systems, since they encourage people to play for second (or third) place, rather than play for what, in my mind and in the minds of the other New York players I play with, is

The primary purpose of the game; namely to either win (or tie) yourself or if that is not possible, then to prevent someone else from winning and preserve the balance of power."

This is fine, and is in fact a good statement of what I like to think is my purpose when I begin a game. But from here on I disagree.

Granted that 'seconds is still losers', but what I think has been overlooked is the fact that it is often just a hair's-breadth that is between first and second. For example, let me repeat the last few gameyears of 1964A:

06 09 10 11

E	5	2	1
F	12	14	14 15
I	4	2	2
T	13	16	17 19

It takes just a short look to see that it was a very close ending. (Please don't write and say why it was really a walk-in for Turkey) If France had gotten all of England, it would have been a tie. Was Turkey really that much better a player than France, I ask, without even the necessity of telling you that they were James Mackenzie and Derek Nelson. Or take 1965S, where Don Miller's Turkey and Banks Mebane's Italy battled to an 18-16 victory for Turkey. Again, was the margin of skill so vast as to give him five or ten times the score of the runner up?

It has been noted that Russia is the "swing country", with performances ranging more widely than with almost any other power. Well, Diplomacy is a swing game, and I think that there is so much "swing" that even though a victory is the object, second is awful close and often is separated from first by one move. (I am here reminded of a game in which the change of a support order from one piece to another early in the game would have changed the game to the extent that a power which will be eliminated in several moves would have gone on to win the game).

Above all, Diplomacy is a guessing game. (Admit it) Of course the better player will usually win, but in a game that does have such an element of luck, "swing", or what have you, victory is a tenuous sort of thing.

In almost every Diplomacy game yet played, the winner has had competition from at least one large power, and most have boiled down to a fight between two or three large powers for control. One example of this is 1957F, where an Austro-Turkish coalition is holding off the English, who have 16 centers and could win on the slightest double-cross by either of its enemies. Who is the best player there? Is it England, who has the most centers, or Austria, which is holding the more crucial areas, or Turkey, who might have been the mastermind of the alliance. In fact, should the allies lose three of their units, England would win, although he could still not force a win physically. Unfortunately, The allies cannot win either, to the chagrin of all rating compilers and win recorders.

In fact, of the last four month's games for the Washington area players, there has not been a single victory or concession of victory to a power. In every game the situation has condensed to a draw between two coalitions, not powers. The most powerful country has had no more than twelve centers, and only in the most recent game played had there been a break, when England and Germany can force a win against Turkey and Italy.

I'm afraid a win, although the object of the game, isn't a reliable indicator of who was the best player, or the worst.

"dollar" diplomacy (FINAL RULES)

1. Economic Capital. There are two kinds of economic capital, represented by industrial and agricultural credits. Each province has a yield of industrial or agricultural credits, or both, which are used by the country which controls the yielding province for payment of costs incurred by that country's actions.

a. Agricultural Credits deteriorate. Thus, credits which come into existence at the end of any season go out of existence at the end of that season one year later if they have not been used.

b. Industrial Credits do not deteriorate, lasting until used.

c. Exchange. During any season, a player may invest up to ten per cent of his total income to the Exchange. This allocation may be in any type of credit and invested in any type of credit.

At the end of every season, the gamesmaster will determine whether more agricultural or more industrial credits remain in circulation (are unused), counting each industrial credit as equal to two agricultural credits. This is the basic rate of exchange. Any player who invested in the more scarce type of credit will receive a return of $5/4$ on his investment, and any player who invested in the more plentiful type of credit will receive a return of $3/4$. The minimum investment on the Exchange is four units, or two Ind. credits, or four Agr. credits. Fractional profits and losses will be averaged to the nearest higher and lower number, respectively.

2. Orders are paid for by credits on hand. A country may write orders beyond his means to pay, but if he cannot pay the agricultural part of any order for a unit, that unit stands if standing will lower the cost to a point where the player can, and deserts if there is no way to keep the unit that will enable the player to pay its costs.

Priorities on desertion of units are the same as for removals (ie: Unit far before unit near, fleet before army, province before supply center) If a player cannot pay for the industrial part of a unit's order, he may choose to remove that unit or go into "Industrial Debt" (see rule 4).

Assessments and Trade costs must always be paid, so they may force a player into industrial debt. Unless instructed otherwise, the GM will allow a unit to move even if its move would force a player into industrial debt. A player may remain in industrial debt for six seasons.

Priority. Build orders are always considered to come at the beginning of a season, immediately after move orders, but before trade orders.

