

# WAR BULLETIN

ISSUE NUMBER 31

A postal Diplomacy zine produced by Hartley Patterson of 'Finches' 7 Cambridge Rd, Beaconsfield, Bucks, UK. Tel 04.946.4116. Fred's Press 57.

## Forthcoming Event

Fifth British dippyzine seems likely to come from Graham Jeffrey, already known as a player. The provisional title is 'Communique'. Following precedent Graham will start with a regular game, and will put out a first issue when seven players have signed on. He hopes to start up several variants later on. The address:

8 Rusholme Rd, London SW15 3 JZ.  
I don't know what the rates will be but I understand a subscription system will be used.

## But...

ON LES AURA!, the zine carrying the Youngstown variant game 1971Tbu, has been folded by Michel Liesnard due to pressure of work and other problems. The game however survives and is being carried in M. Feron's MOESHOESHOE.

Liesnard's genzine LES DOSSIERS DE L'HYENE HARRA will continue. The latest issue (3) contains two variants, by Fred Davis and Jean-Paul Macedoni. The first is a forerunner of Abstraction, the second brings in air power. Future issues will each contain at least one variant (rules + map)..

## Allo, ici Bruxelles

A phone call today (Thursday) from Belgium informs me that a partial postal strike there may delay the erratic Belgian post even further. Since there are Belgian players in all WB games, I agreed to hold up publication if necessary. We shall see....

In a recent MOESHOESHOE editorial M.Feron suggested the best way to avoid missed moves is to send off a set immediately on receiving the zine, and to follow these with a revised set close to the deadline. Oh yes, and he explained that his move last issue, sent to 'England' was returned 'Missent to Bangkok, Thailand'. A Dippy record, he claims!

14. 5. 72.

MOVES 'D' (1971BU) Spring 1909  
'E' (1971DS) Autumn 1904  
'F' (1971Uct) Autumn 218  
'G' (?) START ANNOUNCED -p7.

WB is 5/20p inland, 5/30p Europe, 5/31 USA Airmail. Game fee 25p (50c) payable when game starts. We trade with various zines we like.

This issue is a double issue, ie it costs you twice as much as normal. This is not something I shall be doing very often! Please check the address list carefully. Where two addresses are given the second is a college address. Students should note that I don't automatically publish details of your movements.

## Standby Players

D - Liesnard  
E - Feintuck, Feron  
F - Jeffrey, Davidson

## Waiting list

Bolshevik: Piggott, Jeffrey, Davidson  
4000AD: Piggott, Davidson  
Imperialism IX: Open.

I'm not opening another regular game list. Regular games are available in COMMUNIQUE, ETHIL, or through the BDC.

## Deadline

Friday June 9th.

## Editorial

This zine is getting larger. It would be a lot easier if I could type up everything except the games themselves before the deadline, and could then get the zine out quickly. If you have anything you want included apart from the moves I'd be glad if you could send it early. Also please keep moves separate from anything else and from each other, it really is a lot easier if I can put the moves in a separate pile. This is for your benefit as I can then put WB out quicker. OK?

## DiploMyopia +

XL, Colin Hemming's multicolour zine currently carrying the Myopia game, is now available on subscription, 5p each. Colin hopes to start other variants later. In the USA XL appears as a subzine to WB, but in Europe it is now available from Colin - see address list over.

The Game Players of Titan Vol 3a

Code: D,E,F,G.= Game player. S= Subscriber. ()= Cash on hand after this issue.  
T = Trade. Others receive occasional issues, such as this one for the photos.

