

WAR BULLETIN

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MOVES 'D' (1971BU) AUTUMN 1904
'E' (?) START

A postal diplomacy zine produced by Hartley Patterson of 'Finches' 7 Cambridge Rd Beaconsfield Bucks UK. Tel 04.946.4116. This is Fred's Press 32.

'E' Game roster

With all monies and country lists now in we thank everyone for their prompt replies and announce the start of this game. Rules are as in the Diplomacy Rulebook and the WB House Rules.

ENGLAND: John Piggott, Jesus College, Cambridge.

GERMANY: Charles Burton, 22 Westbourne Grove, Withington, Manchester M20 8JA

RUSSIA: Ian Maule, 59 Windsor Terr, South Gosforth, Newcastle-on-Tyne NE3 17L.

TURKEY: 9 Eskdane Gardens, Lyndhurst Estate, Gateshead, Co Durham NE9 6NS.

AUSTRIA: Will Haven, 23 Teck St, Liverpool L7 8RR.

ITALY: John Parker, Maths Institute, Univ of Warwick, Coventry CV4 7AL.

FRANCE: Michel Liesnard, Ave E. de Meersman 43, Berchem-Ste-Agathe, B-1080, Bruxelles, Belgium.

Note Charles Burton's new college address. Postage to Belgium is 5p.

Standby

Will Haven is now standby player for 'D' game. As you will have noticed, the 'same players in more than one game' thing has faded out....WB will just have to be a bit incestuous with so few players interested.

Letters

On the poll mostly:

JOHN PIGGOTT I'm not too sure about Middle-Earth variants - would these be just using a different map ie in ordinary Diplomacy, rename France the Shire, call Paris Hobbiton and Brest Michel Delving etc, but keeping the same rules for moving etc? Basically I'd guess Middle-Earth would be good for a Midgard type game rather than a DPL variant.

((The only one I've seen, Don Miller's Mordor-vs-the-World, has a number of rule variations, for instance certain spaces eg Minas Tirith are fortified and require an extra unit attacking to dislodge the occupant. There is a Midgard-type Middle-Earth game under construction in America by Hal Broome, a British TS member. It will attempt to set up a simulation to Middle-Earth at the beginning of 'The Hobbit' with a player for every character if possible.))

It would be possible to gain dozens of players by hawking WB & Courier all over the place - however, most of them would get fed up after six moves or so and drop out, spoiling the games for everybody else. Just look at the drop out rate in WB A, B and C games!!

((Hence standby players. It should also be made clear that games often last more than a year and players should be prepared to play for at least that long.))

'What don't I like about WB? The size mainly, which is piddling little and small. What happened to the bumper issues of Dave Berg's day? I seem to remember WB9 was 6pp long or something. Does a DPL zine have to concern itself with diplomacy and/or wargaming only? I say not. I suspect Haven & Co would say yes. But if someone like me wrote something that had little or nothing to do with diplomacy, would you be prepared to print it?

One thing that springs to mind is a Local for WB where you could print inane crap like this.

((There is good precedent for non-wargaming material - Graustark, the oldest DPL zine, gives considerable space to its editor's political interests. I think though that wargaming should take precedence))

WILL HAVEN Well, I think you know my opinions: more games of all types (lends variety to Press Releases - I really enjoy that Belgian wargame; do you think its worth trying to infect people over here into producing similar). I think you know what's wrong with WB - it looks grotty and amateurish.

May I suggest (a) putting the title this time drawn with a ruler, right at the top. (b) Vary the ship with a field gun or tank and place it, drawn with a ruler, and enlarged to max size, at the bottom of the page or in the text: vary it every so often.

Why do you type in two columns? It would be better written straight across as in Midgard. Damn sight easier too, by the look of it.

((2 columns was an inheritance from Dave. I like it, makes it look different at least.))

We must think of something to expand WB, give it more prestige, hence expand player's interest in it, hence further expansion. Catalyst needed. A feud would be a good idea: takes up a lot of paper, interesting as abuse hurled about. But we've already done that in Midgard.

((Will someone send this fellow a copy of Fouler?))

