

# IMPASSABLE

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E-2514

Welcome to Issue #64 of Impassable! This cover is made up of photostat copies of the infamous "bounced checks" from Gordon Anderson to the 1974 Diplomacy champion at DipCon VII (or CITEX), Chicago. As you will notice, the signature is missing from the check (below) and stated as the reason in the bank report (above). Mike Rocamora has never been paid his prize money by Gordon Anderson. As of this time, the 1975 Co-Champions have also not received their prize monies either!

So, consider this as one more nail in Gordy's coffin! The sooner we are rid of this fly-by-night operator, the better off this hobby will be!

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Impassable is a postal journal of Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., E.S.T., any night except Tuesdays. Sub to Impassable is 10/\$2.00. This is a tri-weekly gamezine (most of the time), a subsidiary of Chapel Hill Publications founded in March of 1972 (has it been that long?).

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#### STAND-BY POOL

1972BW: Francis McIlvaine for France

New standings: Fujihara, Brooks, Kelly, Kendter, Luft, Blank, Swies, Albano, Hyatt, Birsan, Bear, Kador and McIlvaine.

#### AN APOLOGY...

I apologize for the week (and maybe more) delay with issue #64 of Impassable, but it was the breaking point for me during this month at the end of a long Winter without any vacations (not since last summer), few holidays and plenty of overtime work. Add to all that the Spring fever epidemic I get each Spring and, well, delays hit Impassable. Mostly, I'm overdue for a rest and Have been trying to get it, but to no avail. If I'm later yet, blame it on the Easter Bunny! Before I forget, hope you all had a Happy Easter (even if you're not a member of a Christian religion).

I was going to use the new format for this issue, but time is again short and I have yet to sell any of my large supply of wax stencils. I'm slaved to them as long as I have them around here! But, as you may have noticed, I've been using the plastic stencils for front covers or even back covers in order to include photostats or cartoons, etc. This will probably keep up until we can shift over to the vinyl stencils on a 100% basis.

Our offer on those 480 wax stencils is now set at \$70.00 complete. We will pay the postage (sigh). They MUST GO, this is our final, lowest offer!!! Sorry, all 480 stencils have to be sold together (you can split them up later, if you wish, among your publishing friends...):

#### GAMEZINES AND OPENINGS

CLAW & FANG, #65. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Mimeo. Has openings in 3-4 games. GF is \$2 + sub. Sub rate is 11/\$3.00. Monthly schedule--no longer bi-weekly. Recommended.

A PLUG: Vicarion, a newsletter devoted to war-gaming, S/F, S&S, fantasy, history, and anything else that strikes his fancy, is published by John Malay/Chatham Arts, 12 Commerce St., Chatham, NJ 07928. Issues are 20¢ each (sub-rate same). Gamefees are simply sub or trade. Needs players for Yeomen game. Will run other games and I'm trying to get him to run a multi-player B&G game. Silk-screen reproduction (between mimeo and offset, I understand). Chatham Arts is John's two-man company in the professional world of printing.

QUENDI KHAZAD DUM, #10. William A. Clumm, RR #1, Entwood, Amesville, OH 45711. Mimeo? Sub rate: 5/\$2.50 or 11/\$5.00. Has openings

in regular Diplomacy as well as in many wargames. GF for dippy game is probably zero--only sub is required, I believe. A variant game is offered with GF of \$1 plus sub. Then, the wargames available are: Global War, Kingmaker, Lensman, Sorcerer, Starforce, Starlord, Stellar Conquest and Third Reich, inquire for specific details.

RURITANIA, #22. Tony Watson, 201 Minnesota St., Las Vegas, NV 89107. Ditto. A new trade, this is the first issue I've seen. Has openings in a variant, Four Empires Diplomacy. Uses regular board. GF is a sub and a \$1 deposit. Sub rate is 4/\$1.00.

THE MASTER MACHIAVELLIAN, #19. Michael Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049. Ditto. Needs stand-bys for Colonia I, Diplomacy and Colonia II. Subs are 10/\$2.30.

JANUS, #15. Cal White, 1 Turnberry Ave., Toronto, Ontario, CANADA M6N 1P6 (He's their financial man of the trio which puts out Janus.) Send the money for subs/games to Cal. Sub is 1¢ per page + postage. Send them a lump sum, they handle your bookkeeping. Has openings regular dip; regular dip for Canadians only, I believe; Punic Wars and reg. diplomacy on a 2 week deadline. GF is apparently \$2.50 + sub (\$2.00 + sub is true only for IDA members). Ditto.

DYNASTY, #8, Adam Gruen, 470 North St., Harrison, NY 10528. Mimeo. Openings in reg. dip. No gamefee for new subbers, \$2.50 GF for old subbers. Sub is required: 4/\$1 (cont. on page 6)

1970BJ, Summer/Fall 1920 & Concession Vote

Concession Vote: Defeated by all but Russia.

Summer 1920: Austria R A Alb-Ser

Fall 1920:

AUSTRIA(Beyerlein): a gre-bul, a vie s a tyr, a tyr s a tri, a bud s a tri, a ser s a tri, a tri s a tyr

GERMANY(Mahler): a mun s aus a tyr, f hol s f hel-kie, f hel-kie

ITALY(Phillips): f aeg s f alb-gre, f ion s f alb-gre, f alb-gre, f adr-tri, a ven s a pie-tyr, a pie-tyr, a bur s a bel, a bel h, f pic-eng, f lon s a wal-yor, a wal-yor, f nat-lvp, f ~~lvp~~/nsu/

RUSSIA(Kelly): a syr-arm, a smy s a con, a con s aus a gre-bul, a gal-boh, a sil-mun, a ber-mun, f bal h, a den-edi, f nth c a den-edi, f bar-nwg, f nwg h/u/, f nwy s f bar-nwg, a yor-lon/a/

WINTER 1920/SPRING 1921 orders are due Thursday, May 6, 1976.

