

LIAISONS DANGEREUSES

MAY '69 - NOV 73 U

LIAISONS DANGEREUSES #64

is published by Leonard Lakoffka, 644 West Briar Place, Chicago 60637
312-929-7057--calls between Midnight and 7AM are NEVER acceptable.

NEW RATES AND PROCEDURES

Starting with 1975 HS (see below) a new price structure begins in LD.
As you know on December 28, 1975 postal rates are going up to 13¢.
The Game fee for a novice game in LD will be \$7 effective at once.
However there will be a refund structure for countries eliminated prior to 1906. If your country is eliminated in 1901 or 1902 there will be a \$4 rebate. 1903 \$3, 1904 \$2 and 1905 \$1. If you are dropped there is NO refund. There is no refund to any player placed into a game by me as a substitute, of course.
Subscriptions will now cost \$2 for 9 (instead of 10). This is effective at once.

I have 5 players for a new game, only 2 more needed.
Paid are; Nighton, Mathias, Trowangy, Edwards and Foster.
Players in 1975HS will receive these rebates too.

New Game 1975HS

- Austria, Charles Campbell, 4104 S. Florence Ct., Tulsa Okla 74105 (Beyerlein; note this change!)
- England, Joe Dorchack, 8801 Willow Rd., Hickory Hills, Ill. 60457
- France; David Van, 1357 Morricale West Square, San Jose, Calif. 95117
- Germany; William Aneling, 1414 East 59th St, Room 747, Chicago, Ill. 60637
- Italy, Bill Stone, #9 Frith and Piero Apts., Tom's Creek Rd., Blacksburg, Va. 24060
- Russia; Bill Thompson, 2251 A Pentland Dr., Baltimore Md. 21234
- Turkey; Jeffery Anderson, 3538 Keystone Ave., #9, Los Angeles, Calif. 90034

The DEADLINE for the Spring of 1901 is by 4:30 on Tuesday November 25, 1975.
(players notified by separate cover.)

From a player in one of the games; "Does a loss by a substitute player such as go down as a loss on his record? Would a win go down as a full win?"
This is a question on rating system treatments. The several systems do handle it differently. GND gives credit for a loss to the original player if he plays full win credit. GND gives full credit to a winner, however. I think you have to play 3 years to get full win credit. GNDL gives win credit if you played 3 full years. In SPAS & BAPS a sub is rated if he plays "more than 50% of the total seasons, or if he dropped at any time." A player is not rated if "He resigned in 1901, was replaced and did not play a majority of the game's seasons, or if he went on draw but entered with 1/2 or more contents." In BRON "Any score of 1/2 or less is credited to the original player any score of 1/2 or greater is credited to the latest replacement player, a score of -1.0-1 is given to a replacement player only when it improves his percentage score." In HOGUES GALLERIE, 1901 federal rules for the number of years played times the score for the country.
Each of the systems may have one or two minor treatments for certain exceptions to the above. Each system does try to measure what happened because of a player's play.

On the magazine ballots, the results of which were given last issue, there were a group of questions concerned with voted game results. 18 of the ballots I received had answers to these questions. You will note that there are some trends so that overwhelming opinion in favor/against a single proposition can likely be taken as being true hobby wide. More ballots would, of course, make such a statement more likely.

In the case of a voted win;

if a person said voted wins should not be allowed,

If there is a voted win how many centers must the 'winner' have?

<u>Centers</u>	<u>Votes</u>
16	2
15	1
14	4
13	3
12	4
11	0
10	1
9-1	0
0	1
more than any other	1

May any other player have as many (or more) centers that the 'winner'?

yes	3 (2 of those added "if it is a forced win")
no	14

How many centers may be in civil disorder?

<u>Centers</u>	<u>Votes</u>
17	1
16-10	0
9	1
8-7	0
6	3
5	1
4	1
3	8
2-1	0
any #	2

What # of centers, if any, may be controlled by opponents to the voted win?

<u>Centers</u>	<u>Votes</u>
18	1
17	1
16	1
15-13	0
12	1
11	0
10	3
9	1
8	1
7	2
2-1	0
0	3

Less than any player voting for a win but total less than 6.

