

# WAR BULLETIN

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MOVES	1971BU	Autumn 1910
	1971DS	Spring 1906
	1971Uct	Spring 216
	1972BL	Spring 1902
	1/72	Spring 4001

## Reprint

This issue we start Larry Peery's 7-part series, taken from HOOSIER ARCHIVES. Mr Peery has the dubious distinction of editing the Dippyazine with the world's largest circulation, XENOGOGIC. Whether we run the whole of this series depends on you, the readers.

Unfortunately I'm forced to start with part 4 as I don't have copies of the first three parts. My own issues were loaned to Liverpool, and despite repeated requests I never had them returned. I hope to borrow the missing parts.

Reference is made to 'tiers' in these articles. A 'First-tier' power is your neighbour, a 'second-tier' is adjacent to a neighbour. Thus for England:France and Germany are 1st tier, Italy and Russia 2nd tier, and Austria and Turkey 3rd tier.

## Trieste

I expect to produce a separate report on EUROCON, which will be carried as a supplement to WB. Possibly with photos, but that depends on what the prints look like....

## London Meetings

Nothing to report as yet but various possibilities are being explored in cooperation with the BDC and I hope something will emerge soon.

## XL

I understand that this Manchester-based zine will be carrying regular games. These will be GMed by Jeff Oliver. XL is 5p per copy from Colin Hemming, 20 Hilltop Court, Wilmslow Rd, Fallowfield, Manchester M14 6LH, and is just starting a game of the LIMA variant.

WB is 5/20p inland, 5/30p Europe, 5/\$1 USA Airmail. USAgent is Seth McEvoy, Box 268, East Lansing, Michigan 48823. Game fee is 25p payable when game starts. We trade with zines we like. For list of readers see WB31, for postal game openings in Europe see WB32. WB32 also had price list of variants etc.

## Standby Players

1971BU	Liesnard	More
1971DS	Feron	standbys
1971Uct	Davidson	needed!
1972BL	Walkerdine	
1/72	None	

## BDC 4

The fourth regular game here will also be the fourth BDC game. We had hoped to start this time, but I've only had two positive replies so far. This is going to be somewhat frustrating for those two, but until the BDC can provide 7 people who are actually willing to put down the cash there's not much I can do. You will at least receive WB until the game starts.

## Waiting List

Bolshevik: Piggott, Jeffery, Davidson, Walkerdine.

Imperialism IX: as above.

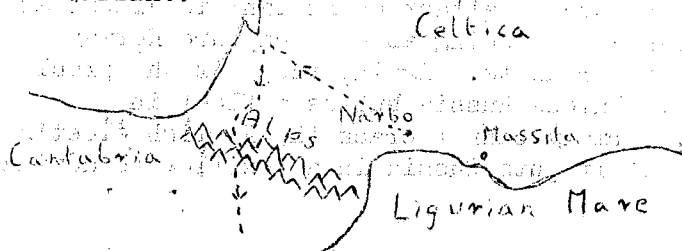
((I'm certain there was one other person who asked recently, but my master list has vanished. Sorry, whoever you are - could you try again....))

## Deadline

Diplomacy:	Monday August 14th
4000AD:	Saturday August 5th

## New Rulebook

....is now available. I hope the BDC will be willing to sell to non-members, if not they will be available from this address. Just to remind you, all new games are following the new book, but the only major change is the 18 supply center victory criterion. It does clear up many of the ambiguities of the original book.



## INTRODUCTION TO THE STRATEGY &amp; TACTICS OF DIPLOMACY

by Larry Peery

## Chapter 4: Germany

Germany is both a favoured country with some players and a country that is avoided like the plague by others. Experienced players often prefer to play Germany, though its chances of winning a game are almost nil because of the intriguing opportunities offered by its central position. Novices often have a difficult time playing Germany since it is a country that calls for the epitome in playing skill, both tactically and strategically.