Fall 1920 Suppy Center Chart:

Austria: hom, ser, bul, rum (6) sp

Germany: kie, mun, hol, (3) sp

Italy: hom, tun, mar, spa, por, bre, par, lvp, bel, gre (12) sp

Russia: hom, swe, nwy, ank, con, smy, edi, lon, den, ber (13) bl, lost 1

1971DBu, Summer/Fall 1917

Summer 1917: Italy R A Nej-Yem

Fall 1917:

AUSTRIA(Tilson): a sev h/a/, f bla s a con, a arm s a sev, a nej-bag, a con h, a jor s a nej-bag, a syr-smy

CHINA(Swies): NMR. f tim obb, f tim, f sia, f mal, f jav, f ben, a raj, a snd, a dec, a afg, a ira, a nep, a kan, a bma, f can all hold

ENGLAND(C.D.): f ire h

GERMANY(Proujansky): a stp s a oms, a oms h, a rum-sev, a mos s a rum-sev, a ukr s a rum-sev, a clu-rum, a gal s a clu-rum, a vie-clu, a bud s a vie-clu, a tyo-vie, a gas s f pic-bre, f bal-den, f pic-bre, a par s f pic-bre, f eng-mid, f nat h, f nwg s f nat, f cly-lvp, f edi-cly, a lon-hol, f nth c a lon-hol

ITALY(Osmanson): f cey s f win, f per-bag, f win s f cey, f wes-spa(sc), f mor h, a bul s f aeg-con, a tri h, f egy(sc) h/u/, f aeg-con, f ade-red, a yem h, f ion c a gre-pen, a por-spa, a gre-pen, a pie-mar

JAPAN(Drews): a tur-oms, f npa s f npa obb,

f npa obb s f npa, a skg s a tur/otm/, f mad s f ein, f ein s f mad, f ~~s~~pa s f mid/nsu/, f mid s ~~f~~spa/nsu/, f s.pa h/u/, a sib s a tur-oms

WINTER 1917/SPRING 1918 orders due Thursday, May 6, 1976

Fall 1917 Supply Center Chart:

Austria: ~~h~~h, ~~f~~an, ~~s~~er, bag, con, smy, ank (4) r2, lost 1

China: hom, sai, bma, tha, cal, vtn, phi, del, for, tok, joh, jav, ira (15) sp

England: ire (1) sp

Germany: hom, bel, den, hol, par, swe, bre, edi, mos, stp, war, nwy, oms, vna, lvp, lon, sev, clu, bud, rum (22) bl

Italy: ham, eth, pen, egy, tun, yem, mor, mar, spa, cey, tri, ser, gre, bul, por (18) b3, lost 1

Japan: kyo, osa, kor, kar, vla, omo, bor, man, skg, mad (10) bl, was 1 short

1972BW, Spring 1921

GM Note: This is the second time in a row Kelly has nmr. So, I'm replacing him with: Francis McIlvaine, 144 Sackett Rd., Apt. #6, Avon, NY 14414.

Spring 1921:

FRANCE(Kelly/McIlvaine): NMR. f hel h/a/, a hol h, a bur h, a mar h

GERMANY(Davies): a kie h, a ber s a kie

RUSSIA(Knudsen): f nat/mid, f lvp-iri, f lon-eng, f nth s f den-hel, f den-hel, f aeg/bul(sc)/r/(gre, ion, eas, con, otb), a pie-ven, a mos-ukr, a boh s a tyr-vie, a gal s a tyr-vie/r/(war, sil, otb), a tyr-vie, a par h

TURKEY(Abbott): a sev-rum, a apu-ven, a tri s a apu-ven, a vie-gal, f rom-tyn, f spa(sc)-mid, f tyn-wes, f bul(sc)-aeg, a bul s a vie-gal, f ion-adr, f ank-bla, a con-bul, f smy s f bul(sc)-aeg

Summer/Fall 1921 orders due Thursday, May 6, 1976

1973BU, Spring 1923 Postponed

GM NOTE: Kovalcik has corrected me on an error made Fall 1922. Austrian A Ukr was forced to retreat (not A Gal) and Kovalcik tells me to retreat it to Rum anyhow as its only open space to retreat to. But, this makes a difference in unit positions. I feel that the season is crucial enough to

warrant a postponement. Thus, the Winter 1922 Positions are given with correction to the Austrian unit positions.

#### Winter 1922 Revisited:

Austria: a tri, a boh, a vie, a gal, a rum, a bud (6); England: a spa, f tyn, f wes, f tun, a mos, a stp, f swe, f nth, a edi, a lvp (10); Germany: a pie, a tyr, a mun, a sil, a ukr, a war, a ber, f naf, a kie, f tus (10); Italy: a rom (1); Russia: a sev (1); Turkey: f nap, f ion, a ven, f adr, f con, will be 1 short (5).

Spring 1923 reset for Thursday, May 6, 1976  
ALSO DUE: 2-Way Draw between Ger-Eng (proposed by Turkey)! I apologize for this delay.

1973CZec, Winter 1729

GM NOTE: Ahem! This is embarrassing...but I was wrong on the double-coast ruling for Spring 1729. Fortunately, it did not affect the adjudications. I have since found a copy of the 1971 Diplomacy rules and stand, therefore, corrected by Mr. Kadlecsek. That's what you get by going with logic rather than looking up the rules...another reason is that I didn't look at it in regular dip close enough! Oh well...