3. Payment Priority is as follows: (A) Moves, Army and Fleet, (B) Moves, Submarine, (C) Trade Orders, (D) Builds, offensive units, (E) Builds, bases and naval yards, (F) Builds, Submarines, (G) Builds, Fishing Fleets, (H) Tolls, (I) Exchange costs.

This order may be modified at any time by written order from a player.

All costs must be paid for by credit on hand. Thus, Spring income may not be used until Summer. Trade is received at the end of a season.

4. Industrial Debt occurs when a player cannot pay for the industrial part of his move costs, or assessments, but still wishes to have his orders obeyed. A player may not go into Industrial Debt for costs of builds, trade orders proper, Exchange costs, or Bids. A player may remain in industrial debt for six seasons (1 1/2 years) following which he has the option of paying his debt or removing sufficient units to pay his debts. If he cannot pay his debt, he loses control of his

units. A player may pay his debts to the "Bank" in any way, but if a player in "terminal" Industrial Debt wishes to reenter the game, his first action must be to pay off his debt. His debts to other players may never send him into industrial debt.

5. Yields are figured at the end of every season (Spring, Summer, Fall and Winter). Only those provinces which are controlled by a player at the beginning and end of a season yield credits to him.

6. Builds are made after moves, but are ordered at the same time as other orders. Builds may not be made conditional, and may be made only in provinces which are in control of a player at the beginning and end of the season. Builds may be made in any season during which a player has enough credits. Builds may only be made in those provinces which have an industrial yield (with the exception of Fishing Fleet builds, which may be made in any coastal province.)

Fleets may be built only in provinces which contain Naval Yards, and Subs may be built only in provinces containing Naval Yards or Sub Bases. These Yards and Bases may be built in conjunction with the fleet or sub. Builds may be made in occupied provinces, but builds may not cause there to be more than four units of corps strength in any province. A country may build only three subs per season in any one province, and a Sub base or Naval Yard may support only three subs, although any number of Yards or Bases may be built in any province.

7. Units are of four types:

a. Army. An army is composed of two component corps. Except for the fact that up to four corps may occupy any province at any time, corps follow the same rules of attack and defense as units in regular Diplomacy. If an army or corps is outside its home territory, it may toll or forbid trade entirely, with selectivity as to: Trade forbidden, amount forbidden, etc. Any arrangement wished may be used. Trade will be forbidden in the absence of a permitting order.

b. Fleet. A fleet is considered equal in power to a corps, and may coexist in any number up to four in any land province and up to eight in any sea province. A fleet may convoy up to four corps at one time. A fleet may: (1) Destroy any or all Fishing Fleets in a province it occupies. This may be done in addition to moving, in which case the province affected is the one to which the fleet moves. (2) A fleet may "search for subs". When this is ordered, any submarines attacking the fleet or shipping through that province are destroyed. Subs attacking Fishing Fleets are stood off. Fleets may search for subs attacking the trade of any one or all powers, etc. The fleet or shipping is still assessed damages. A fleet may attack shipping of up to two powers in a province it occupies. The fleet may not do anything else in addition to this, including defending its position. An attack on it stands off the attacking of shipping. The trade of the powers which is routed through that province is destroyed, although the GM will pick an alternate route for trade where one is available, assessing each trading power two industrial credits for the service. Trade specifically ordered through a destruct province will not be rerouted. The GM's decision is always final.

Trade is considered free on sea provinces in the absence of an order forbidding trade. A fleet may also act as an army in forbidding trade on land.

c. Submarine. Submarines may be built in any Naval Yard or Sub Base as provided for in (6), or in any friendly Naval Yard or Base with permission from its owner. Subs may be transferred from any power to another, as may a sub's base of operations. A sub's base may also be transferred from one Base to another within a power.

Submarines may move to any sea province, occupied ones included, that is two or less provinces away from its base. A sub can be ordered to attack fleets, shipping, or fishing fleets. If a fleet is attacked, it is assessed two industrial credits; if shipping is attacked, each party to a trade is assessed one industrial credit for each attack by a sub. If the object of the attack is a fishing fleet or fleets, they are destroyed. A sub never affects the outcome of a surface battle, and may be destroyed by a search for subs order as under (b). A sub may not move and attack during the same season, and on an attack the object of the attack must always be specified.

Subs may enter coastal provinces only to enter their bases, and may not attack, support, etc. other subs. Any number may exist in a province at the same time, although they may never assess trade to a value greater than the trade itself.

d. Fishing Fleet. Fishing Fleets are only gatherers of agricultural credit. They are built in coastal provinces, and yield one agricultural credit per season in coastal provinces, two in sea provinces. With the following exceptions, ten may exist in any sea or coastal province at one time: Bar-5, Ska-3, Hel-3, Iri-5, Aeg-5, Mid-15, NAT-15. If two or more f.f.'s attempt to be the tenth fleet in a ten-fleet province, none succeeds. No power may own more than ten fishing fleets. If a fishing fleet is more than three provinces away from its home power's territory, it must either return its produce as foreign trade or return within range before returning its produce.

e. Naval Yards and Sub Bases. These are necessary for the maintenance of fleets and subs, and a player may have as many or as few as he wishes. Costs go up two industrial credits per fleet supported, and one per sub supported beyond one. Subs may be supplied from Naval Yards or Sub Bases.

