

oops...what I meant to say was:

PASSCHENDAELE #6, December 30, 1978.

First off, let's start this ish with a complaint. Nobody (except perhaps Randolph Smyth) noticed an "e" was missing from the word PASSCHENDAELE in last issue's title. Makes me wonder if anyone cares to decipher the zine...

If I were you, I'd read the following info rather carefully. Changes have been made, and they might affect you.

PASSCHENDAELE is a very modest zine that sells for roughly 33¢ a copy (4¢ per page over 30 pages; 2¢ per page under 8 pages), and which is given to all current subscribers every Christmas and every Easter. (So, really, the average price of the zine becomes 30.6¢ per copy...a real bargain.) Gamefees will from now on be a mere \$1.50, which is the lowest gamefee rate of the whole hobby as far as I know...and there are plenty of game openings in this zine.

PASSCHENDAELE is pubbed by François Guenivier, Stanton Residence, Room 603B, University of Ottawa, Ottawa, Ont. K1N 9A7. (Tells: 1-613-231-5400; call only on Mondays, Thursdays, Wednesdays, and Fridays, between 1800 and 1830 EDT. If you're lucky, you might get me on the line...)

The editor pays \$1.50 to standbys who complete their positions. On the other hand, I confiscate the account of all dropouts. All dropouts are also blacklisted from all my games, but may re-sub to the zine if they like.

I also pay \$0.50 per page for "ordinary" articles, \$0.75 per page of humour, and \$1.00 per page for Dip-related articles.

I also grant a \$0.50 prize to the best press-writer of the month. However, I won't pay for press the way I used to any longer. This new system should encourage the writing of good press. Oh yes, I reserve the right to declare that all the press of a given month is shitty and keep the money...but I'll be fair. If a bit of press pleases me, I'll grant the prize.

This pretty much covers the new fiscal policy of this zine. Oh yeah, before I forget, I'll stop penalizing people for 1 NMR. After all, 1 NMR can wreck their position, so I figured it's enough for a "punishment".

Note that all the changes take place on January 1st, 1979.

Headlines.

1. December has been quite a bad month for Diplomacy. Two zines have folded, or are on the point of doing so. The first one, DIPLOMACY WORLD is an American zine and was the greatest centralizing force of the whole hobby. That's a zine I wanted to sub to but somehow never was able to get in touch with its editor, despite my numerous letters to him. The second one, ELECTRA GLIDE BLUE, is a Canadian zine edited by Cal White. This second folding is likely to affect me a lot, since I was playing in 5 games in that zine. I hereby make a vibrant call to all CMA to take over all these games before they become stale.

As a matter of fact, I would be ready to take over some of EGB's games, namely: 1977AT, 1977CK and 1976A. (Of course, I am not playing in these games.) In this line of thought, I am forwarding this issue to all the players in these games, and asking them to send orders, or at least tell me whether they are interested in continuing their respective game in PASSCHENDAELE or not.

Also, Cecil Nurse has written and asked me to take over 1 game in my zine.

My answer is "sure, why not?". (I'm referring to Cecil's WOG OF WAR) Cecil would remain the GM. What da ya say, players?

I am writing all this on the assumption that Cal has really folded. I believe Cecil Nurse when he tells me this is true. If I'm stepping on anybody's toes, let me know soon!

2. A new set of house rules is being sent to every player and GM and pubber who have something to do with me. Of course, they're free...
3. PASSCHENDAELE #4 is a free issue, ie. I pay all its costs. Although I already mentioned it on the front page, I thought I shouldn't let you forget...
4. Before I forget, the deadline for every game in this zine is January 26, 1979.
5. The game openings in this zine comprise: 6 openings in a regular Diplomacy game, 1 opening for 4 Battleship games, 1 opening for 4 Chess games, 7 openings in an all-novice game, 5 openings in an all-GM game, 1 opening in 1 Foreknowledge WW1 variant, 1 opening in a 2 men FEG vs. ATP WW1 variant, 1 opening in a 2 men EFR vs GAT WW1 variant, 2 openings in any combination of a WW1 variant and 7 openings in TRACK II. Note that there no longer is any opening for any wargame in this zine.
6. I just bought a duplicator. That means I'll stop being a parasite for Randolph Smyth, who's duplicator I was using. This also means my costs of operation will go up rather drastically. (I invested over \$200 in the purchase of the duplicator, methanol, and colour paper, of which I was lacking.) But do NOT worry. Despite this rise in costs of operation, the price of the zine will remain what it is. (ie.: roughly 30.6¢ per copy, on the average...)
7. Other sad news: the postage costs for a 1 ounce letter in Canada will increase (again!!!) on April 1, 1979. It will pass from 14¢ to 17¢. But, the price of this zine will remain what it is.
8. I understand that the inflation rate in Canada has been over 9% for the past year, and could be even worst in 1979. But, again, that won't affect the price of PASSCHENDAELE. What da ya want? I can't help myself! I just have to be generous! (pure irony)
9. During the coming year, you guys should expect 9 13 pages ishies, 2 super-ishies, and perhaps 1 7-or-8-or-9 pages ish...
10. Last bad news: the response to my chess problems has been practically nil. I'll cancel it, but will retain the chess column. I don't know what to do with the trivia either, since the response to it has been weak. Let me think about it.
11. New subbers list:
 John Lipecomb, 1201 Ouler St., Saskatoon, Sask. S7N 0T8. (Welcome to PASSCHENDAELE's first Saskatchewan subber.)
 Don Wilman, 98 Sanderling Cres., Lindsay, Ont. K9V 4N2.
 Steve Barrigan, 1208 Albany Dr., Ottawa, Ont. K2C 2C4. (This is another Ottawa resident...triple hurray!!!)
 Pierre LaBrèche Jr., 7000 Lanant #1, Montreal, P. Q. H4E 2T9.
 John Michalski, Rt. 10 Box 526 Q, Moore, Okla 73165, U. S. A.

