

This is the November 30, 1979 issue of PASSCHENDAELE, a magazine devoted to the play of postal Diplomacy, published by Francois Guerrier, 2210-160 Chapel St., Ottawa, Ont. K1N 8P5. My phone number is 1-613-236-1351. I am the GM for all games played herein, including 1976A, 1976GZ, 1977AB, 1977AT, 1977AZ, 1978Q, 1978R, 1978S, 1979AC, 1979AQ, 1979RY and Friedland.

Diplomacy openings are still open, but at a cost of \$2.00 per position. This trash per se is available for 33¢/issue -2¢/page when under 10 pages +1¢/page when over 12 pages; following popular demand, a summary of everyone's financial situation can be found at the back of their respective issues. Cheques should be made payable to Francois Guerrier, as I discourage trusting cash to the postal service. Subscribers are invited to take over positions which the original players have discontinued: these "standbys" must maintain their subscriptions for the length of their participation in the game. Should they complete their position that they receive a credit to Passchendaele worth \$1.50. The standby list currently includes: Parry Hickey, Bruce Schneider, Steve Berrigan, Steve Hutton, Mike Carroll, John Lipscomb, Robert Acheson, Steve Colombo, Blair Cusack, Jan Jensen, and Franco Cauz. Oops, forgot Eric Kirchner too.

The reputed player game has been scrubbed, and the prize game is well on the way to meet the same fate. The new regular Diplomacy opening, Gaugameles, has one person registered: Robert Acheson. This is as of November 11, which is when I'm typing this part. Also as of November 11, the updated PASSCHENDAELE mailing list is:

1. Robert Acheson, c/o Echo Bay Mines, Port Radium, NWT XOE 0X0.
2. Dennis Agosta, 14 Shadyside Ave., Dumont, NJ07628, USA.
3. K. Arnett, 1500 Waterway Circle, Chesapeake, VA23320, USA.
4. Trevor Baillie, 5610 Garland Pl., Montreal, PQ. H3X 1E4.
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10. Francis Bido, Square Salvador Allende 12, B4200, Ougree, Belgium.
11. Thom Burnett, 341 Baynes, Buffalo, NY14123, USA.
12. Mike Carroll, 172 Bruce St., London, Ont. N6C 1H1.
13. David Carter, 118 Hosham Ave., Willowdale, Ont. M2N 1Z9.
14. Franco Cauz, 209 Silverthorn Ave., Toronto, Ont. M6N 3K2.
15. James Clarke, 1609 Chappell St., Windsor, Ont. N9C 3E5.
16. Steve Colombo, #328-150 Elbridge Dr., Kitchener, Ont. N2N 1T7.
17. Greg Costikyan, 1675 York Ave., New-York, NY10028, USA.
18. Raymond Couture, 2011 Hogan, Montreal, Quebec. H2K 2S8.
19. Blair Cusack, 1620-42nd St SWy Calgary, Alta. T3C 1Z5.
20. Larry Fong, PO Box 11090, Oakland, CA94611, USA.
21. Shelley Foster, 6537-180 St., Edmonton, Alta. T5T 2A3.
22. Robert Francis, 11 Forest St., Danvers, Mass01923, USA.
23. Claude Gauthier, ~~1102 Somerset St.~~, Ottawa, Ont. K1Y 3C8. 2150 Marie St. 2100
24. Chris George, RR#2, Elora, Ont. N0R 1S0.
25. Curtis Gibson, A-1, 175 Lexington Ave., NYC, NY10016, USA.
26. John Gross, 143 Holliday Ave., #2, Ottawa, Ont. K1Y 0Y2.
27. Frank Haika, 553 Woodpark Blvd., Calgary, Alta. T2W 3L7.
28. David Hansen, 6312-92 Ave., Edmonton, Alta. T6B 0S5.
29. Roy Henricks, PO Box 34277, Richmond, VA23234, USA.

