



ISSUE NUMBER 36

This is WAR BULLETIN, a postal game-zine produced by Hartley Patterson of Finches, 7 Cambridge Rd, Beaconsfield, Bucks, UK. Tel 04.946.4116. Fred's Press 67. 9.9.72.

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Mad Policy

is the name of the newest British Dippyazine, coming from Richard Walkerdine, Cheriton, 15 Crouch Oak Lane, Addlestone, Surrey. Two issues have already appeared, the rates are the usual 5p per issue + 25p game fee, and he will trade. The first game is underway, and neither John Piggott, Andy Davidson or Martin Davis are playing in it, which makes a change. As for the title - my guess is it was suggested by his wife.....

WAR BULLETIN 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. Back Nos 4p.

Standby Players

1971BU Liesnard
 1971DS Feintuck, Feron
 1971Uct Davidson
 1972BL Yare, Feintuck
 1/72 Corker
 'BDC4' None - anyone???

Party

It is the custom at this time of year for the Tolkien Society to hold a gathering in honour of the Birthday of Mr Bilbo Baggins. This year I'm hosting, and any WB readers would be more than welcome - there should be enough Dippy players for at least one game, several editors are expected so we might almost call it a DippyCon! The names of Haven, Piggott, Walkerdine and Liesnard are on the list so far.....Festivities start on Saturday 23rd September around lunch time and should last about 24 hours, floor space being provided. If you can make it let me know and I can send a map by return - we're about 45 mins out from London by car or train.

Waiting List

Imperialism IX: Piggott, Jeffery, A Davidson, B Davidson, Corker, Bullock, Davis. Only 2 more needed!! Map & rules 5p each.

Deadlines 4.00.00 Tues 14 September!
 Dippy Wed 27 September

Game Openings

are now being produced by Graham Jeffery, to whom inquiries should be addressed; he will also have my stock of NIFLHEIM. Graham thinks a six-weekly schedule would be about right, but that depends on how much support there is from others.

Book your seats now

for the Gamesmasters' Game, starting soon in Colin Hemming's XL. Actually Jeff Oliver is in charge, Colin is one of the players, along with six other household names.

Articles

Reaction to the Peery series has been favourable. So what kind of things would you like to see when it ends?

Chapter 2: England

It is no surprise to most Diplomacy players that Jared Johnson's limited response survey into victory probabilities showed that England was the most preferred country among players and that it ranked third in his list of probable winners. These findings were borne out by Dave Lebling's more recent GLOCKORIA 5 ratings which show England holding second place in the victory ratings as of the completion of 1965M (with Turkey remaining in first place). Lebling, in an accompanying article, attributes England's favourable position to such factors as her position on the end of the board, her good potential for building fleets, her easily defensible position, the simplicity of alliance structure potential, etc. Certainly, England is one of the most interesting countries on the board and one which requires a great deal of study.

A. Acquisition of Unoccupied Supply Centers. England is sadly lacking when it comes to obtaining her share of the twelve unoccupied supply centers at the beginning of the game. Norway, her best possibility, requires at least two units, and perhaps three to seize if Russia is attempting to deny it to England (eg through opening moves of F StP-Gulf of Bothnia, A Moscow - StP, and F Gulf of Bothnia-Sweden, A StP-Norway; which requires England to support herself into Norway in the Fall of 1901 with one of her fleets and either move the second directly into Norway or use it to convoy her Army there. For an excellent illustration of a Russian-English conflict over Scandinavia, see 1966AG in ADAG). Only with Germany's aid can England take Belgium against French forces (unless France allows her to occupy it, obviously) and that immediately launches England into a war with France. Still England has advantages that make up for her lack in this area as we shall see.

B. Alliances. I strongly disagree with Mr Lebling's statement that "England has a simple alliance potential". I suggest that it is among the most complex of any country's since there are at least six alliances open to England in the opening and early mid game.

