

# WAR BULLETIN

ISSUE NUMBER 32

A postal Diplomacy zine produced by Hartley Patterson of 'Finches' 7 Cambridge Road, Beaconsfield, Bucks, UK. Tel. 04.946.4116. Fred's Press 59.

## Correction

Graham Jeffrey's zine is called DER KRIEG, and not Communiqué as previously reported. He says his first game is now almost filled and the zine should be out soon. The rates bear a distinct resemblance to those charged here.....perhaps it is worth noting that the charging of a sub rather than a game fee is by no mean standard practise. In the USA it is a rarity, all the major zines there have a straight lump sum payment. Both systems have their good and bad points - I'd be happier to see both in use over here so that players can use whichever they prefer.

## COAs

Those students are on the move again:

John Piggott is back in Oxford on 13th June. Andy Davidson moves to Flat D5, Harewood Court, Marsland Rd, Sale, Cheshire at the same time. Jeff Oliver is at 73, Egerton Rd, Fallowfield, Manchester M14 from 10th June. Will Haven is now at 30 Plungington Rd, Preston, Lancs. I think that's all.....

## Coming attractions

Our diplomats are finalising negotiations with Walt Buchanan of Hoosier Archives to reprint articles from HA. We hope to begin these with next issue, and will include an article of some kind in most issues from now on. I would of course be interested in original material should anyone care to submit it.

## ALBION halts immigration

The big news of the month is that Don Turnbull, after an unsuccessful search for ~~players~~ helpers, has closed his sub list at 125. So those of you who were thinking of subbing - too late!...you'll have to join the waiting list.

11.6.72.

MOVES 'D' (1971BU) Autumn 1909 p.5.  
'E' (1971DS) Spring 1905 p.6.  
'F' (1971Uct) Spring 217 p.7.  
'G' (1972BL) Spring 1901 p.8.

WB is 5/20p inland, 5/30p Europe, 5/£1 USA Airmail. Game fee is 25p(50c) payable when game starts. We trade with various zines we like.

## Also available:

Diadokhi rules + map.....5p ✓  
Impérialism IX rules + map.....5p ✓  
Bolshevik rules.....Free ✓  
Revised (1971) Rulebook.....40p  
Back issues 11-31.....1p + postage  
(others inc. postage) (20)

Will put up back issue price soon as some are running low.

## Standby players

D - Liesnard  
E - Feintuck, Feron  
F - Jeffrey, Davidson  
G - anyone?

## Waiting list

Bolshevik: Piggott, Jeffery, Davidson.  
Imperialism IX: as above!  
4000AD: Piggott, Davidson, Oliver.

## Deadline

Wednesday 28th June

## Plug section

In case you miss it, Colin Hemming (see p.2) now has game opening in LIMA, the variant with air force units added. His zine XL is worth buying for the covers alone; No5 is in the style of Don Martin of M&D magazine. And Blink-dit, blink-dat to you too, Hemming.....

## Game Openings

Hopefully complete list on p.2. WB will open another regular game later on; I'm trying for a 4 variant/4 regular balance, see p.7. Would be grateful for some reciprocation by others, before all WB readers desert for other waiting lists!

Game Openings

This is a complete a list as possible of postal game openings in Europe. Games are Diplomacy and it's variants unless indicated otherwise. A notable exclusion is COURIER - games in this zine are only open to those already subscribing to ALBION, where any openings are already well advertised.

British Diplomacy Club. Membership 60p per year, 50p joining fee. P.O.Box 4, London N6 4DF. BDC will farm out games to GMS who will publish their own zines with game results. Game fee £1.60. BDC publishes newsletter 'Backstabber', free to members.

Bellicus(2) Will Haven, 30 Plungington Rd, Preston Lancs. 5p per copy. Plays Strategy 1, the multi-player S&T game. A WWI game is starting, a second will probably be the Roman Civil War scenario.

Der Krieg.(-). Graham Jeffrey, 8 Rusholme Rd, London SW15 3JZ. 5/20p, 25p game fee. A new Diplomacy zine, about to start it's first regular game. Regular openings, possibly variants later.

Ethil the Frog(6) John Piggott, 17 Monmouth Rd, Oxford OX1 4TD. 10/50p, no fee first game, 25p subsequent games. Openings: Regular, Twin Earth, Abstraction.

Midgard(XIV) Hartley Patterson, as front page. 5p + postage per issue. Edited by Will Haven, address as above. Ruleszine for complex game set in fantasy medieval world similar to JRR Tolkien's Middle-Earth, including warfare, economics, magic and other delights. Game start due soon (!), new players will be added as game progresses. Observers welcome.