#### Winter 1729:

ENGLAND(Kadlecsek):

FRANCE(Hubbard?): NMR.

OTTOMAN EMPIRE(Mahler): F F Con

POLAND(Rocamora): SP

SPAIN(Swies): SP

SPRING 1730 orders are due Thursday, May 6, 1976

#### Winter 1729 Positions:

England: f yor(wc), f lon, f sco(ec), f ice, f ire (5); France: a net, a ndy, a rhi, a tou, a sav, will be 1 short (5); Ottomans: f cen, a ast, a rum, a vie, a mor, a tyr, a mil, a bor(sc), f bri, f lyo, f ara, f wes, f sar, f sty, f bar, a kie, f con (17); Poland: f cly, f nwg, f nth, f ska, f chr, a got, f den, a mcs, a est, a min, a kra, a hol, a han, a col, a kas, a boh, a pom (17); Spain: f sev, f gib, f gra, a mad, f mid (5)

1974HN, Summer/Fall 1907

Summer 1907: Russia R F Bal-Swe

#### Fall 1907:

AUSTRIA(Osmanson): f ion h, a gre h, a tri h, a tyr s rus a sil-mun, a boh s rus a

sil-mun, a gal h

ENGLAND(Fujihara): a stp h, f bar s a stp h, f nth-lon, f nwy-nth

FRANCE(McKeon): a ber s rus a sil-mun, a bur s rus a sil-mun, a ven h, a tus s a ven, a pic-bel, f eng s a pic-bel, f spa(sc)-mid, f tun/tyn, f nap/tyn, f rom h

GERMANY(Kelly): a mun s f bal-ber/r/(ruh, otb), a kie s f bal-ber, f bal/ber, f den-hel

RUSSIA(Blank): a sil-mun, a pru s fra a ber, f swe/bal, f aeg-smy, a war/gal, a liv s a mos-stp, a mos/stp

AUTUMN/WINTER 1907 Orders due Thursday, May 6, 1976

#### Fall 1907 Supply Center Chart:

Austria: hom, ser, gre, ~~smy~~ (5) rl

England: hom, nwy, stp (5) bl, lost 1

France: hom, spa, por, ~~mun~~, tun, ber, ven, nap, rom, bel (11) bl

Germany: kie, den, ~~bel~~, ~~smy~~, hol (3) rl, lost 1

Italy: ~~rom~~ (0) out of game

Russia: mos, war, sev, rum, bul, con, ank, smy, mun (9) bl, will be 1 short

1974HY, Spring 1907

FRANCE(McLendon): f cly-edi, a lvp s f cly-edi, a bre-wal, f eng c a bre-wal

GERMANY(Fanelli): a edi-yor, f lon/nth, a par s ita a mar-gas, a bur-ruh, a bel-hol, a kie h, a ber/pru, a war h

ITALY(L. Kendter): a mar-gas, f lyo-spa(sc), f wes-mid, f nap-ion, a ven-apu, a gal s ger a war h, a bud/rum, a bul-con, f aeg s a bul-con, f eas/smy, a tri-ser

RUSSIA(Gallagher): a mos-war, a sev-rum, a ukr s a sev-rum, f rum-bul(ec), f con s f rum-bul(ec)/r/(Bla, otb), a ank/smy f nth h, f den/kie, a swe/pru, f bal c a swe-pru

SUMMER/FALL 1907 orders due Thursday, May 6, 1976

1974Ndl, Autumn/Winter 1022

GM Note: I'm sorry to say, but it was my own fault for forgetting to adjudicate this game!

Autumn 1022: Scotland--MNR, GM R F Dub-OTB

#### Winter 1022:

ENGLAND(Osmanson): SP

MUNSTER(HYATT): b f tra (has only 17 units)  
 ORKNEY(C.D.): sp  
 SCOTLAND(Fanelli): NMR. Will be 2 short.

SPRING 1023 Orders are due May 6, 1976

#### Winter 1022 Positions:

England: a mon, a glo, a che, f cab, a bue, a mer, f dyf, f bri, f car (9); Munster: f nmi, f sky, f min, f wif, a tar, a kil, a plu, a dub, a dal, a oma, a arm, a ern, a wat, a nsg, f stg, f ssg, f wex, f tra (18); Orkney: f man, f kin, f isl (3); Scotland: f sis, a dow, a lis, a dur (4).

1975G, Winter 1906

AUSTRIA(Hinmon): sp  
 ENGLAND(Cooper, T.): sp  
 FRANCE(Kendter): b a mar  
 GERMANY(Amer): sp  
 ITALY(Young): b f rom  
 RUSSIA(Sabo): b a mos, a sev

SPRING 1907 Orders are due May 6, 1976

#### Winter 1906 Positions:

Austria: a vie, (1); England: f mid, f bre, a stp, f bar, f iri (5); France: a spa, f lvp, a mar (3); Germany: f fin, f eng, a gas, a tyr, a pie, a sil, a bur, a ber (8); Italy: a tri, a alb, a ven, f adr, f gre, f rom (6); Russia: a ser, f bul(ec), a war, a liv, f ion, a rum, a bud, a mos, a ser (9).

#### Press--

Army for Hire?: A recent ad found in a discreet Switzerland tabloid: For rent, cheap, one slightly used Austrian army. One owner only. Can be found somewhere between Italy and Russia.