Germany must literally walk a tightrope. She must be strong enough to protect herself from her neighbours, yet not so strong as to force them into a coalition which will destroy her. European history proves how difficult this has been in reality, as well as in Diplomacy. Her position, along with that of Russia's and Austria's, is one of the most exposed on the board since she is open to attacks from France, England and Russia, as well as Austria though that rarely happens. Yet in spite of her many handicaps, Germany presents one of the most fascinating and difficult challenges in Diplomacy.

A. Acquisition of Unoccupied Supply Centers. Germany's main decision lies not in deciding what supply centers are hers, but in how to take them. Normally, Holland and Denmark are considered Germany's but sometimes things occur which prevent her from occupying them. Germany is immediately faced with the decision of sending her fleet in Kiel to either Denmark or Holland. This is a significant move (perhaps the most significant in Spring 1901) and has tremendous implications for Germany's future role vis-a-vis France and England. The second problem facing Germany is deciding whether to attempt to take Sweden from Denmark (or at least to prevent Russia from occupying it in 1901). This is usually done only if Germany is prepared to fight Russia and has secured an alliance with Turkey or England and can be sure of their support in the war. Any expedition into Russia by Germany must be based on firm non-aggression pacts on her western front. In such a case, Germany may move her fleet Kiel-Denmark (Spring, 1901) and then to Sweden in the Fall. An alert Russian player who is expecting such an attack may cause Germany great problems by moving his fleet St Petersburg s.c. to the Gulf and then in the Fall, instead of to Sweden, to the Baltic. This immediately threatens Kiel, Denmark, Sweden and Berlin and causes Germany many difficulties, especially if France or England are attacking from the west.

Still, Germany should be able to gain at least two unoccupied supply centers without much difficulty and will build either two armies (if fighting Russia or France) or perhaps a fleet and an army (if fighting England or, in some cases, Russia). Occasionally an experienced player builds fleets even if he is planning on fighting France or Russia. This can be an intelligent move since German fleets in the Baltic can present a serious threat to Russia and can be moved into the Atlantic to challenge England in the mid game. Most conservative players choose to build armies with which to defend their long exposed interior lines, however.

B. Alliances. Germany has a multitude of alliances from which to choose, as might be expected, due to her central interior position. Some are conservative and have limited gains; some are rather wild and present gambles on high odds. All present interesting possibilities.

1. With Austria, England and Turkey Against Russia. Germany has much to gain from such an alliance, though any three-way alliance offers minimal rewards. Germany must be careful that such an alliance does not develop into a confrontation with an allied England and Turkey (or Austria). Normally, using one or two armies, Germany can pick up Moscow and Warsaw without great difficulty.

2. With France Against England. A German-French alliance against England is extremely difficult since neither country possesses, in the beginning of the game, fleets in the right places to attack England. Still, by manipulating their fleets, the two of them can conquer England, provided that neither is attacked from the rear. Such a campaign is likely to be both long, costly in the number of units needed, and minimal in gains.

3. With Russia Against England. A German-Russian attack on England is almost as bad as a French-German attack but it has the advantage of being able to capture Norway fairly quickly and thus deprives England of one of her units. Again, there is the problem of bringing additional fleets to bear on England. Unless Russia builds a fleet in St Petersburg n.c. and moves into the Norwegian, Germany cannot crack the English fleet's defensive position. This is also dangerous in that it puts Russia in a position to dominate

the Scandinavian supply centers.

4. Germany and Allies vs. England. To successfully conquer England, Germany needs the help of both France and Russia. One to attack Norway and the other to put pressure on England's southern front. Germany is better off to avoid such an alliance since a Franco-Russian alliance against England can easily be extended to include Germany as the next victim. In summary, the limited gains, potentially dangerous positional consequences and long-term implications of a German-English conquest are such that Germany is better off allied with, or at least neutral toward, England.

5. With England Against France. The other side of the above coin is: "Should Germany join with England against France?" Germany definitely has more to gain from this alliance in the short run and it is a far easier campaign than one against England. Germany can usually take Paris, Belgium and perhaps Marseilles. Still, Germany must beware of extending herself too far into France since such an extension is a natural target for Italy and England.