Moeshoeshoe. (XXXII) Michel Feron, Grand-Place 7, B-4280, Hannut, Belgium. Non-player sub rate: 90p=50FB/12. Appears weekly. First game free, subsequent games 70p. Openings: Regular, Feudalism II, Lima I, Chaos II, ladies only Regular. Bi-lingual, mais pour la diplomatie on demande francais!

War Bulletin. (32). As front page.

XL. (5) Colin Hemming, 20 Hilltop Court, Wilmslow Rd, Fallowfield, Manchester 14 6LH. 5p each. Playing the hidden movement variant Myopia. Opening: Lima I.

Expected soon: at least one other Diplomacy zine is rumoured to be in the planning stage...a certain Northern metropolis has been mentioned. I can say no more - watch this space! The (bracketed) numbers refer to the latest issue received.

This listing is still in experimental form. I imagine that as the number of postal game zines increases it will become of more use. I'd be glad to hear any suggestions for improvement: should more information be included, or less? And of course any errors should be notified before next issue. The list will be reissued whenever there is sufficient change to warrant it.

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To change the subject slightly - I have been receiving an unusual number of inquiries lately about various matters, and it occurred to me it might be worthwhile updating and reprinting NIFLHEIM. This, you have undoubtedly forgotten, was the information sheet about postal Diplomacy I cribbed off Rod Walker a few months back. I thought it was pretty good, but since I've never had any comment/criticism on it from anyone it's very possible I'm in a minority of one. Is such a publication worthwhile? (Ask politely and I'll mail you a copy. Or even several, to influence and win over your friends with) It's certainly a help to me in saving writing long letters of explanation every time, and I'd be very grateful for some of the aforementioned comment and criticism in improving it.

It also occurs to me that it might be possible to produce a joint information sheet, produced by several GMS, and mailed by all of them to anyone who asks for information. Anyone interested?

The 4000AL Section

I've separated material on this subject from the rest, thinking it might make for easier reading.

JEFF OLIVER Is 4000AD generally available in toyshops? Even the one shop (18 May) in beautiful downtown Manchester that sells Diplomacy has thought fit not to stock it.

((It is on general release. My local shops don't have it either, nor, as I discovered on a trip to London, does Hamleys! It could be that distribution of games is not a matter of great urgency, and it will take time for copies to filter through to all the outlets))

ALAN PICKARD ((who is Games Development Manager at Waddingtons; I sent them (22 May) a couple of WBs and asked some questions:))

We are of course always interested to know what use is made of the games we manufacture and any news you have concerning 4000AD will always be welcome.

4000AD is a game devised by some Canadians with whom we are associated and it is they who will be exploiting the American market. The reason why it is designed for only four players is because we have to remember that we are not producing only for esoteric groups of war-gamers but for the general public. In our long experience we find that it is seldom that more than four adults are ready to play games of the kind we produce and it is an unnecessary complication as well as a significant increase in cost to produce games for six players.

((So far as I can see the enthusiasts immediately set about devising variants with more players/larger board/more rules anyway. My point was that if the 'diplomacy' element is considered important then the game would be better with 6+ players....but the game is simple enough to expand, so it's not an important point. With postal games simultaneous movement makes 'diplomacy' the central element. Was simultaneous movement ever considered for the commercial game? I would have thought it could have been suggested in the rules as a 'variant', if it was thought too revolutionary for the game-playing public to grasp as part of the standard section.))

JEFF OLIVER ((again)) Surely John Piggott's point of rules concerning allies 20 May on the same star is solved by the rules of "Alliances", i.e. "the one who occupies the star first is entitled to its resources".

((In that case I'd prefer to use John's rule, that the players concerned must agree over who has the resources. Besides, what if two players arrive at the same time? Perhaps the players in the first game could vote on this one))

I have doubts about the viability of a 4x3x3 game. Where are the home stars, who loses, who wins (apart from practical questions such as new pieces, warps and lengthened warp paths)?

((More on larger boards later. I don't expect you'd be using the Waddington's equipment for postal games anyway - easier to copy the board onto sheets of paper and stick on the wall, as I do with Diplomacy. The max warp path will have to be expanded to enable all stars to be reached non-stop.))

If allies occupy the same star, at what point must they decide who controls?