Bob Beardsley, 17 Moryan Rd., Edison, NJ 08817, US.

12. COAs: Jan M. Jensen, 2370 Moran St., Halifax, NS B3K 4K1.
John Gross, 32 Gordan Rd., Willowdale, Ont. M2P 1M1.

13. Five persons have shown strong interest in an all-GM game: Randolph Smyth, Cal White, Richard Jarvinen, Brian Johnston, and Bob Beardsley. Five more people are needed, as I want 3 standbys in addition to the 7 players.

14. The standby list includes: Ron Killeen*, Jan Jensen, Konrad Baumeister, Bob Acheson, Brian Johnston, Cal White, Frank Naika, John Lipscomb and Ron Kelly.

15. Crecy starts! Here's the alignment:

Austria: Curtis Gibson (ARTIFEG), 176 Lexington Ave., NYC, NY 10016, US.

England: John Lipscomb, 1201 Osler St., Saskatoon, Sask. S7N 0T8.

France: Robert Paquin, 8885 Mauriac, St. Léonard, PQ. H1P 2M4.

Germany: Frank Naika, (GERPATI), 3-922-12th ave., West Linn, OR 97068, US.

Russia: ~~Raymond~~ Raymond Couture (RIAEPGT), 2185 Hogan #4, Montreal, PQ. H2K 2S9.

Italy: Robert Acheson, c/o Echo Bay Mines, Port Radium, NWT. XOE OXO.

Turkey: John Kelley (TRAGIFE), PO Box 216, Klickitat, WA 98628, US.

Have lots of fun, guys. I want to see some funerals.

16. There are openings in a fourth game. Steve Berrigan has signed up. The name of the game will be Dunkerque. Gamefee is only \$1.50.

17. Concerning 1977AZ. Everybody sent orders today. But I'll print the results anyway. Next ish, the results will be pubbed with the other games.

Fall 1902. FCEA vs. RT? BIG GUYS GAIN AT EXPENSE OF SMALL GUYS!!

Austria (Steve Berrigan): A Ven-Tye; A Tri S A Ven-Tye; F Adr S A Tri.

England (David Hensen): F Nth-Ska; F Eng-Nth; F Iri-Nat; A Nwy-Swe (annihilated)

France (Ron Kelly): F Pic-Ere; F Ere-Mid; A Par-Gas; A Por-Spa.

Germany (Randolph Smyth): F Bel H; A Ruh-Mun; A Mun-Sil; A Kle-Den; A Ber S A Mun-Sil.

Russia (Doug Hayward): A StP-Nwy; A Fin S A StP-Nwy; F Swe S A StP-Nwy;

A Sil-Ber (dislodged-retreats to War, Gal, Pru, Boh, or OTB)

A Vie S TURK A Ser-Tri; F Rum-Hla; A Bud H. (unordered).

Turkey (Hal Naus): A Ser-Tri; A Gre H; A Bul-Ser; F Ras S F Con-Aeg. F Con-Aeg.

SC Chart, 1902:

A: tri, ~~ven~~, ven. Remove 1. (2)

E: home, ~~spa~~. Even. (3)

F: home, spa, ~~per~~. Build 1. (5)

G: home, bel, ~~hal~~, den. Build 1. (6)

I: home, (except ven) tun. Even. (3)

R: home, swe, vie, rum, ~~nwy~~, bud. Build 2 or 3, depending on the retreat. (9)

T: home, bul, ser, ~~gre~~. Build 1. (6)

Note that Steve was the standby for Austria when CGS folded. So, he's not responsible for the mess Austria is in.

Standby for Italy is Ron Killeen,

Leonard Hall, Rm 324, Queen's U.,

Kingston, Ont.

Hal Naus has resigned in favour of

Shaun Naus, same address.

18. Trevor Baillie has asked whether I'd take some orphans in my zine. Sure.

19. Dennis Agosta, 14 Shadyside Ave., Dumont, NJ 07628, US. is the new Boardman Number Custodian.

20. SEASON'S GREETINGS.

Let's do the games right away...

AGINCOURT, FALL 1901.

WAR IS DECLARED ON ENGLAND BY FRANCE!

TURKEY JOINS ITALY AGAINST DORMANT AUSTRIA!

Austria (Oded Klinger): NMR anonymous neutral orders, FOI: A Gal-Vie;
A Tri-Vie; F Alb-Gre.
 England (Richard Jarvinen): F Wth C A Edi-Lon (cute, eh?); F Wrg-Nrg; A Edi-Lon.
 France (Robert Asheson): A Mar-Spa; A Bur-Pie; F Eng-Lon.
 Germany (Randolph Smyth): A Ruh-Mun; A Kle-Hol; F Den H.
 Italy (Brian Johnston): A Tye-Vie; A Ven-Tri; F Ion-Tun.
 Russia (Jan M. Jensen): NMR anonymous neutral orders, FOI: A War-War;
 F Rum H; A Sev H; F Rot-Swe.
 Turkey (Hugh H. Polley): A Bul-Ser; A Ank-Con; F Con-Aeg.

Note to Brian Johnston: Please mention the name of the game when you send orders.

Press: none.
 Rome-Paris: Just as a matter of interest, who is the idiot in this game?
 England-France: Creep.
 Paris-London & Berlin: Come on now, I didn't mean to be insulting. I'll even
 condescend to help your two ill-bred, low down countries, even though it goes
 against my better nature.

