

WAR BULLETIN

ISSUE NUMBER 3.3

A postal gamezine produced by
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Rockets Away

On a later page the first game of 4000AD starts. And may Ghod bless all who....WB will carry this trial game, and as usual we welcome comments by anyone. I don't want to start another game until it is clear that any bugs have been ironed out (how's that for mixed metaphors?); at the moment I'm inclined to try a six-player game.

Game 'HM' Moves

WB: (Patterson) GM Lon-Tri.

M: (Feron) GM Bel-Tri.

Neither move will fail we hope! All this means that both Michel Feron and myself are attending the European SF Convention in Trieste next month. I depart on the 12th and return on the 17th, so next issue should be on time, though probably fairly short. MMs Feron and Liesnard leave earlier, diplomatists please note.

London Meetings

At present there are no 'open' Diplomacy meetings in the London area. This is an omission that I at least would like to rectify if there is enough support. If anyone is interested in regular FTF meetings I'd be glad to hear from them. Any suggestions as to a suitable meeting place would also be gratefully received...perhaps a general boardgaming meet would help swell the numbers and keep down overheads? If others would publicise this I'd be most grateful.

Oh yes, and if anyone is interested several Dippy players can usually be found at the London SF pub meetings, First Thursday of every month at the 'Globe' in Hatton Garden, just off Chancery Lane.

DER KRIEG

First issue now out of Graham Jeffrey's zine, game fee is 30p and not as previously reported. Openings are available in Regular Dippy and Origins, the AHfive-player game. 2-3 week deadlines. Looks promising.

FLASH!!...4000AD starts!...see p.4.

MOVES 1971BU Spring 1910 p.7.
1971DS Autumn 1905 p.8.
1971Uct Autumn 217 p.8.
1972BL Autumn 1901 p.7.

WB is 5/20p inland, 5/30p Europe,
5/81 USA Airmail. Game fee is 25p (50c)
payable when game starts. We trade with
various zines we like.

New Rulebook

The 1971 Rulebook will be published in this country by the British manufacturers within the next few weeks. I understand the BDC will shortly be offering copies for sale. When the price is finally settled I will reduced mine accordingly - about 25p seems the likely figure.

Standby Players

1971BU	Liesnard	Orders
1971DS	Feintuck Feron	needed from
1971Uct	Jeffery Davidson	underlined
1972BL	Piggott	people!
72.1	???	

Confusing the Enemy

Another controversial step - if opposition is not too great I'd like to fall into line with America and use the standard numbering for identifying games. The letters will be dropped. I'm a little alarmed that others are using the 'ABD' system started in WB, which could lead to some confusion.... From now on will players please label moves with the appropriate code as given at the head of this page.

Waiting list

Bolshevik: Piggott, Jeffery, Davidson,
Walkerdine.
Imperialism IX: as above.

Deadline

Tuesday 18th July

Plug

To avoid misunderstanding, Michel Feron points out that regular games in his zine MOESHOESHOE are open to English-speaking players. I meant to suggest last issue that ability to read French would be a help in negotiating with other players, that's all - OK Michel? And thanks for the telegram with your moves...mum managed to take the dictation quite well!

This is the first of what we hope will be a continuing series of reprints from the US zines. It comes from HOOSIER ARCHIVES 33.

MINORITY SURVIVAL IN DIPLOMACY

by Rod Walker

A lot is written these days about how to win at Diplomacy. Winning is very nice, of course, but it isn't everything. I know that Charlie Brown fans may suggest that losing isn't anything, but in Diplomacy, which has more than the simple-minded two sides of most military games, nothing could be further from the truth.

In two-sided games, loss implies victory. But in Diplomacy, loss (elimination) implies nothing. There may be no eliminations in a game by the time it is won (very rare) and there may be as many as five. There is always at least one other survivor other than the victor.

Let us look at the matter statistically. In a 7-player game, your chances of victory are about 14%. But your chances of survival are well over 50%. Current statistics, compiled from 236 postal games which had been completed or deactivated by 1 August 1971, reveal that only one country (Austria) has been eliminated more than 50% of the time (121/236), which is probably more the fault of Austrian players than of Austria. Turkey, on the other hand, was eliminated in only about 25% (63/236) of the cases reported. Even a supposedly weak state, Italy, was eliminated no more often than Russia (92/236 each).

