



ISSUE NUMBER 35

A postal gamezine produced by Hartley Patterson of Finches, 7 Cambridge Rd, Beaconsfield, Bucks, UK. Tel 04.946.4116. Fred's Press 66.

Rulebook

Positively the last word on this subject! I am not selling it, but it is available to anyone from the BDC at PO Box 4, London N6 4DF. Price is 30p inclusive of postage.

Trieste

Report is in NEWS FROM BREE 8, my other zine. A fuller report on the Dippy side is in the latest issue of MOESHOESHOE, with addresses of all the participants!

War in the North

Last weekend I visited Manchester, and enjoyed the hospitality of Georgeen and Colin Hemming. Naturally a game was organised, featuring Charlie Burton, Andy Davidson and John Bullock in a five-player marathon. It ended with a Turko-Russian Axis facing an Anglo-French entente, and was declared a draw.

COAs

Jeff Oliver is in France for a fortnight, which is why he isn't answering letters! Richard Sharp (BDC4) is away for two weeks from 25 August. Ian Maule has moved to 13 Weardale Avenue, Forest Hall, Newcastle-on-Tyne NE12 OHX.

PS More news on page Five!

FLASH!...BDC game starts..... p5

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WAR BULLETIN is 5/20p inland, 5/30p Europe, 5/£1 USA Airmail. US Agent is Seth McEvoy, Box 268, East Lansing, Michigan 48823. Game fee is 25p payable when game starts. We trade with zines we like. WB32 had last list of variants etc. Game openings in Europe are carried in NIFLMEIM.

Standby Players

- 1971BU Liesnard
- 1971DS Feron
- 1971Uct Davidson
- 1972BL Yare
- 1/72 Corker
- 'BDC4' Anyone???

Standbys for the BDC game must be members of the BDC....sub only required.

Waiting list

Imperialism IX: Piggott, Jeffery, A. Davidson, B. Davidson, Corker, Bullock. Three more needed! I'd prefer to start this variant first, so Bolshevik is shelved for a while.

Deadline

- Diplomacy: Friday 8th September
- 4000AD: Saturday 26th August

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Don Turnbull kindly loaned me his copies of the Peery series, so now we can start at the beginning! I'm running off some extra copies, so the series will be available seperately later on.

INTRODUCTION TO THE STRATEGY & TACTICS OF DIPLOMACY

by Larry Peery

Chapter 1: Austria

Dave Lebling aptly described Austria's position in relation to the other countries in Diplomacy when he said: "Only a diplomat can play Austria well." (GLOCKORIA 5) Mr. Lebling pointed out that except for her nearness to the Balkan's unoccupied supply centers Austria has no real advantage in the game, other than that of flexibility. It is to Austria's flexible position that Lebling attributes Austria's successes when she is played by a good player.

A. Acquisition of Unoccupied Supply Centers. As part of her underlying strategy to control the Balkans Austria has traditionally claimed Serbia and Greece as her share of the twelve unoccupied supply centers existing at the opening of the game.

Using standard opening moves: (Spring 1901) F Trieste to Albania, A Vienna to Trieste, A Budapest to Serbia and (Fall 1901) F Albania to Greece, A Trieste holds, A Serbia supports F Albania to Greece, Austria should have no trouble gaining control of these centers if she does not face a strong attack from Italy, Russia and Turkey.

7 Even an Italian attack on Trieste, through Tyrolia and Venice, in the opening year can be repulsed or at least delayed while Austria occupies these centers.

The movement of the Army Trieste (assuming Austria was successful in her movement Spring 1901 A Vienna to Trieste) in the Fall of 1901 is a critical decision Austria must make. If she leaves it in Trieste in the Fall she must build two armies in Vienna and Budapest in the Winter of 1901 (with her two additional supply centers, Greece and Serbia); but if she moves her army out of Trieste in the Fall she has the added option of building a fleet there to use against Italy or Turkey. The problem lies in moving out of Trieste in the face of a possible Italian attack on that supply center from Venice. Even if Austria does have a nonaggression pact or alliance with Italy, building such a fleet would amount to a declaration of war on Italy.