((At the same time as they request builds. This would need a separate move in which these agreements were announced))

JOHN PIGGOTT May I suggest a six player game using a hexagonal, 2-layer board with each zone of space a hexagonal prism? The board would ideally be 3 hexagons to a side (19 hexs in all) and counting 'red' and 'yellow' stars, there would be 4 turns distance between neighbouring home stars along the edge, with a home star at each vertex of the hexagonal board of course.

((I like this suggestion a lot; I've tried various topological shapes and sizes, but can't find anything better. Last week at the Globe Fred Hemmings was in favour of a cubical board....perhaps this would suit an eight-player version.))

\*\* More comments please. I'd like to know something about the space games already tried in the USA, can anyone help? Must buy a copy of the game sometime.....

More letters

MICHEL FERON Received your letter today, and want to answer it today too, if  
(31 May) only because our postal rates go up 33% tomorrow!

Now about my game M3, I suppose you wouldn't refuse to consider one of your games as postal if some player living in Beaconsfield, or just passing through your nice (I suppose anyway) town brought you his moves instead of sending them... Then, what's wrong if most players do it? Anyway, some moves have been sent by mail, and Moeshoeshoe itself is always sent by mail... I suppose those college games you mention are not sending the results by mail either: the player just drop in for a season, and leave with the results, don't they?

((As I understand it deadlines are set and the result is posted on some notice board, so the players need never actually see the GM, which makes the difference between them and you the appearance of the moves in a zine. Perhaps Rod Walker would like to comment on this - Rod?))

WALT BUCHANAN ..WAR BULLETIN is becoming THE Dippy zine in England in my opinion.  
23 May It has become the forum for general Dippy information over there.

In addition to the zines, we enjoyed the photos very much. Keep me informed on the European Dippy scene. It will really be interesting to see Dippy spread through the continent. Maybe some day we will be able to get a game up with the players from each of the original countries. Russia may be a problem though!

((SF is very popular in the USSR, but one would assume that contact with fans in the West has been forbidden by the Government. I imagine Diplomacy would be viewed with some alarm!))

The BDC seems to be coming along well too. I hope you all over there can do for Diplomacy organisation what we haven't been able to do here yet. I think a good organisation is vital to the growth of the hobby but all we seem to do over here is feud!

((There are three Organisations in the USA, two of them in direct opposition. I like a good feud now and then, British fandom is really too small for such carrying on though. Besides, no one gets that worked up about them.))

ROD WALKER The BDC is going to cause a boom, no doubt. Not quite the boom  
23 May you may be expecting, but don't be surprised if inquiries reach something like one a day. In spite of the fact that sales of Diplomacy in this country are much in excess of England's, and despite the fact that we have had a postal flyer in the set for a year and a half, the total number of active players has perhaps doubled, if that. We did have a game boom last year, as you know, and we are having an even bigger one this year.

Quick reply to Martin Davis. The notion that revolutionaries, when they come to power, do not behave as normal nation-states, is true more in fiction than in fact. Lenin began to play the balance-of-power game as early as 1919, less than a year after he came to office (did you know that Trotsky as much as offered the US an alliance against Germany?). The most one can give revolutionary states is a temporary sort of messianic complex, which quickly becomes merely a weapon in the national arsenal. In any event, Zapata is a very bad example. He was uninterested in exporting his 'revolution' even to other parts of Mexico, much less to other countries. He was guided by 'reform' liberals, the Mexican equivalents of such people as Woodrow Wilson and Elihu Root. Even if revolutionaries were as irrational as they are painted, Zapata simply doesn't fit the mold. If he had governed Mexico, his government would have been (in its foreign policy) very traditionalist.

The kinds of movements Martin speaks of -- the Kronstadt Mutiny against the Bolsheviks, Makhno, and so on, were all local uprisings, not revolutions. They had local, limited aims -- if they had any aims at all -- and in the balance had little effect outside a small area. Zapata is a fine example. He did not want to be on the national stage, and was always looking for someone to follow as national leader -- Madero, Orozco, Villa -- and his concerns were strictly within the State of Morelos. His alliance with Villa got him in and out of the capital a few times, but without and attempt to seize power (in fact, when he first arrived, he wanted to burn the

(cont p.5)

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

Dublin (Free Press): The President of France, Mr Seamus O'Toole, returned last night to his native city to join the celebrations (at Paddy's bar) in honour of the founding of the Bastille on May 14th. On being asked to forecast a date when the Bastille would once again be in French hands his reply was incoherent.

