

WAR BULLETIN

1.2.72

ISSUE NUMBER 26

A postal Diplomacy zine produced by Hartley Patterson of 'Finches' 7 Cambridge Rd Beaconsfield Bucks UK. Tel 04.946.4116. Fred's Press 4.

Game Openings

ON LES AURA! (Michel Liesnard) is still contrary to previous announcements, trying to start a game of Feudalism II. ETHIL THE FROG (John Piggott) should have its first issue out by the time you read this, see letter later.

Waiting list

Regular: Davis, Feron, Hemming.

EasterCon

The 23rd British Easter Convention is CHESSMANCON, in Chester. Since a number of Diplomacy players will be present it might be worth trying for at least one game. Anyone? It could either be a continuous session or an extended game over the whole weekend, with the players carrying on their normal Convention activity in between moves. I would be willing to GM such a game.....

XL is Colin Hemming's zine which will chronicle the first game of Diplomopia. First issue is already out.

Late News

The first issue of ETHIL is out! Arrived this morning, 3pp photo-copied. Rates are 10/50p, with no game fee for the first game. The first regular game is announced, the next one will probably be the Abstraction variant, for which lists are now open. This brings the list of European zines up to six.

This issue gives the House Rules and sets out ETHIL's future policy. Oh yes, John Piggott's present address: Jesus College, Cambridge CB5 8BL, UK.

Deadline For 'D' and 'F' is Friday 18th February.

For 'E' game see p.3. If players will send corrected Spring 1902 moves by return I will notify you by return and immediately ask for Autumn 1902, which will appear in WB27. This will mean only one move delay instead of two, but depends on your cooperation.

MOVES 'D' (1971BU) AUTUMN 1906
'E' (?) chaos!
'F' AUTUMN 220

WB is 5/20p inland, 5/30p Europe, 5/£1 USA Airmail. Game fee 25p (50c) payable when game starts. We trade. Please note new coding system on last page, and send all protests by return.

Letters

JOHN PIGGOTT There's no game fee for ETHIL'S games; the subscription rate is 5p per issue inland. This works out to within 1p or 2p of WB's rate for the average game, I believe.

((There is with no game fee at all no encouragement for replacement players. Also paying game fees makes players less inclined to drop out.))

((John continued with some comments on 'E' game - but as there are no moves this time I'll leave these till nextish))

Now a natter about propaganda, and related topics. You will have noticed that I've provided you with a loong Press Release, much longer than usual, though the standard is of course unchanged and remains just as superb as usual. But really, why try to limit each game to one page? COURIER carries games over to the next page, why shouldn't WB? In fact, a quick measurement shows that last issue you had room to put both Diadokhi and 'D' game on one page; why didn't you, I ask? Apart from the obvious reason that you stencilled the three game reports first on separate stencils, and then filled in the oddments in the spaces that were left. But all these 'continued's get a bit wearisome. Remember Dave Berg, who split Gray Boak's press release into three tiny bits? You don't want that kind of thing do you? As for not mentioning the player of origin of press releases, I for one like to know who has written what I'm reading, be it HHP or just Fred rambling on to himself. Place of origin, if it is not the country of origin, will presumably be mentioned in the text of the propaganda.

I rather like the idea of a revolutionary variant - it would be most interesting in that an immediate increase in ones forces at the beginning of the game would not necessarily be a good idea!

((cont p.2!))

'D' Game (1971BU) Autumn 1906

New York (Times): Reports were today received that a fleet of the German High Command suffered severe casualties some twenty miles east of Iceland. Rumours have suggested that the incident was provoked by Russian torpedo boats disguised as Icelandic trawlers, it being well known that militancy is growing over the fishermen's demands for an increase in their 12-mile limit.

Siberia (Izvestia): The remnants of the last remaining Russian Fleet have won yet another glorious victory! Today, the battle cruiser Huffapuffer, one time pride of the German Fleet, was sunk by our gallant sailors while attempting to lay mines in Icelandic fishing grounds.

Reykjavik (Herald): ...it was thus agreed that in spite of hostilities the international snowballing contest should as usual be held in Husavik on October 14th. Expected soon for early training are the German team, who have shown fine form in.....

Berlin (Govnt) Our Glorious Kaiser announced that the last men of the so-called Italian army left our city of Munich last spring. It is also rumoured that the Italian government has agreed to hand over to Germany some other provinces that are historically German, like Burgundy, Tyrolia, Vienna, Piedmont, Venice, Tuscany, Apulia, Naples, Trieste...the Province of Rome should become again the Patrimony of St Peter.

The Institute for Pan-Germanic History of Koeningsberg University has just published a new book by Herr Prof. Sauerkraut und Pataten Fritte. This gives historic proof that the Holy Roman German Empire has rights to all the Roman Empire. The Kaiser has already decided that Constantinople, when it becomes the Eastern capital of his Empire, will be called East Berlin.