6. With Russia Against Austria. There was no question in our discussion of Austria concerning an Austrian attack on Germany in the opening game. Such an attack could only be suicide or a personal vendetta, but we should consider the possibility, however remote, of Germany participating in an attack on Austria. Germany could, by going through Bohemia and Tyrolia, get into a position from which she could attack Austria and possibly capture Vienna, if the Italians or Russians did not interfere. It is unlikely that this would happen since Germany could not afford it in the beginning game. Such a maneuver would leave her other fronts defenceless before expanding powers.

C. Non-aggression Pacts. Like Austria, Germany must have non-aggression pacts with several of her neighbours if she cannot have out-right alliances.

1. With England. Germany's status vis-a-vis England will usually determine her status in the opening game. If England is an ally, Germany can fight an offensive game; if not, she must concentrate on defending herself. England's neutrality is particularly important if Germany is fighting France or Russia. Normally a neutrality pact provides for the neutrality of the Skaggerak and Heligoland Bight.

2. With France. If Germany is fighting Russia (or England) she needs France's neutrality or aid (in the latter case). It is often possible for Germany and France to establish a non-aggression pact, particularly if France is fighting Italy and doesn't trust England, and Germany is fighting Russia. Such a pact should provide for the neutrality of Burgundy and the Ruhr.

3. With Russia. If there is a possibility of a German conflict on the western front with England and France, Germany must ensure the safety of her rear with either an alliance or non-aggression pact with Russia. Germany cannot fight a two-front war with three powers and survive. Normally, Germany can get a non-aggression pact with Russia fairly easily since Russia is preoccupied with other threats. Such a non-aggression pact has a better chance of surviving till the end game than one with either England or France. As part of its terms, a non-aggression pact should include the neutrality of the Baltic, Prussia, Silesia and Livonia.

4. With Austria. As a matter of course, Germany and Austria usually establish a non-aggression pact. Both nations must be primarily concerned with threats from other directions.

D. The Defensive Game. The Tier Concept is of particular significance when applied to Germany. Germany's first tier neighbours (France, England, Austria and Russia) include two powers who have no real second tier power behind them with which Germany can ally. Germany is, in essence, surrounded by a strong cordon of powers who must go through her to reach their end game opponents. Thus, unless she is clearly the dominant power by the end game, Germany will find in the end game that she is the corridor to all countries on the move. How to shut that corridor is Germany's prime problem.

1. Against England, France and Russia. Germany cannot survive a three-power attack. Her only hope lies in breaking it by either negotiating with a member of the bloc or by intervention from outside forces of a second tier country.

2. Against France and Russia. Germany can withstand such an attack provided Russia is under heavy pressure on other fronts and France is likewise forced to divert her forces to other fronts.

3. Against England and France. Germany cannot for long survive a joint attack by her two western neighbours. The overwhelming pressure of France's armies and England's

fleets is too great for Germany to face alone.

4. Against Russia. Provided England and France are neutral, Germany should have no difficulty in withstanding a Russian attack. A line based on Denmark, the Baltic, Prussia and Silesia can effectively block Russia from advancing westward.

5. Against England. Just as she can withstand Russia's armies moving from the east, Germany can withstand England's fleets moving from the west, but not both at once. A line from Skaggerak through Denmark, the Heligoland Bight and Holland should be sufficient to stop England.

E. Offensive Game. Germany can rarely manage an offensive by herself against any of her three major neighbours but in conjunction with others she can mount a successful campaign. Generally, Germany will have to face the bulk of the enemies' forces while the other powers attack from the side or rear and capture the common enemies' supply centers.

Basically, Germany's choice lies in whether to turn to the west, against France, or to the east, against Russia. Whichever it is, Germany must make the decision and stick to it, for any hesitation may be just enough impetus to drive her neighbours against her.

F. Waiting Game. As was implied above, Germany cannot afford a "waiting game" in most cases but must move immediately in conjunction with her allies to meet the advances of her opponents. To do otherwise is to court disaster.