30. Parry Hiehey, Apt. B, 679A St Clair Ave W, Toronto, Ont. M6G 1A7.
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32. Don Horton, 16 Jordan St., Sacramento, CA95826, USA.
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34. Steve Hutton, 704 Brant St., London, Ont. N3Y 3N1.
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36. Brian Johnston, Pox 529, Huntsville, Ont. POA 1K0.
37. Jerry Jones, 1854 Wagner St., Pasadena, CA91107, USA.
38. Philip Jurgens, 3590 Revelstoke Dr., Ottawa, Ont. K1V 7G1.
39. Ron Kelly, 6038 Richmond Highway #314, Alexandria, VA22303.
40. John Kelley, PO Box 35, Kilekitat, WA98628, USA.
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42. Ron Killen, 501A Princess St., Kingston, Ont. K7L 1C3.
43. Tom Kissner, 1305 Maitland Ave., Ottawa, Ont. K2C 2C4.
44. Eric Kirchner, 9036A McConnell St., Laughlin AFB, TX78840, USA.
45. Omer Klinger, 63 Harrow Rd., Hampstead, Quebec. H3A 3W3.
46. Pierre LaPreche, 7000 Lamont #1, Montreal, Quebec. H4E 2T9.
47. Bill LaPasse, 126 Bay St #24, Trenton, Ont. K8V 1H8.
48. John Leader, 121-19th Ave NE, Calgary, Alta. T2E 1N6.
49. Bruce Linsey, 71 Hudson Terrace Apts., Newburgh, NY12550, USA.
50. Michel Lissard, Ave. de Tervueren, 415, 1150 Bruxelles, Belgium.
51. John Lipscomb, 1201 Osler St., Saskatoon, Saskatchewan. S7N 0P8.
52. Andy Lischett, 3025 N. Davlin Ct., Chicago, IL60618, USA.
53. Dan MacLellan, 56 Ogmoor Cres. SE, Calgary, Alta. (CODE?)
54. Kirk McDougall, 2023 Edward St., Regina, Saskatchewan. S4T 4N3.
55. Steve McLendon, Box 57066, Webster, Texas 77598, USA.
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60. Kent Nielsen, 4404 Britannia, Calgary, Alta. T2S 1J5.
61. Roy Norton, 35 Roslyn Ave., Ottawa, Ont. K1S 4W2.
62. Cecil Nurse, 273 Wellesley St. E #3, Toronto, Ont. M4X 1G2.
63. Glyn Palmer, 1, Derby Rd., Hinckley, Leicestershire, Britain.
64. Robert Paquin, 8885 Mauriac, St. Leonard, Quebec. H1P 2N1.
65. Hugh Polley, 8801-93 St. Rem., Edmonton, Alta. T6C 3T2.
66. Julian Presber, 968 Clifton St., Winnipeg, Manitoba. R3G 2Y3.
67. Roland Prevost, 16 rue Descombes, 76017 Paris, France.
68. Alan Rowland, College Station, PO Box 2173, Easton, PA18042, USA.
69. A. Rubbens, c/o House of Games, 75 West Dr., Bramalea, Ont. L6T 2J6.
70. Nick Russon, 353-2503 Hurontario St., Mississauga, Ont. L5A 2G7.
71. Ben Schilling, #115, 24730 Roosevelt St., Farmington Hills, MI48018.
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73. Michael Smolin, 868 Russet Dr., Sunnyvale, CA94087, USA.
74. Randolph Smyth, #314, 275-3rd St. SE, Medicine Hat, Alta. T1A 0G4.
75. David Steele, 65 Grosvenor St. So., Box #855, Southampton, Ont. N0H 2L0.
76. Alan Turner, #308-51 Alexander St., Toronto, Ont. M4Y 1E3.
77. Dave Weatherhead, 385 Brownale Cres., Richmond Hill, Ont. L4G 3G4.
78. Cal White, 1 Turnberry Ave., Toronto, Ont. M6M 1P6.

If I have 80 subscribers by PASSCHENDAELE/20, I'll be happy, as I intend to cut down on my number of trades/mags. No zine will be really "safe" from the purge except DIPLOMACY WORLD, and I intend to reduce my number of trades/mags to well under 10.

Geographic composition

Americans: 31 (38%, up 7%)

Ontarians: 24 (35.9%, up 14.7%)
 Albertans: 9 (10.1%, down 1.1%)
 Quebecers: 5 (6.0%, down 2.0%)
 Overseas: 4 (3.0%, down 4.0%)

Saskatchewan: 2 (2.1%, up .6%)
 Manitoba: 1 (1.0%, down 5%)
 Nova Scotia: 1 (1.0%)
 North: 1 (1.0%)

Now that this has been taken care of, let's have a couple of
 THE GAMES:

1977AP, Winter 1907 only, by player request.

HUM...F StP(nc), A War...WONDER WHAT THAT MEANS?

France (Barry Hickey): Even. Has A Pur, A Bel, A Pic, A Pie, F Lyo,
 F Wes.

Germany (Jan Jensen): Removes A Ruh. Has F Den, A Hol, A Kle.

Italy (Rob Acheson): Removes A Tus. Has A Tyo, A Ven, F Atr, F Tyn.

Russia (Trevor Baillie): Builds F StP(nc), A War. Has F StP(nc), A War,
 F Wal, F Nth, F Hel, A Swe, A Mun, F Sev, A Cal, A Boh, A Bud,
 A Vie, A Ber.

Turkey (Dan MacLellan): Builds A Ank; Has A Ank, A Tri, A Ser, A Smy,
 F Ion, F Aeg, F Con, F Rum.

The deadline for Spring 1908 is January 4, 1980.

1977AT, Winter 1906/Spring 1907. RUSSIA GRABS HER WINNING CENTERS, SO
 IS LIKELY TO WIN EVEN IF THE CONCESSION FAILS!

There was another error yet: France owns Hol. Thus, Germany has
 six units and must remove one, whereas France only has to remove one.
 But this should have been noticed by everyone, as it's obvious. So we
 go on...

France (Steve Colombo): Removes F Nwg, F Ska. F Ska H, unordered;
 F Mid-Spa(sc); A Mar H; A Pur S A Mar; F Eng S German F Nth-Lon
 (no such order, and cut); A Ruh-Bel; A Hol S German A Den-Kle
 (no such order).

Germany (Chris George): GM removes F Nth. F Nth S Russian F Lon-Eng
 (NO SUCH UNIT); F Hel S Russian A Per-Kle; A Den S Russian
 A Per-Kle; A Poh-Cal; A Tyo S Russian A Sil-Mun; A Ven-Apu;
 A Mun-Boh.

Italy (Jan Jensen): Retreats A Ven-Rom; A Pie-Mar; F Spa(sc) S A Pie-Mar;
 F Lyo S A Pie-Mar; A Rom-Ven.