B. Alliances. AS Mr. Lebling further pointed out in his article in GLOCKORIA: "Austria has more potential enemies (and allies) than any other nation." This is indeed the case and Austria must be aware of the intentions of every nation on the board to correctly decide her own strategy. There are four basic alliances Austria can enter into in the early stages of the game.

1. With France Against Italy. In engaging in an alliance with France against Italy, Austria is better off to obtain non-aggression pacts with Russia and Turkey than to attempt to fight a two front war. Austria, who will usually bear the burden of facing the bulk of the Italian forces, would have a difficult time opposing an Italian drive on Trieste and an attack from Russia or Turkey.

Still, if Austria is unsure of her eastern neighbors and the reliability of non-aggression pacts with them, she often is better off to seek a firm alliance with one or the other of them against the other. Turkey is usually the better ally in the short-run since she can devote her entire force to an attack on Russia whereas Russia will have to divert some of her forces to face a possible attack from Germany or England.

Austria in alliance with France should have no difficulty in eliminating Italy (which is a prime reason for Italy's poor position in player preference surveys). In such an alliance, Austria should seek control of Naples and Venice. Naples because it borders on the key Ionian Sea and Venice because it acts as a buffer between France and Austria; both provinces because they border on Rome. Austria should yield Rome and Tunis to France. An Austrian army and fleet combined with a French army and fleet are usually enough to defeat Italy. Once Venice has fallen (through an attack from Trieste with support from Piedmont or Tyrolia) Italy's remaining supply centers should follow quickly.

2. With Russia Against Turkey. Austria's decision as to allying with either Turkey or Russia in the eastern campaign is the crucial decision she must make. An alliance with Russia at the start of the game directed at eliminating Turkey will usually be successful provided Russia does not face an attack from England and Germany in the north and Austria does not face a strong Italian attack in the west.

In such an alliance Austria can reasonably expect to gain Bulgaria, and hopefully Rumania, though it is definitely to Austria's benefit to hold that province if she plans to fight Russia later because it gives her complete control of the Balkans (one of Austria's basic long-range goals).

Austria, if planning to fight Russia, should be careful not to allow Russian fleets into the Mediterranean or Aegean.

On balance, this is probably the best alliance Austria can make; especially if she can persuade Germany or England to join her in a mid-game alliance against Russia.

3. With Germany Against Russia. An alliance between Austria and Germany against Russia is unlikely to be either practical or successful unless Turkey and Italy remain neutral and both countries (Austria and Germany) devote most of their forces to the attack. It is unlikely that Turkey and Italy will remain neutral but usually Turkey's help and assistance can be bought by promising her a share of the spoils (eg Rumania or Sevastopol). A three-way attack by Austria, Germany and Turkey is fatal to Russia but offers Austria little since most of the Russian supply centers fall to Germany or Turkey. However, if Austria is assured of German support against Turkey in the mid-game and Russia is being played by a strong player it is better for Austria to eliminate Russia as soon as possible.

Austria should beware of allowing Turkey access to Rumania and Sevastopol since once Turkey has entrenched herself around the Black Sea she has a natural defensive position which can be quickly extended to an offensive threat against Austria. Often Germany is engaged during the mid-game in a fight on her western front against England or France and must devote the bulk of her forces to that fight while Austria is usually by this time fighting Italy and must devote some of her forces to that battle. Since both countries are engaged in other fronts Turkey has a great advantage in that she can devote her full force against one country or part of both countries' forces instead of facing their combined total strengths.

4. With Turkey Against Russia. Austria should not ally with Turkey against Russia for various reasons mentioned above unless the Turkish player presents less of a potential threat to Austria; based on a careful evaluation of both players abilities.

An Austrian and Turkish attack on Russia rapidly creates a single nation on Austria's eastern front (Turkey) which has few alternatives to attacking Austria once Russia is eliminated since Austria by this time blocks Turkey's path into Europe.

C. Non-aggression Pacts. Non-aggression pacts between Austria and at least one of her three major neighbours are a key part of Austria's survival and growth. Normally, Austria obtains a non-aggression pact with Germany and then considers her position vis-a-vis Italy while she attempts to get Russia and Turkey fighting between themselves or seeks an alliance with one of them against the other.