If there is a voted draw;

How many centers may be in CD?

Any	3
32!	1
9	2
6	1
5	1
4	1
3	9

1975 S the Fallof 1904

Austria, Allen/7/(see 1973FW), owns; bud, gre, ser, vic, bul, rum, con, MUN 8-7+1
A CON H, F AEG H, a smy-SYR, A BOM-mun, A MUN-kiel, A RUM H, A VIE-boh
England, Tresco/7/owns; lon, lvp, ~~///~~, bol, hol, kiel, ~~///~~, DEN, PAR, BRE 8-7+1 a mun/r/ruhr
F HELGO(S) A RUHR-keil, F BOH(S) a nic-BRE, F WAL-mao, f kiel-DEN, a burg-PAR
France, Mathias/3, ish/owns; ~~///~~, ~~///~~, port, ~~///~~ 1-3-2
F WES-spa sc, A GAS-bre, f mac-MAO
Italy, Foster/6/owns; ven, rom, nap, tun, tri, mar, SPA 7-6+1
F LYON(S) a pied-MAR, A SPA(%) a pied-MAR, f tyrr-TUN, a tyo-PIED, F NAF-mao
Russia, Weeks.9. owns; nwy, sev, mos, war, stp, swe, ber, ~~///~~, ank, EDI, SMY 10-9+1
A SIL(S) Aus A BOH-mun, A PRU(S) A BER, A BER(S) AUS A MUN-kiel, f den-NTH,
f ath-EDIN, A SEV H, a nwy-SWE, f bla-ARM, a arm-SMY
Turkey, CD/0, ish/owns; ~~///~~ out
the Deadline for the Winter of 1904 is by 4PM on Tuesday November 25, 1975

1975CF the Winter of 1903

Austria, Kador EVEN/5/A TRI, A RUM A UKR, F ADR, A VIE
England, Brenner EVEN/4/ F NWY, F FIN, A LVP, F DEN
France, Rowland F MAR/7/A WAL, A YORK, A PIED, F LON, F TUN, F IRI
Germany, Weitz EVEN/7/ A WAR, A GAL, A TYO, A SIL, A SWE, A BEL, F NTH
Italy, Thompson A ROM/3/F NAP, A VEN
Russia, Meyers EVEN/2/A MOS, A STP
Turkey, Michal F SMY/6/A SEV, A BUL, F GRE, F BLA, F AEG
the Deadline for the Spring of 1904 is by 4PM on Tuesday December 2, 1975

1975 CG the Spring of 1903

Austria, Bowman/3/A SER(S) a vic-BUD, A TRI-ven
England, Sergeant/5/F BAR(S) A NWY H, F NTH(C) a lon-HOL, f den-HELGO
France, Rittle/6/APIC(S) A BURG, A BEL(S) Eng a lon-HOL, A BURG(S) A BEL, A PIED(S)
aus A TRI-ven, f naf-TUN, F WES-tyrr
Germany, Stephens/3/ A hol(%) Fre A BEL/nsc/d..../, f helgo-KIEL, a ruh-MUN
Italy, Leahy/6/F NAP(S) f rom-TYRR, A TYO(S) AVEN H, F GRE H, a mun-BOH
Russia, Spiegel/6/ A MOS(S) a rum-sev/d..../, a war-GAL, a bud-vie/d+A/, A STP-nwy,
F SWE(%) GER a nwy-den/nsu, imp/, a nwy h/nsu/
Turkey, Mix/5/F BLA(S)+A BUL(S) a sev-RUM, faeg-ION, a ank-ARM
the Deadline for the Fall of 1903 is by 4PM on Tuesday December 2, 1975

I have two votes to include this game in the 1975-76 Postal Diplomacy Tournament. This would cost \$1/player and would go toward prizes in an elimination event. Everyone please vote if you would like this game included or not. Votes due with the fall moves.