Russia (David Steele): Builds F StP(nc), F Sev, A War, A Mos;
 F Edl-Cly; F Lon-Eng; F Nwy-Wrg; F StP(nc)-Nwy; F Sev-Pla; F Pla-Con;
 A Swe S F StP(nc)-Nwy; A Per-Kle; A Sil-Mun; A War-Sil; A Mos-War;
 A Ser-Tri; A Gre-Alb; A Bul S F Pla-Con; A Ank S F Pla-Con.

Turkey (Phillip Jurgens): Removes F Aeg; A Con-Ank;
 A Smy S A Con-Ank.

Please note that the Russian A Ank is dislodged and may retreat
 into Arm. Hum...on second thought, correct the headline to say that
 Russia only has 17 centers, but is likely to re-capture Ank.

The deadline for Fall 1907 is January 4, 1980.

Press:

Paris-StP: "You Silver-tongued devil, you!"

Paris-World: I have proposed a vote for the coming season, in which
 Russia would be conceded the game and all others finishing according to
 the number of units held. David has played the best game of us all and
 is, I feel, deserving of the win. Unless Germany (Chris) decides to pre-
 vent the win, the game can last less than 2 more game years. Well Chris?

High Command: Please vote along with your Fall 1907 orders. Note that
 an abstention has the same effects than a no. As things stand right now,

Russia would be first, France second, Germany third, Italy fourth, Turkey fifth, Austria sixth, and England, last.

Eylau (which was mislabelled as Friedland lastish) will from now on be referred to as 1979NY.

Fall 1901. BLITZKRIEG...EVERYWHERE!

Austria (Mike Carroll): A Vie-Tri; F Alb-Gre; A Ser S Russian F Rum.
 England (Bob Francis): A Yor-Nwy; F Nth C A Yor-Nwy; F Eng-Bel.
 France (James Clarke): A Par-Bre; A Mar-Spa; F Mid-Par.
 Germany (Bruce Schneider): F Den-Swe; A Kie-Hol; A Mun-Bar.
 Italy (Steve Hutton): A Ven-Tyo; A Apu-Tun; F Lon C A Apu-Tun.
 Russia (Barry Hickey): A Mos-Sev; F Rum H; A War-Pru; F StP(sc) H.
 Turkey (Bob Acheson): A Bul-Rum; A Con-Ful; F Pla S A Pul-Rum.

1901 SC Chart:

Austria:	Home,	Ser,	Gre.	(5)	Build 2.
England:	Home,	Nwy,	Bel.	(5)	Build 2.
France:	Home,	Spa,	Par.	(5)	Build 2.
Germany:	Home,	Hol,	Swe.	(5)	Build 2.
Italy:	Home,	Tun.		(4)	Build 1.
Russia:	Home,	Rum.		(5)n	Build 1.
Turkey:	Home,	Bul.		(4)	Build 1.

08 It's interesting to see that the West builds 6 and the East only 5. The only neutral center left is Den. Please submit your Winter 1901 orders for January 4, 1982.

Press:

Constant-Moscow: I hope this doesn't necessarily mean war; drop me a line.

Rome-StP: The Italian people applaud the recent action of the Russian Barents Fleet. It will certainly make the British Imperialists think twice before spreading their tyranny to innocent Norway.

Rome-Berlin and London: Cease your senseless attacks on France. Think of what you are destroying: the beautiful cathedrals, the vineyards, the lovely women in the Red Light District... ((They may be chasing them, but I'm sure they're not destroying them...)) What did France ever do to you anyway?

Rome-Anybody Who's Listening: Will Somebody tell the GM that this is Eylau, not Friedland? (I already did, but he might not take my word for it.)

High Command: Dream on...

Munich: Kaiser Wilhelm, sick of German beer, attempted to seize the French wine-making province of Burgundy. The attack was repressed by French forces, but the Army of the Rhine remains undaunted.

Paris to World: The French Government reports smashing Germany's pitiful attempt to invade Burgundy.

The Huns were easily repelled by the forewarned French army.

London-Paris: Very clever plan. It fooled our GM, but it didn't fool me!

High Command: "Pray to God that when your death comes He may give you what you deserve..." (and no more!)

Apologies Dept:

Fail. Sorry for the poor printing quality of recent issues. To correct this, I brought the duplicator to a repairer, where I found out that the repairs on my methanol distribution system wouldn't be completed before November 27...which explains why this issue is

two weeks late.

1979AG, Spring 1903. THE ACTION CENTERS SOUTH OF THE BARREN LINE...
 Austria (Bob Acheson): F Lon-Tyn; A Bud-Gal; A Ser-Tri; A Vie-Tyo;
 A Sil-War.
 England (Bruce Schneider): A Edin ROR (H); A Lon-Ewy; F Nth C A Lon-Nwy;
 F Nwy-Ska; F Swe Rape and Pillage (H); A Mos H.
 France (Steve Berrigan): A Pic H; A Gas H; A Spa-Pie; F Mar S A Spa-Pie;
 F Lyo C A Spa-Pie; F Wes-Mid (ret-Spa, OTB and the GM finally
 finds out he's put his foot in his mouth!)
 Germany (Ray Norton): F Den H; A Kie-Ber; A Har-Pru; A Mun-Boh; A Ruh-Mun.
 Italy (Dan MacLellan): F Naf-Mid; F Tun S F Tyn-Wes; F Tyn-Wes; A Tus H.
 Russia (Ron Kelly): A Ukr S A War (annihilated); A War S German A Ber-Sil
 (no such order, and cut).
 Turkey (John Lipscomb): A Con-Bul; F Aeg feels unloved and unwanted;
 A Ank-Sev; A Sev-Ukr; F Bla C A Ank-Sev; A Rum S A Sev-Ukr.
 The GM proposes a player vote to determine if the Turkish order for
 F Aeg should succeed or not. Remember: an abstention=no.
 The deadline for Fall 1903 is January 4, 1900.

