

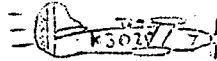
WAR BULLETIN

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ISSUE NUMBER 15

A postal Diplomacy zine produced by Hartley Patterson of "Finches"
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MOVES 'A' (1970BT) AUTUMN 1907
'B' (1970BU) AUTUMN 1906
'C' (1971Y) AUTUMN 1904
'D' (?) SPRING 1901



Deadlines, dead weeks and such

Please note that the next deadline is in three weeks time, Tuesday August 3rd. This is to tie in with my having a 'dead' week while on holiday, so I have to do this to ensure that at least $\frac{1}{2}$ of WB's deadlines fall on my days off. See??

Retreats

Last issue I asked readers to express their opinions on this. Only two have so far done so:

KEN PAYNE I would prefer sending in retreats with the preceding move. In your house-rules you are not very clear as to whether starred items eg general orders and long distance calls are to be used or not. ((I thought I was. It says these items 'are not currently used but may be in the future'))

WILL HAVEN I think retreats and builds should be sent in with the previous orders since (i) its quick (ii) its been proven to work smoothly (???) (iii) Its more realistic. A general in charge of a defeated army does not have the time to check the world position before retreating; if it's possible he may be forced to retreat, he will decide in advance where he's going to retreat to. Similarly for builds, eg it takes 3 years to build a dreadnought governments have to anticipate the probable position when considering how to improve their armed forces in advance. (iv) Rod Walker seems to consider it a service to the player concerned to send in retreats later. I consider it a service to the six other players to send in retreats beforehand - I think its a bit much to have players in doubt as to the position of other's armies.

((Will went on to say that he prefers fast moves to the slower rate of say Courier. As far as I can see WB moves are faster than average, most zines are on a three week or monthly schedule with

builds/removals often taken separately and sometimes retreats as well. If you find WB games too hectic (!) then I suggest you try Courier))

'Dave Berg said he was thinking of expanding the mag: postal Go he mentioned. I have recently lashed out on Tirreme and Tac 14, and shall probably buy more, and I know you are interested in such games. Since there is no concealment they could easily be played through WB. ((Why bother? Two-man games are best played between the two concerned without the intervention of a GM. However multi-commander games is another thing..))

Variant games

Michel Liesnard (Ave Evariste de Meersman 43, Berchem-Ste-Agathe, B-1080 Bruxelles Belgique) intends to start a game of Youngstown Variant. This has the same rules as normal Diplomacy but an expanded board, including all of Asia and more of Africa. There are 10 players, the normal seven plus India, China and Japan. It is in fact the first variant WB was intending to offer. If you're interested please contact Michel at the above adress; he hopes to start end August/early September.

And in answer to requests I can't start variant games until I have rules for them, and I've no idea what happened to Colin Hemming's variant. I shall be up in Manchester next weekend to ask him!

PS Can I play please Michel?

Expansion

Further on Will's letter, it would be interesting to know how much interest there is. Printing out rules for variant games for instance is going to take some time and trouble, and there's no point in doing so if there aren't enough players!

Will those interested please let me know. Would you like (i) same rules, altered board as in Youngstown Variant, (ii) same rules, different board (eg Ancient Greece; Ancient Britain, Outer Space, Middle-Earth) (iii) different rules, same board (Economic Diplomacy etc)or other games entirely. Do you want WB expanded at all?

Late Post

COLIN HEMMING In response to your public enquiry in WB, Diplomyopia (thanks to Andy Davidson for the name) is due to start as soon as we have a seventh player, so pretty soon I hope I shall be writing to demand money from you. All the supplementary rules are thought out (I think), but I haven't got round to writing them out yet: a lot of them could well be open to discussion anyway.
((Thanks for information, Colin))

CHARLES BURTON I am interested in joining the list for Game 'E'...

Ken Payne's participation in Game D is interesting with regard to your new rule (WB 13) that no player could be in 2 games at once. ((Not so. I ruled that no 2 players could be in 2 games together, to prevent trading of favours between games))

ROD WALKER Your new game is 1971BU. BU was the last number assigned in the 1970 sequence (also to you), and we have reached it this year barely past mid-year, which should indicate something about having a bumper crop.

...The Youngstown Variant is a game for 10 players, adding China, India and Japan as great powers. The board includes Asia and the rest of North Africa. In addition, units may pass directly from the Atlantic to the Pacific (and vice-versa) and around the tip of Africa. England has a centre in Malaya, France has one in Indo-China, Italy has one in Somalialand, Turkey has one in Bagdad, and Russia has two in Siberia. Germany and Austria each have one new centre at home (Posen & Cluj). The three Asian powers have only three centres to start with, but their positions are more isolated.