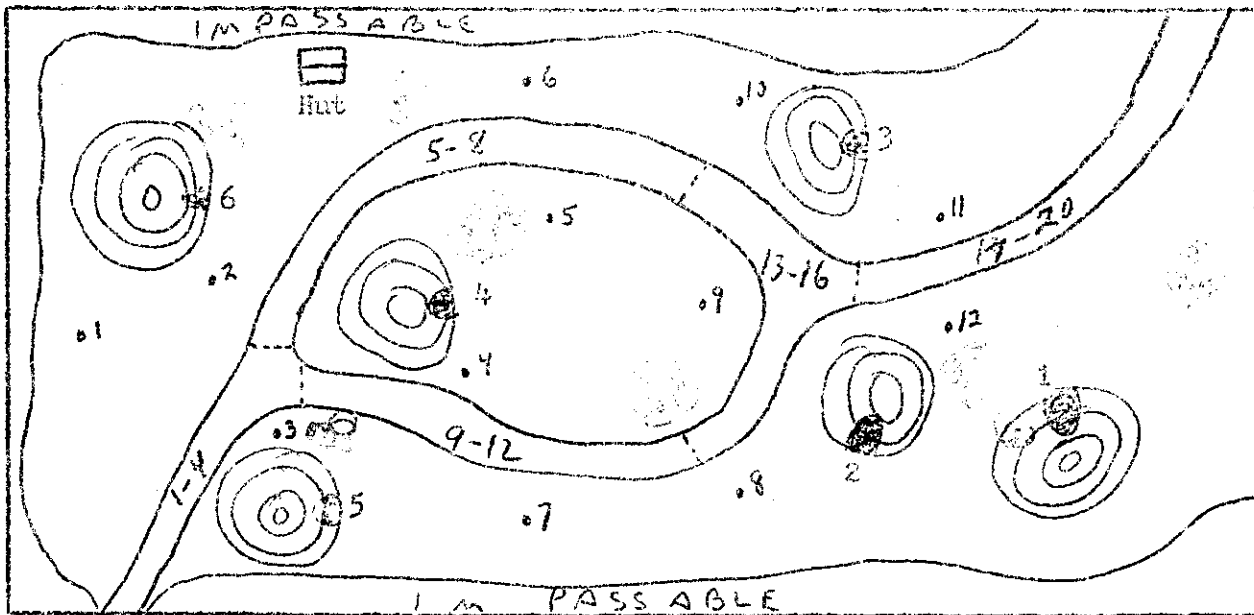
1975GR GM Rich Swies the Spring of 1902

Austria, Clapper/4/A TYO(%) a bud/impossable/, A SER(S) f tri/ordered to move/, f tri-ALB,
a bud-TRI //note; a support order MUST include the piece piece being supported
AND the destination of the piece if it is a support for a move. Otherwise
the order is read as a support for a piece in PLACE.
England, deLeWchenette/4/ f nwg-BAR, F NTH-helgo, a nwy-STP, F LON-nth
France, Brenda Stephens/5/F BEL(S) f bre-ECH, a gas-BRE, a spa-PORT, a mar-BURG
Germany, Meyer/5/A RUHR(S) A HOL H, A MUN-kiel, F DEN-nth, F KIEL-helgo
Italy, Matous/4/A VEN-tyo, A APU-ven, F TUN H, f nap-TYRR
Russia, Tillitson/6/F RUM(S) f sev-BLA, f both-SWE, a swe-FIN, a ukr-SEV, a war-GAL
Turkey, Gilmer/4/ A GRE(S) f con-BULSC, a ank-ARM, a smy-CON
the Deadline for the Fall of 1902 is by 4PM on MONDAY December 1, 1975

Do you want this game included in the 1975-76 postal Diplomacy Tournament? This would cost you \$1 each--send no money now--just vote with the Fall moves.

Mordor

Quantity	Type	Strength	Armor	To Hit	To Kill	Reicada	Range	Move	Special	Morale
12	Orc Archers	2	1	5	1	12	18"	6-12-18		8
24	Orcs	2	1	5	1	--	--	6-12-18		8
4	Trolls Hammers	4	2	7	3cum	---	6"	8-16-24		7
3	Trolls Axes	5	2	7	4cum	---	---	9-18-27		6
1	Oliphant	6	3	6	3cum	---	---	8-17-26		8
1	Charmer & Ench.	3	1	4	3cum	---	---	7-14-21		7
1	Fire User	4	1	4	4cum	---	---	7-14-21		6
5	Wolves	3	1	3	1	---	---	7-18-27		7
1	Evil Priest	6	2	5	3cum	---	---	7-14-21	Levitation ST+2 Bless Weapon ST+3 Paralyze ST+2 Bravery ST+2 Fear ST+3 Water Walk ST+3	5



Behind one of the cave doors is a magic hammer. It may be wielded by any warrior except Bishop or his men. Holder gets these bonuses ST+4, Self return ACC +2, Range 12", FLY 18"turn.