G. Builds. As we mentioned in discussing France's builds, the first year's builds for Germany are of major importance. It is in these first year builds that Germany dictates how her entire game will be played. Armies indicate a land war, attempting to hold the middle of the board and expanding from there. Fleets indicate a more aggressive expansionist policy. Certainly the latter offers strong appeal, but most players prefer the security of a homeland filled with armies to protect it rather than fleets roaming the sea while Germany remains surrounded by expansionist land powers.

The 4000AD page

We craftily changed the game number to avoid clashes with the 'Arena' numbers assigned by Edi Birsan to Origins games. Variants will probably get letters added. So:

1/72 Spring 4001

ALGOL: (Davidson) Agl-7. Agl 1 (AY-8).  
 ANTARES: (Piggott) Ant-8. Ant 1 (LR-7).  
 PAVO: (Oliver) Pav-12. Pav 1 (JR-3).  
 REGULUS: (Walkerdine) Reg-8. Reg 1 (CY-7).

Markab: Ztilreb Interstell Languagelab has intercepted coded messages from Antares. As yet there has been little success in decoding them.

Antares: ....\*2/p??8ETHIL...00"L"2UWB33...\*+7....B\*?!S2BDCLRULEOK!?......

Arcturus: Admiral Hrunta has warned the Antarans to keep out of his sector of space. 'We all know what Antarans do with their giant frogs', he pointed out in a planetwide broadcast. "Do we want this kind of pervert to spread all over the Galaxy?"

Please note fast deadline. Providing players reply promptly, the third deadline will be the regular WB one.

Letters:

RICHARD WALKERDINE I would suggest that consideration be given to the idea of (a) more (13 July) than two Hyper-Space Warps per player or (b) allowing a player to make more than one departure per round or (c) both. Without some of these modifications the game is going to be rather slow-moving as players will only be able to advance on, at most, two and more likely one, front at a time. With a lot of players this would probably not matter, but with only four of us it's going to take decades to get anywhere.

ANDY DAVIDSON can a rescue fleet combine with the defenders...personally I would say yes. (17 July) One thing I dislike in the game is the arbitrary limits of 2 warps and one lift-off per turn. Why limit both these at all? Why not let each ship lift off and travel in hyperspace independently of the others? I realise this would make the game more complex, but this is really the idea, as there would be much more scope for intelligent

play and devious tactics. Of course, Waddington's equipment couldn't cope with this change, but if you're considering a six-player game it couldn't be used anyway. Finally I feel it is more "realistic", though this is meaningless in an SF situation.

((I would be very reluctant to change the published rules for this first game. After we've seen a 'regular' game played out, and sorted out the basic mechanics of simultaneous movement, move notation etc, then alterations can be made to try and improve the postal game. At present I would agree that the restriction on warps is annoying, particularly in the end game with only two players left. See below))

JEFF OLIVER Yes, shorter deadlines are OK by me. Small problem to ponder: what (3 July) happens to a joint fleet in hyperspace if alliances break down, ie the one who's warp it isn't wishes to withdraw his ships? It could happen (and has - to me!). I think your hypothetical (3 attacks 2)-case should allow rescue fleet to combine otherwise the defender has too little time to prepare for an attack on him, but I shall, of course, accept your ruling.

PS: Have you any suggestions for keeping track of the game? More difficult than with Diplomacy.

((The rules would suggest that while the owner of the warp can dictate where the warping fleet lands, the owner of the ships is at liberty to take what action (or inaction) he chooses once the warp is turned off. On the 'rescue fleet' question I'll follow the players and rule that the rescuers can combine with the defenders against the attackers if both fleets arrive at the same time.

((It's simple for the GM to keep track of the game - I just drew out a sheet with one square per star, covered it with transparent sticky film, and use coloured labels for the fleets. I'm not sure how best to symbolise the three dimensional board for the players....practise will help no doubt. You should note that as in Diplomacy the positions of all ships will be listed in each issue, so that the board can be set up each time.))

A D G J

\*\*\*\*\* Below are the board details. The sectors are arranged B E H K , with each C F I L

letter referring to a 'yellow' and a 'red' sector, one on top of the other. Each sector contains two stars. These are listed below. Where abbreviations are not given, the first three letters are used. o and + refer to population and raw materials respectively. Possession of a o and a + gives a build of one ship every two turns.