The point here is that if you are playing the game at all, you will probably survive it. Many, many eliminations come about because players miss crucial moves or drop out altogether. Those who play and play consistently will usually be around at the end of the game.

This is important. The purpose of playing Diplomacy, as in any game, is to play it. Winning is a side issue, a bonus for playing well (or with luck), but the play is the thing. Does that sound like your High School coach giving you a pep talk? Think back...compare your emotional reaction of disappointment when you were eliminated and sat around watching the others play to your reaction at the end of the game in which somebody else won, but you were still around at the end. Playing the game was probably more important to you than winning. (I will grant that there are people to whom winning is more important than playing. Such people should see a shrink.)

Now, you can't play Diplomacy if you're eliminated. So you must survive. Survival means you still have something to do in the game. Perhaps it will be something important. Many times a player with only a few units has been able to determine the outcome of a game, to throw the result one way or another, or stalemate it. It is almost as nice as winning to be able to say, "you could not have won without me" or, better yet, "you could have won except for me." Meeee-ow!

"I am OZ, the Great and Powerful!" says the Wizard in Frank Baum's immortal children's classic. He'll survive, all right.

"I am Dorothy, the small and meek," Dorothy replies. How is she going to survive? That is the subject of this article. Surviving when you are great and powerful is not usually a problem, but what do you do when you are a pigmy among giants, three units to the wind and surrounded by greedy enemies.

In an old ARMAGEDDONIA, there is a Ken Fletcher cartoon. It shows a rat all trussed up, and three greedy cats hovering over, ready to feast. The cats are eyeing each other as the rat says, "Yeah, us rats always divide best into two pieces." That's a good ploy. If two or three enemies are cutting you up, one at least will not get much out of the deal. Fomenting jealousy, promising one a better deal if he allies with you and helps you stay alive, and so on, may break up the solid front against you. You may need to sacrifice a great deal in order to stay alive this way, and you must be willing to sacrifice: unless you subscribe to "better dead than red (or any other color)" idiocy, in which case, why are you playing Diplomacy?

Being between two giant superpowers, a position in which many small survivors find themselves, is often advantageous. The danger of being ground to dust by the combination is always present, but you incurred that danger when you entered the game, so why worry? Most alliances between large Powers are unstable. There are a few alliances which will stay together and eliminate everybody else, in the end either drawing or fighting it out for victory, but such stability is rare. You will usually make money by offering one or both Superpowers an alliance in which you become essentially a wing of his victorious army. In return for survival, you offer allegiance. You may be further advanced towards his intended victims than he is, thus forming a useful vanguard (as in Italy helping France against

Turkey or vice versa). Or you may have units he needs, either because of their location (Russian units in the Atlantic helping Turkey, eg) or type (French fleets helping a fleetless Germany, eg). The kinds of advantages which could be offered are numerous; you will have to use your imagination. Every positive selling point will help.

Implicit, or perhaps even directly stated, in such offers of help are a couple of threats. One, that you will join the other side if refused. Two, that you may throw all your force against the other guy and let his ally (and potential enemy) take all your centres. Threats are fine; however, the more understated they are, the better. People react negatively to threats, especially if they know the threatened actions cannot be carried out -- so make no idle threats. In any event, concentrate on and emphasise the positive contribution you can make. That old saying about flies and honey and vinegar applies especially in Diplomacy.

There are two hallmarks which characterise successful survival diplomacy. One is persistence. Do not expect to sell your proposal the first time you make it. Keep after the guy you want to sell. If he replies, even if he is completely negative, he is really interested in what you have and, in rejecting you, is asking for a new offer. You may need to come up with better terms or more persuasive presentation. You have to show your would-be protector that he will benefit more from helping you than gobbling up your centers. Do not be discouraged by failure to reply or by negative replies. Keep arguing, keep up diplomatic pressure, until your last unit is gone. You have nothing to lose. Be friendly, considerate, and pleasant. Don't switch from honey to vinegar in mid-stream. Keep talking and keep making offers.

