

WAR BULLETIN

ISSUE NUMBER 13

A postal Diplomacy zine produced by Hartley Patterson of 'Finches', 7 Cambridge Rd, Beaconsfield, Bucks United Kingdom. Tel 04.946.4116. Proofreading by Wendy, duplicating I hope by Fred, refreshment by Coca-Cola (the Newcastle Brown ran out).

Ahead of the Times

In Albion 29 appears a letter from Allan Calhamer, the inventor of Diplomacy. One paragraph is worth reproducing here:

"The major change in the new rulebook will probably be to permit a player to disband a dislodged unit in preference to retreating it. The point of the change, as you have probably guessed, is to enable the postal gamesmaster to get rid of a dislodged unit when a retreat order is not received."

Which is what WB is doing now...or at least units which received no o movement orders are being disbanded if forced to retreat.

'B' game comment

Don Turnbull looks at the situation in Denmark last move:

"This is perhaps the oldest and most thorny problem in the book, due to a poor wording in the rules. In fact the stand-off should not take place, the English F(Swe) should get into Denmark with the German A(Kiel) retreating. BUT this is an interpretation which has been arrived at by GMs over the years (with the complete agreement of Calhamer, incidentally, who said that's what he intended), and it isn't strictly speaking in the rules. But it does appear in the examples of play in the rules (Spring 1902) ((Oh dear, does it?))

'Don Miller invented the best rule to cover this and other situations; it has been phrased in various ways, but the best is 'a dislodged force has no effect on the actions of other units on the board'. Virtually every GM uses this interpretation nowadays, although I gather that John Boardman sticks by what he calls the Rulebook Situation. So it seems that you ruled, if not wrongly, then in keeping with a minority interpretation."

Myself I wasn't very happy with that ruling anyway. So as from now WB will be following the majority!

AUTUMN MOVES 'A' (1906)

'B' (1905)

'C' (1903)

'D' Game

There are now six applicants for this game: Ian Maule, Ken Feintuck, Charles Winstone, Martin Davis, Michel Peron and Ken Payne. One more needed! To prevent players from landing the same country every time I propose to introduce a system borrowed from some US zines - please write out the seven countries in order of preference and include this with your game fee.

For those playing in games already there plainly has to be some reduction in game fee for the time the games overlap. To take an example, Ken Payne who is in 'C' game already will receive a refund on postage of 3p per move which will be returned when 'C' game ends.

Can I have the game fees now please, that's 50p except from the subscribers (who can work out their own reduction) and Michel you get a free move for every MOESHOESHOE you send. OK?

With reference to Michel who lives in Belgium postage to Europe is 2¹/₂p providing it's not too heavy - but a normal letter comes within the limits.

The first person to send in 50p is the seventh player!

And more

One rule I'm making now: two players can't be in two DPL games at the same time. Thus no one else from 'A' and 'C' games can be in 'D'. This is to prevent players using say an alliance in one game as a bargaining point in another.

Retreats

Units which received movement orders but no retreat orders are at present being arbitrarily retreated by the GM. This will continue. Will Haven sent a suggested list of priorities for retreating units, starting with 'to the capital', 'to a home supply centre', 'To any supply centre' etc. I shall be using something like this anyway - but players should be aware that the GMs retreats may not be in their best interests!

As of this morning I have received 12 movement orders out of a possible 17. This would suggest that we are about to lose some players -

'A' Game - Autumn 1906

GM Bungles - Due to HM Post T was not informed of Spring move until receipt of WB12. Colin points out that in WB11 he was deprived of a build. This has been restored for this move as it doesn't directly affect the other players.

T: Turkey most certainly does not surrender to the English cur

I: No concessions yet

GB: I could lose to a Turko-Italian alliance but taking everything into consideration such an alliance is so unlikely as to be not worth considering. Therefore I see no point in continuing this game.

GB A StP stand S by BarS. A Pic-Burg. A Belg-Ruhr. F BaltS-Berlin S by A Kiel
A Yorks-Holl C by F NthS. F Spain-Mars. F Port-MAO. F EngChan-IrS. F Gasc stand.

G A Berlin anarchy

T A Con-Bulg. A Ank-Con. F Smy-AegS. A Mosc stands. A Liv-Pruss. A Gal-Sil. A Bud-Gal
A Serb stand. F Tun-WMed. F IonS-TyrS. F AegS-IonS S by F Gre.

AH A Vienna anarchy

I A Trieste-Vie-S by A Tyr. F AdrS-Alb. A Alb-Tri. A Nap stand. A Burg-Gasc S by A Mars

F A Paris anarchy

GM comments: Gallant Austrian Imperial Guard wiped out in suicidal defence of Royal Palace! British marines restore order in Berlin.

GB 14 bases (+ Berlin, Spain) Builds A Lon, A Liv.

T 12 bases, no change (should have been 12 bases in Autumn 1905 also)

I 7 bases (+Vien, -Spain) no change

'B' Game - Autumn 1905

GB Unordered As Nor, Kiel, Lon. Fs HelBt, NthS, EngChan, Brest.