On rating systems. My own system is the only one which appears regularly. Also occasionally seen is the Calhamer Point Count, suggested by Our Founder and run by John McCallum of Serendip. It is much more simple: a point is awarded for winning, fractions of a point in the event of a tie or draw, and that's it.

We are looking forward to a revival of the McCallum System, which is also simple. A given player in a given game gives a point to every player who does better than he does, while he gains a point from every player who does worse. Thus going from the first eliminated to the winner, the points given are: -6, -4, -2, 0, +2, +4, +6.

...Of the 226 games noted in my system, probably 30% were never actually completed, but were abandoned by their GMs.

Bureaucracy Dept

Which is to say that we can't have rating systems without someone keeping files and records...

For regular Diplomacy games Rod Walker allots a 'Boardman number', which gives the year the game started and an approx. order.

For variant games like Colin's and Michel's Don Miller gives a 'Miller number' which is similar to the regular system but also includes a code letter referring to the type of variant.

WB is now a member of the NFFFCBDD. NFFFC is the National Fantasy Fan Federation, an SF organisation which was intended to be a national American SF club. In fact it has been plagued by internal trouble and is nowadays ignored by fandom. It has several entirely independent branches however, including a Tape Bureau and the Games Bureau. The Diplomacy Division of this latter is an association of GMs. Rod Walker heads it, with Walt Buchanan as Archives Director. Your editor finds himself in the position of UK Data Director, which may eventually mean passing games details on to the relevant persons across the water, though at the moment with only 3 zines this isn't needed. Nevertheless in future all communications should be addressed to 'Mr. Director'.....see?

'E' Game

Will Haven, Charles Burton, so far, presuming 'C' game finishes by then.

Apologies for Absence

Michel Feron has gone to the International SF Film Festival in Trieste (your GM will be there next year) and so apologises for his lack of Diplomacy. He hopes to be back in time for the next move.

'A' Game (1970BT) Autumn 1907

GM: Both GB and T wrote in to point out a large size bungle by me in Southern France last move. Oddly enough my map shows the correct position; it seems I forgot to underline certain moves as failed. Referring to WB 14, the moves GB F Pic-Bur & F Spa-Mar and I A Mar-Gas S by A Bur all fail. Sorry about that. If anyone in other games spots such a blunder I hope they will immediately point it out. You are advised to check moves carefully against previous positions - the GM is not infallible!

Charlie Winstone has now conceded defeat so with only 2 players left (they receive the Duke of Plaza-Toro's medal for perseverance in the face of adversity) A Game is now ended. The last moves were:

GB: F Bar S A StP. F Ber-Bal. A Kie-Ber. A Bel-Bur S by A Pic & A Ruh.
F Spa(S)-Mar. A NAF-Tun. F MAO-Wes. F Gas, Iri, Nth A Mun all stand.
 T: F Wes stand. F Ion-Tun S by F Tyr. F Gre-Ion S by F Nap. A Rum-Bud S by A Ser
 & A Gal. A Bul-Rum. A Boh-Sil. A Lvn-Pru. A Mos-StP.
 I: As Bur, Mar, Tri, Rom, Vie, Tri, F Adr stand unordered.
 F: A Par anarchy.

Retreats: None. A Bur is eliminated.

GB: 15 Bases: 3 Eng, 3 Ger, 3 Scan, StP, Spa, Por, Bel, Hol, Bre. Builds A Lon.
 T: 12 Bases: 3 Tur, Mos, War, Sev, Gre, Bul, Rum, Ser, Tun, Nap. No change.

In my opinion GB will soon gain a majority of units on the board. Unless Turkey objects I declare this game ended. And may God bless all who sank in her!

'B' Game (1970BU) Autumn 1906

GM: Another bungle - the English fleet which featured in the Denmark standoff (see correspondence WBs 13,14) was omitted from the list of unordered units. It makes a dramatic reappearance this move, just in time to prevent a Russian takeover!

GB: Fs Swe, Hel, Nth, Eng, Bre. As Nor, Lon all in anarchy.
 G: A Bel stand. A Ber-Sil. A Kie-Ber.
 R: A Pru-Swe C by F Bal. A Mos-Sev.
 T: F Ion-Tun. F Gre-Ion S by Eas. A Bul-Gre. F Bla-Sev. A Ukr-Gal S by A Bud
 A Rum S A Bud. A Ser-Tri.
 I: A Tyr-Boh. A Tri stand S by A Vie. A Apu, F Lpl stand F MAO-Wes. F Nap-Ion
 S by F Adr
 A Bur anarchy

I: The Italian Fleet thanks the Liverpool barmaids for their hospitality. Owing to the more than adequate supplies of Guinness the fleet has prolonged it's stay for a further six months. Next port of call, Edinburgh!