Munich (German Literary Club): German literary circles were mourning the loss they suffered when the biggest selling German writer committed suicide in the Budapest military jail. Happily, a new star is rising amongst German writers: Herr Prof. von Picklen und Mustand is the author of this week's best-seller:

'Prof Sauerkraut und Pataten-Fritte was not German!'

Constantinople (Ottoman Wire Service): Five ministers, three generals, two colonels and one corporal were sentenced to death today. Reason for this severe sentence is still unknown. "I don't understand", said the widow of Corporal Achmed ben Ibn, "he was leaving for the Berlitz school of Constantinople -- he was to attend the first lesson of the German course he had registered for, you see. Then, the political police came and arrested him..."

Ryde, I.O.W. Mr John P. Gott, owner of the Ryde Food Store, was arrested yesterday by the Secret Police.

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

G: (Feron) F NAO stand. A Gas S F ENGLAND MAO-Spa(SC). A Boh-Vie. S by A Tyr. A Bud-Rum S by A Gal, A Ukr & A Sev.

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

I: (Feintuck) A Apu-Ven. A Por S FRANCE A Spa.

F: (Hemming) A Spa MS A Mar.

Note: GB failed to specify which coast F MAO was moving to! Move therefore invalid. Retreats: T/A Rum eliminated.

GB: Lon Lpl Edi Nor StP Mos Bel-Bre Tun = 9. No change.

G: Ber Kie Mun Den Swe Hol War Par Sev Vie +Rum = 11. Builds As Mun, Ber & Kie!

T: Ank Con Smy Gre Bul ~~X~~ Ser Bud Tri Ven +Nap +Rom = 11. Builds F Con, F Smy.

I: ~~X~~ ~~X~~ Por = 1. Removes A Apu.

F: Mar Spa = 2. No change.

Letters cont

Presidential chair). Such policies as Zapata had, outside vague desires for land redistribution, were primarily those of others, and he was guided to the last by professorial types from Mexico City. Anyway, you are right in suggesting that in a Diplomacy variant you need the sort of revolutionary who, like Lenin or Obregon or Castro or Hamilton, is concerned primarily with the question of power. Casting Makhno or Zapata in such a rôle is miscasting, and casting a game rôle for a loyal leader such as they were wouldn't have the kinds of effects I presume you want. Besides, Diplomacy is a game for a sneak like Lenin, not for an honest man like Zapata. Can you picture 'Milio stabbing anybody in the back? I can't.

JOHN PIGGOTT Yes indeed, the photos are well reproduced...and what an odd

-looking lot we are to be sure! I note with interest that the Patterson beard is not to be seen bristling through the haze. Is this editorial censorship or just good judgement on the part of the cameraman!!

You haven't mentioned the biggest advantage of being involved with the Dippy zines, which is the opportunity of receiving Ethil regularly. I am continually amazed at the way letters from strange people keep turning up in my pigeon hole asking after Ethil.

((For those interested John's fannish zine Turning Worm has just had a second issue out, with fanzine reviews and a long Locol about the sad state of UK fanzines))

WILL HAVEN I'm afraid I don't really understand the BDC business -- an organisation run by Graeme Levin is it? Then why doesn't he

GM and edit a magazine carrying the games? If it doesn't carry games, what does 'The Diplomatic Back-Stabber' (Ugh!: there must be better names) carry?

'E' Game (1971DS) Spring 1905

Berlin (Europa Press): The controversial play "Cider with Rosa", which claims to shed new light on the mystery surrounding the disappearance of Rosa Luxembourg two years ago, received its world premier in Berlin last night. The author, Kurt Onraiser, suggests that she was in fact a government agent who volunteered to be blown up in a No.57 tram beside the Brandenburg gate, thereby throwing discredit on the Socialists for disrupting public transport.

The atmosphere at the performance was, however, spoiled by news of the libel suit brought against the production by Rosa's brother, Ray D.O. Luxembourg.

Tau Cygni (ARP): Lord Palafox still insists that the manifesto allegedly signed by 'Rosy' Luxembourg is a hoax. "Emigration to all parts of the Galaxy continues unchecked", he declared. "If anything it has increased, as peaceful Runts seek to escape the slogan-painting mania that covers the planet. What then could be the motive of any government in sending revolutionaries here?"

GB: (Piggott) F Nth-Ska S by F Nwy. F Eng-Nth. F Pic-Eng S by F Bre.

G: (Burton) F Kie-Hel. F Den-Ska S by F Swe. A Hol S A Bel. A Ruh S A Bel.  
A Mun-Kie. A Bel stand.

R: (Maule) A Mos-StP. A War-Liv. A Sev-Ukr. A Bud-Vie.