Harry Bell, 9 Eskdale Gardens, Lyndhurst Estate, Gateshead, Co Durham NE9 6NS. / E  
John Boardman, 234 East 19th St, Brooklyn, NY 11226. / T  
Walter Buchanan, RR3, Lebanon, Indiana 46052. / T  
Charles Burton, 2 Birch Grove, Huyton, nr Liverpool L36 9XH / E (30)  
412 Cpl Chopping, Harrier Flt Simulator, RAF Wittering, Peterborough / S (57?)  
Andy Davidson, Jesus College, Cambridge CB5 8BL. / G (112?)  
Martin Davis, 16 Cross Street, Eastfield, Ryde, Isle of Wight. / DEFG  
Kevin Feintuck, 16 Argyle Rd, Anfield, Liverpool. / DF  
Michel Féron, Grand-place 7, B-4280, Hannut, Belgium. / DG T  
Michel Grayn, rue de Cure 28, 4271 Moxhe, Belgium. / G (15)  
Will Haven, 23 Teck St, Liverpool L7 8RR. / F  
Colin Hemming, 20 Hilltop Court, Wilmslow Rd, Fallowfield, Manchester M14 6LH. / DG (£££)  
Graham Jeffery, 8 Rusholme Rd, London SW15 3JZ. / S (49?)  
Phil Jones, 85 The Downs, Alkrington, Middleton, Manchester M24 1TT  
McNair Hall, Elmswood Rd, Mossley Hill, Liverpool L18 8DG. / G (17)  
Simon Joukes, Haantjaslei 14, B-2000, Antwerpen, Belgium. / S (30?)  
Graeme Levin, 19 Broadlands Rd, London N6 4DF. / T  
Michel Liesnard, Ave E de Meersman 43, B-1080, Bruxelles, Belgium. / EF T  
Ian Maule, 59 Windsor Terrace, S Gosforth, Newcastle-on-Tyne, NE3 17L. / EF  
Seth McEvoy, Box 268, E Lansing, Michigan 48823. / T  
Don Miller, 12315 Judson Rd, Wheaton, Maryland 20906. / T  
Jeff Oliver, 3 Ellesmere Rd South, Chorlton-cum-Hardy, Manchester M21 1TE. / G  
John Parker, 49 Mead Crescent, Southampton SO2 2JN. / E  
Maths Institute, Univ of Warwick, Coventry CV4 7AL

John Piggott, 17 Monmouth Rd Oxford OX1 4TD.

Jesus College, Cambridge CB5 8BL. / T

Jean Rinchon, Boulevard Lambert 24, B-1030, Bruxelles, Belgium. / F (44)

Don Turnbull, Flat 13, Gilmerton Court, Trumpington Rd, Cambridge. / ST

Rod Walker, 4719 Felton, San Diego, California 92116. / T

The 2 are due to Midgard, also being mailed at this time.

Corrections, postcodes etc welcomed.

Imperialism IX

Regular readers will find map and rules for this classical Greek variant enclosed. It looks good, particularly those victory criteria....players are advised to examine these carefully!

I have added one item to Rod Walker's rules, this being the slipway at Corinth. As I recall the Spartans actually used this at one point during a truce called for the Corinthian Games, bypassing the Athenians who were blockading the South coast. It seems only fair to include it.

It should be noted that Persia cannot be put out of the game, due to her 'off-board' supply centres, as in Diadokhi I. Double units have the same effect as two units acting together. They cannot act separately (eg support into different spaces), and a single attack will cut the whole support of a double unit. A number of American variant games use double units, but this is I believe the first variant with them published here.

I'd suggest colouring the map, I used a light shading of blue for the sea and went over the supply centre symbols in red. After that I covered the whole in Protecta Film, which you will find in WHSmiths in rolls, normally used for book-covers etc. The edges should fit OK - I wasted enough paper trying to get them to!

For reading on the Peloponnesian War...that fellow Thucydides is OK, and I'd recommend a couple of novels, 'Flowers of Adonis' by Rosemary Sutcliff about Alkibiades and 'Last of the Wine' by Mary Renault about some friends of Socrates. Further suggestions welcomed.

Letters

JOHN PIGGOTT (28.Apr) I'm at a loss to know why Will calls me 'unscrupulous'. When WB arrives I always check through each game to see if any mistake has been made. My motive for this is pure self-interest...if I detect a mistake I always inform the GM in the end, before the deadline has expired; however I don't always feel inclined to make a special letter for it. Look what it says in the Rulebook: 'in the diplomacy period nothing is sacred'. If I can manage to deceive another player for my own advantage, then I damn well will.

Obviously, once the GM detects a mistake he should inform the players straight away (and that means all players, not just the one who owns the unit in question, as Will seems to intimate) but if he doesn't get told then he can't pass on the information. This tactic might be considered fairly low, using the GM as a sort of passive agent to further one's own schemes, but if I'm the only one who can be bothered to check (and it often looks that way) then I don't really see that other people have any cause for complaint.

((I don't like being used to further a player's schemes....Corrections would not be made without the players concerned having advance warning. I will rule that unless I am notified of an error in good time, they will stand. In this issue for example in 'E' game an error was notified by return, and correction sent to the players. That's what the game fee is for.))

Both Andy Davidson and I now have copies of 4000 AD, and indeed the first thing he said to me on getting it was "why don't you organise a postal version for ETHIL?" I'd like to go on the list of players.....