8. Trade orders are written in conjunction with move orders for each season. Each power which fails to write at least one successful trade order per season will be fined five industrial credits. Trade agreements are not binding, but trade orders are.

Trade between powers may not go in the absence of a route between those powers, and the sending power is assessed one industrial credit for each three provinces traversed by the trade. The GM will ascertain what he believed to be the shortest route between the powers in the absence of a specific route, and his decision is final. Trade may be stopped, tolled, or destroyed, as stated under (7). This power applies to the home provinces of a power even when they are devoid of units. The following are possible routes for trade: NAT-Mid-Mos (3 crI); Mid-Eas (3 chips and English safe passage). The following are not possible routes in winter: Switzerland to anywhere, Tyrolia to anywhere, Norway to Fin or St.

Note that Switzerland is a passable route for trade only three seasons of the year.

Control of armies and fleets is not directly transferable, although control of land provinces is. Naval Yards, Sub Bases, F.F.'s, are also not directly transferable: They must be sold to the "Bank" and the proceeds transferred as trade.

9. Loans are legal and need not be honored. They do not contribute to industrial debt

10. Puppet States. Any province controlled by a player may be made a "puppet state" with its own treasury, etc., under the control of the player who set it up. The "owner" may also recruit another player for that area, but that player is then under no compulsion to obey the original player, becoming a "power" in his own right.

11. Neutrals. Neutrals are armed with standing units as follows:

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

The produce of neutrals may be bid for by the powers, in industrial credits. A trade agreement lasts until superceded by a higher bid, and successful bids are not revealed. If a unit of a nation with a trade agreement with a neutral is ordered to that neutral, the trade agreement is broken, and the violating power loses all benefits of his conquest for two seasons. Any conquerer does not benefit from his conquest until one season after the conquest (A neutral conquered in Spring does not yield until Fall) ~~This applies only to~~

A trade agreement gives a power the yields of a neutral indefinitely, for the seasonal bid payment, which may be raised or lowered at the player's own risk, if he fears that the agreement will be taken over. In all other bases, only the original bid is assessed, which gives the power the trade agreement indefinitely

*

+++++A few comments on these rules: Some important differences in S. E. D. from regular Diplomacy are to be noted. First, there are four movement and building seasons in every year. Second, you do not benefit from your conquests until two seasons after you conquer it. Fleets and armies, third, can be stacked, and armies may be split into corps. Several provinces impassable in regular Dippy are passable: Ireland, Iceland, Crete, Sardinia, Corsica, Sicily, and Switzerland (for trade only). There are two new units, the sub and the fishing fleet.

Okay? Study these rules, and if I can get one more ~~secret~~ player for this thing by the next issue, that's when we begin the search for the next Secretary of the Treasury.

Game fee is \$3 if you aren't playing in a Games Bureau 'zine, \$2 if you are.

The first orders in the game will be Winter, 1900 trades and builds. The first movement season will be Spring, 1901.

See you then.

* cost of building N.Y. or S.E. goes up 1 ind. credit for each two province away from home.