AR Menkar (+)	GR Algenib (Anb) (o)
Aldebaran (Abn) (o)	Fomalhaut (+)
AY Mirfax (Mfx)	GY Alpheratz (Alz)
o Algol (Agl) (o+)	Markab (o+)
BR Rigel (o+)	HR Sol (o+)
Canopus	Alpha Centauri (Cen)
BY Betelgeuse (o)	HY Altair (o)
Bellatrix (+)	Gemma (+)
CR Avior (+)	IR Acrux (+)
Adhara (o)	Spica (o)
CY Alhena	IY Arcturus (o+)
o Regulus (o+)	Alkaid
DR Mira (Mra) (o+)	JR Enif
Achernar	o Pavc (o+)
DY Hamal (o)	JY Alderamin (Amn) (o)
Polaris (Prs) (+)	Deneb (Dnb) (+)
ER Procyon (o)	KR Sabik (o)
Sirius (+)	Sargas (+)
EY Castor (o+)	KY Vega (o+)
Capella	Albireo
FR Alphard (Apd)	LR Atria
Denebola (Dba) (o+)	o Antares (o+)
FY Pollux (Pux) (o)	LY Thuban (+)
Merak (+)	Rutilicus (o)

And now, hang on to your phalanxs, it's time for the games....

1971 BU Autumn 1910

Marseilles: Mr Seamus O'Toole is visiting his uncle Patrick in Tossa del Mar. Asked whether current passport restrictions would prevent his journey he replied "hrrsh\*\*ptfg".  
Lisbon (Italian Govnt!): Et tu, Brute!

GB: F Wes-Tyr S by F Tun. F MAO-Wes. F Bre-MAO. A Spa stand. A Bur-Mar S by F GoL.  
A Mos S GERMAN A Sev. F Eng stand.  
G: F NAO stand. A Sil-Bch. A Tyr-Pie. A Mun-Tyr. A Kie-Ber. A Rum-Bud S by A Vie & A Gal.  
A Ukr-Rum S by A Sev. A Gas S ENGLISH A Bur-Mar.  
T: A Arm-Sev S by F Bla. A Bul-Rum S by A Bud. A Ser S A Bud. F Tri MS F Ven. A Rom-Tus.  
F Nap-Apu. F Aeg-61 Cygni. F Ion stand.  
I: A Por-Spa.  
F: A Mar-Spa.

Retreats: T/A Bud eliminated. F/A Mar eliminated.

GB: (Davis) Lon Lpl Edi Nor StP Mos Bel Bre Tun +Spa +Mar = 11. Builds A London F Liverpool.  
G: (Feron) Ber Kie Mun Den Swe Hol War Par Sev Vie Rum +Bud = 12. Builds A Munich.  
T: (Piggott) Ank Con Smy Gre Bul Ser ~~Tri~~ Ven Nap Rom = 10. No change.  
I: (Feintuck) Por = 1. No change.  
F: (Hemming) ~~Tri~~ ~~Spa~~ = 0. Out!

1971 DS Spring 1906

GB: (Piggott) F Eng-Bel. F MAO-Eng. F Nwy-Ska S by F Nth.  
G: (Burton) A Hol stand. A Mun-Sil. F Hel S F Ska-Nth. F Swe-Ncr. A Den-Swe.  
R: (Maule) A Liv-Pru. A War-Sil.S by A Gal. A Bud S TURKISH A Alb-Tri. A StP S ENGLISH A Nor.  
T: (Bell) A Rum S RUSSIA A Bud. A Alb-Tri. F Con-Aeg S by F Eas. F Gre-Icn. A Bul stand.  
I: (Parker) ~~A Vie S~~ ~~A Tyr-Tri.~~ ~~&&A-Ven-S~~ also. ~~F Adr S~~ ~~F Ion-Alb.~~ ~~F Nap-Icn.~~  
F: (Liesnard) A Spa stand. A Pie-Tus. A Par-Bre. F Bre-Eng S by F Iri. F Mar-GoL.  
oops! missed T/A Ser S A Alb-Tri.