1. With France Against Germany. This is probably the second strongest alliance England can make and it is beneficial in that it can survive the length of the game if England concentrates on developing as a sea power and if France develops as a land power. Normally, England receives Holland, Denmark and Kiel as her share of the spoils and France receives Berlin and Munich. ~~A joint Anglo-French attack on Germany usually brings an overwhelming amount of strength onto Germany's western front and since Germany must keep some forces available in case of a Russian attack (or a surprise attack by Italy or Austria through the south), the two powers should have a decisive margin of forces in the battle. The usual Anglo-French attack on Germany will find France using Belgium and Burgundy as bases to seize the Ruhr and then moving into Munich. Meanwhile, England will be using Norway and the North Sea to take Denmark. Once England has forced her way into the Skagge-arat or Heligoland Bight and has taken Denmark, and France has Munich, they can attack Kiel and then Holland and Berlin.~~

2. With Germany Against France. This can also be a good alliance, particularly if it is combined with an understanding with France that England and France will jointly eliminate Germany during the mid game. Once Norway has fallen in the standard opening moves -- (Spring 1901) F London-North Sea, F Edinburgh-Norwegian Sea, A Liverpool-Yorkshire; (Fall 1901) F North Sea convoys A Yorkshire-Norway, supported by F Norwegian -- England can move to seize control of the Barents and then either Sweden or St Petersburg as Germany moves eastward to attack Warsaw or Moscow. England should try to occupy Sweden rather than let Germany do it, in exchange for promises of a free German hand in Moscow and Warsaw. Once England has taken Sweden and St Petersburg, she can ally with France and move to crush Germany, (along with Turkish help assuming Turkey has moved into southern Russia) and pick up many supply centers that neither France nor Turkey can reach (eg Kiel, Denmark etc). It is definitely to England's advantage to crush Russia, particularly if Russia is a strong player and thus prevent her from building a strong northern sea power, or moving armies into Scandinavia.

3. With Germany Against France. This can be good for England except that she will often find her way blocked by Germany during the mid game, particularly if England has moved into Russia. If England is to fight France, it must be a surprise attack and one that quickly gains control of the English Channel or it is likely to degenerate into a stalemate that can only be broken by German occupation of French supply centers, and once Germany has occupied France, she isn't often willing to give up supply centers, particularly to England. In such an alliance, England normally takes Portugal, Brest, Belgium and perhaps Spain as her share of the spoils. There is no point to England occupying Paris or Marseilles in the light of Germany's overwhelming land superiority.

4. With Russia (France) Against Germany. This is a fairly obvious alliance and gives England advantages in that she can pick up some supply centers fairly rapidly (eg Kiel, Denmark, Holland) and gains time to evaluate France's and Russia's potential. Germany cannot withstand a three-way attack by Russia, France and England, but England must be careful in such an alliance that France and Russia do not build fleets with which to attack England but build armies so that they must fight each other.

5. With Turkey Against Russia. A joint attack on Russia by England and Turkey in the form of a 2 flank attack will be difficult unless Germany or Austria aid the attack, by applying pressure to Russia's middle front. Normally, such an attack sees Turkey taking Rumania and Sevastopol, Germany occupying Warsaw and Moscow, and England taking Sweden and St Petersburg. In such an attack, England normally moves her fleet into the Barents and uses it to support an attack from Norway on St Petersburg. In the South, Turkey moves: (Spring 1901) A Smyrna-Armenia, A Constantinople-Bulgaria, F Ankara-Black Sea; (Fall 1901) A Armenia-Sevastopol, A Bulgaria-Rumania, F Ankara-Black Sea; or Turkey can use the Black Sea (if it gets in on the first turn) to convey Armenia to Rumania with support from Bulgaria. After crushing Russia, the English-Turkish alliance is one of the strongest on the board, and is nice because it gives few opportunities for stabs on either side. In fact, the two together in a strong coalition are almost unbeatable. In fighting Russia, England must be careful to allow herself to build extra armies to occupy or at least defend a line facing Russia's interior (St Petersburg and Livonia). England's second or third build should be an army that can be convoyed to the continent.

6. With Italy Against France. England's second flanking attack is in conjunction with Italy against France. It is not usually as successful as an attack against Russia but it offers some interesting possibilities, particularly if France is obviously hostile toward England. The weaknesses to such an alliance are: France's superior defensive position (a fleet in Brest and the strong possibility of a second by 1902), Italy's poor offensive position in relation to France, and England's difficulties in taking the Channel. Still, a drive by England and Italy (especially if Germany helps, and Italy isn't fighting Austria) against France has potential. France can be driven out of Brest and Marseilles first and then an attack launched at the interior. England can expect to receive Brest, Portugal and perhaps Spain for her share of the spoils. She should make every attempt to keep Italian fleets out of Iberia in case of an eventual war with Italy.