The second hallmark is constancy. Once you contract a survival alliance, keep it. Stabbing your protector is probably going to be disaster. There are circumstances under which you may wish to do this, but be sure that you will benefit more from the stab than from loyalty. If you gain a new protector and a better position, or if you can regain your independence and restore your status as a major Power, fine. But be positive. Remember that if you gain a reputation for stabbing the hand that feeds you, it will become more and more difficult to get survival alliances. One of your best selling points is loyalty, "my armies are your armies". Lose that and you will have lost 90% of your ability to sell yourself.

Constancy also means constant communication. Coordinate moves with your protector. If you see moves which may help him, even on another front, share your ideas. Remember, his good fortune is yours. If he makes fantastic gains elsewhere, he may be more willing to help you grow bigger. If your ideas clash, do as he says if he insists. If his judgement was wrong, he will soon learn to trust yours. You may actually be a better player than he is. Being King-maker is not as nice as being King, but there is a certain satisfaction in it. If necessary, play roles for your protector. You may be required to act as a double agent for a while, or do other things. You may even wish to suggest such plans if they appear feasible for you. Just consider what you would do for someone who saved your life in the real world and then, within the limits of the game of course, do the same for the one who spares you in the Diplomacy game.

Minority/survival positions require a lot of shrewdness and clever playing to bring off. They are often as difficult as victory to achieve. They require practice to be played well.

There is a good way to get that practice. Most Gamesmasters need standby/replacement players for their games. Such positions require at most a subscription and sometimes no money at all. Many abandoned positions are minority positions in trouble. Picking these up will give you a lot of insight into the game.

So now you know how to lose, next time we'll start telling you how to win.....

On another matter...latest from Michel Feron is a zine called 'Hiroshima, Mon Amour', in which he sets out the rules for a game called Holocaust, which he has adapted from Richard Loomis' game Nuclear Destruction. The subject of the game should be fairly obvious I guess...it can have between 5 and 15 players, and has missiles, anti-missiles and factories as the units. Players are not told what their opponents are doing, though they can gain some information by the use of spies. To add to the fun, Michel proposes to run a version where the players do not know who is controlling the other countries. Further explosive details from Michel.....

The 4000 AD page

First of all, we now have four players for a game. Assigning Home Stars at random:

ALGOL: Andy Davidson, Flat D5 Harewood Court, Marsland Rd, Sale, Cheshire.
 ANTARES: John Piggott, 17 Monmouth Rd, Cambridge Oxford OX1 4TD
 PAVO: Jeff Oliver, 73 Egerton Rd, Fallowfield, Manchester 14.
 REGULUS: Richard Walkerdine, Cheriton, 15 Crouch Oak Lane, Addlestone, Surrey.

There will be no game fee, as this is an experimental game. I now have a copy of the game, and have revised the rules of play somewhat:

- 1) Abbreviations. Cubes are AY - LY and AR - LR. Stars are the first three letters of the name except where these clash. In all these cases different letters are used:
 Prs = Polaris. Pux = Pollux. Alz = Alpheratz. Cen = Alpha Centauri. Apd = Alphard.
 Agl = Algol. Anb = Algenib. Mfk = Mirfak. Mra = Mira.
- 2) Moves are simultaneous.
 - (i) Remaining in a system... Alt-5. where 5 is the number of ships.
 - (ii) Move into Hyperspace... Alt 1(HY-5) where 1 is the time spent in Hyperspace.
 - (iii) Remain in Hyperspace... 2(HY-5) where HY is the sector of departure.
 - (iv) Move out of Hyperspace... 3(HY-5)Bet where Betelgeuse is the destination.

Thus a bracket indicates a hyperspace move.

Note 1. Alt 1(HY-5)Gem is possible, Gemma being in the same sector.

Note 2. Remember the most direct route must be followed.

3) Conflict. A player must declare his intention to attack. If any one player attacks a star, all ships at that star are involved except those which leave in that move, which escape. The fleet with the greatest number of ships wins, all others are destroyed. Attacking is symbolised by a *, which must be put in the orders.

Two or more fleets may combine against a common enemy. They may either be arriving from Hyperspace or defending the star, but not both. Both or all three players involved must indicate this in their orders: ANT: Bet-3 Reg, and REG: Bet-4 Ant.

In the event of forces being equal, both fleets are destroyed. // // // // // = destroyed.

Moves will be 'Spring 4001', etc.

Builds may not be deferred, and are made automatically by the GM every Winter.