Retreats: T/A Alb eliminated.

Note: Trieste is a standoff and is now vacant.

1972 BL Spring 1902

Tunis: ...and since the start of the dockers' strike our ports have been completely free from foreign ships. This is perhaps not unconnected with the three shiploads of camel dung which for some weeks have been awaiting shipment to Constantinople.

Italy: The Italian Government regrets that a misleading document may have been sent to Grand Duke Hemmedin and apologises for any inconvenience caused.

Dollis Hill: The United Dairies Institute of Science, Technology and Needlework today reported the sighting of Eric the Fruitbat for only the fourth time this decade. A valiant but unsuccessful attempt to capture Eric was made by Prof Helmut Mecklanburg-Strelitz (47) who was later found hanging by his braces from a flag pole making a noise like an artichoke.

Aguazul: Juan Vados, President of this little South American state, has reportedly offered 500,000 dolars as prize money for the forthcoming match for the World Chessmaster Title.

GB: (Oliver) F Nor-Ska. A Den-Kie. F Nth-Hel. F Edi-Nrg. F Lon-Nth.  
G: (Piggott) A Ruh-Mun S by A Kie. F Hol S A Kie.  
R: (Davidson) F Swe-Bal. A Ber S ENGLISH A Den-Kie. A Pru-Sil. A War-Ukr. A StP-Mos.  
F Rum-Bla. A Sev-Rum.  
T: (Feron) F Ank-Bla S by F Con. A Arm-Sev. A Bul S ITALIAN F Ion-Gre.  
AH: (Hemming) A Tri-Ser. A Vie-Bud. F Alb-Gre.  
I: (Davis) A Ven-Tri. A Rom-Apu. F Ion-Adr.  
F: (Jones) A Par-Bur S by A Mar. F Pic S A Bel stand. A Spa stand.

Retreats: None. Michel Grayn replaced by John Piggott.

\*\*\*\*\* Wow! Gosh!! Three games on one page!!! Not a record I enjoy though - I'd rather read some propaganda. And so on we go to the Great 'Should Hannibal turn the frog into a princess or cross the Alps' DEbate, otherwise known as:

1971Uct Spring 216

Pyrennes: "Here we are chaps," said Hannibal, "the Alps at last! I knew those winter clothes would come in handy."

Belgica: King Hannu returned across Fretus and triumphantly returned to his capital, Bordurus. "Now we shall sweep the darkies back to the barbarous lands they came from. Let them get back to harvesting grapes, asinging those arias and working in them chain-gangs."

Roman Embassy, Alexandria: Carthago delenda est!

Baleares: "So where's all them chicks with the golden apples?" muttered Hiram as he landed in these Western Isles, believed to be the Hesperides once visited by Hercules. An aged crone, the only sign of life on the deserted shore, delved into her basket. A disgusting habit, but typical of Western Islanders. Gabbling in some outlandish tongue she offered the intrepid sailor a rotting peach. After handing the crone over to his crew (so you'd be fussy after a year at sea?) Hiram was about to throw away the peach when the truth dawned. "By golly, Moloch, and shiver my timbers! This is no ordinary golden apple, it's an Arabian Fortune Golden Apple!" Quickly he opened the little piece of papyrus and read the message. 'The God reccomends Lion and chips, his speciality'. What does this mean? Will Hiram crack the code without his I-Spy Code Book? See next ish.....

R: (Maule) A Sic & A Nea stand. A Syr S A Nea. A Lug MS A Cel. A Rav-Cis.  
A Mas S A Rav-Cis. F Sag-New.

M: (Piggott) A Cis-Rav! A Dal-Moe. A Pel S F Thr. A Ath-Aet. A Lar-Epi.  
F Spa-Ion S by F WAeg. F Thr S F WAeg.

P: (Rinchon) F Hel-Thr. F WEux-Khe. F Pon stand. A Per-Nic.

RH: (Liesnard) F Cre stand S by F Pam & F EAeg. F Rho S F EAeg. F Pis S F Pam.  
F Lyd stand. A Phr S A Bit stand.