SC Chart, 1901:

Austria: home, gre. Build 1. (4)
 England: home, nrg. Build 1. (4)
 France: home, spa. Build 1. (4)
 Germany: home, den, hol. Build 2. (5)
 Italy: home, rum. Build 1. (4)
 Russia: home, swe, rum. Build 2. (6)
 Turkey: home, ser. Build 1. (4)

EURO-POMM, SPRING 1901.

RUSSIA MOVES TO FINLAND!!

Austria (Robert Paquin): F Tri-Alb; A Bud-Rum; A Vie-Gal.
 England (Robert Asheson): A Lpl-Xor; F Lon-Wth; F Edi-Nrg.
 France (Trevor Maillie): A Mar-Spa; A Par-Bur; F Bre-Mid.
 Germany (Shelley Foster): A Bar-Kie; F Kie-Hol; A Mun-Bur.
 Italy (Raymond Couture): A Ven-Pie; A Rom-Ven; F Nap-Ion.
 Russia (Hugh H. Polley): A Mos-Ukr; A War-Gal; F Sev-Bla; F StP(sc)-Fin.
 Turkey (John Kelley): A Con-Bul; A Say-Ank; F Ank-Con.

Press: none.

FOREKNOWLEDGE VARIANT #1 (Curt Gibson vs. Francois Cherrier)

Winter 1901.

Germany: build A Kle, A Bar. Has F Hol, A Mun, A Den.
 Russia: build F StP(nc), A War, A Sev. Has A Gal, F Rum, F Swe, A Wrg.
 Turkey: build F Say, F Ank. Has F Con, A Gre, A Bul.
 Austria: builds A Vie. Has A Ser, A Tye, F Adr.
 Tri.
 England: builds F Edi. Has A Hol, F Wth, F Eng.
 France: builds A Par. Has F Spa(sc), A Tus, A Bur.

FOREKNOWLEDGE VARIANT #2. (Curt Gibson vs. Francois Guerrier) Fall 1901.
 R: F Bot-Swe; A War-Sil; A War-Rum; (impossible); F Hla-Sav; A Ukr unordered.
 E: F Nth-Den; F Eng-Bal; A Yon-Lon.
 F: A Par-Bur; F Mid-Spa(sc); A Pis-Tyo.
 T: F Con-Aeg; A Ank-Con; A Bul 3 RUSSIAN A Ukr-Rum. (No such order.)
 .A: F Alb-Gre; A Vle-Gal; A Rum H.
 .G: A Mun-Sil; A Kle-Den; F Hol-Bel.
 .I: A Ven-Tyo; F Ion-Tun; A Tri-Ser.

Press:

Turin: Gen'l Beauregard grants press interview: Hey, Beau, why don't you send your idle army up those Swiss Alps? Gen'l B.: Unhealthy! Recall Em. Tell? T Swiss never miss! But t Pyrelean Alps look like lots of fun. Interview is over.

SC Chart, 1901.

Austria: home, rum, gre. Build 2. (5)
 England: home. Even. (3)
 France: home, spa. Build 1. (4)
 Germany: home, hol. Build 1. (4)
 Italy: home, tun, ser. Build 2. (5)
 Russia: home, swe. Build 1. (5)
 Turkey: home, bul. Build 1. (4)

Five builds in favour of the foreknowledge camp; three for the coalition. It is clear the foreknowledge alliance is gaining ground, mostly because of Curt's error over A Ukr...

New, to the chess games.

SCOTCH CHESS: Curt Gibson (White) vs. Francois Guerrier (Black)

White: P-K4; Black: P-Q4, PxP.

REGULAR CHESS: Oded Klinger (White) vs. Randolph Smyth (Black).

Both do P-K4 on their first turn.

I think we should play chess games a couple at a time. So, I ask Oded and Randolph to send orders for two chess games next time...

We might as well play 2 scotch chess games at the same time too: White (F. Guerrier) vs. Black (C. Gibson). White's move is: P-K4. Curtis, I'll be waiting for orders.

Robert Faquin and I have started playing a game of RUSSIAN CAMPAIGN. He's Germany, I'm Russia. Let's get started...

Soviet alignment:

MOSCOW: Stalin 1-0, Stavka 1-7, 2nd 2-5 ARM, 19th 4-3 INF, 344 workers.
 KIEV: 18th 4-3 INF, 1st 2-7 CAV, 2 workers.
 RIGA: 27th 4-3 INF, 10th 3-5 ARM.
 KALININ: 22nd 5-3 INF. TULA: 21st 4-3 INF
 MINSK: 13th 4-3 INF. LEVINGRAD: 9th 3-5 ARM, 2 workers.
 ODESSA: 2nd 2-7 CAV. KHARKOV: 2 workers. STALINO: 2 workers.
 FINNISH BORDER: 23rd 5-3 INF & 7th 4-3 INF on BS
 BALTIC MILITARY DISTRICT: 8th 5-3 INF (G18); 11th 5-3 INF (H19); 1st 3-5 ARM (I20);
 7th 3-5 ARM (G19).
 WESTERN MILITARY DISTRICT: 3rd 5-3 INF (N22); 4th 3-3 INF (P24); 10th 5-3 INF
 (K20); 5th 2-5 ARM (N23); 8th 3-5 ARM (K21);
 3rd 3-7 CAV (L23); 6th 3-7 CAV (K21).

KIEV MILITARY DISTRICT: 5th 5-3 INF (V25); 6th 5-3 INF (V25); 12th 6-3 INF (W24);
26th 5-3 INF (W24); 3rd 2-3 ARM (T27); 4th 2-5 ARM (V27);
11th 3-5 ARM (H19); 5th 3-7 CAV (W25).
ODESSA MILITARY DISTRICT: 12th 3-5 ARM (DD26); 4th 3-7 CAV (BB25); 9th 5-3 INF (Z25).