Rome (Vatican): Pope Frederick X has given the Kaiser of Germany the title 'Defender of the Faith'. His Holiness condemned the aggressive actions of Iceland, and hinted that the ban on meat-eating on Fridays might be removed.

GB: (Davis) A Wal-Bre C F Eng. F Bel stand. F Naf-Tur S by F Wes. A Mos MS GERMANY A War.
F StP(N) stand. A Rom stand.

G: (Feron) F Nrg-Nat. A War MS ENGLAND A Mos. A Sil-Gal. A Ruh-Bur S by A Mun.

T: (Piggott) F Aeg-Ion S by F Eas & F Gre. F Bla-Con. A Sev-Mos S by A Ukn.
A Rum-Gal S by A Bud. A Ser stand.

I: (Feintuck) A Vie S F Tri. A Bur-Bel. F Tyr-Rom S by F Nap. F Adr-Apu S by A Ven.

F: (Hejming) A Pic-Bre S by A Par. A Spa stand. A Mar-Pie.

Retreats: I/A Bur-Mar. GB/A Rom-Tus.

GB: 8 bases: 3 Eng, Nor, Bel, StP, Mos, Tun. No change.

G: 7 bases: 3 Ger, Den, Swe, Hol, War. Builds A Kiel, A Berlin.

T: 9 bases: 3 Tur, 4 Balkans, Bud, Sev. No change.

I: 6 bases: 3 Italy, Tri, Vie, Mar. Removes F Apulia.

F: 4 bases: Par, Bre, Spa, Por. No change.

Notes. Germany has 2 builds since one was owing from 1905. Bur-Mar was unordered so was made to nearest space to Italy, as per House Rules. (In new Dippy rules unordered retreats will be disbanded automatically)

Letters cont:

And it is of course eminently suited for postal rather than face-to-face play in that the eighth 'revolutionary' player might well be one who was not present at all at the start of the game. Yes, I'd like a shot at this one. I shall of course be trying to get some info on variants for ETHIL THE FROG. Graham Jeffrey is said to have thought up a variant concerning Russia and America about which I'm trying to get more info!

It just struck me that if you print everything I've written I'll have written $\frac{1}{3}$ to $\frac{1}{2}$ of the next WB --- which could be an alarming precedent. Ever felt like being crowded out of your own zine?

((It's a lot easier to put one game at the top of each page...if I started working out space WB would take longer to produce. I myself prefer this layout, the games are easy to find and they are the important bits. Every American zine I've seen so far does not identify the authors of propaganda, except in so far as they identify themselves.

OK, in the above 'D' game PRs you will see that the German release is labelled 'Govnt'. This will in future indicate an official government statement, and this can only be made by the player concerned. If you want this, put 'Official Statement' on

((cont p3))

'E' Game Summer 1902

WILL HAVEN I protest! In 'E' Game I received no info concerning the Russian build which would, obviously, have led to a serious re-think of my moves - I consider the entire episode a plot to ruin my moves and respectfully request either

- (a) my moves change to.....((censored!))..or, in my opinion better
- (b) build is disallowed.

.....I might add that I received a letter from Russia in the period, yet no mention was made of the build. In my opinion, this is an inexcusable action on Russia's part.

* This puts your harassed GM in a difficult situation. Since Will is certain that he was not notified of the build, and the build was conditional on the other players being informed, the build is cancelled. I must also cancel the last move (Spring 1902). Will players therefore submit new moves for Spring 1902, under the original conditions that the Russian build was not made. If no orders are received, I shall assume that the existing orders stand and will use those.

The blame for this undoubtedly rests on me, for accepting a late build in the first place. A mistake I hope not to repeat.

Letters cont.:

the propaganda sheet, or words to that effect. And while I'm thinking about it, a further plea -- please put different games on different sheets of paper, and letters separately also. If you find moves unordered due to your failing to do this I will not accept responsibility!))

MARTIN DAVIS What is all this about propaganda? As far as space goes, I thought that you were already limiting them to one page per game with the moves. In fact this was your reply to John Piggott's queries in WB24 ("Press releases I try to limit to one game per page"...WB24-2) so there's no hang-up there. Surely the whole point of propaganda is to reflect the game. I don't see how this can be achieved if no one knows whose propaganda belongs to whom. I mean, Israel and Egypt don't publish their claims from a small Himalayan state do they? It comes from Tel Aviv or Cairo. I just don't see how propaganda can be produced without reference to board positions either. Also I don't agree that the idea of having Press Releases is to write your magazine for you - it is to help you in WB by padding the games which are being played, which are the basic matter of it. I don't see how you can exhort us to write reams of the stuff one minute and then casually announce that you'll henceforth be cutting out simple abuse, announcements of positions and boring stuff. What else does propaganda consist of? I'll be interested to see what other people think and of course I'll go along with the majority, but I'm afraid that if your proposals are implemented the standard of propaganda (which you are forever berating us about anyway) will just decline further.