Press:

Rome-Vienna and Constantinople: Gentlemen in order for our alliance to
 be effective, we must communicate more!
 London: Her Majesty's Royal Recruiter publicly apologises for botching
 up the build orders. Despite a public outcry for hanging, the Queen was
 goodhearted and sent him to the Russian front.
 Vienna-Munich: You should keep a careful eye on that sly devil, Berrigan.
 He'll try to sneak in the back door yet. Let me help you in your struggles.

Apologies Dept continued:

2. Sorry for not sending PASSCHENDAELE in envelopes last time...I just
 forgot....what an excuse, eh? (Actually, it's a reason, not an
 excuse...)

Now that all the games have been dealt with but two, I guess I
 really should get rid of the letters...

Francois: The reason I referred to the mean as "the average" is because
 that's the term Mark was using for it. Standard deviation, incidentally
 is NOT an average (though MODE is). Believe me, I'm fully aware of the
 technical meaning of "average", but mean and average are generally ac-
 cepted as synonymous. (Bruce Linsey)

High Command: I knew I would stick my foot in my mouth somehow.

Dear Francois: Here's a response to Bruce Linsey. I stand by ground:
 the median is more easily understood and defined than the mean. Let's
 compare, in each case, using the person's own definition:

Median: The Middle Vote (BERCH)

Mean: The sum of the votes divided by the number of votes (LINSEY)

Clearly, the First is more easily understood. Bruce says that my
 definition "could be interpreted in at least 3 ways." Bruce cleverly
 neglects to mention what those ways are. Well, I say that the typical
 P reader is going to understand exactly what "The middle vote" means and
 will not need such a long-winded choice as Bruce suggests. The only
 possible ambiguity is when there are an even number of votes, and the two
 votes in the middle are not the same. In that case, it would be generally
 understood to be the mid point between the middle votes.

As to which is a "better indicator", this is purely a subjective
 evaluation, and will depend on how the individual person views the data,
 and is not an objective fact, as Bruce would have us believe. He gives
 an example where he feels that the mean is better than the median:

10-9-9-9-4-2-1. Fine. So I'll give a counter-example, where I think
 the median is better than the mean: 10-2-2-2-2-2. The median is 2, but
 not the mean, and I think "2" best describes the rating for that zine.

So much for my rebuttal to Bruce. I now present my counterattack.
First off, since Bruce seems to feel there is some value in mentioning credentials, I have a PhD in chemistry.

Bruce is totally wrong when he says (repeatedly) that the mean is the same as the average. There are many types of means. One is the arithmetic mean, which is what Bruce has actually defined. But, there is also a geometric mean. Thus, the arithmetic mean of 2 and 8 is 5, but the geometric mean is 4. There is a third type of mean, viz, the midpoint between the extremes. Thus, 10-10-10-2 would give a mean of 6 by that definition, an arithmetic mean of 8, and a geometric mean of just under 6.8. There are various other means but I believe I've made my point. All by itself, "mean" is ambiguous because of the different types of means.

Second, the median has other advantages. For a typical size of 10-15 votes, it is quicker and easier to calculate. Further, for the small ones, e.g. 5 votes, it can be determined almost instantaneously.

Finally, fewer errors are likely to occur in computing the median, rather than the average, since there is less computation. This is true only if calculators are not used. (Mark Berch)

High Command: Nice weather outside...

Francois: I disagree with your agreement with the DTRS regulation #10 (not giving a concession to a player with fewer centers than another survivor). By what reasoning can you say that a rating system has a better understanding of each and every game than the individual players of those games? The games belong to the players, not the rating systems, and such a rule does not make the games fairer. Is it fair for a GM to tell the players that their opinions to their game don't matter?

An example of where this rule would be extremely unfair is 1975-X which I recently won by concession.

In 1908 (spring) I owned 11 centers, and Austria owned 12. However, I had 11 units plus "absentee" control of Por & Bre (which theoretically belonged to England, but I'd annihilated his last units and he owned no home centers) plus I had a faithful Russian puppet who I could crush at a moment's notice. Austria had only 10 units because he couldn't leave his home centers long enough to build, and no hope of an ally. Austria--who voted to concede to a "lesser" power--was Eric Verhelten, who is not known for capricious decisions.

I disagree with numbers 7 and 8 also, for the same reasons, and as for number 3, what's wrong with all the players being from the same locale? (Andy Lischant)

High Command: For the subscribers with a short memory, it is recommended that you refer to P#13.

I still agree with the DTRS regulations. Regulation #1, according to me, is valid: if all players are from the same locale, I say it is very unlikely to be postal--indeed, I personally am sure that it will be player face-to-face or by phone in practice. The DTRS rates POSTAL games.

As for rules 7 and 8, I stand by my ground. It is likely that a draw voted before 1904 will result in an irregular game. The same thing will occur if a concession is voted to a power with less than 11 centers. My reasons are simple: I can't see such a thing occurring under "normal" circumstances. I could see this when the players lose interest (when it should be scuttled, not rated), when the GMing is so irregular/gross that the players vote on just about everything to get rid of the game, or when a vote gets very little (or none) participation. In short, I believe that such games are so ridiculous that they randomize results too much to be rated.