German alignment:

BERLIN: Hitler 1-0 (E31).

ARMY GROUP NORTH: 41st 8-7 ARM (H22); 56th 7-7 ARM (G31); 1st 4-4 INF (G21);
2nd 4-4 INF (G21); 10th 3-4 INF (H22); 26th 3-4 INF (H22);
28th 3-4 INF (CC27); 38th 3-4 INF (CC27); HQ NORTH 1-7 (E23).

ARMY GROUP CENTRE: 24th 8-7 ARM (M25); 39th 8-7 ARM (H25); 46th 6-7 ARM (J23);
47th 7-7 ARM (Q25); 57th 6-7 ARM (K24); 5th 4-4 INF (M24);
6th 4-4 INF (M24); 7th 5-4 INF (K24); 8th 4-4 INF (M25);
9th 5-4 INF (K24); 12th 4-4 INF (W25); 13th 3-4 INF (W26);
42nd 3-4 INF (L25); 43rd 5-4 INF (K24); 53rd 4-4 INF (M25);
3rd Italian 3-4 INF (L25); HQ CENTRE 1-7 (P26).

ARMY GROUP SOUTH: 3rd 7-7 ARM (Q26); 14th 7-7 ARM (X27); 48th 6-7 ARM (Y26);
52nd 3-6 PZ-GREN (or, if you prefer, MOT INF) (X27);
49th 5-5 MOUN (U28); 4th 5-4 INF (Q26); 17th 3-4 INF (Q27);
29th 3-4 INF (Q27); 44th 5-4 INF (Q27); 55th 3-4 INF (X27);
HQ SOUTH 1-7 (Z27).

ROMANIAN FORCES: 1st Romanian 3-5 MOUN (T27); 2nd Romanian PZ-GREN 4-6 (BB27);
4th Romanian 3-4 INF (X26); Romanian 2-7 CAV; 11th 4-4 INF (BB27);
30th 4-4 INF (BB27); 54th 3-4 INF (AA26).

FINLANDS: 2nd Finnish 3-4 INF (B11); 4th & 6th & 7th Finnish INFs (B10).
(1st and 6th are 4-3 INFs; 7th is 2-3 INF.)

Map 1241—German Units.

MOVES: 26th ARM-H22; 39th ARM-H22; 46th ARM-J23; 47th ARM-Q25; 57th ARM-M28;
5th INF-M28; 6th INF-M28; 7th INF-K24; 8th INF-E26; 9th INF-E26;
12th INF-W24; 13th INF-W26; 20th INF-N26; 42nd INF-L25; 43rd INF-K24;
53rd INF-M25; 3rd Italian INF-L24; 41st ARM-H21; 56th ARM-G20;
1st INF-Q20; 2nd INF-G20; 10th INF-H21; 26th INF-H21; 28th INF-CC27;
38th INF-CC27; 3rd ARM-Q26; 14th ARM-W26; 48th ARM-X27; 52nd PZ-GREN-X26;
49th MOUN-U27; 4th INF-T25; 17th INF-T25; 29th INF-S26; 44th INF-S26;
55th INF-X26; 1st Romanian MOUN-X25; 2nd Romanian PZ-GREN-BB26;
4th INF (Romanian)-T25; Romanian CAV-T25; 11th INF-BB26; 30th INF-BB26;
54th INF-AA25; 2nd Finnish INF-B11; 4th Finn INF-D10; 6th Finn INF-D10;
7th Finn INF-D10.

ATTACKS:

1. 2nd R PZ-GREN+11th INF+30th INF (BB26) vs. 4th CAV (BB25). Odds: 4-1.
Die roll: 4, results: D1.
2. 54th INF (AA25)+R CAV+4th R INF+R MOUN (Y25) vs. 9th INF. Odds: 5-1.
Die roll: 2, results: DE.
3. 5th INF+57th ARM+PZ-GREN+48th ARM (X26) vs. 5th CAV (W25). Odds: 4-1.
Die roll: 6, results: DS.
4. 14th ARM (W26)+49th MOUN (U27) vs. 4th ARM (V27). Odds: 2-1.
Die roll: 3, results: EK. Russia loses 4th ARM, Germany loses 49th MOUN.
5. 29th INF+44th INF (S26) vs. 3rd ARM (T27). Odds: 2-1.
DIE ROLL: 2, results: AR.
6. 17th INF+4th INF+3rd ARM vs. 11th ARM (U25). Odds: 5-1.
Die roll: 3, results: D1.
7. 47th ARM (Q23)+12th INF+53rd INF (Q24) vs. 4th INF (P24). Odds: 5-1.
Die roll: 2, results: DR and ultimately DE, as there is no retreat possible.
8. 13th INF+20th INF (W24)+5th INF+6th INF+57th ARM (M23) vs. 5th ARM (K23).
Automatic Elimination.
9. Italian 3rd INF+42nd INF (L24)+7th INF+4TH INF+43rd INF (K23) vs. 3rd CAV (L23).
Odds: 7-1, oops, rather, 10-1. Automatic Elimination.

10. 8th INF+24th ARM+39th ARM (H22)+STUKA vs. 3rd INF (W22). Odds: 7-1.
Die roll: 3, result: DE.
11. 46th ARM (J22)+STUKA vs. 5th CAV+8th ARM (K21). Odds: 4-1.
Die roll: 6, result: DS.
12. 10th INF+26th INF+41st ARM (H21) vs. 1st ARM (I20). Odds: 7-1.
Die roll: 2, result: D1.
13. 1st INF+2nd INF+56th ARM (G20) vs. 7th ARM (G19). Odds: 5-1.
Die roll: 5, result: DE.
14. Finn 7th, 4th, and 6th INFs (D10) vs. 9th ARM+2 workers (E10). Odds: 1-1.
Die roll: 2, result: A1; 7th INF is eliminated, the others retreat to B11.