1975T, Winter 1905

AUSTRIA(Mahler): sp  
 ENGLAND(Fujihara): b a edi, f lon  
 FRANCE(lawson): b f bre  
 GERMANY(Warden): r a ber otb (aut '05 order)  
 ITALY(Birsan): d f tus  
 TURKEY(Brooks): b a smy, a ank

SPRING 1906 Orders are due May 6, 1976

#### Winter 1905 Positions:

Austria: a ukr, a war, a pru, a boh, a tyr, a ven, a pie, f adr, f gre (9); England: a ber, f bal, f den, a liv, a stp, f hol,

f bot, a edi, f lon (9); France: f tun, f tyn, a spa, a mar, a kie, a ruh, f bre (7); Germany: a mun; Italy: f nap; Turkey: a rom, f ion, a mos, f aeg, a smy, a ank (6)

#### 1975AF, Wrap-Up Report

This is one of the quickest games ever played in Impassable, but it was still a well played and hard-fought game! The positions of the units are in themselves interesting and had the game continued, it would have been very interesting to see what would have happened! What follows is a supply center chart for the game.

	01	02	03	04	05
Austria(Johnson):	3	4	4	5	7
England(Carson):	4	4	1	0	-
France(Carlton):	5	6	7	8	6
Germany(Eddy):	4	4	6	7	7
Italy(Bettencourt, Keller F'04, C.D. F'05):	4	4	4	2	1
RUSSIA(Goldston):	7	7	9	9	11
Turkey(Morphy):	5	4	3	3	2

The game was voted as a dra in Winter '05. The following are last reports from the players.

FRANCE(Carlton): This being my first experience with Diplomacy, my play was characterized by overly tentative interplayer relations and an absence of sound, long-range plans.

My excessive caution in the first turns led to the peculiar "ménage à trois" in the West, which both confused and frustrated two potential allies.

A resolution of sorts was effected by my stab of England (a tactic I hope to never employ again) and subsequent alliance with Germany. During the next few turns, under the guidance (tutelage?) of Germany, France reached the zenith of her power. A temporary parity was attained with a rapidly expanding Russia and a close, hard-fought struggle seemed likely.

Then in Fall '04, suspicious of my ally's intentions and desiring to maintain a minimal defensive posture with respect to Germany, I removed Fleet English Channel from our joint front line effort to Picardy. Buz affected bitter surprise and later used this ill-timed and counter-productive move

AS justification for his betrayal of France.

Although we were to later reunite in a desperate attempt to halt Russia's expansion, the die had been cast with my errant move and Germany's subsequent decision to change allegiance.

In summary, the game was a valuable learning experience for me. I hope my next effort will reflect this.

Congratulations to Dennis. He worked hard and deserved a win. Also, thanks for a good GM job.

RUSSIA(Goldston): This was my first postal Diplomacy game that I have completed as the player of record. I point this out since it did have some bearing on my decisions.

Undeniably I would have liked to have been the sole winner and some disappointment was felt. Equally disappointing is the likelihood that this game will be remembered for its bizarre ending rather than its unusual and interesting development (how often do you have Russian and French armies squaring off in England while German and Austrian fleets square off in the Med)/ But to emphasize only the negative is to distort the picture. I enjoyed this game immensely and learned a great deal. For example, I learned that personalities can frequently be more important than the country relationships. Country-wise, Russia, Germany and Austria are not natural allies, but I immediately found an easy natural bond with Buz and Bob which overrode other considerations. If I had to identify any one key to success it would be flexibility. In the Balkans, events led me to both an Italian and a Turkish relationship before finally setting on Austria. For Charles Morphy I can only sympathize with his misfortune. Early on, it might have easily been a Russian-Turkish alliance and he probably deserved a better fate. Last but not least is Gary Carlton. For whatever reason, I was never able to establish any effective rapport with him and this failure had a substantial impact on the outcome. France was the only possible foil to a German-Austrian combination and I felt powerless to influence him. Thus, Buz Eddy's clever ploy caught me with my diplomatic pants down as it were and my options were limited. Still, I wonder if he would do the same thing again knowing what he knows now.

1975CS, Spring 1904

WAR BREAKS OUT AND BURNS TO LIFE AGAIN!!

Error: During Autumn '03, England had 2 units to retreat and also had lost 2 supply centers. I retreated F Bre otb and removed F Wal, but this is wrong as with retreats being NMR, they should have been removed, thus F Den instead of F Wal should have been removed along with F Bre. This leaves Eng with F Wal & A Lvp.

Spring 1904:

AUSTRIA(Blank): a tyo/tri, a rum-ser, f gre-bul(sc), f adr-alb, a bud s a rum-ser, a vie/gal

ENGLAND(Birsan): f wal-lon, a lvp-yor

FRANCE(Stephens): f eng s f iri-wal, a bre-pic, a bur s a bre-pic/r/(ruh, mar, gas, par, otb), f iri-wal, f mid-iri

GERMANY(Bear): a edi-lvp, f nth/eng, a bel s a mun-bur, a mun-bur, a kie-mun, a ber h

ITALY(Kador): a ven/tri, a tun h, f ion-adr, f tyn-wes

RUSSIA(Albano): a con-smy, a sev-arm, a mos-sev, a gal-rum, a ser s a gal-rum/r/(gre, otb), f bla s a gal-rum, a war/gal, f nwy/nth, a den h, f bal s a den

TURKEY(Kendter): a smy-ank

Summer/Fall 1904 Orders due May 6, 1976, Thursday.

### GAME OPENINGS, CONT.

for introductory fee and 8/\$1.75 for the remainder or simply 12/\$2.50 (if you're going to play you might as well as send in the \$2.50 for 12 issues and forget about the two earlier rates...) Has openings, I believe, for Galactic Conquest with GF of \$2.00 + sub.