C. Non-aggression Pacts. England will have to use the non-aggression pact in the beginning game at least once and preferably twice, and can often afford to extend an early game non-aggression pact into the mid or even end game.

1. With France. If she is planning to fight Russia or Germany, England must have a non-aggression pact with France. In fact, England should as a matter of course seek a non-aggression pact with France for at least two years while seeking to take Norway and waiting to see what Russia and Germany are going to do. A non-aggression pact with France, extended into a full alliance, is England's best policy. The agreement should normally provide for the neutrality of the North Atlantic, Irish Sea and English Channel and exclude the building of fleets by both countries at Brest or Liverpool.

2. With Germany. If England is to fight France (and it is much better for England to attack France than for her to wait until France attacks her -- England's offensive position vis-a-vis France is better than her defensive position), she will have to have some agreement with Germany. Normally, an alliance, unless Germany is fighting Russia (in which an alliance is doubly useful, against France and against Russia), or at least a non-aggression pact. This pact should provide for the neutrality of the Heligoland Bight and Skaggerak.

3. With Russia. If England is faced with the threat of a joint Franco-German attack, she will have to seek a non-aggression pact with Russia; in fact, only an alliance with Russia (or another Second Tier country) can save England from being overwhelmed by a Franco-German attack.

D. Defensive Game. Referring once again to the Tier Concept, England's best course of action is to attempt to divert one or two of the First Tier nations against the remaining First Tier nations even as she attempts to line up Second Tier nations for mid and end games alliances against the remaining First Tier states. Or, in plainer language: England should try to persuade Russia and France (for instance) to join her in an attack on Germany (and thereby divert them from attacking her). While doing this, she should seek long-term alliances with Turkey, Italy and Austria against Russia and France.

Often, a superior player will prefer to build up one of his neighbours during the beginning game at the expense of more distant neighbours (eg England might aid France in an attack on Germany) on the theory that she can then move into France when France is occupied in Germany. This course of action is not recommended for a novice player, particularly if his neighbour is an experienced player.

As I have already noted, England cannot face a three-way attack from Russia, France and Germany, but such an attack is most unlikely since these three nations can hardly begin a game without fighting each other, or being forced to face an attack from another quarter. Still, if such an attack should come, England had better console herself to eventual defeat. Again, as in Austria's case in facing a Russian, Turkish and Italian attack, England can make every attempt to break up the three-way attack, either by subversion within the three or by appealing to the Second Tier states for aid.

More difficult to assess is the outcome of a Russian-German or Franco-German attack on England, particularly without knowing the actions of the Second Tier states (eg will Turkey attack Russia, will Italy attack France?). Usually, England is well suited to a defensive game against a Russian-French attack since her naval forces can be readily deployed to defend her homeland. A German-Russian attack is broader in scope since it can be directed at either Norway or England. Still, the Russian-German attack is not as great a threat to England since almost always French help is needed to present an immediate threat to England's supply centers. Any defense of England must be based on the English Channel and the North Sea.

In summary, England, in addition to possessing a strong offensive game base, has the best situation for fighting a defensive war.

E. Offensive Game. England rarely plays a defensive game, perhaps because her defensive position is so strong that few of her neighbours will risk attacking her in the beginning game and perhaps because the potential gains are limited to England's own three supply centers.

England has many choices in playing an offensive game. Any one of three countries may be her target and any one of five countries her ally. We have already discussed the advantages and disadvantages of each particular alliance and will confine this area to general statements. England can go in three different directions: north against Russia, south against France, and through the middle against Germany. The two flanking attacks open to England are often preferred since they not only present a less exposed position to enemy attacks but also make better use of England's fleets. Also, at the end of each flank there exists a logical defensive line (St Petersburg in the north, the Mid-Atlantic in the south) beyond which England can either advance, or hold that position if she wishes. The middle course offers greater gains, but also offers greater risks, particularly in the area and scope of land defense that England must be able to mount. Only a strong land power can hold Germany against determined attack from the south and east (which is why England likes to have French armies at her side).