GB: 6 bases: Bre, Lon, Edi, , Den, Nor, Swe. Removes F Swe (GM!)
 G: 5 bases: 3 Ger, Hol, Bel. Builds A Mun, A Kie.
 R: 3 bases: Mos, StP, War. No change.
 T: 10 bases: 3 Tur, 5 Balkans, Tun, Sev. Builds F Con.
 I: 9 bases: 3 Italy, Tri, Vie, Mar, Spa, Por, Lpl. Builds F Rom.
 F: 1 base: Par. No change.

'C' Game (1971Y) Autumn 1904

GM: Wot no bungles....?

F: You may be wondering why a French fleet is attacking London when an Anglo-French alliance is supposedly in operation. You may put it down to the Emperor's unfortunate affliction. After all, you were warned of radical policy shifts.

G: A German Trade Fair held at Helsinki this week produced prodigious demands for frankfurters and sauerkraut. In order to meet this demand we were forced to rush supplies of our produce to Finland in our pocket merchantmen (4-15" guns, as opposed to normal merchantmen which have 6-15" guns), guarded by a complete battalion of Prussians.

'We understand the British are similarly employed in the North, and have had particular success selling teabags to the Lapps.

The pride of the North Sea Fleet, the trireme Salamina, is at present in Belgium. The High Command formally apologises to France for this. The Salamina sprang a leak at sea and the navigator, disgruntled at the way his shares in White Slavery Ltd. on the Antwerp stockmarket were declining, put in there and sold all the crew to recuperate his losses. His prompt action saved the company (in which the Kaiser has a 35% share) and fresh supplies are being rushed from Poland.

GB: F Swe MS A Fin. F Nor S F Swe. F Yor-Nth.
 G: F Hol-Nth S by F Bel. A Ruh S F Bel. A Kie-Mun. A Den-Swe. F GoB-Fin S by A StP
 A Mos S A StP.
 R: F Sev anarchy
 T: Unordered. Fs Eas, Aeg, Bla. As Arm, Rum, Ser.
 AH: As Vie, Bud, Tri in anarchy.
 I: F Wes-Spa(S). A Pie-Mar S by GoL. F Tyr-Ion. A Ven-Tyr.
 F: F Eng-Lon. A Bur-Mun. A Gas-Bur. F Spa(S) MS A Mar.

GB: 4 bases: Lpl, Edn, Nor, Swe. Builds F Edin.
 G: 9 bases: 3 Ger, Hol, Bel, Den, Mos, StP, War. Builds F Ber.
 R: 1 base: Sev. No change.
 T: 7 bases: 3 Tur, 4 Balkans. I owed but no build orders received.
 AH: 3 bases: 3 Austria. No change.
 I: 5 bases: 3 Italy, Tun, Mar. No change.
 F: 5 bases: Bre, Par, Spa, Por, Lon. Gains F Brest.
 GM: Oops! Forgot to mention A Mar and A Fin were surrounded and eliminated.

'D' Game (1971BU) Spring 1901

GB: from Minister for Foreign Affairs, Rt Hon Mr Keir Hardie: Her Majesties Government views with increasing concern the deteriorating political situation now evident on the continent. Already certain powers are taking measures almost equivalent to mobilisation of their armed forces. Is our continent to commit suicide in a terrifying war at the end of which no nation could call itself victor or vanquished, but in which the spiritual and material values created by centuries of civilisation would founder?

Her Majesty's Government, while realising exceptional difficulties make a pacific solution problematic, wish to make a final attempt to preserve the peace of Europe. For this reason the Home Fleet has been ordered to put to sea, where it will act as a buffer between the two alliances, helping to maintain order and stability.

I: Minis r of foreign relations, Pierre la Puff: War is what we need to make France great again.
 R: Official Communiqué from the Winter Palace: The Czar wishes it to be known that the recent movements of his glorious armies are merely training manoeuvres with no hostile intention. If by chance a Russian army ends up in Vienna it will not be due to aggressive inclinations of the Czar but merely to lack of adequate road signs in Eastern Europe.

GB: A Lpl-Yor. F Edi-Nth. F Lon-Eng.
 G: F Kie-Hol. A Mun-Bur. A Ber-Kie.
 R: A War-Gal. A Mos-Ukr. F Sev-Bla. F StP(S)-GoB.
 T: A Con-Bul. A Smy-Con. F Ank-Bla.
 AH: A Bud-Ser. F Tri stand S by A Vie.
 I: A Ven-Tyr. A Rom-Ven. F Nap-Ion.
 F: A Mar-Bur. A Par-Bre. F Bre-MAO.

** That's all for this time folks. Remember: Put code on order sheet so I know what game you're playing in, write orders as they appear in WB, don't forget alternative retreats and builds/removals where appropriate.

** And don't forget deadline Tuesday August 3rd. This mailing will be a day or more likely several late as I have a couple more pages of MVI to compose.