June 1941, German turn:

MOVES: 24th ARM-J21; 39th ARM-J21; 46th ARM-J20; 47th ARM-T26; 57th ARM-M20;
5th INF-M21; 6th INF-M21; 7th INF-J22; 8th INF-L21; 9th INF-J22;
12th INF-Q24; 13th INF-M22; 20th INF-M22; 42nd INF-L22; 43rd INF-J22;
53rd INF-Q22; HQ CENTRE-T26; 41st ARM-I19; 56th ARM-H20; 1st INF-H20;
2nd INF-M20; 10th INF-I19; 26th INF-I19; 28th INF-DD27; 38th INF-DD27;
HQ NORTH-I19; 3rd ARM-U24; 14th ARM-W25; 46th ARM-X25; 52nd PZ-GREN-X25;
4th INF-U24; 17th INF-U24; 29th INF-T26; 44th INF-T26; 55th INF-X25;
HQ SOUTH-CC24; 1st MOIN-Y25; 2nd PZ-GREN (Rumanian)-CC25; 4th R INF-Y25;
11th INF-CC24; 30th INF-CC24; 54th INF-CC24;

ATTACKS:

1. 26th INF+38th INF (DD27)+2nd R PZ-GREN (CC25) vs. 12th ARM (DD26). Odds: 3-1.
Die roll: 6, result: DE.
2. 11th INF+30th INF+54th INF+HQ SOUTH (CC24) vs. 2nd CAV (DD24). Odds: 3-1.
DIE ROLL: 3, result: DE.
3. 55th INF+52nd PZ-GREN+46th ARM (X25) vs. 12th INF+36th INF (W24).
Odds: 1-1. Die roll: 2, result: A1. 55th INF eliminated; the others-Y24.
4. 17th INF+4th INF+3rd ARM (U24)+14th ARM (W25) vs. 5th INF+6th INF (V25).
Odds: 2-1. Die roll: 1, result: A1. 17th INF eliminated, others-T24,
except 14th ARM, which retreats to W26.
5. 29th INF+44th INF+47th INF+HQ CENTRE (T26) vs. 3rd ARM (T27). Odds: 4-1.
Die roll: 5, result: DE.
6. 8th INF+12th INF+46th ARM (J20)+24th ARM+39th ARM (J21) vs. 10th INF (K20).
Odds: 5-1; Die roll: 6, result: DS.
7. 1st INF+2nd INF+56th ARM (H20)+10th INF+26th INF+41st ARM+HQ NORTH (I19).
vs. 11th INF (H19). Odds: 5-1. Die roll: 1, result: EX.
The Soviets lose the 11th INF, Germany, the 10th INF.

May 1941, Soviet turn:

REPLACEMENTS: workers add up to 11 points. Therefore, I can bring on the board
the 8th ARM, the 7th ARM, and the 10th INF. I hereby place the
10th INF+7th ARM on B12; I place the 8th ARM ON B13.

RAIL MOVEMENT: 8th & 13th INFs to STALINO; 16th & 27th INFs to KHARKOV;
6th ARM to L136; 10th INF to B12.

MOVES: 9th ARM-H12; 10th ARM-H12; 2nd ARM-M11; 1st CAV-X13;
5th & 6th INFs-W22; 21st INF-V12; 19th INF-Q10; 22nd INF-N10;
7th & 23rd INFs-D10; 26th & 12th INFs-Y22.

NO ATTACK.

June 1941, Soviet turn:

MOVES: 6th ARM-L118; 7th ARM-Q13; 8th ARM-E12; 10th ARM-E12; 2nd ARM-L11.

That's all for now. Comments are invited from those who know the game.
By the by, the RUSSIAN CAMPAIGN column will shrink in the future, I guarantee
it...

DIPLOMACY "TRACK II"

created by Louis Lussier

published by Pierre LaBrèche

translated by François Guérrier.

Here is a simple but original variant, easy enough to understand but fairly hard to play. All you need to play it is the ordinary Diplomacy board. Also, the variant might be quite interesting in that 44 units are on the board at the start...

I. REASONING.

The variant is based on the following concept:

Put two boards on top of each other; now imagine that a great power from one board could intervene against a power of the second board, and vice versa. Basically, the principle behind TRACK II is that each province is adjacent to its equivalent on the other board. For instance, Silesia on the first board, or Silesia I, would be adjacent to Silesia II; in addition, Silesia I remains adjacent to Prussia, Warsaw, Bohemia, Galicia, Berlin, and Munich.

II. APPLICATION.

Applying this reasoning is very simple. A fleet in BREAST I can move to PICARDY I, GASCONY I, MID ATLANTIC I, ENGLISH CHANNEL I, and BREAST II. However, it can't move to PICARDY II, GASCONY II, MID ATLANTIC II, or ENGLISH CHANNEL II unless it does it in two moves, in two different seasons.

Note that it is possible to convey one army from BREAST I to LONDON II, if there is a fleet in ENGLISH CHANNEL I and ENGLISH CHANNEL II. (A Bre I-Lon II; F Eng I C A Bre I-Lon II; F Eng II C A Bre I-Lon II.) Just as in classical convoys, one army can be moved from one adjacent sea to the other, in this case, ENGLISH CHANNEL I and ENGLISH CHANNEL II.