Perhaps the best course of planning is for England to attack through the north against Russia with German help. Secondly, an attack on France (again with German help, but with increasing Italian assistance). Thirdly, an attack on Germany with either French or Russian help. It is often better for England to leave Germany as her last First Tier state opponent since she can approach from three directions -- through Scandinavia, northern Russia, and from the sea.

The 4000AD Page

Players were as usual informed of the Autumn move by carbon copy.

1/72 Autumn 4002

ALGOL: (Davidson) Men-1. Abn-1. Agl-3. Agl 1(AY-6). 2(AR-6)Rig*.
 ANTARES: (piggott) Ant-5. Rut-1. Thu-6. 1(LR-5)Sab@Sab 1(KR-4)Sar.
 PAVO: (Oliver) Pav-6. Veg-3. 3(JR-5)Sol. 2(JR-2)Dnb@Dnb 1(JY-1)Amn.
 REGULUS: (Walkerdine) Reg-3. Avi-2. Adh-2. 2(CR-3)Dba. Reg 1(CY-7).

Tanelorn, Alhena IV: Supplemental to the last report. The strange-looking creatures examined during the mission of GSS "Enterprise" were mistakenly described as unintelligent. This was disproved when the three creatures together attacked an emissary of the little loved system of the star Regulus, causing severe mental atrophy to set in. His chances are described as 'slim'.

Winter 4002

The players build three each, except Jeff Oliver who builds four!

Spring 4003

ALGOL: Agl-6. Abn-1. Men-1. Rig-6. 2(AY-6)Pol@Pol 1(DY-1).
 ANTARES: Ant-8. Rut-1. Sab-1. Sar-4. Thu-1. Thu-1(LY-6).
 PAVO: Pav-2. Veg-3. Sol-5. Amn-1. Dnb-1. Pav 1(JR-8).
 REGULUS: Reg-6. Avi-2. Adh-2. Dba-1. Dba 1(ER-2). 2(CY-7).

Jeff Oliver pointed out that I was wrong to reprimand him for using the wrong abbn in my carbon copy - he had used the list in WB33, which has I think a couple of errors...my fault, sorry folks! The Antares move presents a GM's problem, since there were only 6 ships at Thuban. I shall rule for the present that only FIVE ships leave Thuban, and not the ordered six. Perhaps players should indicate which way they would prefer the ruling to go in the future - should all the ships leave, or should no move be permitted at all?

The May issue of Strategy & Tactics contains a review of 4000AD by Sid Sackson in his games column. It costs \$9.00 over there, and should be generally available.

The next game started here will be a variant of some kind. Anyone interested may vote in the following poll, which is an attempt to find out which variant rules the players themselves would like to use:

1. Number of players. This will naturally affect board shape. Do you want (a) the present four player board (b) the Piggott hexagonal two-layer board with six players (c) a cubical board with eight players.
2. Availability of warps. (a) two each, but no limit on take-offs per move. (c) three each (d) some other limiting number (e) no limit at all.
3. When a player loses his home star, should he continue in the game as in Diplomacy until his last ship is wiped out?
4. Any other amendments.

Letters

GEOFF CORKER asked a couple of questions on Imperialism IX...A Persian army can leave a garrison in a supply centre in the Spring move, and this does capture the supply centre. A bit confusing! Secondly, the Persian player cannot be eliminated, since as soon as his build centres are empty he can build again.

We also heard from LARRY PEERY in his capacity as President of the IDA. He confirmed that the IDA intends to be an international group, with all regions having full rights within the Association. Exactly what will happen with the BDC I'm not sure, though as I understand it the two organisations are operating quite different services and shouldn't clash head-on. I'd suggest though that both enter into negotiation before any action is taken - and that us folks on the front line be kept informed this time!

1971BU Autumn 1911

Ankara (Berlitz School Public Relations Office): Due to the recent decision of the Turkish government making German a compulsory course for every Turkish child, our School would be happy to enroll about 2,000 more German teachers.

Berlin (Govnt): Our Glorious Kaiser has been crowned Emperor of Austria-Hungary. He also intends to obtain very soon the Royal Crown of Serbia. As he said: "My collection of crowns is almost complete now. Perhaps I should turn to stamp collecting..."