As for rule #10, I sympathize with you. But consider the following example.

A GM decides, for a reason or another, to favour a player arbitrarily. He does so consistently and outrageously; the players vote a concession, as all resistance is hopeless. Would you say that the second power (which has been unduly favoured) deserves the win? I wouldn't. Sure, such occurrences are rare, but so is your example. The disadvantage of such a rule is that it would allow you to win anything (should you have continued the game and secured first place eventually) while limiting the number of irregularities in other games.

One last thing: you state that the players own the game repeatedly. While I tend to agree with you, this isn't an objective fact: many, such as Len Lafolka, would disagree!

Moving onto another subject, some of you will have noticed a particularly long deadline this time around. For clarifications, take another look at my houserules, and consider that mail slows down always occur in December and January, due to the Christmas/Eve rushes. Everyone should send his orders at least two weeks prior to the deadline to be sure the orders get in on time. Be warned...

FLASH! Hugh Polley has announced that he will start publishing shortly. The name and the rates of this new zine are yet to be determined.

While on the subject of zines, several people have inquired on the fate of THE PERSHORE and INFIDEL. As far as THE PERSHORE is concerned, I heard that, with school privileges being withdrawn, John is in the process of buying his own facilities. Unfortunately, I haven't got the faintest idea about what happened to INFIDEL, but be aware that a fold is quite possible.

This seems to be as good a place as any to put the most important news of the month:

FRIEDLAND STARTS!!!!!! Send a boardman number, Agostas.

Winter 1900 alignment: ALAN TURNER

Austria: ~~xxxxxxx~~

England: Steven Hutton (ERFTGAI)

France: Barry Nichey (FGRETTA)

Germany: Claude Gauthier (GRTEPIA)

Italy: Thom Burnett (xxxxxxx)

Russia: Kirk D. McDougall (xxxxxxx)

Turkey: Bob Acheson (xxxxxxx)

All addresses can be found at the beginning of the zine, among the mailing list... The deadline for Spring 1901 is January 4, 1980, or, alternatively (if anyone specifically asks), February 1, 1980.

1978S, Spring 1903 corrections: this is the game delayed of the month. There was a major error last month. All orders/adjudications remain the same, except for:

Austria: F Tri S French A Pie-Vie (ret-Afr, OTR); A Pu-Vie; A Gal-War (dislodged, ret-Run, Ret, Ret, OTR); A Run-Ukr.

Russia: A Vie-Gal; A War S A Vie-Gal; A Ukr-Run (ret-Mos, OTR); F Ank-Con; F StP(nc) H.

Another thing--the Italian F Ion may ret-Tun, Apr, Nap, Agg, AdP, OTR. Please submit your orders for January 4, 1980. Sorry for this delay, guys. Special thanks go to Curt Gibson for pointing out the error.

1978R, Winter 1903/Spring 1904. Another screw-up: actually, Turkey has 6 centers and builds 1. You know, the map should've 35 centers, since that's the overall result I always seem to get...

Austria (John Kelley): A Boh-Vie; A Tri S A Boh-Vie; A Ven S A Tri.

1978R continued from page 7.

England (Bob Acheson): F Nth ret-Ska; F Ska-Wwy; F Nrg S F Ska-Wwy; A Ycr H.
France (Trevor Baillie): A Bur H; A Mar H; A Gas S A Mar; F Spa(sc)-Lyo;
F Wes S F Spa(sc)-Lyo.

Germany (Shelley Foster): A Den-Kia; A Hol-Kie; F Nth C A Den-Bel (nso--no such order); A Sil-Boh; A Mun S A Hol-Ruh (no such order).

Italy (Raymond Couture): F Tyn-Rom; F Lyo-Tyn; A Pie-Ven.

Russia (Hugh Polley): Bull's F StP (ambiguous); A Mos; F StP-Bar (no such unit); A Mos H; A War S A Rum-Gal; A Bul S Turkish A Ser-Tri (no such order); A Rum-Gal; F Nwy S F StP-Bar; (no such order) F Swe-Ska; F Aeg C Turkish A Smy-Gre (no such order);

Turkey (James Clarke): Bull's F Con; A Bul S A Ser; A Ser S A Bul; A Smy S F Con; F Con S A Bul; F Ion-Nap; F Gre H.

Note that the Russian F Nwy is dislodged and must retreat-StP(nc), Bar, or OTB. Shelley and Hugh should get photocopies of their orders--if I forget, holler. The deadline for Fall 1904 is January 4, 1980.

Press:

London-Berlin: If there's a Russian fleet built in St.Petes, you'd better go orthodox.

Vienna-Berlin: Feel free to move through Austrian territory if it will help vs. RT.

Many of P's subscribers must have seen descriptions of "blind-diplomacy" games. Here are the rules of what I believe to have been their forefather, from what I read in Electra Glide Blue well over a year ago. The variant is called "The Fog of War" and was originally printed in EGB. However, since then, there has been changes, made to accommodate the realities of a game that has been played since then. It's author is Cecil Nurse. By the way, anyone interested should really write Cecil (address on p. 2) for a standby position...as there seems to be a certain need for them...

The Fog of War.

I. Procedure: Each season, press is the only thing published for all players to see. Instead, each individual player gets his own personal results sent to him, and he must determine his tactics on the basis of this.