In each cave there is a door locked by magic (ST 4). Behind each door is a teleportation tunnel. The Bishop controls these doors and may freely teleport with up to 6 companions at will. Any others will teleport as individuals. A die roll for each figure.

Hydra, Dragon and Wights are known to Bishop but not controlled by him.

Dragon may be placed in any of the 6 caves. He is placed by the Bishop.

The Hydra moves in the river by probability. See the map for location as a function of a throw of a 20 sided die (each turn).

On the board

Quantity	Type	Strength	Hit Dice	Armor	To Kill	Releasds	Range	Move	Special	Morale
----------	------	----------	----------	-------	---------	----------	-------	------	---------	--------

1	Dragon	6	3	7	7cum	1/every other	6"	9-18-27	1"cone fly 18	7
---	--------	---	---	---	------	---------------	----	---------	---------------	---

Will attack Bishop on a throw of 1-4
 Will attack Gondor on a throw of 1-14
 Will attack Mordor on a throw of 1-7
 Will leave cave on a throw of 1-3 (this cast is made each turn till he is out)

1	Hydra	5	1/7 heads	5	7cum each	---	---	H ₂ O 12" land 8"		6
---	-------	---	-----------	---	-----------	-----	-----	---------------------------------	--	---

Will attack ANY within 12". Is located on map by single die roll/turn. 6

6	Wights	5	1-2 kills/hit	5	3cum	---	---	Killed, may rise as wights with a throw of 4-ST (12 sided die)		
---	--------	---	---------------	---	------	-----	-----	--	--	--

Any within 12" will be attacked.

There are 12 wight holes on the board. Judge will cast a 12 sided die for location. Bishop will be told. Every 5th turn Wights will move (all holes interconnected) Bishop will NOT be told of new locations.

1	Bishop	8	3	7	5cum	---	---	8-16-24	Charm & Enchant spells ST+2	2
---	--------	---	---	---	------	-----	-----	---------	-----------------------------	---

Will ally with Gondor on a roll of 1-9 (20 sided die)
 Will ally with Mordor on a roll of 1-7 (20 sided die)
 Will stay in in hut until some figure within 12" of hut.
 If roll fails will stay neutral unless attacked.

6	Ax Men	6	3	8	3cum	---	10"self	7-14-21		4
---	--------	---	---	---	------	-----	---------	---------	--	---

Ax men are with Bishop and will ally as he does.

Teleportation tunnels;

The doors are closed at strength 4. Any humanoid who enters will see a foreign inscription. It is magic and only a spell of reading will decode it.

"Go ye fast, go ye quick!
 In which direction, chance may pick!
 Seven may come, and seven may go
 and eighth may try, but may go below.
 Those in union together may fly,
 These alone could go on high."

Up to 7 figures may teleport. If an eighth tries an 8 sided die is cast. 1-6 marks the tunnel he goes to. A 7 or 8 means he vanishes to unknown places.

If the figures hold hands/touch they will go as a group, if not a 6 sided die will be cast for each of the first 7 figures.

If the # of the cave they are in is cast then they do not move. The doors are closed from inside at a Strength of 1.

Obviously each side in this battle is given only his Order of Battle.

All terms herein are explained in LD 58-62. To review; Strength is on a scale of 1-12. The combat results table appears in LD 58. Hit Dice are the number of dice the figure casts to inflict damage on an enemy. To Kill is the number of hits the figure may take before being killed. Movement is in inches the figure may walk-force march-run. Morale is on a scale of 1-12. 12 is poorest. Armor rating is similar to LD 58. The given in LD 61-62 notes on magic in LD 59.



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