THE DIPLOMACY BARON, #7. Rod Zaccalini, 23861 Park Belmonte, Calabasas, CA 91302. Xerox (good xeroxing). Has openings in reg. dip for \$1 refundable deposit + sub. Sub rate is 10/\$3.00. Also, variant openings in Anonymity Variant (GF of \$2 + \$1 deposit + sub), and Global Variant (by Lew Pulsipher), GF is \$2 + \$1 deposit + sub.

THE POUCH, #88 (I don't know what number it would be under Gil Neiger's control, it has changed hands many times, but Gil is good). Openings in Dip for \$5 GF OR \$1 + sub. Sub rate is 10/\$2.00. Xerox, I believe.

PAROXYSM, #25, Doug Ronson, Harry Drews, Robert Correll. Harry's address is PO Box 282, Kitchener, Ont., N2G 3X9, CANADA. Has openings in reg. dip. GF is 15¢ per turn + sub + \$2 deposit. Send all monies except GM turn fee to Harry. Sub is 8/\$2. Ditto.



# MUST A STAB PRECEDE SUCCESS?

by John Kador

A lately-developed school of thought disparages Diplomacy players who are adverse to violating alliances or stabbing other countries. Gary Behnen, for one, in "What's Diplomacy Coming To?" (DW, Spring 1976) cites "an alarming number of these 'pure of hearts'" (he calls them 'pure of hearts'--who am I to argue?), who won't break an alliance, tell a lie, or even move their units because their alliance doesn't call for it."

The implication in this line of thought, as in others, is that since treachery and perfidy are clearly allowed in the Gospel according to Games Research (Avalon-Hill), player-proditors should make sacrosanct the Word and stab away.

Of course, the argument is a little more elaborate. The usual qualification is that smart players stab when it's to their advantage in the long run. Most everyone, happily, heaps consistent abuse on the casual stabber. But is stabbing an end in itself as some players indirectly claim ("It makes the game more exciting") and must a player stab in order to win?

I'd like to argue that the practice of stabbing, although clearly permitted (perhaps even encouraged) in the rules, is not made advantageous by such endorsement. My feeling is that a stab is almost always counterproductive because the energy and initiative used in setting up a stab can usually be more effectively employed elsewhere on the board.

If the primary purpose of an alliance is to further the interests of a number of parties who individually cannot realize such interests, then the "pure of heart" approach to alliances makes more sense. If the primary purpose for allying is to set up your neighbor for a stab, then of course the following does not apply.

What's the good of allying if your constant worry is the Stab? A stabbing situation cannot exist in a vacuum; it must be preconditioned by mutual suspicion--a condition that negates much of the advantage of the alliance. Two countries, in alliance (in the standard sense), ever aware of each other's darker motives, have to moderate their common goals in order to "protect" themselves from each other. It matters little if the other party would rather quit Diplomacy than stab an ally, the suspicion exists. They maintain lame duck units in their home centers, consider the good fortune of one ally as a function of the doom of the other, and generally subordinate success to "security." Of course, those who play in this fashion call the security prudent, and of course it is, but it is also wasteful and counterproductive.

During the course of a conventional alliance, the participants may miss many an outstanding opportunity because (1) their full resources cannot be mustered as indolent and ineffectual units are perched like vultures facing each other on their common border, (2) they cannot agree which one will take a new center, so neither does, (3) one ally uses the opportunity for a stab, usually termed "pre-emptive," or (4) one ally anticipates a stab and moves accordingly. Doubtless there are other problems associated with alliances, and all because players are so fearful of the stab.

However, an alliance can work grandly if the participants assume the other is trustworthy. An early alliance based on such an assumption locks the participants into an association that is not easily open to a stab. Consider the possibilities.

Initially, the alliance should prosper. The first two seasons should generally reveal how successful the partnership might be. In this situation, if an ally considers moving himself into a propitious stabbing position, he will usually find himself worse off viz a viz the rest of the players than had he concentrated on extending the good fortune of the alliance. If an ally waits a few seasons, he will generally find the other players more or less united against the original alliance. A stab in this case is obvious folly. Finally, as the end-game approaches, the allies find themselves sharing a victory, for a stab against a formidable enemy is risky indeed.

Should the alliance falter, with both players hurting, then there's not much to lose, is there? The allies may as well sink together, because selling out your partner will rarely buy you anything but time, and usually little of that. Indeed, you'll probably last longer by sticking together.

The most delicate possibility is when one ally is prosperous but the other is stagnating or otherwise hurting. In this case, all bets are off and assumptions have to yield to face reality: the alliance is effectively negated.

(cont. next page)

## MUST A STAB, CONTINUED

The risks, of course, cannot be ignored. Simply assuming trustworthiness does not insure it. But it does increase the chances of winning. In the last analysis, the probability of coming out victorious in a pure of heart alliance outweighs the reciprocal (but less probable) chances of being stabbed. Assuming trustworthiness is a superior option than assuming the converse.

As for the argument that long-term alliances make for a dull game, nothing makes a game so insipid as endless, drawn-out, making, breaking, and re-making of alliances without the rhyme of reason. The pure of heart (and smart of head) alliance style of play makes for a shorter, cleaner game that is just as valid as the merciless, cut-throat, triplicity of the game's more celebrated combatants. #end#

((I thank John for his excellently written article! Impassable is hoping that John will become a regular contributor! Pretty please? How about a fixed alliance for 1977BB?))