It looks like one of the easiest games to modify for more players -- all you need is five minutes with a feltpen and a catalogue of star-names. Personally I'd prefer to consider the 2-player version as the final Man-Kzin War, with the secret of the puppeteers FTL drive having fallen into the hands of the kzinti long after the puppeteers themselves have left Known Space. But that's a minor point.

You say the GM will be told what sector the ships will be in while they're in hyperspace...why?? The whole point of hyperspace on this game is that the players don't know where the ships are going to come out, including the player who owns them.

((Andy Davidson made the same point. I was trying for realism, the unknown destination being a necessary device for FTF play. But OK, we'll keep it in if you want))

You haven't given any rules about who controls a star occupied by forces of more than one colour. ((Ncr has the rulebook!!)) May I suggest that:

1. Allies occupying the same star may decide which of them is to control it's resources and inform the GM of their decision. 2. If the above is not complied with, the star's resources are assigned to no one. ((Yes))

I got a letter from one of WB's players recently stating that he found the WB games 'slow'. This surprised me not a little, and when copies of MOESHOESHOE arrived a few days later it set me wondering what kind of demand there might be for a weekly deadline Dippy game. Players would be restricted to those with telephones available and we'd need a couple of standbys who would submit moves for all 7 countries each season. The format I had envisaged would be Saturday deadlines, with letters to each player being sent out the following day for reception on Monday. Game reports including press releases and details of the past sets of moves would be included in each issue of ETHIL. MOESHOESHOE's Jeu M3 is a weekly deadline game and seems to be working OK.

((!Telephone games! are common in the USA, between players in one locality. I doubt if it's practical for other than local games - too expensive. Perhaps the BDC might consider it though, in London or Manchester say it should be possible. Anyone else - Michel?))

DON TURNBULL      Coincidence - when half-way through typing the next ALBION I  
(29 Apr)            happened to come across 4000 AD in the shops and after playing  
a few games wrote a couple of pages in ALBION on the game. Then WB30 arrived....  
I agree with you - I think it has potential, and is certainly the best thing  
Waddingtons have done. I wonder, in fact, if they know just how good it is:

1. 4000 AD is a game of skill, with no chance element
2. So the best player will win.
3. So it's not really a family game - if Dad wins every time, son is going to go out for a spot of football, or rape, or other useful activity.

I think it will sell well; but for a change I think the family buyer will probably not get as much out of it as Monopoly, and the person who will enjoy it is the wargames fan who chances across the game and plucks up courage to buy, despite the name Waddingtons.

((It struck me when reading the rules etc that 4000 AD had been deliberately set up as a game to appeal to Diplomacy people, with talk of alliances etc. I was surprised they limited it to four players.))

GRAEME LEVIN      You are completely incorrect in stating that any influence the  
players and BDC members have on BDC policy is negligible - the whole operation is for the benefit of Diplomacy players and will adapt according to their requirements. Your comments on the BDC seem a bit sceptical and appear (to me) to invite criticism rather than constructive comments.

((Sorry, I didn't mean to suggest you won't take notice of anyone. What if everyone wants a democratic setup though? Do you allow them to dictate policy to you? I hope I wasn't too sceptical - the BDC could be a good thing))

((From Graeme comes 'The Diplomatic Back Stabber', the first BDC newsletter. The BDC House rules which appear here look a lot better, and there is an ingenious system whereby, amongst other things, you get a free game if you win a game))

MARTIN DAVIS      This BDC thing sounds a good idea in that it will keep more  
(9 May)            people informed and playing Dippy. The only bit I don't like is when you say "it will affect all Dippy games". I take the point that Graeme Levin owns the BDC - OK. You own WB & can, if you like refuse to accept players with redhair, foreign surnames or anything else you fancy. What you can't do is stop me, for example, setting up a rival zine. However it is just conceivable that someone setting up an organisation like the BDC could start slapping injunctions on 'unauthorised' Dippy zines. Obviously, what I think isn't going to affect what Graeme Levin does, but I would be interested to hear what his attitude to other zines is. Is he going to lead the BDC and tolerate other smaller organisations or is he, as you seem to imply, going to root out heretics ruthlessly?

((There are several Dippy zines in the States that have been condemned by almost every other GM as badly run, and yet they still seem to find players. Like other fandoms I suspect it will be impossible for any organisation to get rid of anyone whose publications are giving the field as a whole a bad name.

((By affecting games I really meant that the BDC will affect postal Dippy as a whole. It will bring in a lot of new players. It will be setting norms and standards which others will follow, just as ALBION and WB have done. Running games by subscription rather than game fee is a rarity in the USA, while here the reverse is the case and the majority use subs. The BDC will affect everyone whether they choose to belong or not.))