1. With Italy. Austria's course of action vis-a-vis Italy is her second crucial decision. If Austria can be sure of maintaining a neutral status in a Turkish-Russian conflict and can achieve a strong alliance with France she should move to destroy Italy at once. Otherwise, Austria should avoid fighting Italy until the mid-game and should encourage Italy to serve as a buffer state while Austria builds up her own forces.

Once Austria has built up her forces in the mid game she can either ally with France against Italy or move against Italy by herself.

Austria must constantly bear in mind that Italy has only two directions in which she can realistically advance; against France or against Austria. Often, the best course is for Austria to encourage a Franco-Italian war and then move into Italy and take her supply centers when they are unoccupied.

2. With Germany. Normally Austria and Germany have either an alliance against Russia or a non-aggression pact. Both countries are usually too busy with their problems elsewhere to fight each other.

D. Defensive Game. If Austria is faced with a Russian, Turkish and Italian attack she cannot defend herself for any length of time unless she can break the three-way attack against her. This can be done in several ways: by persuading one of the three attackers to either turn on the others, or to halt its attack; or by persuading a second tier country (eg France, England, Germany) to intervene by attacking one of the attackers. This calls for all of the "diplomatic" ability a player has and must be carried out while Austria is still in a strong enough position to delay the attack on her.

If the alliance cannot be broken Austria's only course of action is to stubbornly defend herself or attempt to "throw the game" to one of the three attackers in exchange for favors in another game. One of the more devious aspects in this strategy is throwing the game to your worst enemy and thereby increasing his strength considerably but not enough to win and thus forcing his own allies to turn on him.

Rarely is such a three-way attack formulated and if it is often it will fall through before Austria is destroyed.

More difficult to assess is the Russian or Turkish and Italian attack on Austria. An Italian drive on Trieste often ties up enough Austrian forces defending it to allow Russia or Turkey to capture Serbia or Greece. Once Austria has lost these two supply centers it is only a matter of time before the homeland falls.

However, if Austria can persuade Russia to attack Turkey or vice versa and draw off some of the pressure and can get France to attack Italy she can survive and flourish. It is dangerous for Austria to play a defensive game since she is vulnerable from so many sides; a betrayal by any ally may cause her entire front to collapse.

Assuming she is faced with an Italian-Turkish attack and has managed to persuade Russia and France to come to her aid Austria should allow these two countries to gather the bulk of her enemies' supply centers and concentrate on positioning her own forces for a move against one or the other of her allies during the end game. Austria must be careful during the mid game to avoid attacking Turkey or Russia on a one-for-one basis since even if she should be successful the campaign will take too long. It is better for her to have an ally (either Germany, England or France). She can usually engage Italy during the mid game without assistance but France's help will shorten the game considerably.

In summary, Austria must avoid above all else engaging in a long, drawn out war with either Italy or Turkey since it will only engage her forces at a time when other countries are looking for vulnerable victims.

E. Offensive Game. Offensively, Austria has great flexibility since she can attack of three countries and has three or four potential allies.

1. Austria and Russia against Turkey. This is a beneficial alliance as has been pointed out since Turkey has no ready aid and cannot resist a joint attack from Austria and Russia for any length of time. Also, it is beneficial through the mid game since Russia will most likely have other avenues of expansion even after Turkey is eliminated while Turkey after eliminating Russia has little choice but to attack Austria.

2. Austria and Turkey Against Russia. This is a good alliance in some ways, bad in others. It does eliminate a strong power but often gives Turkey just enough of a start to not only conquer Austria but also win. Turkey, when Russia is gone, can only go after Italy or Austria (shifting her forces north to use against Germany or England is highly impractical) and usually prefers to have Italy's help against Austria than vice-versa.

3. Austria, Turkey and Germany Against Russia. A nice overwhelming alliance but does little for Austria. Turkey and Germany make the greatest gains in both supply centers and board position.

4. Austria and France Against Italy. Austria's second best alliance since it provides additional strength to off-set Turkey's gains against Russia, or Russia's gains against Turkey. It also gives Austria control of the central Mediterranean which can be useful in the mid and end game.