How about reprinting parts from the fanzines you are receiving? Also run off the rules and maps for a few variants then see whose interested (good psychology those who have maps will want to try 'em).

I'd like to try Abstraction, if you're interested. ((No. Go pester Don Turnbull to start another Abstraction game))

((There is a case for reprints from American zines, as so few people here get to see them. What kind of things would you like?))

IAN MAULE As you said, Albion deals with Board-Wargaming quite well, so I think if WB ventured into this field it would be left out in the cold. I think what you should try to do with WB is to make it THE zine for Diplomacy and variants; but first you must improve the general look of the zine. An electrostencilled heading would be the first step on the way to improvement. This should be done BEFORE your advertising campaign. Its no use having hundreds of enquiries from prospective players if all you have to entice them with is a tatty crudsheet.

Compare Courier and WB. If you had to decide between them, which would you choose?

((Improvement in looks will come eventually, when I can cut down the time spent on Midgard. Offers of illos would be gratefully received))

As to advertising campaign I mentioned. Well, flyers in the major British fanzines. How about asking our players who are at University to put up notices in their College?

Almost forgot. The BSFA. Why not try writing to all new members asking them if they would like to play?

((I think I'm getting enough plugs in fandom anyway. Flyers give a small return on investment I have found. Ads in the BSFA Bulletin should be enough. Universities is an idea, though I have the impression that wherever sufficient number of enthusiasts appears they stick to across-the-board play, as at Keele. Perhaps the students among WB readers would care to comment?))

Variants: Yes, I'll play any of them, with the possible exception of Middle-Earth Types. Try and stick with Earth based Dippy variants, at least you can identify yourself with the country you're playing: it also maintains interest in the game if you have some idea what you're fighting about.

Finally, why not try recruiting some of the old players from A, B and C games? ((Certainly not. Those no longer heard from are mostly on my blacklist for dropping out without informing me))

COLIN HEMMING Sincere apologies about and for my sudden and mysterious silence. Weddings and exams tend to take up a lot of time and energy.....

....As for Diplomopia, yes I did throw in the towel: after many weeks, 2 plugs in Albion, 2 in WB, the total response was six people. So there you are: I'm still wildly enthusiastic about the game either as player or GM so if you can whip up any more support I'd be more than delighted.

Expansion depends on the format envisaged for further WB's. Certainly its single-sheet format, half of which is taken up with gamesnews doesn't give much scope: how about the Courier/Albion idea, ie continue the present WB with a big bumper edition now and again, allowing the editor in the probable absence of anyone else a good bit of scope for some good provocative article.

How about reprints of record reviews from Frienzi (ie print what the hell you like), or write to people you know and ask them to write something specific, its certainly not going to be less effective at getting a response than a 'please write something'.

Love to Fred, and apologies for my long absence.

MICHEL LIESNARD ((Translated from the French!)) I think that WB shouldn't be limited to Diplomacy; without invading Albion's territory there are a number of games which can be played postally once postal rules and coordinates have been defined.

As you may guess all variants are of interest to me, and I would be ready to play Imperialism IX. But not Diplomyopia, as I am cautious by nature and like to know exactly what's going on before participating in something fundamentally different. Diplomyopia is in my opinion a long way removed from Diplomacy as it excludes almost entirely alliances between widely seperated players, as there is no means of finding out what one's ally is up to.

I don't like 2 columns of text. ((This looks like a unanimous vote!))

KEVIN FEINTUCK I actually like WB the way it is with just Diplomacy but I would like to see it expanding into variants if there is enough demand and if you are prepared to do them.

As for spreading the gospel according to Calhamer via the channels of WB there is a journal called the "Liverpool Free Press" which comes out monthly and has the main purpose of attacking the city council, city police force etc. However I think there is a small ads column that is free, if you like I could get an ad for WB into the next issue. ((I had thought of ads in the underground press myself, trouble is heads are changeable and in my experience unlikely to last the length of a Dippy game before acquiring new interests and dropping out.))

May I suggest that the slightly longer interval between games be kept. ((What's this - a break in the ranks of Liverpool Wargamers!))