Where two or more players occupy the same star, the ships stationed there longest give their owner prior claim to the resources. However the players may make other arrangements, provided both players concerned inform the GM with their Autumn move.

In general postal rules will be as in Diplomacy. Propaganda is invited - the GM reserves the designation Sol (GM) for himself..... No doubt there will be further additions to the postal rules, and I hope a proper set will result from this game.

I've just thought of one addition! Suppose player 3 attacks player 2, and at the same time player 2's rescue fleet arrives? Can the rescue fleet combine with the defenders? See next week's thrilling instalment of 'Lost in Space'.....

While we're at it...I hereby appoint myself to the position of assigning numbers to 4000AD Games. This first game is (surprise) 72.1. This is assuming of course that Canadian Dippy players haven't already latched on, as I believe 4000AD has already appeared there. I'd be glad if USA-readers will let me know when it appears there also.

Next issue I will print out the 'star field' so that those not possessing the game can attempt to follow the play. I've just been trying out a 'solo' 4-player game and I can see the difficulties the players are going to face with warping....

On the telephone yesterday John Piggott suggested that with present deadlines the game might be a bit slow. If the other players are willing we might try putting two moves into each WB issue, with an additional deadline in between issues.

Suggestions for variant boards are invited, in particular with names of stars included. I'm not up to doing that, being more into astrology than astronomy! The stars on the present board, I am reliably informed, are in their correct relative positions, Sol being in the centre with Alpha Centauri as its neighbour etc.

I thought I didn't have enough stencils, but there's just enough for a couple of pages of letters:

DICK VEDDER ((The inventor of Diadochi, who says the game he was running in QUO VADIS has now finished:))

The game ((1971Vct)) ended in 212W. The finish: CAR,MAC,SYR,EGY,RHO,PER,ROM (out 215). The key to this game was the solid CAR/MAC alliance, plus SYR's 216 failure to keep his effort concentrated on crushing EGY (if he had done so, he probably would have won). The game was also marked by a use of loans every year (I've seen your game thru 218F, and am surprised some by the lack of loans thus far, which I think is due in part to the liquid situation in the West). I would like to add here that Diadochi-I has been play-tested many times, and does work well. The changes incorporated into Dia-II are almost entirely ones intended to improve the challenge of the game, although some of the changes re EGY have been made to improve her offensive posture. I say this in order to allay fears that players are risking their funds on an untested experiment.

More abbreviation changes: Sar=Sardinia, Scy=Scythia (replaces Sarmantia), Syr=Syracuse, Syt=Syrtis Gulf.

New Rulings. Although there is no EGY canal as the game now stands in either version, there was a canal between the Red Sea and the Nile in Ptolemaic times. Therefore the players may decide beforehand as an optional rule to include such a canal in the province Alexandria, which ceases to be double-coasted. To use this canal, a fleet MUST move through Alex.

Since it does not specify on which coast the initial F Alex is on, it is up to the EGY player to decide this, and his decision may be kept secret.

Victory criteria: a player does NOT win if the units filling his criteria are in part another player's supported by his loans. A Power which is receiving loans does not have the capability to in turn make loans itself. A Power may not remove units in order to make loans.

Reply to comments in WB31: Will Haven's complaint is understandable, and I think your answer strikes at the heart of the matter. Extensive testing has shown that, if unrestricted, fleet building goes wild. A quick glance at the board will show why: the vast majority of the s.c.'s border on water. Yet, Salamis and Actium notwithstanding, the vast bulk of ancient warfare was not naval in character. Re Dia-II, the old convoy rule was dropped in favour of the one you mention, but I hasten to emphasise that E&W Cel are NOT barbarian centres. ((Oops-sorry!)) Rule

My assertion that the British have a far better appreciation for the Ancient World, games or otherwise, does have some validity. I think this is because a) every Briton I've had the pleasure of meeting was interested in this area to an unusual extent b) Briton was a Roman province, and thus the awareness and appreciation of the Classical heritage is more widespread. This is manifest in, for example, the far greater opportunities for learning Latin and Greek in British secondary schools. This is just not present in the USA to the same extent.

((Latin & Greek are declining fast as school subjects, now that none of the Universities require them. Greek was never taught much, at least in State schools. But your general argument I will accept - British people are a bit less ignorant))

Re Imperialism IX, I would recommend A.R.Burns volume, PERSIA AND THE GREEKS.