F. The Waiting Game. Austria often finds that Russia and Turkey have bumbled into senseless war over the Black Sea (especially if these countries are in the hands of weak or inexperienced players) and that Italy is either involved in a war with France in a dispute over Piedmont or making no progress in an attack against Austria. Rather than intervene in such a situation Austria should concentrate on gaining units wherever she can without launching into a full-scale wide front war and, instead, seek alliances for the end game with second tier countries.

Austria must carefully avoid the greatest threat that exists to any country; that of becoming the "middle man" in a three man end game. For instance, if by 1907 there are three remaining powers on the board, Austria should make sure that she is not caught between two of them but instead is either behind one, or below both (eg England, Russia and Austria; France, Germany and Austria; not Italy, Austria, Russia; etc).

The 4000AD Page

1/72 Autumn 4001

Players were informed of this move by carbon copy, special messenger, etc.

ALGOL: (Davidson) Agl-7. 2(AI-8)Men@Men 1(AR-7)Abn.

ANTARES: (Piggott) Ant-8. 2(LR-7)Rut@Rut 1(LY-6)Thu.

PAVO: (Oliver) Pav-7. 2(JR-3). Pav 1(JR-5).

REGULUS: (Walkerdine) Reg-8. 2(CY-7)Avi@Avi 1(CR-5)Adh.

Tanelorn, Alhena IV: The Galactic Survey Ship "Enterprise" has completed it's five year mission to the outer reaches of the Galaxy and reports the discovery of new life-forms on Algol, Antares and Pavo. Specimens of the strange-looking creatures found on the planets of these stars have been thoroughly examined by the ship's scientists who report that although capable of speech and possessing a rudimentary civilisation the creatures are not considered to be intelligent.

Winter 4001

The players build two ships each except Jeff Oliver, who builds one.

Spring 4002

ALGOL: Agl-9. Men-1. Ald-1. Ald 1(AR-6).

ANTARES: Ant-5. Ant 1(LR-5). Thu-6. Rut-1.

PAVO: Pav-6. Pav 1(JR-2). 2(JR-5). 3(JR-3)Veg.

Ooops! Missed out:

REGULUS: Reg-10. Avi-2.

Adh-2. Adh 1(CR-3).

It is possible for a ship to land, take off, and immediately land again at the star in the same sector. This manoeuvre is symbolised by @. Note in PAVO's Spring 4002 the three hyperspace movements result from one fleet landing before another took off, not from illegal use of three warps at once.

NEWS: Phoned John Piggott yesterday. "Can I go on the waiting list for Third Age?" "OK, you're third down for the second game. The first filled in a week!" Third Age is a Dippy Variant based on JRR Tolkien's 'Lord of the Rings', John will I imagine have copies of the rules and map. /// Harry Bell has abandoned plans for PRECEDENT, his experimental Dippyzine. /// Richard Walkerdine ('Cheriton' 15 Crouch Oak Lane, Addlestone, Surrey) has a new zine MAD POLICY about to start its first regular game. /// A correction from M. Feron - the International Diplomacy Association does intend to have a world-wide membership. Michel is negotiating with the IDA and expects them to start recruiting in Europe and elsewhere as soon as cash flow problems are resolved. /// The drawing on the front is copied from one supplied by Michel Liesnard, who hated the Gothic horrors in WB34. No doubt you'll hate my copying too Michel... /// The draft rules for Midgard are $\frac{3}{4}$ stenciled and should be out within the week!!! /// And NIFLHEIM 2 is also stencilled. Anyone willing to carry on with the 'game openings' section please apply - I don't have time to do it properly myself, at least not with the frequency it should have.

And now - BDC4. Countries are assigned in alphabetical order. The deadline for 'Spring 1901' moves is as on the front page.

ENGLAND: David Callender, 44 Trinity St, Norwich NOR 16F.

GERMANY: Derek Eastham, 1 Withy Trees Ave, Bamber Bridge, Preston, Lancs.

RUSSIA: Andrew Holborn, 86 Liverpool Rd, Penwortham, Preston, Lancs.

TURKEY: D.W. Musselwhite, 12 St Mary Street, Chippenham, Wilts SN15 3JJ.

AUSTRIA: Richard Sharp, 27 Elm Close, Amersham, Bucks.

ITALY: James Wilson, 9 Jacobsen Avenue, Newton, Hyde, Cheshire SK14 4DW.