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## LETTER(S) TO THE EDITOR

This time there is only one letter, from Lew Pulsipher. Without further adieu (and Lew needs no introduction, right Lew?) here it is...(A Reply to Rod Walker's Latest)

"What's wrong with 'I was first'? Too many people have worried and argued so much about who was first that they waste time that could have been spent productively. There is a point past which a laudable interest in historical fact becomes a petty struggle for prestige, and that's when the 'I was First' syndrome becomes destructive.

It seems to me that I put more history in DIPLOMACY articles than most, and I certainly enjoy historical articles like Doug Beyerlein's in the latest DW ((Ed.-- article was, "Speculating On The Future By Observing The Past," Doug Beyerlein)); moreover, I'm in my third year in grad school, studying history. If Rod Walker wishes to believe I have "a rabid anti-historical bias" that's his thing, in the sense that I will not say, "it's traditional, therefore it is good." Were the ancient Ghods of DIPLOMACY somehow infinitely wiser than we? No. When you look for solutions to problems, of course you look first to past attempts, but you can also look at how circumstances have changed between the time something became traditional and the present. In the specific

case of reprinting, I am unaware of any traditions favoring or condoning reprinting without permission in the 1970's; I think this tradition existed then largely in the minds of a few old-timers. In the 60's there may have been such a reprint tradition, I don't know. But any historian worth his salt would realize that the good old days Rod so often reminisces about are gone forever. In the 60's, with only 100 or so people playing postal DIP, one person could get to know a large percentage of the hobby and could at least recognize the names of almost all. Some say that it was one big happy family then, though there must have been disagreements. But today the hobby is perforce much less personal, both because of the one-thousand plus percent growth in the numbers of North American players and because there are more wargamers and fewer science fiction fans (General wargamers are more interested in playing, SF fans are more interested in making friends). When the hobby was much closer-knit to begin with, reprinting may not have disturbed people much (perhaps because it was easy to retaliate when retaliation of some sort was necessary). But we're not all one bunch of friends now and never can be.

On the basis of recent history, reprints without permission are far more likely to be destructive than constructive. Historically, it is easy to obtain permission for constructive reprinting. Morally, a person's work is his own, and I cannot accept any justification I have heard for permitting Rod Walker or anyone else to decide that he can or ought to reprint anyone's work against their will. I have never been refused permission except when I'd made a prior promise of some sort to someone else. What is the big hindrance Rod speaks of? The only people hindered by this are those who want to reprint in order to attack someone--they don't want to ask because they know they'll be refused. Requiring people to ask permission can do no harm and it might do some good (as in the case of someone who makes a promise to a friend and then finds that Joe the reprinter has done something to break that promise--I can give specific examples if you wish). Many reprints without permission result in distortions and bad feelings. Every recent reprint without permission that I know of was part of an attack on someone. This promotes unity? This is good for the hobby? I think not.

No, Rod, if anyone has an anti-historical bias here, it is you. Pay attention to what  
(cont. next page)



## LETTERS TO THE EDITOR, CONT.

has happened in the past, not to what you imagine or wish had happened. Or if you mean that we ought to permit reprinting without permission in order to attack whomever the reprinter thinks is an enemy of, or "inimical" to, the hobby, please come out and say so." "end".

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## NEWS OF THE HOBBY

Well, it looks as if I'm going to have trouble filling the rest of these pages, because there isn't that much I can think of without having to dredge it out of the tradelines, but there is first of all one item I wish to print before I should continue onward with this column (is that sentence long enough to make you gasp for air?)...  
 \*\*\*John Hendry is looking for players for an experimental postal Kingmaker game. He says also that you can write for games he wants to sell (get rid of). Write to John at 101 Thatcher Hall, University of Mass., Amherst, MA 01002 for more details.

Most of what follows will either be my own personal news, or my opinions/reflections about the hobby in general. Take it or leave it!

\*\*\*First of all there's Origins II to be held this coming July. I will be going and in doing so I will be trying to set up a multi-player, divided command, limited intelligence game from the Blue & Grey Quad series by SPI. Each player will be required to own a copy of B&G I. Most likely, we will attempt to play Cemetery Hill with, hopefully, 8 players. This may sound like being anti-Diplomacy of me, but that's not true...I just want to try out in a face-to-face situation what I have been doing for the past year and a half in Glory Road. GR has completed only Bull Run, but we are about half-way through Antietam and just starting Cemetery Hill. In the works for our next game by mail is The Grand Chancellorsville Option from B&G II Quad.

I might as well as describe the openings in TGCO before I continue with the Origins II project....the gamefee has not been set yet, but it will probably be in the neighborhood of 30¢ per turn. The game will be played sequentially (Antietam was converted to simultaneous play) and thus there will be not 20 deadlines, but 40 deadlines at 3 weeks part. It will be a bit longer than the average Diplomacy game because it will

be played sequentially. Though it would thus run twice as long as it would simul, there are certain advantages: it allows for "off-turns" communications between the players (anonymous to each other, messages are passed to each other via the GM) as well as during the movement turns. Sequential movement gives more precise control over attacks since the sighted enemy won't be moving when you are moving. There should be a greater tendency to play along the lines of warfare as then practiced during the Civil War, i.e., lines solid from end to end, reserves kept to counter-attack attacks made by the enemy and so forth.

Anyhow, the system is set-up to re-create the flavor of acting as General of a Corps or Division of troop. You write out your orders pertaining only to your troops and send it to the GM. You may also write a message or two to neighboring Generals as well as to the Supreme General. Communications is very important because of limited sighting range and limited intelligence: You only know what your own troops saw or did--the rest must be gotten from the other players via messengers and messages. A new unit, the messengers, have been created to carry the messages to another headquarter unit. Of course, they're subject to capture along the way...