Also, an unit in RUM I can support an unit in RUM II. Everyone should have understood by now, so it's needless to go on giving tactical explanations.

III. VICTORY CRITERION.

To win, a player must conquer at least 30 centers, of which 15 must be on the same board. (Therefore, a player with 15 centers on one board and 15 centers on the second board hasn't won yet.)

III. OTHER FACTS.

Seven players only are needed to play the variant. For instance, a player plays both RUSSIA I and RUSSIA II.

Builds and removals can be made in any pattern. For instance, if Russia captures 2 centers on board I and 1 centre on board 2, he can build 3 units on the same board, etc.

So, that's basically it! Anybody interested in playing TRACK II?

I'll bet you all think I've forgotten, eh? Well, no. Here it is:

Letters to the Editor:

François: I share the opinions of those all who enjoyed your zine. For line separators I suggest statements as in P41 that refer back: THANKYOUFORYOURARTICLEOURVISITISVERYMUCHAPPRECIATEDEVENIFDISAGREE. It was also nice of you to include the Camp David article for us Yanks. One day, when the Russians bomb Ottawa (and Washington), we'll come to your side. I am not offended by the term "Yankee", but happily accept it as an affectionate tag, mainly because I am a Yankee by ancestry and at heart. (Well, not exactly, my ancestors on mom's side were Redcoats; Canada's allies.) Yours, John Kelley.

Dear François: Thanks for the sample of P#3. I'd prefer each issue 1 color,

and change colors by issue rather than page by page. Politics was mentioned—I like that. I wish Runestone had more like it used to (Quebec, etc.). I'd like to see that one if you have an extra about to be scrapped. We Americans do not prefer short issues. Best, John Michalski. ((Sorry, no back issues on PASSCHENDAYLE #2 are available. The extra demand for them was just too strong.)) François—Get P's #2 & 3 within 2 weeks of each other. Thanks. I have a few words to say, though. About that letter you failed to put the signature on in ish #3, who's the wise guy? ((Konrad Baumeister)) I thought the only problem with your politics article was that the Canadian one was not at all properly introduced. All right, whoever you are out there, I and most of the other Yanks in this zine do care about your politics and I'm a little wounded if you don't care about ours. ((I feel somehow aimed at. Personally, I care about American politics...but many Canadians don't...)) I always thought that we were brother countries, not rivals or any such thing. I have nothing against Canada and don't think whoever wrote that is being fair to his countrymen or the other country (depending on whether he's US or Canadian.) ((He's US))

And now I assail the High Command for their question on how I get centers after 1901. François, I made a goof in my letter by saying the word "attack" instead of "stab". Now consider. What I usually do is join an alliance, since no player is an island. The country I help depends on if my country is presently under attack. I would in such a case go to the aid of anyone else at war with my opponent. I also have a couple trivia questions for all you out there.

1. What is "Kampuchea"? (No peeking in the Almanac.)
2. For the US subbers: who was the first foreign country to salute the Stars and Bars, where, and in what year?
3. For the Canadians: what year did the US invade Canada? Answers next issue.

signed: Jehn Kelley.

HIGH COMMAND: But even then, you might be quite handicapped. For the benefit of all novices, I'd like to say that isolationism, when brought to an absolute degree, will most certainly make you lose all good opportunities, if not the game. Let's say no one attacks you before 1904. (This happens sometimes...) Then you say you don't attack anyone. This way, you'll lose a precious opportunity by not taking centers from a weak neighbour, etc. Then you say you join an alliance. This is contradictory with your first statement. If you join an alliance (in the full meaning of the word), then you'll have to attack/stab your ally's opponent... (Otherwise, you'll only be a neutral, not an ally.)

Dear François, Got Pass yesterday, and I may as well comment on it now.

1. Next time you print a letter from me, at least give my name after you type it up! My letter was devoid of my name last issue.
2. By not liking Canadian politics articles I meant to point out that I think that you ought to consider what all of your subbers think of what you print. Don't just print something for a couple of people and subject the others to what they don't want. As it happens, I don't think that politics of any kind belong in a Diplomacy zine.
3. JANUS charged per issue a certain amount of money, but you charge by the page. While Cal and John were losing money in the event (which is OK, since they did so willingly), you are actually charging us extra for each super-issue you put out, whether we like it or not. My own zine, EGGNOG, also charges by the issue, and not the page, since I feel that you don't rip off as many people that way.
5. Your style seems to be to waste space as much as possible in order to be able to charge for it. Witness the bottom of page one in P#3, and the page 14, which was colossal waste for the reader. That's wasted money, for subbers. The jokes you reprint (I've already heard most of them, and the one one about the drug problem is hanging on the senior room wall here at my school...)

could be lengthened out to the standard length of a line, and not wasting twice as much space the way you have them. Now, would you like to claim that you waste space as a "style" or "policy"?

5. Otherwise, the zine's OK. I like the chess column (even without Morphy), although I have to disagree with you on Jarvinen's request; I think that the entire idea is unwieldy.

6. Have you seen CAL's EGB lately? If I don't hear from him damn soon, I'm cutting off his trade copies. Best, Konrad Baumelster.