My point about Zapata was that, had his movement succeeded, it would not have resulted in the 'normal' Nation-state behaviour, as required by the revolutionary in your 'Bolshevik' variant. I still hold to this and I don't think the dispute about which revolutionary category Zapata fits into alters this basic fact. As for Russia, try telling the sailors of Kronstadt or the peasants of the Ukraine (or the workers of Hungary came to that) that "the fact that the system is authoritarian means nothing". Surely to every normal peasant it means everything? If you have no rights of any kind, if you are treated like disposable cattle, then it doesn't matter whether your ruler wears the double crown of Egypt, a Gauleiter's cap or a homberg and mackintosh.

COLIN HEMMING As for your recent comments about FTF play - I know personally (9 May) of about half a dozen thriving Dippy playing groups in Manchester alone. I think the reason that most people are apathetic about BDC is simply that postal games are just a sideline as far as they're concerned. Certainly this is so in my case, since I usually manage to play one FTF game a week, even if it is only with 5 Or 6 players. It seems to me you're treating the BDC as a much greater influence than it is, probably will be, or should be.

((Oh sure, FTF players are not so likely to join an Association, as with say Bridge or Chess where opponents are comparatively easy to obtain. I should have thought a 7-player game would have more chance for organisation if only because 6 opponents are more difficult to find. To answer some points:

((The Postal game is a lot different from the FTF one. More time to think out involved and long-term strategies, less chance for involved bargaining and debate. It is by no means a 'second best' for FTF.

((There are a number of advantages to being involved in the Dippyzines, if not in being in an organisation. Variant games, for example. Material on the strategy and tactics of the game (yes, I know there isn't any in the UK at present, but I hope to rectify that soon!). And of course a means of contacting other local players to keep your group going. It's a problem common to all fandoms - just ask the BSFA! I would say local groups will miss a lot of interesting things if they stay out of the mainstream))

WILL HAVEN BDC sounds startlingly uninteresting: too professional, too tidy, too despotic: players shall rule.

By the way, I hear Dick Vedder has improved the board somewhat - it needs it, especially this one fleet/autumn build business - what's the point of that? I think there are too many supply points in too little space. I'd like to see the new board anyway.

((The major board changes are: 1. Celtica is split into W & E, each with a supply centre. 2. Thrace is similarly split. 3. There are more provinces in central Asia Minor. 4. Sinai is a new province. 5. Syria is extended to the Persian Gulf and has no 'off-board' territory.

((The rules are the same, with the addition that convoys are limited to 2 sea zones per turn. Oh yes, E&W Celtica become 'barbarian' supply centres.

((The limiting of fleet builds in practice stops the Med from seizing solid with em, its more realistic the present way I think.))

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\* Further on Colin's remarks above: No doubt the BDC intends to support the setting up of local FTF groups. For instance the first list of members includes two residents of Fallowfield, just round the corner from the Hemming residence - are they part of the Manchester groups? There are a number of members in London, perhaps they would like some central meeting-place...myself I've played one FTF game in six years!

## 'E' Game (1971DS) Spring/Autumn 1904

Berlin: Due to a breakdown in communications between the War Office and the Foreign Ministry, the First Armoured Division under Count Meinn was mistakenly ordered to storm Brussels. Unfortunately counter-orders arrived too late to halt its move but in a letter of apology to the British Government, the German Foreign Ministry expressed confidence in the ability of the Highland Shorties Regiment under General Willy Nocomebackagain to resist with minimum force the 'invasion' by allied troops.

Tass: Scientists from the Moscow institute of Technology believe that in the next few weeks they will once and for all establish the true identity of those strange one eyed runts, allegedly from Tau Cygni. So far all results point to Runts being a further step in the life cycle of the common English frog, usually found in swamplands surrounding nuclear physics labs.

Tau Cygni: Latest issue of the 'Sunday Runt' seized by government agents. The paper was about to publish alleged 'proof' of the presence of revolutionary 'Rosy' Luxembourg on the planet in the form of an exclusive interview.

Oxford: Local Restaurateur J (Frenchy) Horn was today fined £10 for serving Runt Steak. Leaving the court Mr Horn was heard to mutter "It's all Miss Print's fault".

Ankara: Minister of Propaganda A. Pathy is believed to have reached page 4 in his Neo-Classical novel of the rise and fall of the heavier than air balloon. The Minister, a retired professional illiterate, expects his work to reach a mammoth size of 6 pages.