((Our cross-purpose is the term 'propaganda' I think. If the only German PR was the first sentence in 'D' game this time, it would have been cut out. Your own PRs have been printed as they are interesting (to me anyhow!). I'm not trying to prevent you from making statements on behalf of the country you are playing, merely indicating that this is not obligatory. The system I'm trying to adopt (though with two already against I may drop it) allows greater freedom of expression))

Secondly, of course my idea of raising armies in thoroughly conquered territories would give an advantage to those countries already winning - it would give them exactly the sort of advantage they enjoy in real-life situations, such as those I mentioned last time. I should have thought that that was self-evident. And whence all this egalitarianism creeping into the world of Dippy Realpolitick?

((So what's realistic about Diplomacy? If you want real wargames, you should be reading ALBION. Diplomacy is about as real as Chess. The point at issue is whether it would lead to a better or more interesting game. I'm prepared to try it out...but why waste a postal game on it, let's try it face-to-face first))

'F' Game (Diadokhi) Autumn 220

Thule: News that a state of war presently exists in the Mediteranean area arrived today. King I Seberg immediately offered to send his best half-triremes to the South, where the proto-Belgian Geeks are fighting for their freedom and the Lebensraum of the only true civilisation. "The others", declared the King, "even don't know they are only projections from the minds of our best wizards. And moreover, two of them tried to enter into Palestine! Do they ignore that some disturbances could happen there, and last for a while?"

Rome: Panem et Circi.

ROME: (Maule) A Cis-Mas. A Etr-Cis. F Tyr-Sar. A Nea-Syr.

MACE DONIA: (Macedoni) As Epi, Aet, F Ion unordered.

PERGAMUM: (Rinchon) F Thr stand. F Bit stand.

RHODES: (Liesnard) F Pis stand. F Pam-Car.

SYRIA: (Feintuck) A Sel-Pho. F Iss stand. A Arm stand.

EGYPT: (Haven) A Jer-Nab. A Gar stand. F Egy-Lev.

CARTHAGE: (Davis) A Can-Aqu. A Sag-Nar. A Lep stand. F Mel-Nea.

R: 7 bases: Rav, Rom, Ben, Mas, Cis, Sar, Syr. Builds F Rom, A Ravenna, A Benventum.

M: 4 bases: Pel, Epi, Lar, Spa. No builds received.

P: 4 bases: Per, Nic, Thr, Bit. Builds A Pergamum, F Nicomedia.

RH: 4 bases: Rho, Pha, Pis, Car. Builds A Pharos, F Rhodes.

S: 6 bases: 2 Sel, Pho, Ant, Maz, Arm. Builds A Seleukia, A Mazaca, F Antioch.

E: 6 bases: 2 Ale, Jer, Nab, Gar, Cyr. Builds A Jerusalem, F Cyrene, A Alexandria.

C: 7 bases: Car, Tha, Lep, Gad, New, Aqu, Nea. Builds F Carthage, A New Carthage, A Gades.

Notes: Just noticed that Caria and Carthage could be confused, as in supply centre listing. Perhaps the inventor can suggest a different abbn. for one of them?

Will Colin Hemming please send standby moves for Macedonia.

Letters cont:

Thirdly, I don't want to start a political diatribe but not all revolutions have been concerned with merely seizing the reigns of power - only those that have been well documented by those interested in preserving the system of authoritarianism. I mean the foreign policy of the USSR has just been a successful extension of Czarist aims; and their secret police are more efficient. But the aims of Zapata in Mexico, the Kronstadt mutineers, the Andalusian communes and, in particular, Makhno in the Ukraine were completely different. Look them up sometime.

((True, but none of the movements you mention lasted very long. In a Diplomacy scenario a revolutionary whuld I think have to be out to seize power in Stalinist fashion.))

* And that's the end of this issue.

I finished the Dippy adsheet, it is called Niflheim (look that up yourselves!) and is one sheet of Quarto. With heavy cribbing from similar American publications, it describes what Diplomacy is about and tries to answer some of the commoner questions about postal play. If you'd like to see a copy, or have any ideas as to what I should do with it please write in. I believe there are a number of University and College groups outside the mainstream who perhaps have not realised the benefits they can gain apart from actual postal play...the growing literature on game tactics and the large number of variant games for example. Perhaps this is the time to set up some kind of formal organisation rather than leave the individual GMs to do their own thing, and possibly end up duplicating effort or working at cross-purposes. WB will gladly carry any suggestions as to what, if anything, should be done...though I must emphasise from the start that I don't have the time to do much myself!