S: (Feintuck) A Sel-Pho. A Ant-Maz S by A Arm. F Cyp-Pam S by F Iss. A Sar-Khe.  
A WGlT-Bit S by A SGLt.

E: (Jeffery) A Gar-Lep. F Bar-Syr. A Pal-Nab. A Jer stand. A Sin-Ale.  
F Egy S SYRIAN F Cyp-Pam.

C: (Davis) F Adr S MACEDONIAN A Cis-Rav. A Cal-Nea S by A Den & F Rom. F Mel-Syr.  
F Car-Aic. A Aqu-Sag S by F Lig. A Can-New. A Gad-Ibe. A Bel-UGer.

Retreats: R/F Sag disbanded by GM. RH/F Pam-Pha.  
R/A Nea eliminated.

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Letter (Well, I only got one...)

MICHEL FERON Glad to hear that my telegram arrived in Beaconsfield well and alive....I had a few laughs sending it: usually, I send telegrams from either the Hannut or Verviers offices, and the clerks at these offices don't understand English. But this time, I had to send it from the main Liege office, and the clerk understood English... He looked suspiciously at the text, and asked me if I was sure this telegram was not unlawful... I had to explain to him it was just a game, and I'm not sure he believed me.

I'm not too happy about dropping the letters for the game, you certainly don't expect me to remember the Boardman numbers of all your games do you?

((I had one other protest, from Colin Hemming, over dropping letters. I certainly won't disqualify moves if they miss out the Boardman numbers....))

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#### NIFLHEIM 2

There was a favourable reaction from fellow-GMs over an information sheet. At present I'm thinking in terms of reprinting NIFLHEIM without very much alteration, and having a more frequently updated list of game openings and other details of zines. Unfortunately I doubt if I have the time for this, and hope to persuade someone else to run it. I should also emphasise that overall this project is supposed to save everyone time & space, in that such information need not be printed seperately in each zine. This in reply to one person who replied that he didn't have the time to participate.....

I will type out NIFLHEIM in a few days. Please let me know how many copies you want.

4000AD cont.

At Trieste we (Feron, Liesnard & myself) tried a three-player game. It ended in a stalemate. After Feron was knocked out in a sneak raid the two remaining players had each one large fleet at home and another wandering round the board. Neither could reach the other with a successful attack as by the time the attackers arrived the home fleet would have built enough reinforcements to beat off the assault.

I'd be interested to know if this is a common situation. Adding more warps for less players would I believe be a way of curing the slowness of the end game, say three warps each for three players and four each for two players. A more drastic alteration would be to stop the continuous increase in ships...but that would bring us more into one of the space-Dippy variants, like Don Miller's 'Foundation'.

How about a majority of stars held = victory? And players staying in the game until all their ships are knocked out?

What we really need is a great deal of play testing, and I'm not yet in a position to do this. I hope to be soon, if London meetings and mutterings about a local group both emerge into something concrete.

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News reaches us from Across the Great Water that those incredible Americans have set up some organisation called the 'International Diplomacy Organisation'. It is in fact a North American group, and so far as I know will deal entirely with North American affairs and will not solicit members in Europe. The name was apparently chosen by the members in a ballot,...since most are probably unaware that there are other civilised countries (some might say more civilised) in the world, we must allow them some errors I suppose. Remember 1812!

We also note that the Belgians now have their own Diplomacy Association, which was founded at Trieste. Meanwhile the BDC is coming in for some adverse criticism in our rival publication Ethil the Frog, which for newcomers is available at 5p per copy from John Piggott, 17 Monmouth Rd, Oxford, OX1 4TD. And my circulation is 36, curse you! I asked the cat but she said she preferred her present names (Chou-chou and Beruthiel).

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Join the Hasdrubal Fan Club!  
Write now to  
Hartley Patterson  
Finches  
7 Cambridge Rd  
Beaconsfield  
Bucks  
UK.  
PS this is  
WAR BULLETIN 34  
accept no substitute.

Richard Walkerdise  
"Cheriton"  
15, Grouse Oak Lane  
Addles Lane  
Jurrey