GB: (Piggott) F Bel-Pic. F MAO-Bre S by F Eng. F Nth stand. F Nor stand. A StP-Mos.

G: (Burton) F Swe-Nor. F Den-Nth. A Bur-Bel S by A Hol & A Ruh. A Mun stand.

R: (Maule) A Gal-Bud. A Mos-Sev. A War-Mos.

T: (~~Beil~~) ~~A Ser & A Rum S RUSSIA~~ ~~A Gal-Bud.~~ ~~F Bla S RUSSIA~~ ~~A Mos-Sev.~~ ~~A Gre S A Ser.~~  
F Aeg S A Gre.

AH: (Davis) A Vie-Tyr. A Bud-Rum. A Sev-Arm.

I: (Parker) A Rom-Tus. A Ven & F Adr S A Tri. A Tri S A Ven. F Ion S F Adr.

F: (Liesnard) A Mar-Spa. A Pie-Mar. A Pic-Par. F Bre-Eng. F NAO-Lpl.

Error: As notified to players concerned, GB/F was not eliminated in Picardy last move but retreated to Belgium. Now it's back in Picardy!

Retreats: AH/A Bud-Vie. F/F Bre-Gas.

GB: Lon ~~Lp~~ Edi Nor StP ~~Bp~~ +Bre = 5. GM removes A StP.

G: Ber Kie Mun Hol Den Swe +Bel = 7. Builds F Kiel.

R: Mos War Sev +Bud = 4. Builds A Mos.

T: Con Ank Smy Gre Ser Bul +Rum = 7. Builds A Constantinople and F Smyrna.

AH: ~~Bp~~ Vie ~~Bp~~ = 1. Removes A Tyrol, A Armenia.

I: Rom Nap Ven Tun Tri = 5. No change.

F: Par Mar ~~Bp~~ Spa Por +Lpl = 5. No change.

'F' Game, (1971 Oct), Autumn 218

Narbo: "Just keep those winter clothes on!", ordered Hannibal. "We're marching North aren't we? Next stop Belgica!"

Nr. Rome: It's all Greek to me.

Syracuse: Crowds lined the quay to cheer trirememan Hiram-bin-Ahab. General Scipio, commander of the beleaguered Roman garrison, welcomed him and presented the Levantine with an Archimedian screw. "Eureka!" the sailor was heard to say, "just what I needed for filling the bath."

San Francisco: Egyptian kings they sing of Gods and pyramids of stone  
and they left the deserts clean and they left the deserts golden  
and shinin' as a beacon for those that need a road  
into the day and thru the night we go and find our way home  
-Ibid.

Londra: King Huon crossed the Fretus (or Frittus as the Belgae call it) on a state visit to Belgica. In a joint statement he and King Hannuta declared support for Iberia, Dalmatia, Thule and other civilised nations against the barbarian Southerners.

R: (Maule) F Pit-Gad. A Cel stand S by A UGer & A Mas. A Cis-Rav. A Syr MS A Nea.  
F Tyr S A Sic. A Sic stand.

M: (Piggott) A Moe-Dal. F Spa-WAeg. A Lar-Epi. A Aet-Ath. A Pel stand.

P: (Rinchon) F Khe, F Thr, A Lyd, stand. F Nic S F Thr. F WAeg-Ath.

R: (Liesnard) F Cre stand. F EAeg S F Cre. F Pam stand S by F Pis. A Phr-Bit.

S: (Feintuck) A Sel-Pal S by A Pho. F Lev-Jer. F Iss MS F Cyp. A Sar-Moe.  
A Pap-WGlt. A Cap-Lyc.

E: (Haven) F Bar-Cre S by F Egy. A Ale-Sin. A Gal-Jer. A Pal-Jer. A Gar stand.

C: (Davis) F Aio-Sar. F Mel-Tyr. F Ben-Rav. A Cal-Ben. A Car stand. A Sag-Can.  
A Nar-Cel S by A Aqu & A Lug.

Retreats: E/A Pal-Myg.

R: Rav Rom Nea Sic Syr ~~Spa~~ Cis Mas Cel +Gad = 9. No change.

M: Pel Lar Spa Ath Dal Epi ~~Spa~~ = 6. No change.

P: Per Nilc Thr ~~Spa~~ Lyd +Khe = 5. No change.

R: Rho Pha Pis Kar Phr +Cre +Bit = 7. Builds A Pharos, F Rhodes.