FRANCE: Brian Yare, 19 Dovecot Rd, St Andrews, Fife KY16 8QP.

It should be noted that Messrs Eastham & Holborn were not previously acquainted, nor have I ever met Richard Sharp, who lives not five miles from here. And the best of backstabbing luck to you all.....

1971BU Spring 1911

London (Govnt): The British Government is concerned about reports of unusual Turkish manouevers in the Aegean. Although the attempted launching would seem to have been unsuccessful, it is feared that the Turks are working on some type of Vengeance weapon to win the war at the last minute.

GB: (Davis) A Lon-Por C by F Eng & F MAO & S by A Spa. F Tyr-Don S by F Tun. F Wes-Tyr.
A Mar-Tus C by F GoL. A Mos S GERMAN A Sev. F Lpl-Iri.
G: (Feron) F NAO stand. A Gas-Bur. A Pie-Ven. A Tyr-Tri S by A Vie. A Bud-Ser. A Mun-Tyr.
A Ber-Mun. A Ukr-Rum S by A Gal & A Sev. A Boh-Mira Ceti.
T: (Piggott) A Arm stand. A Ser MS A Bul. F Tri MS F Ven. F Bla stand. A Tus-Rom.
F Apu-Nap S by F Ion. F Aeg S F Ion.
I: (Feintuck) A Por-Spa!

Retreats: I/A Por eliminated. F/T Tri-Adr.

1971DS Autumn 1906

Error! Fog in the North Sea: the GM omitted to mention that the English fleet had retreated to Edinburgh. Players were informed by postcard.

Russia (Govnt): Large crowds lined the streets of Berlin today as units of the first Imperial Foot and Mouth regiment under General Yushchuck entered the city along the Alt-fried-richsfelde.

Munich: Despite the massive barbarian onslaught on Berlin and it's feared destruction along with such priceless works of art as Bismarck and many others, the entire government managed to eascape the eager Russian bear hug by retiring to the tunnel complex under the capital, built for just such an eventuality and named after its inventor Andy Warhole. From there, they made their way to a provisional capital on the Rhine, believed by informed sources to be Delhi.

Italy: The Italian Government appreciates the moral support given by the visiting French army, and is certain that the forthcoming visit of the French fleet will be just as well received.

San Zunron, High Xingu. El septimo de Setiembre 1906....Profesor Saueron-Crauton y Patatas-Fritas announced today before the Assembly of Congress that he had finally discovered why England had presently such a bad reputation.

"Look at them", said the Profesor, "they just worship their Great Pig-God and forget how steaks are good, especially when served with tasty Hannut-made chips!"

San Zunron: El octavo de Setiembre 1906....Profesor Saueron-Crauton y Patatas-Fritas, who has found shelter in the French Embassy after the invasion of his country by British frogmen, is said to be writing new and interesting books: "This French Embassy is not British", "The Pig-God delenda est", "Hannut can remain British and why I don't care", "Has anybody heard about a dump called Beaconsfield", "Berchem-Sainte-Agathe, on the other hand, is not a dump", "What shall we do with the British corpses?", etc, etc, etc.

GB: (Piggott) F MAO-Por. F Bel-Hol. F Ska-Den. F Edi-Nor.
G: (Burton) F Nwy-StP(NC). F Nth-Bel S by A Hol. F Hel-Den. A Swe-Nwy. A Mun-Boh.
R: (Maule) A Bud S TURKISH A Ser-Tri. A Pru-Ber. A Sil S A Pru-Ber. A Gal-Vie. A StP-Nwy.
T: (Bell) F Eas-Ion S by F Aeg & F Gre. A Bul S F Gre. A Ser-Tri. A Rum-Ser.
I: (Parker) F Alb-Ion S by F Nap & F Adr. A Ven-Tri S by A Vie. A Tyr S A Ven.
F: (Liesnard) A Bre & F Iri stand. A Tus-Spa C by F GoL. A Spa-Por. F Eng-Lon.

Retreats: GB/F Bel disbanded.

GB: ~~Lpl~~ Edi ~~Nth~~ ~~Bel~~ = 1. Removes F Mid-Atlantic, F Skaggerak.

G: ~~Bel~~ Kie Mun Hol Den Swe +Nor +Bel = 7. Builds A Munich.