T: (Bell) F Smy-Eas S by F Aeg. A Con-Bul. A Ser-Alb S by A Gre. A Rum stand S by F Bla

AH: (Davis) A Vie stand.

I: (Parker) A Ven-Tyr S by A Tri. A Tus-Ven. F Adr S A Tri. F Ion-Aeg.

F: (Liesnard) As Mar, Spa, Par F Gas all unordered.

Retreats: none.

Will Kevin Feintuck please send standby moves for France.

Letters cont

((Graeme Levin can't run games himself as I imagine he is too busy! The 'Backstabber' has so far included lists of members with addresses and telephone numbers and some 'House Rules' for postal play. I'm not sure what else it will do....myself I would be in favour of a magazine carrying articles on the game, much as the US Organisations such as the DA have done. There should certainly be some means of communication via a letter column, editorial &c))

How did you get those pictures produced?

((Litho - much the same as the glossy mags, though on a much smaller machine. The expense is in making the plate from which the sheet is printed, once that's done the cost of paper is negligible for the amount I need.))

Imperialism IX has some good points about it, but I do get a little bored with variations of Diplomacy which merely rearrange the areas and names; I think more complex variations could be interesting (while perhaps not going to Hypereconomic levels). If we regard Dip as a commercial game, then surely variants designed for the more dedicated of players, can risk using more complex rules to achieve a more satisfying (in some respects) game. Imperialism IX, to my mind, fails to do this.

((With Imperialism IX the complication is in the victory criteria, which will lead to a change in strategy from normal Diplomacy. I'd be glad to try one of the simpler Economic variants if I can secure the rules.))

Concerning the 1 fleet/autumn build in Diadokhi: if the sole object of this is to prevent the Med seizing up, surely the best method is to limit the number of fleets as a ratio of the number of supply centres held; say at maximum 1 for every 2 sc; and also to build up more sea areas - I think three between Egypt and Asia Minor could be a distinct improvement. The effect of the present ruling is to absolutely cripple someone with a slow growth rate & a number of fleets considerably less than his possible opponents.

((Hear Will speaks from experience - see next page! I would have thought the rule is a hinderance to those with a fast growth rate such as Carthage & Rome))

MICHEL LIESNARD announces that the next Belgian Dippy Con is in Brussels first week in July. Anyone interested should contact him. How about some 'one-shots' from these meetings then?

## 'F' Game (1971Uct.) Spring 217

Narbo: Hannibal has issued his troops with waterproof boots to protect them against a plague of frogs from the Rhone delta. He insisted that they would be advancing North 'any year now'.

Rhodes (April 13): A certain Professus Saueros-Krautos und Patatos-Frittein today has found shelter in our permanently growing Empire. This man, precedently employed in a barbarian Germanic nation, will be in charge of our Beloved Sovereign's library. His first essay, "Germanus est Rhodian!" is expected to reach a one million samples sold during the next two months.

Rhodes (April 14): Writer Professus Saueros-Krautos und Patatos-Frittein today submitted his latest four books to Prince Kolossos Liesnardos. The Prince immediately decided a promotion campaign for "Beaconsfield est Rhodian", Liverpool est Rhodian", and "Feintuck hasn't the chance to be a Rhodian". Unfortunately, the fourth essay (entitled "Why there ate still some people who are not Rhodian") led to the solitary confinement of the author.

Rhodes (April 15) Prince Kolossos Liesnardos has decided that Professus Saueros-Krautos und Patatos-Frittein, who is presently in jail, could be supplied with papyrus and pencils (a new Rhodian invention). Indeed the prisoner is presently writing some interesting books ("How we could convince our enemies to become Rhodians when they'll have nothing more to say", "Hannut, fortunately, is not Rhodian", "War Bulletin is Rhodian", "Our Rhodian friends in the Senate of Rome", "How to become a Rhodian Honoris Causa while leading Carthago" and "Hannibal, a good Rhodian friend of mine").

Neapolis: Hiram-bin-Ahab arrived here on a surprise visit. Was he off course, asked hastily assembled reporters? "Not at all", replied Hiram, "I've just come to consult the Sybil". He would not reveal what the Sybil told him though, merely ordering the dead albatrosses littering the deck of his trireme to be thrown to the vultures conveniently perched on the mast.

Iberia: 'Leo' Zapatus, the notorius Iberian bandit, has scored fresh successes against the Carthaginians. With smuggled British arms the revolt against the 'neo-imperialists' is gaining strength.