S: 2Sel Ant Maz Arm Pön Cil Pho Cyp = 9. No change.

E: 2Ale Cyr Jer The Nab Car = 7. No change.

C: Car Tha ~~Spa~~ New Lug Aqu Sag Lep Ben +Sar +Can = 10. Builds F Thapsus.

### 'G' Game starts

With four preference lists in, the choice was fairly random. The addresses will be found in the list on p.2. We remind you that postage to Belgium is 5p, and the letters will go airmail if they are sealed.

ENGLAND: Jeff Oliver  
GERMANY: Michel Grayn  
RUSSIA: Andy Davidson  
TURKEY: Michel Feron  
AUSTRIA: Colin Hemming  
ITALY: Martin Davis  
FRANCE: Phil Jones

Both Belgians can correspond in English, so no problems there. The rules will be as in the 1971 Rulebook and the new House Rules. The Deadline for Spring 1901 is as on the front page. Please submit orders on one side of a separate sheet, preferably in the form used in WB. Remember that unless you order alternative retreats with your move dislodged units will be disbanded. You may of course choose to disband a dislodged unit. Also builds on removals must be submitted with the Autumn Move.



## 'D' Game (1971BU) Spring 1909

Venice: Following the occupation of the town by a Turkish army, the Italian fleet appeared and having removed the stilts on which the town is supported towed it, complete with the Turkish scum, 20 miles into the Adriatic and floated it, to the shouts of Viva Italia, in the approximate direction of the Trieste cess-pits.

London (Times): The poverty of Turkish politics is shown by the so-called peace treaty signed last autumn with the Pretender to the Throne, Prince Horace of Saxe-Coburg-Hapsburg-Battenburg-Bourbon-Biskits. Prince Horace was eventually traced by Turkish emissaries to a cafe in Soho where he was a waiter, following the Fenian bomb outrage which killed the entire Royal Family in 1904, and the subsequent decision to abolish the monarchy. When the Turkish President received news of the static state of his frontiers, he is believed to have broken out in a cold sweat.

Dublin (Irish Free Press): Mr Seamus O'Toole, well known drunk and illiterate, last night bought the Presidency of France for 320 guineas. It is reliably reported that the seller has now retired to Dundee, home of the "Beano".

Berlin (Govnt): A new book from Prof. von Sauerkraut und Pataten Fritte was recently published by German Underground Hardcover, Inc. This book opens a new phase in the Herr Professor's literary career, as is shown by its title: "How I was harassed by the German Intelligence Agency just because my books are translated into Turkish". A second book is due soon: "How I wish Turkish publishers would pay more for my books".

Vienna (German Intelligence Agency): A well-known writer has been arrested while trying to sneak over the front lines to Budapest. An official said: "Anyway, we would have arrived in Budapest before him!"

Kiel (Observatore Kielano): Herr Moeshoeshoe has been nominated by Pope Frederick X bishop in partibus infidelium of Byzantium. He is already learning Turkish.

Chester: Found in a well-known hotel: a few battered English units, and about one ton of pork pie. Owners should write to the Town Hall.

Error!!! As players noticed, the army in Belgium was mislaid last year. Martin Davis was in bed with food-poisoning, and his orders were transmitted by telephone via a third party...I'm surprised this was the only mistake.

GB: (Davis) A Mos S GERMAN A Sev. F Wes-Tyr S by F Tun. F MAO-Wes. F Eng-MAO. A Bur-Mar. F Bre S GERMAN A Gas. F Nth-Eng. A Bel-Bur.

G: (Feron) A Gas S ENGLAND A Bur-Mar. F NAO stand. A Mun-Boh. A Tyr-Tri. A Vie-Bud. A Gal S A Vie-Bud. A Ukr-Rum S by A Sev.

T: (Piggott) A Arm-Sev. A Ven-Rom. F Apu-Nap S by F Ion. A Tri-Vie S by A Bud. A Rum S A Bud. A Bul S A Rum. F Alb-Tri S by F Adr.

I: (Feintuck) A Rom-Apu S by F Nap. A Por S FRANCE A Spa.

F: (Hemming) A Spa-Gas S by A Mar.

Retreats: I/F Nap eliminated. T/A Bud-Ser.

No, it's not a telephone box  
said Hasdrubal, it's  
WAR BULLETIN 31  
Hartley Patterson  
Finches  
7 Cambridge Rd  
Beaconsfield  
Bucks UK.

Richard Walkerdise

Cheriton

15 Crouch Oak Lane

Adderstone

Surrey