Whatever, the players are extremely enthusiastic and I enjoy reading their messages which increasingly pick-up the historical flavor of the period. I remember one particular message from General Bureuregard to one of his subordinate Generals in Bull Run in, "Pulling my hair out wondering what the Hell you're doing!" or words to that effect. They certainly make for interesting reading for this GM.

Anyhow, I do need more players to play The Grand Chancellorsville Option. Of course, new players will have to start at the lowest "rank" as 2nd Lieutenants...Let me know if you're interested!

Back to Origins II, each player, as I've said before, will be required to have a copy of B&G I quad. Each player will then be seated AWAY from the others. I as GM will move among them to give them their adjudications and to pass on the messages. I will have my own game set-up for the total picture and make use of one or two helpers (if I can get them) to run the messages for me, etc.

The rules will be basically the same as for postal play, that is, sighting range will be limited to 5-hex range with woods,  
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## HOBBY NEWS, CONT.

town hexes, hills (rough ground) all able to block view, information gained about the battle will be restricted to your own units, and of course, rules governing sending messengers to other players on your team.

So, if any of you are going to ORIGINS II and want to participate in this private "game", please let me know! I'll see that we fit it in around the Diplomacy tournament if you're playing in that. We'll try to get it done in one day, but if not, then we'll carry it over to the next day. No problem. I will supply all the paper for orders and for messages as well as for GM reports.

\*\*\*If this sounds as if I'm picking up a new hobby, you're right! I firmly believe that sooner or later the biggest postal hobby will be multi-player wargames. It will eventually pass Diplomacy, Chess or any others such as Kingmaker! Why? Simply because multi-player games are more interesting than two-player games by mail and they offer new aspects of wargaming not otherwise available across the board. Also, they allow the GM to pick his game and for the players to play their favorites. The recent "run" on simple war games such as B&G will prove to be a boon to postal multi-player wargames since the lack of complications permit additional rules necessary for the system I'm speaking of. By running a face-to-face game of Cemetery Hill at Origins II with my rules, I'm hoping to advertise its practicality to potential GMS and players. If it becomes a hit, then I might be encouraged to run Terrible Swift Sword despite its complexity and size!

As I've stated before, I'm still trying to sell my wax stencils. The lack of sale has prevented me from going with the new format tried with issue #60. I was going to use it for this issue, but I decided not to do so.

To some extent, my growing interest in multi-player wargames has eroded my intense dippy habits. It is encouraging, for one thing, to cut down on the number of dippy games I'm running, and to convert to a genzine format with heavy coverage on news, etc. After gamesmastering for four years, I want some sort of change in my gamesmastering duties... yet, I've been thinking of going monthly and making use of guest gamesmasters, but then again, I don't know if that would be worth the trouble and I wouldn't want to have to guarantee myself as back-up GM for those guest GMS though I would everything I could to tide the game over from one guest GM to

another.

Besides selling those wax stencils (are you getting tired of hearing about my wax stencils? Maybe you'd buy them to shut me up? Or, perhaps I ought to melt them down and open up Boyer's Diplomacy Museum of Famous Wax figures? At least there should be enough wax for a stab victim and charge a quarter to stab an imitation copy of Jeff Key's rubber knife...), another reason for the delay to going with the new format (hey, am I also beginning to sound off about "company" policies like SPI? Heh, heh.) is the slowness of my games to finish themselves up! I have several in the 1920's and others almost as bad--maybe they don't want to leave Impassable? I can imagine some one-center puppets trying to hang on and even voting against draws to continue getting Impassable, but I'm not naive enough to believe every player is a one-center puppet. Sigh...

How about some opinions? It seems only fitting to the new "character" of postal dippy that we no longer talk at length (or even at short) about political developments. I mean, has anyone said anything about the way the U.S. Primaries are going? Are there any rabid Carterites, Wallacites, Udall's fans, Humphrey fans? Any Regan people still left? Well, see what I mean? Actually, I prefer someone tested like Abraham Lincoln or Franklin Roosevelt, to name a leading President from each party, unfortunately, they're both dead...

Feuds are also decreasing, mainly because most of us are getting older. The prospects of painful growth is in view whenever AH really starts selling Diplomacy (as we all hope for better or worse...). What should or can we do about it? My opinion is that the I.D.A. will have to gear itself for the potential influx by organizing a special committee to study the potential problems and to propose solutions before they arise. Of course, those against adding more and more committees to the beaurecratic arms of I.D.A. are justified to some extent in simply opposing multiplying controls, but this may be one we need if the hobby isn't to crumble under the weight of more games being started and orphaned than it can handle. Even now I have trouble hearing about all the gamezines being published since I try to trade with all the promising ones. Just the other day, a trade came to me! I must be slipping...

As for the potential problems with rapid growth, mostly they are simply going  
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## HOBBY NEWS, ETC., CONT.

to be trying to prevent any large increase in orphaned games. The recent publication of the Publisher's Handbook (available from Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657 for \$2.50 or \$2.00 if you're a member of I.D.A. Make that check or money-order to International Diplomacy Association.) goes a long way in informing potential publishers of the trials and tribulations of publishing (not to mention the hazards and back-breaking work involved). We must do our best to make new publishers realize CLEARLY what they're getting into before they start publishing. I'm sure few have any intentions of defaulting or dropping out without paying money back, or something to correct the deficiency, but if they would know more about it, there would be a greater chance of them making the right decision of whether to publish or not.