((Dick also has some comments to make on our current game...I think I will ask him to write something when the game ends, so you can see all your errors...))

ROD WALKER ((I asked Rod if UK games were going into the rating lists:))
(11 June) You are right, British -- and Belgian -- games are being used in the computations. I see no real reason not to. I don't see that English players are any more or less skilled than American players, say, in 1966. You have had the postal game for 3 years and in 1966 it was three years old in this country. We use games from 1963-66 in the ratings. It does seem to me that England does more poorly in England, or under English players, than in this country -- something I have meant to comment on for some time -- but I doubt this is statistically meaningful.

As to rating systems affecting play here and not in England. That's probably correct; however, I doubt that the effect is significant. For one thing, the rating systems differ very much. At one end of the scale, the O.D.D. system rewards only

a victory and punishes anything below that. At the other end, the NUMENOR system ((Rod's own)) rewards all levels of performance down to being second eliminated or surviving beyond 1905. It punishes only being dropped from the game. (That's oversimplified. Actually since the system is averaged, anything less than your current average could be viewed as a 'punishment' within the system) Anyway, once enough games have been completed in England -- and there has been only one or two that have gone to victory -- the names of English players will begin to show up in some of the rating systems.

It seems to me that Diplomacy will evolve, postally, on the 'national' level. New gamezines have started up in South Africa, Australia and Japan, and there may be one in Israel. Regional zines are also likely -- there is a lot of England-Belgium interchange already, and of course we have Canada-US interchange. However, I do not see this as a bar to including all players within a common rating system. The main problem will be the language one -- I can handle zines in French, Spanish and German, and probably in other western languages, but Japanese...?

((An alarming prospect for collectors. since trans-Atlantic games seem unlikely to amount to much, I would guess that Europe will probably set up it's own rating lists in a few years from now. There has been a great deal of discussion on rating systems in America....one of the best known is the BROEDINGNAG system, now run by Jeff Power.

((The BROB list gives the number of wins, number of games played, score, and 'percentage score'. For the score, a player gives one point to those who did better than him, and takes one from those who did worse. Thus the winner gets +6, the first eliminated -6. Replacement players have given problems; generally the player who dropped out gets a poor score, the replacement a score that will not affect his overall rating too badly.

Now we come to the fun: the percentage score is determined from the formula

$$\% = 50 \left(1 + \frac{S}{6n} \left(1 - \frac{1}{2^n} \right) \right), \text{ where } S \text{ is the total score}$$

given by adding up all the player's games and n is the number of games. The formula is an attempt to eliminate random elements in players who have only completed a few games.

This information comes from HOOSIER ARCHIVES 65, where the Christmas '71 BROB list was reprinted. It includes 200 games and 4 pages of players. The country ratings are of interest, here the % is given first:

58.1	+195	England	(29W)
57.7	+185	Turkey	(33W)
55.8	+138	France	(22W)
50.3	+7	Russia	(35W)
47.9	-50	Italy	(16W)
44.3	-137	Germany	(16W)
35.9	-338	Austria	(18W)

This does give some hope to players of the less-favoured countries!

With this issue comes a flyer from Harry Bell and Ian Maule, concerning their proposed new gamezine. While expressing agreement with their general sentiments, I'm not sure that this is the best way of going about encouraging negotiations and alliances between players. It's plain that alliances work - as 1971BU and 1971DS in this zine illustrate very well. What is more difficult to grasp is that an alliance can only be met by either (a) breaking it up by diplomacy or (b) forming an opposing alliance. Often such a defensive grouping will require one or more members to make short-term sacrifices for the common good, and many players are reluctant to do this even if their survival will ultimately depend on it. In 1971BU the Anglo-German Axis has swept the board without any apparent attempt at collective resistance by the other powers. In 1971DS Russia and Turkey (the names of the players escape me...) after a poor start have wiped out Austria and are now moving West.

The interesting games will presumably come when all the players start cooperating strategically, as opposed to the present two or three who always come out on top after eliminating the independents. We shall see.

1971 BU Spring 1910

Lisbon: It is reported that the King of Italy recently arrived on a state visit. Reliable authorities comment that he spends his time sticking pins in wax effigies of certain characters, amongst whom are included one who is represented by the figure of a green frog.