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

M: (Piggott) F Lar-WAeg S by F Spa. A Pel-Thr. A Aet-Ath. A Dal-Ven. A Epi-Pel.

P: (Rinchon) A Lyd stand. F Khe-EEux. F Thr S by F Nic. F WAeg S RHODES F Cre.

RH: (Liesnard) A Bit stand. A Pha-Phr. F Cre S F Pam. F EAEG S F Cre.// F Thr S F WAeg  
F Pis & F Rho S F Pam.

S: (Feintuck) A Pal-Sel S by A Pho. F Lev S F Cyp. A Lyc-Pis. A WGlT-SGlT.  
A Moe S MACEDONIA A Pel-Thr. F Iss-Pam S by F Cyp. A Sel-Mes.

E: (Haven) A Gal-Jer S by A Sin. F Egy S F Jer-Lev. A Car stand. F Bar-Cre. A Myg-Pal.

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

Retreats: P/F WAEG disbanded by GM. S/F Lev-Ant.

Note: Observers will note some extra units on the board. Three builds were owed to players from a previous year. Angry letters from Cambridge, heavy Scouse breathing down the phone and numerous postcards soon pointed out these errors! They were: SYRIA builds A Sel, EGYPT builds F Jer(NC), MACEDONIA builds F Lar(EC). The players were duly informed. I hope I've got the muddle in the Eastern Med right....

\*\*\*And talking of variants, I'd be interested to hear what variants you'd like to play. There is one more waiting list that could be opened, as I'm aiming for a 4 variant/4 regular balance. I don't want to offer variants already available elsewhere, so Abstraction, LIMA etc are out (see Game Opening list). Would you like an Economic one, where you have to pay for each move? A larger variant, like the 10 player Youngstown? Perhaps one of the space ones?



'G' Game (1972BL) Spring 1901

Warsaw: The omnipotent Czar Dean today inspected the serries ranks of Russian steamrollers poised for Operation Assorabrab, the invasion of Germany. "We shall drive the Teutonic Swine into the sea where they shall experience the might of English seapower. Thus will perish all-threats to the security of our holy motherland".

Neasden: Sid and Doris Bonkers are cleaning out the attic.

Sid: 'Ere Doris, I've found a newspaper 'ere dated April 1901.

Doris: That's nice, dear.

Sid: It says 'ere that a peacekeeping force from London has gone to the North Sea.

Doris: That'll give that nasty Hitler something to think about.

Sid: Don't be daft Doris. In 1901 we was at peace with Germany and everybody else for that matter.

Doris: Well then, what did the fleet do after it left the North Sea?

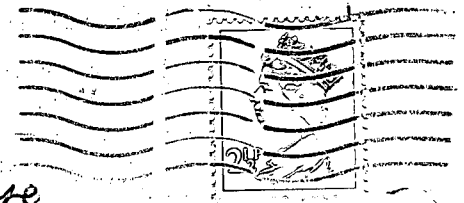
Sid: Ah well, that's another story. You see.....

London (Daily Mirror): It has been reliably reported that Rear-Admiral Sir Oliver Jeffrey has been engaged in secret talks with Commander Jean Phillipe of the French Navy: there is a strong rumour that the talks broke down completely when the table dnd. All merchant shipping is strongly advised to steer clear of the English Channel.

Brussels: Oh my god, the Tripe bombs are landing again!

- GB: (Oliver) F Edi-Nwg. F Lon-Nth. A Lpl-Yor.
- G: (Grayn) F Kie-Hol. A Ber-Kie. A Mun-Ruh.
- R: (Davidson) F StP-CoB. F Sev-Rum. A War-Sil. A Mos-War.
- T: (Feron) A Con-Bul. F Ank-Con. A Smy-Ank.
- AH: (Hemming) A Vie-Tyr. F Tri-Alb. A Bud-Tri.
- I: (Davis) A Ven-Tyr. A Rom-Ven. F Nap-Ion.
- F: (Jones) F Bre-Pic. A Par-Bur S by A Mar.

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Hannibal kicked his Celtic servant Moeshoeshoelus out of the tent. "If you serve frogs' legs again I'll have you thrown to Moloch!" he raged.

Richard Walkerdise  
"Cheriton"

15 Grouch Oak Lane  
Addlestone  
Surrey

WAR BULLETIN 32  
from  
Hartley Patterson  
Finches  
7 Cambridge Road  
Beaconsfield  
Bucks  
UK.

~~Thanks for copy sent~~

Please let me know if you want to go on any waiting lists.