As a note of explanation, I've suffered periodic lapses in answering mail of late--mostly due to the overtime work stint and to Spring fever--so, those of you who need to be answered right away should write, "URGENT REPLY REQUESTED" on the envelope to make sure I notice how important your letter is! Thanks.

The first weekend of May I'll be going with the Harrisburg Civil War Round Table in visiting the battlefields of Wilderness and Spotsylvania. It should be an exciting weekend for me and I hope to have something to report on in next issue of Impassable.

Some have written to me asking why I became so vocal on the Gordon Anderson case. Was it because of any private dispute with him, or did he "hurt" me in anyway? It is for none of those types of reasons that I have tried to expose Anderson for what he is--my main reason has been to help the hobby get rid of an "eyesore" or bad influence. I have chosen to put my reputation on the line against his, that's all. The cover of this issue is the last that I'll do on this matter as I feel I've said enough (and done enough) to arouse a united hobby stand against this man! Of course, if he does something new, I will probably report on it.

A few issues back we printed a few articles on the future of the hobby. I promised that I would write my own "Future of the Hobby" and indeed I have gone so far as to type it all up and ready to go...in the new format. Basically, the future of the hobby, in my opinion, boils down to making the I.D.A. a more effective organization. If the hobby is to continue to prosper, its

organization must expand along with its growth. Anything less will only lead to eventual chaos. I'm confident, however, that organization is here to stay and it is only a matter of getting more experience in making things work they way they should.

Outside of organization, what is the future of the hobby? When I wrote my article, it did not mention (nor did it know anything) the purchase by Avalon Hill. That single piece of changing of ownership has drastically changed the future of the hobby. We are no longer by ourselves--we are now a part of the huge wargaming hobby. We are now open to more direct influx of wargamers. Everybody who gets AH's The General will know about Diplomacy. A far larger percentage of them will buy the game and a good percentage of those who do will join the postal hobby. More important, AH will guarantee a steady growth in face-to-face play of Diplomacy...simply because that many more people will own the game. How far this will go is anyone's guess at this time. Naturally, we all hope for a big bang, but is a big bang going to be that easy to handle? No, it won't. My own views are that there will be a small bang, but one big enough to merit changing my gamezine to a genzine. I feel that the hobby will then have a need for another zine concentrating on articles and news of the hobby. DW, for example, fills this role, but it comes out too infrequently for up-to-date news. Where DW concentrates on articles, Impassable would concentrate on news and events. I think that would be a good pair to subscribe to when I get going!

News is very hard to put together since it comes from all over the hobby and from many sources. If I had all the time in the world, I would read each trade I get at least twice and thoroughly at that....then I would quote the worthy news items and/or statements made within. I would make more contacts with organizers, to get them to keep me in touch with events they organize or hear about. The main purpose will be to help tie the hobby together after it has leaped another bound as a result of the historic AH sale. Something that comes out more often than every 3 months will be sorely needed in about a year's time (by which time I'm sure the conversion of Impassable will be nearly completed. To make it more economically feasible than it is right now as a gameszine, I will be aiming for a circulation of 150-200 with only about 50 trades (thus requiring 100-

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## NEWS, ETC., CONTINUED

150 paying subscribers. This base circulation would then make it feasible to use vinyl stencils on a 100% basis throughout the genzine. Going monthly would also be a part of the change. This would permit more time in working on the layout and in doing the necessary work to collate the news and write it up in a coherent manner. One thing about going monthly is that I could use guest gamesmasters with the games running on a tri-weekly schedule, thus giving the gms a week to prepare their report and send it in to me. I would, of course, severely limit the games load for any single guest gm to assure quality work.

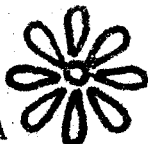
In the event that games remain a significant portion of a genzine Impassable (I should say, "hobbyzine" or "newszine" which would be more accurate of what I want to do with it), the games may be separated from the rest of the publication. Whatever, much of this is still only pure speculation on my part. All of this talk about the new format and with only one solid issue under that "new format" some of you out there may be getting tired of waiting for it to happen. The truth of the matter is that I'm a slow type of organizer. I planned, for example, on the original Impassable (and still relatively unchanged since) for over a year before it first appeared! At times I can become a perfectionist beyond endurance of the average man...

At right I hope to have a clear printing of two small clips from the recent Diplomacy World Spring issue. If the small printing comes out okay then it should be a lot easier to just photo-copy other people's plug and reprint it here everytime they want me to "plug" them. Of course, Diplomacy World is well worth the trouble of plugging to the whole world! If you're not getting it now, you should!!

Well, that's enough of my prattle for this issue. I apologize for the week's delay and hope it won't happen again, but Spring Fever does hit me every year and I suppose overtime work will also hit me every year--so that may continue to be unavoidable. Peace!

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## DIPLOMACY WORLD

Vol. III, No. 1 (\$11)

Spring 1976

DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)<sup>®</sup> which is edited by Walter Buchanan, R.R. #3, Box 224, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and sine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

Subscriptions call for \$4.00/yr. (\$4.50 outside the US). Checks should be in US funds and made payable to "Walter Buchanan." Address changes should be reported 4 weeks in advance. Back issues available: Vol. I, 2-6 (75¢ each), Vol. II, 1 on (\$1.25 each). (Vol. II, 4 indexes all articles in Vol. I & II.) Indiana residents add 4% sales tax. Circulation: 796 (includes 21 solicited samples.)

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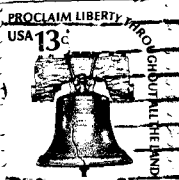
## I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Lee Lakofka, 644 W. Briar Pl., Chicago, IL 60657, the current Vice-President/Treasurer.



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