Nueva Stamboul (formerly Rome): Pope Mustapha Camel I announced certain minor changes in the Catholic order of service. All prayers are to be said in Turkish, no shoes may be worn in church and a new saints day has been introduced - St Johhanus of Byzantium. A new revision of the Bible is expected shortly, reportedly one of the last works of Prof Sauerkraut und Pataten Fritte.

Paris: Latest issue of Paris Match includes a colour feature on the Vatican in Nueva Stamboul. Jerry Bilter, renowned German architect, comments favourably on the new minarets which adorn the basilica of St Peter.

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

G: (Feron) F NAO stand. A Ber-Sil. A Tyr-Pie. A Mun-Tyr. A Kie-Mun. A Vie-Bud S by A Rum. A Rum S by A Gal & A Ukr & A Sev. A Gas S ENGLISH A Bel-Spa.

T: (Piggott) A Arm-Sev. F Con-Bla. F Smy-Aeg. F Nap MS F Ion. F Adr-Ven S by F Tri. A Rom stand. A Bul-Rum. A Ser S A Bud. A Bud S F Tri.

I: (Feintuck) A Por S FRENCH A Spa.

F: (Hemming) A Mar-Pie. A Spa S ITALIAN. F Por.

Retreats: F/A Spa eliminated.

1972BL Autumn 1901

Moscow: Academician Grolier has been working on his latest invention, the parallel-ogram, an alternate-universe audio pick-up. During trials it was focused on the alternate world of Ethila. The following snatch of conversation (in German) was received. "Walms agian!! It's Walrus you..." Fortunately at this point the transmission finished owing to the overload of the parallelogram.

Vatican City: The Vatican has unearthed an international anarchist conspiracy to substitute misleading propaganda for official statements. It asks all those with refined sensibilities to avoid any obviously forged epistles. The Pope said last night: "Well Christ man, I maen to say, you just don't know who to trust nowadays, do you? Outtasight! Hey, burn some incense you guys!"

GB: (Oliver) F Npg-Nwy. A Yor-Den C by F Nth.

G: (Grayn) F Hol, A Kie, A Ruh all unordered.

R: (Davidson) F GoB-Swe. F Rum stand. A Sil-Ber. A War-Pru.

T: (Feron) A Bul-Ser. F Con-Bul. A Ank-Arm.

AH: (Hemming) A Vie-Tyr. A Tri-Ser. F Alb-Gre.

I: (Davis) A Ven-Tyr. A Rom-Ven. F Ion-Gre.

F: (Jones) A Mar-Spa. A Bur-Bel S by F Pic.

Retreats: none.

GB: Lon Liv Edi +Nor +Den = 5. Builds F London, F Edinburgh.

G: ~~by~~ Mun Kie +Hol = 3. No change.

R: StP Mos War Sev +Rum +Swe +Ber = 7. Builds A Warsaw, A Sevastopol, A St Petersburg.

T: Con Ank Smy +Bul = 4. Builds F Ankara.

AH: Vie Tri Bud = 3. No change.

I: Rom Nap Ven = 3. No change.

F: Par Mar Bre +Spa +Bel = 5. Builds A Paris, A Marseilles.

Standby moves for GERMANY please from John Piggott, who just volunteered for the standby position, other players will be alarmed to discover.

*Two games on one page, pretty clever huh?.

*(& 1971 DS Autumn 1905

Beaconsfield, Tasmania: Hello? Hello? Anybody there?

GB: (Piggott) F Nth-Hol. F Nor-Nth. F Pic-Bel S by F Eng. F Bre stand.
 G: (Burton) A Bel MS A Hol. A Ruh-Mun. F Den-Ska S by F Swe. F Hel-Nth. A Kie-Den.
 R: (Maule) A Bud S TURKISH A Alb-Tri. A Ukr-Gal. A StP-Nor. A Liv-StP.
 T: (Bell) F Eas-Ion. A Alb-Tri S by RUSSIA A Bud. A Gre-Ser. F Aeg-Gre S by A Bul.
 F Bla-Con. A Rum S RUSSIAN A Bud.
 AH: (Davis) A Vie-Bud.
 I: (Parker) F Adr MS F Ion. A Tri-Vie S by A Tyr. A Ven-Tri.
 F: (Liesnard) F Gas-Bre S by A Par. A Spa stand. F Lpl-Tri. A Mar-Pie.