G A Ruhr-Holl. A Ber-Kiel S by A Mun

R A Pruss-Ber S by F BalS. A War's stand.

T F Bulg-Gre S by F AegS. A Rum-Bud S by A Serb. A Con-Sev C by F BlaS.

AH Unordered A Gal, Vien, Bud. F Gre.

I A Tyr-Vien S by A Tri. A Ven-Tri. F Nap-IonS. F MAO-IrS. F Mars-Spain(S).

F Unordered F Pic A Burg.

GM comments: AH eliminated!!! Berlin bunkers fall to Russians!

GB: A Kiel as unordered is eliminated. No build orders.

G: 3 bases (-Berlin, +Holl) no change

R: 4 bases (+Berlin) but no build orders received.

T: 9 bases (+ Bud, Serb, Gre) builds F Smyrna, A Con, A Ank.

AH: Is not only put into anarchy for move missing but eliminated as well!

Sic transit gloria mundi, as the Turkish Sultan was heard to mutter.

I: 9 bases (+ Vien, Tri, Spain) builds ~~A Ven~~, A Rome, F Naples

F: put into anarchy by GM. 1 base left (Paris), F Pic removed by GM.

GM note: I can't build A Ven as Ven already occupied. I know you meant to write A Ven-Tyr on your order John - but you didn't!

'C' Game Autumn 1903

F: An official communique from the Court of Versailles:

Concerning the French invasion of Germany, his Majesty Charlemagne the Handsome, Emperor of France, would like it to be known that the French people are not in any way to blame for this attack. The blame lies squarely upon the shoulders of the Kaiser who has shown himself to be a resolute enemy of France.

France has proof that the Kaiser has encouraged Italy to make war on France and that German secret agents were responsible for the kidnapping of the Dauphin last Autumn. Moreover the Kaiser is presently engaged in war against England, France's ally, a war which the Emperor did everything in his power to avert. The Kaiser has shown how unscrupulous he is by his unwarranted attack on Russia, another ally of France. The Emperor, always the peacemaker, has been reluctant to engage Germany in war but now he realises that German treachery cannot go unabated.

The inevitable victory of the French forces in the field will prove the justice of the French cause. Victory to the French and their gallant British allies!

GM: The Entente Cordiale looks a little shaky this move - see next sheet.

'C' Game moves:

GM & HM again: Due to the same lost postcard that messed up Colin in 'A' Game Charles Burton (C/I) also missed last move, a vital one for him. Looks like he makes up for this now though -

GB: Unordered AFin, Fs Swe, Nor, Yorks

G: F GofB-StP S by A Liv, A Mosc. F NthS-Belg S by F Holl. A Den-Swe.
A Kiel-Ruhr. A Mun-Burg.

R: Unordered A StP, F Sev. Two moves missed so surviving fleet in anarchy.

T: F Smy-AegS F BlaS-Rum S by A Bulg. A Gre-Serb.

I: F WMed-Spain(S). F GofL-Mars S by A Pie. A Ven stands.

AH: Unordered As Vien, Bud, Tri, Rum. F AegS. Two moves missed so surviving units in anarchy.

F: F MAO-WMed S by F Spain(S). A Burg S A Mars. A Mars S F Spain(S).
A Ruhr-Holl S by F Belg.

Retreats: I F WMed-Tun (GM). F A Mars-Gasc (forced).

GM comments: So much for French propaganda! Defeat of Austrian armies leads to Red Revolution and anarchy in Vienna. Capture of Tsar by German forces followed by mutiny of Fleet at Sevastopol. Postal Strike in GB: orders fail to reach troops. Entente Cordiale threatened.

Builds:

GB: 5 bases (+Swe) but no build orders received.

G: 8 bases no change.

R: 1 base no change. Two moves missed so put into anarchy by GM.

T: 7 bases (+Rum, Serb, Bulg) but only 2 builds poss - A Ank, F Con.

AH: 3 bases (- Rum, Serb, Bulg) removes F AegS, A Tyr (GM) Two moves missed so put into anarchy by GM.

I: 5 bases (+Mars) Builds F Naples / F: 5 bases (-Mars) removes F WMed (GM)

** Grand Total of players lost - 2 from 'B' Game (Dave&Sue Rowe and John Duckworth) and 2 from 'C' Game (Phil Watson and Paul Frost). Three of these are I see at Universities and presumably have exams about now - nevertheless to drop out without a word to the GM or other players is a discourtesy to say the least.

** Back issues Of Dave's WBs No1 with the postal rules is still available, as is No.9 in large numbers for some odd reason. 2-8 have just about all gone, 10 and 11 a few left. I don't propose to reprint these unless popular demand builds up. 12 onwards will be overprinted each time so there should be one if you lose your copy. There are also some of Dave's infamous logical maps and a few of Charlie Winstone's small multicoloured ones.

Next deadline is Tuesday June 29th.

Please when order writing ignore the column headings and write as above/below. Units supporting a move should appear on the same line as the move, units supporting a standing unit seperately, conveying As and Fs together. EG:

A Marseilles stands supp by A Burg

A St P supports A Finland

F Sweden - Norway supp by A Finland

A Yorks conveyed to Holland by F N Sea.