(a) Winter-There are various gradations of precision possible in the publishing of Winter results; ranging from nothing to exact center counts, though the exact centers would never be revealed to players other than their present and immediately preceding owners. Winter results will consist of each country receiving a "builds", "removes" or "even" notation in the same season that the results of their fall moves are mailed to them, as an indication of the countries' general health. The players themselves will of course know exactly which centers they have lost or gained, but not necessarily from whom. Winter builds must be sent along with Spring moves and no separations will be allowed, nor, if you think about it, desired. When a country is eliminated, it will receive a "removes" notice in its last year; and an "eliminate" notice the following year. Winners are announced immediately.

(b) Madmen-if madmen are necessary in the game, they will be treated as follows: All players may submit moves for the country and its actual moves will be selected at random from the received sets of orders. Players can make the madman scout, screen, create fake units, etc. if they wish. The only effect of this is that the countries interacting with the madman will receive different information. The person whose moves are selected will not be informed and will not receive the information that player would have received. Builds or removals will be published. Retreats will be made by the GM on an impartial basis.

(c) NMRs-NMRs are not made public, and if standbys are available, they will be solicited discreetly. Since unit positions are not public, it would be difficult to replace players. If a player drops out, an announcement by the

GM will only be made if a new player takes over.

(d) Retreats-Since players do not have full knowledge of the tactical situation, retreating displaced units can be a dilemma. Players submit a single possibility for their retreat, and must send in conditional moves to cover the event of its being retreated into an occupied province and being eliminated. Retreats are considered to take place in separate seasons so are not subject to scouting/screens/fakes until the next spring or fall season. However, if a unit is eliminated, both parties learn the nature of the opposing units. Summer/autumn will be separated out if there is demand or with GM discretion in the event of multiple retreats.

(e) Inter-player cooperation and conditionals-One country can support another country as he wishes, with or without his consent. The supporting unit does not directly discover whether the supported move was successful, or whether a supported unit was displaced, i.e. as he would in the case of the unit being his own. He must scout the province to discover this, or rely on his ally to inform him. Moves may be made conditional on builds or on retreats only if the country performing the retreat or build indicates on his orders that the other country will be informed of the results.

II Notation-the meaning of the moves will be outlined below.

(a) Moves. A Rum-Ukr - a regular move.
A Rum-Ukr (screened) - only moving units can be screened.
A Rum h (scout Ukr) - only non-moving units can scout.
A Rum-Ukr (fake unit) - orders for this form of fake are written as if for a real unit, but the note in brackets must be included if you want to avoid an NSU.
A Rum-Ukr (fake no-unit) - this form of fake can be attached to any real unit.

(b) Results. Players may find their results somewhat cryptic.

ME-Meeting engagement-occurs when scouts, in the form of a scout order or screen or aborted fake, meet each other, revealing nationality only.

SO-Stood off-as it says, your move fails and the province you attempted to enter is empty. Reveals nationality.

Province occupied-your move has failed and the province contains an unit; usually reveals everything about both units.

FS-Fake succeeds-an enemy unit was not present to abort it. A "fake unit" can thus work similarly to an extra scouting mission.

Fake aborted-an enemy unit was present in a province that a fake was meant to take effect in. (see Vc)

III. Scouting and Screening.

Scouts and Screens are constituted of small bodies of mobile forces whose purpose is to discover as much as possible and to foil enemy scouts. When scouts meet opposing scouts or screens, they are "foiled" and are able to report only a "meeting engagement".

(a) Screening - A screen is purely defensive in that it attempts to hide one's troop movements. It can only be used by a moving unit, and is the only type of scouting a moving unit can do. It is non-directional in that scouts from all directions will be foiled. The screen will not detect from which province the opposing scouts originated, but it does distinguish between a meeting engagement in the province it just left vs. the one it is entering. Note that a screen merely foils other scouts; an enemy unit is not hindered by it in any way. Every moving unit can use a screen.

(b) Scouting - A unit may scout only one province at a time. It may scout any adjacent province, not merely ones that it can enter. i.e. a fleet may scout inland, and an army can scout an all-sea province. The unit may only hold, convoy, or support while scouting. Being displaced does not terminate

scouting. Scouting is directional and can only foil scouts which are scouting the same province, or are scouting in the opposite direction. Eg: If Eng F Nwg scouts Nwy and Rus A Nwy scouts Nwg, the scouts will foil each other and receive only meeting engagements. However, Eng F Ska also scouting Nwy will detect the Russian army and its exact orders. One can scout a province with as many scouts as you want. The only stacking restriction is that the presence of one's own unit in that province will abort all scouts. When several things are happening in a single province ie. units moving in and out, scouting will detect them all, but not necessarily unambiguously.

(c) Home Province and Supply Center scouting - All home provinces are assumed to be scouted, but this scouting is unobtrusive. By this is meant that this scouting cannot foil enemy scouts (it is, after all, only a network of concerned citizens), and is foiled by scouts and screens and misled by most fakes (see Va and Vb), but it will detect unscreened enemy units. In terms of results, if Italy scouts Tyrolia, Austria would detect a meeting engagement in Tyo with Italians, but the Italians would detect nothing. They can of course assume that the Austrians detected their scouts. All one's supply centers are assumed to be similarly scouted, but one's home centers cannot be occupied by enemies at any time without your detecting it. Thus Turkish A Con-Ser (fake no-unit) can seize that center without the Austrians finding out until Winter, but Tur A Ser-Bud (fake-no-unit) would be detected immediately.