Retreats: GB/F Bre-MAO. F/A Bel disbanded. AH/A Vie-Boh.

Note: Two errors last move - forgot to mention F/F Lpl stand, also R/A Sev-Ukr succeeded.

GB: Lon Edi Nor ~~S/P~~ ~~B/P~~ +Bel = 4. Removes F Belgium.G: Ber. Kie Mun Hol Den Swe ~~B/P~~ = 6. No change.

R: Mos War Sev Bud +StP = 5. Builds A Warsaw.

T: Con Ank Smy Gre Ser-Bul Rum = 7. No change.

AH: ~~V/P~~ = 0. Removes A Boh and out.

I: Rom Nap Ven Tun Tri +Vie = 6. Builds F Naples.

F: Par Mar Spa Por Lpl +Bre = 6. Builds F Marseilles.

1971 Uct Autumn 217

Rome: The two Pannonian economists hired by the Roman Senate were reported as being delighted with the news that Rome was now considered as having a fast growth rate. In their glee they tried to float the Lira but it got no further than Ostia before being rammed by a Carthaginian galley and sunk without trace.

Lugdunensis: Consul I Maulus Scipio was reported incensed after finding that the vast numbers of elephants confronting his troops were made of papier-mache after all.

Meanwhile in Calabria....

Pergamum: The books of Proffessus Sauerkrautos und Potatos-Frittein are now being published by Pergamum Press. (Cough!) Eecchh!!

R: (Maule) A Sic MS A Syr. A Rav-Ben S by A Nea. A Cel-Lug S by F Out. A UGer-Cel S by A Mas. F Lig-Sag.

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

P: (Rinchon) F Thr-Hel. F Nic-WEux. F EEux-Pon. A Lyd-Per.

RH: (Liesnard) F Cre S F Pam. F EAeg-Lyd. F Rho-EAeg. F Pis S F Pam. APhr S F Pis. F Pam S EGYPT F Lev-Cyp. A Bit stand.

S: (Feintuck) A Sel stand. A Pho-Ant. F Ant-Lev S by F Iss & F Cyp. A Mes-Arm. A SGLt-WGLt. A Lyc-SGLt. A Moe-Sar.

E: (Haven) Ps Lev, Bar, Egy, As Gar, Sin, Jer, Pal all unordered!

C: (Davis) A Ben-Rav S by F Adr. F Tyr-Rom. A Car-Cal C by F Mol. F Sar-Lig. A Lug-Bel. A Can-Gad. A Aqu-Can. A Nar-Aqu.

Retreats: E/F Lev disbanded by GM.

R: Rav ~~R/P~~ Nea Sic Syr ~~B/P~~ Mas Cel ~~B/P~~ +Lug +Sag = 8. GM removes F Outer Sea.

M: Pel Lar Spa Ath Dal Epi +Thr +Cis = 8. Builds F Sparta, A Larissa.

P: Per Nic ~~V/P~~ ~~L/P~~ Khe +Pon = 4. No change.

RH: Rho Pha Pis Kar Phr Cre Bit +Lyd = 8. Builds F Rhodes.

S: 2Sel Ant Maz Arm ~~P/P~~ Cil Pho Cyp = 8. Removes F Levantine Sea.

E: 2Ale Cyr Jer The Nab Gar = 7. No build received.

C: Car Tha New ~~L/P~~ Aqu ~~B/P~~ Lep Ben Sar Can +Gad +Bel +Rom = 11. Builds F Carthage.

Note: From July 2nd Will Haven is at 5257 Masonic Ave, Oakland, California 94618, USA. I do not know if he is still in the game. Will GRAHAM JEFFREY please send standby moves for EGYPT. No, Will isn't emigrating - he expects to be back Sept 5th.

**** Just room to say this issue will be representing British Dippy at EUROCON....

Next issue - the first move of 4000AD, the start of a series of strategic Dippy articles by Mr Larry Peery, the return of Hiram-bin-Ahab and the Runts of 61 Cygni, and lots more. And as Hannibal drowns his sorrows in a carafe of Bordeaux rouge, this was