HIGH COMMAND: Cuff! Yes, I admit I must be wasting space, but only when I published your letter, which is based on no reality whatsoever. First, I apologize for not writing your name last issue, but this way I got sincere reactions. I am considering what almost all my subbers think of what I print. You're a very minority in this zine, Konrad, as far as the attitudes towards politics. Small articles are concerned. There has been much more favourable comments to these articles than unfavourable comments... And, in addition, I must assume that all the silent subbers are also on my side of the balance... someone who says nothing consents... Therefore, I am not subjecting my subbers to something they don't want. You happen to think that politics has no place in a zine... others think that variants have no place in a zine... others think that chess and wargames have no place in a zine... others think that all zines should be warehouse zines... and I could type on and on for at least 40 pages. A GM has to start a zine, and do it the way he likes it. Then, the other GMs read it, and evaluate it. New subbers do the same when they receive a sample copy. From then on, those who like a certain zine sub to it. Those who don't care about it don't sub to it or don't renew their sub if they have already subbed. That's the reality everywhere in our economy. You made your zine the way you felt a zine should be like; the persons who liked your conception of a zine subbed to it. I intend to do the same thing. As a matter of fact, I think I have already secured a base of people who like the zine, judging from all the sub renewals I've received in November and December, in addition to all the new subbers who have joined the zine precisely after seeing a sample of the zine... To your next argument: you say I charge by the page. This is not entirely true. I only charge by the page for the pages over 10 pages... to cover surplus postage costs and surplus ditto costs, and surplus paper costs. I don't really make a penny of additional profit when I print a 27 pages ish. 7¢ are eaten up by surplus postage; 17¢ by surplus paper costs; \$1.70 (dittoes) divided by 30 copies-ish (roughly) of ditto costs. Add this up, and that gives you 30¢ additional cost per copy; I charge an extra 17¢ for the super ish, so I lose money when I put out large copies. In addition, do you think I print super issues for pleasure, or just to make the subber 17¢ poorer or something? I do not. I said it over and over, before printing my first super ish, while printing it, and after printing it. Not a fly protested, besides you. If nobody wants to have super issues, fine? BUT, SAY SO, MAN!!! After all this discussion, I don't want to see anyone come to me and say I'm ripping off subbers when I publish super issues! How could I? I'm going in the hole by 13¢/copy!!! The average cost of my zine is 30.6¢. If you want me to charge that amount for all my issues, big or small, I'll do. AT THE END OF THE YEAR, THE SUBBER WILL HAVE SPENT JUST AS MUCH ON PASSCHENDAELE. So there's no need to make a fuss on my fiscal policy for absolutely nothing.

It's time that you witness the bottom of page 1 in P#3. I figure I could perhaps squeeze 2 lines there. That represents \$0.000.1, the price of the issue is super-inflated. I really recommend that anyone who figgers he can't "lose" that much money in one month stop subbing to PASSCHENDAELE, and for that matter, leave the hobby. AS FOR PAGE FOURTEEN, I DID NOT CHARGE ANYTHING FOR THAT PAGE. That means, that, again, I've gone in the whole by spending for a ditto and paper. And even if I had charged, the subber would have "lost" a penny. What is there to complain about?? Nobody (except you) has complained about the jokes.

Therefore, I don't see why I should stop publishing them. Konrad, if you have heard them all, it doesn't necessarily incur that everyone else has heard them! As for your comment on the margins, I don't waste twice as much space! Hardly one quarter of the space is "wasted". Per issue, that represents perhaps five or six lines; in terms of subbers money, it represents maybe a penny per issue. Come, come, Konrad, let's not be absurd! Personally, I feel that the way I put them looks nicer, and nobody (except you) as ever contradicted me yet. Why should everything be squeezed in? I prefer to read a zine with moderate blanks rather than finish reading a zine with cocked eyes!!

There's lots of stuff on my files to be printed. This includes bios and articles. The chess column remains to be published...briefly, I'd need a super-issue to cover all the stuff. But it's now 2 o'clock in the morning, and I'll have to go home pretty soon. I can't print a super-ish now. Thus, I have to annul the printing of the chess column, and to delay the printing of the articles. I can type down the bios, though. I also want to jacass on the ms vs. trades debate that has started recently.

On the trivias: I guess that after all, I'll keep them in the zine. That's the third time I'm changing my mind about them. Anyway, Robert, please send me the answers you gave me on the phone, if you will. The trivia won't be cancelled in this zine.

Now, the bios:

Robert Paquin: I've been interested to wargames and history since my youth, but I've been playing postal diplomacy since only 1 year. I have been member of the Montreal's historical simulation games club since only 3 months. But, already, I've secured a position: I will be in charge of the relations with the French in that English club. But my greatest participation was to play the role of the Duke of Wellington in "Wellington's Victory". I am 19 and there's only one more year of studies to do before I become a farmer.

Pierre LaBrèche Jr.: Hello everybody! My name is Pierre LaBrèche Jr. I'm a French Québécois (not Quebecer!) and separatist. I'm almost 18 years old; I study the "Asmus sciences" ((that's how I read the word, anyway...)) in a 3B, big, beautiful, CEGEP. I've been active in postal diplomacy for three years now; I played a few games, and the result is good. Therefore I can say that I'm a good player. I have some difficulties to express myself in English, but I easily read it. By the way, I publish a French zine, LE CAMELION A BINOCULAIRE; if you read French, there is no reason why you wouldn't sub to it...I love Classical Music, Chess, Diplomacy (obviously), girls (particularly the exotic ones), nature, eating, drinking, talking, pic-nicing, orgies, caviar, champagne, hot dogs, French fries, TV, money, and psychology. I also play a bit of saxophone, and I like disco music (don't laugh!), folks music and Cheryl Tiegs poster. I hate Trudeau, marketing, fast life styles, and city "on smoke". (Like Montreal) If you meet me somewhere (I stand 6 feet, have brown hair, brown eyes—you can't make an error), ask me: "are you Pierre LaBrèche Jr. (or Pierre LaBrèche the second)? If it's me, I'm gonna say "yes"; if it isn't, I'm gonna say "no".