MARTIN DAVIS I don't know what other kinds of postal games exist - maybe you could enlighten me in the next issue. ((Apart from all the Dippy variants, most of the board wargames are played by post; I mean the American Avalon-Hill and S&T games. S&T's Stategy I is intended for more than two players))

I really don't want to play a Dippy variant set in Middle Earth, to me a blasphemous conception, ego-tripping in Eden. I would quite fancy a historical setting like Imperialism IX or Feudalism II. I've no complaints at all about the way you run WB only admiration. The only way I can see of expanding is to circularise. I latched onto WB after your Midgard circular in Mallorn ((the Tolkien Soc journal)). Couldn't we/you circularise a few things like Minature Warfare and other wargaming zines ((I'm told MW is hostile to board wargaming. Any other ideas?))

And So....

From the above it would seem that Colin Hemming is still willing to GM a game of MYOPIA. I will start a game of Imperialism IX, the Classical Greek variant, as soon as I can get rules and map off Rod Walker and copied. I will gladly consider other variants if I can get hold of them.

'F' Game (regular): Martin Davis, Michel Feron, Colin Hemming.

International regular: John Piggott (GB), Tedd Trimbath (USA), Nick Shears (SAfrica)

Imperialism IX: Martin Davis, Ian Maule, Will Haven, Michel Liesnard.

Standby players: Will Haven, Martin Davis, Colin Hemming.

Money Those in 'D' and 'E' games get WB until these end. New games will require a sub to WB for game duration + a small game fee (25p for regular British games). Standby players pay no game fee but must still sub. This you will observe makes playing more than one game a lot cheaper in proportion.

'D' Game (1971BU) Autumn 1904

GB: The recent Fenian bomb outrage in which the entire Royal Family was blown to pieces at Balmoral has presented the British people with a constitutional crisis of the first magnitude. Until the 83rd person in line to the throne can be traced, provided he is not a representative of the ruling house of one of those nations with which Britain is at present at war, the Prime Minister has kindly agreed to act as regent.

T: The Emperor is not amused by the recent lack of French propaganda.

GB: F Cly-Nat. F Nth-Lon. F Pic-Bel. F StP stand S by A Mos. A Bur-Gas. F Por-Spa(S).
 G: A Mun-Sil. F Kie-Hol. A Ber-Kie. F Den stand.
 R: F Sev, A Rum, A Gal, A Lvn, F Bal, F Bar all unordered (?)
 T: A Bul-Rum S by A Ser & F Bla. A Gre-Bul. F Alb-Gre. F Aeg stand.
 I: F Tri S F Adr. A Vie-Bud. A Ven-Tun C by F Adr & F Ion. A Ruh-Bur. F Tyr-Wes
 F: A Spa-Mar. A Bre-Pic. A Par S A Bre-Pic. F Eng-Lon.

Oops! Missed the following:

F: We are still not amused.

Retreats: R/A Rum-Ukr (forced)

GB: (Davis) 8 bases: 3 Eng, Nor, Bel, StP, Mos, Spa. Builds A Lpl.
 G: (Feron) 4 bases: Kie, Den, Swe, Hol. No change.
 R: (Brine?) 3 bases: War, Sev, Ber. Removes F Bal and F Bar (GM) and A Ukr (!)
 T: (Piggott) 7 bases: 3 Tur, 4 Balkans. Builds A Con.
 I: (Feintuck) 8 bases: 3 Italy, 3 Austria, Mun, Tun. Builds A Ven.
 F: (Maule) 3 bases: Par, Mar, Por. Removes F Eng (GM)

Before you all send me telegrams - a supply centre has to be occupied on the autumn move to be captured. Moving into a supply centre in spring and cut again next move (the 'spring raid') does not capture it. Hence Portugal, Brest, Berlin and Munich are all retained by their respective owners.

* Next deadline Friday 26th November.

Thanks to all those who wrote. Please - no money until game starts are announced, but if you're subbing please stay in credit!

Will, rush round and thump Ade for me please, I'd appreciate a Russian move from one of you. (On second thoughts Ade's still at college....) Time I stopped this rambling and duplicated this issue I think.

War Bulletin 22
 A postal Diplomacy thing
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 UK