(d) Scouts and screens are by definition mutually exclusive. However, a unit may always scout one province, or screen itself, if so desired. The interests of diplomacy may suggest times when these abilities would not be used.

IV. Regular Unit Behaviour.

Under this unwieldy title are mentioned some miscellaneous facts regarding the interaction and information-gathering abilities of units.

(a) A unit does not itself detect scouts or fakes. Thus a Unit may move through an area where a fake was set up, or which was scouted by an enemy, and it would not be aware of these things. The same applies when a unit is not moving. Fakes can also be made to seem to be stood off. Thus: A Boh-Mun (Fake Unit) would appear to enemy scouts as a real unit trying to enter Munich and being stood out. This fake would not be aborted by an enemy unit in Munich, whereas A Boh-Mun (Fake Unit) would be.

(b) When a unit is stood out of a province, it will detect whether the province is empty, is occupied, or whether an enemy unit has just moved in against its opposition. If the province is empty, it does not detect the position of the opposing units, but does discover their nationality. If the province is occupied, it will detect the occupying units and its orders, under all conditions. Neither screens nor fakes can alter this result. If an enemy unit has entered, presumably with support, it will detect the orders of the occupying unit, but not the position of the supporting unit(s).

(c) When a unit is attacked, it detects the orders of all attackers and their supports, in general. (see Vb) However, the position, nationality, and number of the defender's supports are not revealed to the attacker, though he can attempt to discover them with scouting and subsidiary attacks. The main exception to the first statement, is that an attacker's unit can conceal its position if 1) the attacker places a "fake no-unit" on his unit 2) the defender's unit is not dislodged 3) the defender's unit is not attacking him. This is of little importance if the unit is holding or conveying, but support can be cut in this situation.

(d) When one unit leaves a province that another unit is just entering, and if the departing unit is not screened, the entering unit will detect the orders of the departing unit, and the departing unit will detect the presence and nationality of the arriving unit, though not its orders ie. where it came from. Thus, in the situation: Eng A Nwy-Fin, Rus A Fin-Swe, the English would detect

the Russian A Fin-Swe, and the Russians would detect the presence of an English unit in Fin. If the Russian unit is screened, however, the English will only be aware that a Russian unit has vacated the province just before them. This is the only situation where screening makes a difference in the interactions of real units.

V. Fakes.

The fake can be a very powerful tool when properly used. There are two types of fake: the "fake unit" and the "fake no-unit". A player can use a certain number of fakes each season, in any combination, based on his size.

1-2 Supply centers: none. 3-7 SCs: one per season. 8-11 SCs: 2 per season. 12-17 SCs: 3 per season.

(a) Fake Units - As is implied in IIA, a fake unit is ordered as if it was a real one. It corresponds to making a show of strength where no strength is present. Thus, it can seem to hold, support, convoy or move, but it may not scout or be screened. It has no effect on the movements of units i.e. it cannot support or convoy a unit, and support cannot be cut by a fake, but to scouts it will seem that a unit is there. Scouts will detect the exact moves that it was ordered to make and the other player will be misinformed accordingly. A fake unit may only be placed in, or move to or from 1) provinces adjacent to home provinces or to any of the faking player's units, with adjacency being adjudged at the beginning of the season only 2) supply centers which are neutral or owned by the faking player. Thus one can seem to guard a center which one owns, but one cannot seem to capture an enemy center, even in the spring.

(b) Fake no-units - This fake can be attached to any unit, and will make it appear to scouts that the province(s) occupied or passed through by the unit are unoccupied. A unit cannot be screened and have a fake no-unit (FNU) attached at the same time, but it may scout if it is not moving. This also has no effect on the movements of units, and because there is a unit present, this unit will behave as it would normally. When a "fake no unit" occupied an enemy supply center, the owner will know nothing of it in the spring or fall, but in the winter, will be aware that he lost it, but would not know to whom. An FNU cannot occupy an enemy ~~home~~ home center at any time without the owner knowing. Note, however, that a home center not owned by its original owner does not count as a home center for these purposes. (See IVc for a description of one effect of FNUs) A support for an attack can also be hidden with an FNU, and would not be dependent on whether the attack succeeded or not. An FNU which leaves or enters a province just as another unit is entering, or leaving, will not be detected at all.

(c) Aborting fakes - A "fake unit" will be aborted by the presence of an enemy unit or enemy owned supply center in the province(s) in which the fake is meant to be. An aborted fake will not detect more about this unit than a scouting order would, but the mere fact of its aborting will distinguish between a screen and a scout. An aborted fake gives only a meeting engagement to the aborting unit if that unit is screened/scouting, and will not be noticed by an unscreened unit. Fake units detect scouting.

A fake no-unit is aborted if the unit it is "covering" is 1) stood out of an empty province 2) displaces an opposing unit 3) or is attacked or displaced, itself. An aborted FNU is not detected; the unit is merely treated as if unscreened. Fake no units detect scouting. Aborting Fakes: A fake aborted by one country will still fool a second country's scouts if the fake is aborted in a different province from the one scouted.

EG: Eng B - B (fake unit) -- Res: Fake aborted by Fench in A

Fre C - A (Screened) -- ME with Eng in A

Ger D scouts A -- ME with Eng; ME with Fre.

EG: Eng A - B (fake unit) -- Res: Fake aborted by French in B.
 Fre C - B (screened) -- ME with Eng in B.
 Ger A scouts A -- Detects Eng A - B.