That's it for the bios. Pierre would be interested to play chess against anyone in this zine. He feels he can beat anyone...anybody wants to accept the challenge? (C'mon guys...it's only \$1.00 for four games...)

THE MUTUAL SUBS/TRADES DEBATE

There has been quite a bit of discussion going on between Mark L. Berch (editor of DIPLOMACY DIGEST) and Randolph Smyth (publisher of POL. SCI. FILE), concerning the advantages of mutual subs as opposed to trades.

It all started when Mark Berch declared, in a short column of his zine, that trades are unfair to the subbers. He based his point on the hypothetical situation in which a publisher has 30 subbers and 30 traders. If that pubber breaks even, then the subbers are footing the bill for the traders, Mark reasoned.

I tend to agree with (Randolph's) the point that a zine's price is based on the law of supply and demand. When I started publishing, my aim was not to break even. (I even thought I would always be in the hole...) What I was looking for was a price that would be acceptable to the subbers while giving me sufficient incomes to cover at least part of the costs. That's the same thing for every publisher: first, he'll seek to get subbers, and that means he won't be able to overprice his zine; next, he'll try to cover his costs with the zine's income. If he overprices his zine, the subbers will stop subbing to the zine, and the zine will die and be eliminated. Thus, all this brings me to my fundamental point: the subbers pay the zine because it's worth it. If the zine is worth what they're paying for it, how could they be exploited? (Assuming the zine they're subscribing to has lots of trades.)

My second point is that I agree with Randolph when he says that what a publisher does with any copy he may run off (in addition to what is needed to suffice to the subbers' demand) is none of the subbers' business. Assume that I have 10 apples. I sell 9 of them to strangers, and give 1 to my little brother. I don't see how this could be unfair to the strangers, and don't tell me they're footing the bill for my brother! The same thing applies to zines. (Then, I'm not giving the zine to my brother; also, I receive a zine for the zine I "give". These are the only minor exceptions that have no relevance to the discussion.)

(what a comedian!)

My third point is the most important one. (Because I'm its original author.) In fact, the trader also is paying for the zine in the trade arrangement. He's giving something in return for the product I'm giving him: his own zine. Permit me to make another analogy: let's say I have \$10 worth of milk to sell. One person comes to me and buys \$5 worth of milk, and pays me with a \$5 bill. A second person comes to me with \$5 worth of oranges. I happen to want \$5 worth of oranges. So I trade \$5 worth of milk for his \$5 worth of oranges, and we're both happy. In this example, no one has footed the bill for no one. The exact same thing applies to zines. Trading a zine for another one of about equal value presents no problem and is fair to everyone.

The problem might arise when one publisher trades one 40¢ zine for a 15¢ zine. Then there is injustice; but the subber is not affected—the publisher is. It's the publisher of the 40¢ zine that loses money (he loses 15¢), not the subber (who still pays only 40¢ for a zine worth 40¢). If the publisher is too stupid to realize he's being abused by the other pubber, then let him lose the money. He would be good for the publishers in general, and not for the subbers, as Mark originally suggested. But then, publishers are free to do what they want with their zine. If they want to lose money, fine, since they will assume the losses. (Because if they raise the price of the zine to make the subbers pay, the subbers will go away, or at least part of them. To compensate for the new loss of revenue, the price will go up again, assuming the pubber wants to break-even. And we're back to the first point: the zine will die, thanks to the law of supply and demand.)

PUBLISHED ON December 30, 1976.

Another point that could be expressed is that a publisher always puts out many more copies than he really needs; assuming that a given publisher breaks even, then the subbers are footing the bill for these extra copies. Then, rather than put these extra copies on a shelf, where they'll be useless, why not send them to other publishers and get their zines in return? That's what I do. I usually put out 15 extra copies. I send some of these extra copies to traders, and the rest, as sample copies. If I had no trades, I would still put out 15 extra copies, which would all go as sample copies. I assume many other publishers do the same. Then, as has no advantage, since the subber will always be "paying" for these 15 extra copies, no matter how many trades I turn into me or simply stop.

One thing I can say: my subbers don't foot the bill for the trades I've got.

There's enough space to put my (revised) biography. Can't help talking about myself.

Age: too old, but I keep the girls guessing with Oil of Olay.

Occupation: unemployed; parasite. (OK. Student. What's the difference?)

Origins: the junkyard behind my house.

Ambitions: getting a B.A. in Politics so that I can become Trudeau's chauffeur.

Hobbies: booze, disco music, psychedelics, transcendental meditation, girl chasing (I have to; they run away from me!), learning to be unrespectable, teaching others how not to respect me.

Thing I hate the most: typing my biography.

Thing I like the most: typing the last word of my biography.

Favourite expressions: FINE JIG-A-DOO; HEY GUYS, DON'T PUT ME UNDER THE SHOWER AGAIN

Heroes: Charlie Brown, or Linus. (They're both equally my heroes)

Person I dislike the most: Robert Bourassa.

Nickname: Stanley.

What I hope to receive for Christmas: a Tonka truck.

Well, all I have to add is: Merry Christmas and Happy New Year, and I mean it, to every subber of this zine.

Oh yeah...There's something I can put to finish the zine: the continuation to paragraph 11 in the headlines...

New subbers list: (continued)

1. David Hansen, 6312 92 Ave., Edmonton, T6B 0S5.
2. Ron Kelly, 6038 Richmond Highway, Apt. 314, Alexandria, VA 22303.
3. Naus, 1011 Barrett Ave., Chula Vista, CA 92011.

SHANNON

That brings the number of subscribers up to thirty-five. That's nearly 40, which is not bad for a new zine that has been in operation for only 4 months. The fact that the zine is Canadian makes it even better! Thanks, everyone.

CE