R: Mos War Sev Bud StP +Ber = 6. Builds A Warsaw.

T: Con Ank Smy Gre Ser Bul Rum +Tri = 8. Builds F Smyrna and A Constantinople.

I: Rom Nap Ven Tun ~~Bel~~ Vie = 5. Removes A Vienna.

F: Par Mar Spa Por Lpl Bre +Lon = 7. Builds A Paris.

1972BL Autumn 1902

Marseilles: The President was distressed to learn of the Italian doublecrossing of Austria and feels that the Ities can no longer be trusted as a major power and ally. Positive steps are therefore being taken.

Berlin: The ex-Kaiserin of Germany, Frau Ilse Pickersgill, has at last been run to earth in her hideout in Berlin's famous wall. Under intensive interrogation by the Russian torturers, during which she suffered torments too fiendishly gruesome for the human mind to contemplate (we will not contemplate them here), Frau Ilse revealed that for the last year she has been living on a diet of rats, mice, dogs, and the occasional half-starving encyclopaedia salesman brought by the last surviving loyalist in Berlin. Ilse the Fat, as she was affectionately known by her millions of loyal subjects, who are all now dead, is now believed to be chained to the wall of the deepest dungeon in Schloss Gutterdammerung, the German stronghold of the Czar and Czardine.

Tunis: WILL THE SULTAN OF TURKEY PLEASE COLLECT HIS DUNG?

St Petersburg: The Czardine of Russia, lying grim and headless in a bilious green oil, today confirmed what the peasants have been saying for so long -- "There is only one true God, and Eric the Fruitbat is His prophet." Don't ask me what it means, but at least the Czar is expected to tell us what events led to the execution of the Czardine without too much delay.

Schloss Gutterdammerung: "Yesterday the Czardine was discovered reading my Anzio moves. I have suspected treachery in this game for some time, and I decided to make an example of her. She was sentenced to death. The body is to be embalmed in green oil and displayed to the public, as a warning to any potential malefactors. Now isn't that nice of me?" ~~←~~ Czar Davidsling of all the Russias and quite a bit more besides.

Aguazul: After six months of bids, counterbids, negotiations, conferences, acceptances, withdrawals, accusations, feuding, ulcers, nervous breakdowns and mass suicides, the World Chess Championship will (probably) (it all depends) take place next Spring in Vados, capital of this little South American state.

Geneva: Preliminary discussions took place today on the possibility of forming a "World Government" provisionally known as the "Nations United Organisation". "It will never work", said the Italian representative, "no one believes a word I say". The English representative, Rear-Admiral Sir Oliver Jeffery, was unable to gain entrance to the conference chamber - the doorway is only 95cm wide.

((For the uninformed - Greg Pickersgill is an SF fan of some notoriety, and Andy Davidson recently had a vac job selling books...))

GB: (Oliver) A Den-Kie S by F Hel. F Nth-Eng. F Nwg-NAO. F Ska-Nth.

G: (Piggott) A Kie stand. S by F Hol and A Mun.

R: (Davidson) A Ber-Mun S by A Sil. F Bal-Ber. F Rum S AUSTRIA A Ser-Bul.
A Mos S A Sev. A Ukr & A Sev S F Rum.

T: (Feron) F Bla & A Arm stand. F Con-Aeg. A Bul S ITALY A Tri-Ser.

AH: (Hemming) A Ser-Bul S by F Gre. A Bud-Ser.

I: (Davis) A Tri-Vie. A Apu-Tri C by F Adr.

F: (Jones) F Pic-Bre. A Bel stand S by A Bur. A Mar-Pie. A Spa-Por.

Retreats: G/A Mun-Tyr. T/A Bul disbanded.

GB: Lon Lpl Edi Nor Den = 5. No change.

G: ~~Wol~~ Kie Hol = 2. Removes F Holland.

R: StP Mos War Sev Rum Swe Ber + Mun = 8. Builds A Warsaw.

T: Con Ank Smy ~~Wol~~ = 3. No change.

AH: ~~Wol~~ ~~Wol~~ Bud +Ser +Bul +Gre = 4. Builds A Budapest.

I: Rom Nap Ven +Tri +Vie = 5. Builds A Venice, F Naples.

