Reissue strategy	**Strategy M → P**			**Strategy P → M**		
	MPC	**MC(P)**	**C(MP)**	**PMC**	**PC(M)**	**C(PM)**
Always	DUP	OK	OK	DUP	DUP	OK
Never	OK	ZERO	ZERO	OK	OK	ZERO
Only when ACKed	DUP	OK	ZERO	DUP	OK	ZERO
Only when not ACKed	OK	ZERO	OK	OK	DUP	OK
Client	**Server**					