(e) Fake vs. Fake - The effects of fakes on each other can produce some massive confusion and this is reflected in the following rules.

i. When two opposing fake units attempt to enter the same province, both fakes are aborted; each fakes the other out.

eg. Tur F Ank-Bla (fake unit); Rus F Sev-Bla (fake unit)

Results: Turkey - fake aborted by Rus F Sev-Bla

Russia - fake aborted by Tur F Ank-Bla

ii. When a fake unit attempts to enter a province which is occupied by or is being entered by a fake no-unit, the fake unit player is faked out. The fake no-unit player has the advantage because he has a real unit present.

e.g. Tur F Ank-Bla (fake no-unit); Rus F Sev-Bla (fake unit)

Results: Turkey: move succeeds, meeting engagement with Rus in Bla.

Russia: fake succeeds, detects nothing.

iii. When two fake no-units attempt to enter the same province, both fakes are aborted. This follows from earlier rules.

Editor: This looks hard, but isn't. Try it! Namely, send in your names to Cecil Nurse to get a standby position.

Well, look at that! It does look like my article comes last:

Evaluating Intentions II: the Big Brother/Protégé Aspect.

This is one of the many topics that have received little coverage in the past, for very simple reasons: it is hard to identify, it occurs somewhat rarely in practical situations, and it is hard to quantify indeed.

Therefore, the best approach is to start by defining a few terms. The Winston Canadian Dictionary regards "protégé" as "one who is under the guardianship or care of another". An extended definition will be used here--for the purposes of this article, a protégé will be the party who gets the short end of the deal in a given alliance, due to sheer incompetence or simple numerical inferiority. It was "lucky to get that alliance", and indeed, may have needed it for mere survival. The "Big Brother", on the other hand, will be considered as an antithesis to the concept of protégé--that is, he had the choice between two weaker allies, and chose one for strategic, or even personal reasons.

At this point, it is better to illustrate the concepts by giving a general example. Assume that you are the German player, say, in 1905, and haven't managed to do anything with the Russian player but be on bad terms. You and Russia both have 7 centers while a third party, England, has 9. You have, as so many other Germans at this stage of the game, only one fleet (and Russia is not in better shape in the north) whereas England has eight. War with Russia is inevitable, and one basic assumption to make is that you won't be able to bring more forces on the front than Russia, and vice versa. It should be clear that England retains the balance of power, and that the party in alliance with her will easily crush the opposition.

What then, is the difference between an alliance among equals and this situation? Less obvious (but still a plausible question), what is it between a puppethood relationship and this deal? The answer can be found by exploring basic concepts.

An alliance between equals (or, an alliance where both partners reap equal benefits) is usually reached when the three following elements can be found: the two allies respect each others' competence, they both feel they are equals numerically, and both seem to have equal strategic potentialities. However, in the above situation, strategic potentialities aren't equal--it seems that

obvious that (1) England can blackmail Germany into giving her the lion's share of the spoils and (2) England's naval superiority seems ineluctable. In the end, Germany is bound to be the underdog, assuming, of course, that she can't reach 18 centers before the fatal stab, which is to be expected as England already has the lead center-wise.

However, the situation described is far from being a puppethood relation. Germany is by no means strategically beaten yet; and, unit/center-wise, it is too strong to accept puppethood for the moment.

Note that a lot of other assumptions have been made--for instance, there's no mention of the four remaining powers. For the ends of this illustration, it has been assumed that they will never form a significant threat to anyone, busy as they are at their petty fighting. (Some will assumedly have been already destroyed as well...) Also, England is not firmly allied with either G or R.

Now that the alliance structure has been identified, the last part, and the hardest, is to draw long-term strategic considerations.

As far as initial negotiations are concerned, there are none--remember, the only purpose of the alliance is to crush one common foe: Russia. On the one hand, Germany is by no means interested in conceding first place to England--we're not dealing with a puppethood relationship. On the other hand, England, by negotiating good and hard, is already hinting that she considers Germany to be little more than her left arm. Therefore, no specific agreement has been reached, except perhaps that Russia must be destroyed. Taken to extremes, the agreement may also comprise a naval clause, to Germany's probably disadvantage.

Hence, if we now abstract, the protege should explore options as the alliance operates. It must seek another ally, to be used against the Big Brother. In the example given, this may be a difficult aim to achieve, especially if France was destroyed prior to the assault on Russia; but it is not inconceivable that, in other situations (where other countries would be the main actors considered), it would be an easier objective to attain.

Of course, there is always the possible option of beating the Big Brother to the punch when the circumstances are favorable. In the example given above, it is not at all impossible to prepare for a coup in Russia (once it has been destroyed) and to take a few English centers there...also, the protege might get a lucky break by seeing the Russian player dropout and replaced by a more complacent player--then, it might become possible to slightly move the tables around, ally with Russia, and put England in a more uncomfortable situation...

The Big Brother's job is just the opposite: he must prevent this situation from happening and use realpolitik diplomacy to isolate Germany (in this example) in such a way that it will fall quickly once Russia is under control. If he succeeds, he will be in an excellent position for the win. If not, he will be reduced to little more than a draw at best.

So, the morale of this article, if any, is that the ever-present machiavellian principle "divide to reign" should play a major part in your negotiations, as in the vast majority of situations--which makes this article useless?

This is it...some material has been delayed (such as the 1978R commentaries) as ~~there~~ there wasn't enough space...next time...

Francois.

FINE JIG-A-DOO!

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