<u>I. Costs</u>			<u>Ind. Agr.</u>		<u>II. Province Yields</u>							
<u>Army (Corps = 1/2)</u>					<u>Austria</u>		<u>I</u>	<u>A</u>	<u>Italy</u>		<u>I</u>	<u>A</u>
Build	10	20	Boh	8	12	Pie	9	8				
Move (unopposed)	2	20	Bud	4	18	Ven	7	9				
Hold	2	20	Vie	4	9	Nap	6	3				
Hold (attacked)	4	20	Gal	3	13	Rom	5	2				
Dislodged	8	20	Tri	3	10	Tus	3	3				
Destroyed	0	10	Tyo	0	2	Apu	2	4				
Attack (victor)	4	20		22	64	Sar	0	2				
Attack (stood off)	6	20				Sic	0	2				
Support	4	20					32	33				
Support (cut)	6	20				<u>England</u>						
Attacked (per unit)	+2	+0				Yor	13	4	<u>Russia</u>			
						Wal	11	4	Mos	5	10	
						Lpl	11	3	St.	5	3	
<u>Fleet</u>						Lon	10	4	Sev	4	12	
Build	16	8				Edi	10	3	War	4	9	
Move (unopposed)	4	10				Ire	5	4	Ukr	3	19	
Hold	4	10				Cly	2	1	Lvo	3	9	
Hold (attacked)	6	10					62	23	Fin	2	7	
Dislodged	10	10								26	69	
Destroyed	0	10				<u>France</u>						
Attack (victor)	6	10				Mar	7	10	<u>Neutrals</u>			
Attack (stood off)	8	10				Par	5	10	Swe	15	11	
Support	6	10				Bre	5	5	Bel	12	11	
Support (cut)	8	10				Gas	3	11	Rum	10	11	
Attacked (per unit)	+2	+0				Bur	2	11	Bul	6	11	
Convoy (1 corps)	5	10				Pic	2	8	Hol	5	9	
Convoy (per extra corps)+1	+1	+0				Tun	1	5	Ser	3	11	
						Cor	0	3	Den	3	10	
						Naf	0	2	Nor	3	8	
							25	65	Spa	2	11	
<u>Fishing Fleet</u>						<u>Germany</u>						
Build	2	0				Ruh	15	3	Por	1	9	
(All others, no cost)						Kie	12	4	Gre	1	8	
						Ber	8	8	Ice	1	3	
						Mun	7	7	Alb	0	3	
						Sil	5	7	Cre	0	2	
						Pru	4	8		59	118	
							51	37				
<u>Naval Yard</u>						<u>Turkey</u>						
Build	4*	2				Con	5	6				
Maintain	4	0				Smy	3	5				
						Ank	3	4				
<u>Sub Base</u>						Syr	2	6				
Build	2*	1				Arm	2	4				
Maintain	2	0					15	25				

* cost of building N.Y. or S.B. goes up 1 ind. credit for each two province away from home.

Balance, _____, 19____: I _____ A _____ / _____ / _____ / _____ / _____
 I. Costs I A 4 3 2 1 I A

Moves

Armies _____

Fleets _____

Subs _____

Total _____

Bids

Exchange _____

Misc. _____

Total _____

(-) Grand Tot. _____

(=) Balance _____

Trade

Trade Costs _____

Total _____

II. Income

Provinces and FF _____

Builds _____

Builds (Subs) _____

Builds (F.F.'s) _____

Total _____

Trade _____

Stock Exchange _____

Misc. _____

Total _____

(+) Grand T. _____

(=) Final B. _____

(Specific Orders: Back)

+++++This is a sample balance sheet for Super Economic Diplomacy. On the front you may do some preliminary figuring, etc., as to costs. Then you write your orders of all types and instructions on the back or on a separate sheet. You would also write the total amount traded and Exchanged, etc., also estimated costs for moves, if you wish. The GM will fill in the rest. This is very simply a device to make things easier for me and, I hope, for you. I will send a couple dozen to each player in the game.

Super Economic Diplomacy has lots of possible orders to write, and this will hopefully make it easier to keep track of them.

The top line is the balance from the previous season. You then total move costs, build costs, etc. separately, and then make your grand total, which you subtract from the balance. (Note the "A₁", etc.: That signifies the age of each group of your agricultural credits) You total your income, and add that to the previous grand total, which gives you your final balance for the season. Really I will do most of this, since such things as income and builds are rather flexible, but I do hope you will use these sheets when I send them to you.

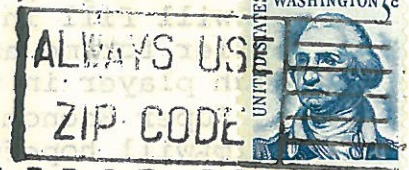
That's all on SED now, but if you have any questions, please feel free to write me, and I will attempt to answer them. I know it's a complicated game, but I think the enjoyment in it will outweigh the little bit of extra work.

Next issue, in addition to the impending start of Super Economic Dip-
lomacy, another installment of our resident scalping spree, the Glock
Diplomacy ratings, etc., will be: The first (as far as I know) list-
ing of country performances in Diplomacy, giving player, 'zine, and
Glock rating. Watch for it.

This is GLOCKORLA, and you are getting it for the following reason(s):
A, You are in GAA, B, You are patiently waiting for me to start a reg-
ular game, C, you are planning to become a Supereconomist, S, you are
a subscriber (# indicates expiration of your sub), T, we trade, X, you
are getting this as a complimentary copy and can probably blame either
John McCallum or your greatness as a Dippy player, Q, you are mention-
ed or quoted herein (contact my lawyers).

Total	(-) Grand Total
Trade Costs	(-) Balance
Trade	Income
Total	Provisions and
Trade	Trade
Trade (Gops)	Stock Exchanges
Trade (T)	Misc.
Total	Total
(+) Grand Total	(+) Grand Total
(-) Final B.	(-) Final B.

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