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

1971Uct Autumn 216

Rome: "Right", said Hasdrubal, wiping his hands on his tunic, "That's the last of the Senators finished off. When do we move against those GM's who keep misquoting us?"

"We don't", replied Hannibal, nonchalantly cleaning his nails on a spare pilum. "Mark my words, as soon as 'Third Age' starts they'll be falling over each other to write imitation Tolkien."

Qart Hadsh (Govnt): The Senate today endorsed a series of sweeping measures designed to 'de-Westernise' what was Carthage. These include giving the town back its correct name and replacing lavatories with Punic Conveniences.

Saguntum: Hiram sits in a waterfront bar counting his denarii. "Lets see - 500 for transporting Hannibal to Rome, 500 for smuggling arms to the Iberians from Etrusca, 500 for handing the arms over to the Carthaginians....a tidy profit." His thoughts are interrupted by a wild-looking Celt who slips into the seat opposite. "Hiram the Tyrian? Name's Moeshoeshoeus. You like to buy some army surplus on the cheap?"

Londinium: The arrival of Ricardus Vederus, the Thulian historian and inventor, in the British capital has led to a new outbreak of runcurs that King Hannu, exiled for the second time from Belgica, is working on some 'secret weapon' to regain his kingdom.

- R: (Maule) A Sic MS A Syr. A Lug-Bel. A Mas stand. A Rav-Ven. A Cel S A Mas.
- M: (Piggott) A Cis-Rav! F WAeg-Cre S by F Ion. F Thr-EAeg. A Moe-Thr S by A Pel. A Epi-Dal. A Aet stand.
- P: (Rinchon) F WEux-Khe. F Hel-EAeg. F Pon stand. A Nic S RHODES A Bit.
- RH: (Liesnard) A Bit stand. F Pha-Pam S by F Cre & F Rho & F Pis. F EAeg-Kar. F Lyd-Per. A Phr S F Pis.
- S: (Feintuck) A Pho stand. A Maz-Pon S by A Arm. F Pam stand S by F Iss. A WGlT-Bit. A SGLt-Pis. A Sar-Khe.
- E: (Jeffery) A Jer MS A Nab. A Ale-Gar C by F Egy & F Bar. A Lep-Tha.
- C: (Davis) A Can-Aqu S by A Sag. A Ibe stand. A UGer-Mas S by F Lig. F Rom stand. A Nea-Syr. F Mel-Sic S by F Aio. F Adr & A Ben S MACEDONIA A Cis-Rav.

Retreats: R/A Sic eliminated. RH/F Cre eliminated. P/F Pon-EEux.

- R: ~~W/L~~ ~~W/L~~ ~~S/L~~ Syr Mas Cel Lug ~~S/L~~ +Bel = 5. No change.
- M: Pel Lar Spa Ath Dal Epi Thr Cis +Rav +Cre +1CAR = 11. Builds F Sparta (only 1 requested)
- P: ~~P/L~~ Nic Khe ~~P/L~~ = 2. GM removes F East Euxine & F West Euxine.
- RH: Rho Pha Pis Kar Phr ~~P/L~~ Bit Lyd +Per = 8. No build possible.
- S: 2Sel Ant Maz Arm Cil Pho Cyp +Pon = 9. Builds A Mazaca.
- E: 2Ale Cyr Jer The Nab Gar +Tha = 8. Builds F Cyrene & A Alexandria.
- C: Car ~~W/L~~ New Aqu Lep Ben Sar Can Gad ~~P/L~~ Rom +Ibe +Sag +Nea +Sic -1MAC = 12. Builds F Carthage.

Note: As indicated Carthage has loaned one supply center to Macedonia by Rule 12. Please remember this was clarified by Dick Vedder in WB27, and it is this clarification that is being followed. Loaning is 'foreign aid', does not relate to any specific centre, and may be revoked at any time by the donor.

This is
WAR BULLETIN 35
from
Hartley Patterson
Finches
7, Cambridge Rd
Beaconsfield
Bucks, UK.

Richard Walkerdine
"Cheriton"
15 Crouch Oak Lane
Addlescombe
Jurrey



In this issue:
'How I conquered European
Diplomacy' by Hannibal.

Will TRADE when you start up - OK!