Bohemian Zeitung: The top-secret laboratory of Schloss Schweinhundt is now heavily guarded. Our reporters didn't succeed in trying to enter the castle, but there is a rumour among local peasants that Herr Professor von Moeshoeshoekenstein is conducting very important experiments in the laboratory. According to this rumour, the new experiment would allow the German government to build new armies without having to capture enemy supply centers. "All they need is a few corpses and a lot of electricity!"

London (Govnt): Up against the wall, all you people with red fezzes!

GB: (Davis) A Por stand. A Tus-Ven. A Mos S GERMAN A Sev. F Iri stand. F Tyr-Rom.
F Wes & F Tun S F Tyr. A Spa-Tus C by F GoL. F Eng stand. F MAO stand.
 G: (Feron) A Bud-Ser S by A Rum & A Tri. A Sev & A Gal S A Rum. A Vie-S-A Tri.
 A Tyr & A Pie S ENGLAND A Tus-Ven. F NAO stand. A Mun-Sil. A Bur drinks wine.
 A Boh returns from Mira Ceti.
 T: (Piggott) A Arm-Sev. ~~A Tyr-Tri.~~ F Adr-Tri. A Rom S-F-Ven. F Nap MS-F Ion.
~~F Aeg-Gre.~~ F Ven stand.

GM: Yes, you did write Budapest instead of Bulgaria John!

Retreats: T/F Ven eliminated. T/A Ser disbanded.

GB: Lon Lpl Edi Nor StP Mos Bel Bre Tun Spa Mar +Por +Ven = 13. Builds A Lon, A Lpl.

G: ~~Ber Kie Mun Den Swe Hol War Par Sev Vie Rum Bud +Tri +Ser = 14. Builds A Mun, A Ber.~~

T: Ank Con Smy Gre Bul ~~Sev~~ ~~Tyr~~ ~~Tri~~ Nap Rom = 7. Removes F Black Sea.

1971DS Spring 1907

GB: (Piggott) F Nth-Den.
 G: (Burton) A Hol-Ruh. A Boh-Sil S by A Mun. F Bel-Nth S by F Nwy. A Swe-Fin. F Hel-Kie.
 R: (Maule) A War-Liv. A Sil-Mun S by A Ber. A Gal-Boh. A Bud-Vie. A StP stand.
 T: (Bell) As Tri, Ser, Bul, Con Fs Gre, Aeg, Smy, Eas all unordered.
 I: (Parker) F Nap-Tyr. A Tyr-Tri S by A Ven & F Adr & F Alb.
 F: (Liesnard) F Iri-NAO. F Lon-Eng. A Bre-Pic. A Par-Bur. A Spa-Mar. A Tus-Rom. F GoL-Tyr.

Retreats: T/A Trieste and G/A Munich disbanded.

Will Kevin Feintuck (who was unfairly dropped from the standby list - sorry! - please send standby moves for Turkey.

'BDC4' Spring 1901

Paris: Owing to circumstances beyond our control, all our troops are deserting - taking French Leave - and soon it is expected that there will not be any troops left to guard the Eiffel Tower from the Ities.

?: The Austrian Government welcomes the many offers of help it has received. Meanwhile, admirers of Grand Admiral Rathadizy will be glad to learn that the Unglück has succeeded in leaving Trieste with only minor damage. On land, the entry of General Flammenwerfer's Iron Division into Serbia was greeted with scenes of wild rejoicing, during which 11,000 Serbs were slightly hurt.

GM's Note: Actually the French for French leave is English leave.....

GB: (Callender) F Lon-Nth. F Edi-Nwg. A Lpl-Yor.
 G: (Eastham) A Mun-Ruh. A Ber-Kie. F Kie-Den.
 R: (Holborn) F Sev-Rum. A War-Gal. A Mos-StP. F StP(S)-GoB.
 T: (Musselwhite) A Con-Bul. A Smy-Con. F Ank-stand.
 AH: (Sharp) F Tri-Alb. A Bud-Ser. A Vie-Tri.
 I: (Wilson) F Nap-Tyr. A Ven-Tyr. A Rom-Ven.
 F: (Yare) A Mar-Spa. A Par-Pic. F Bre-Eng.

Please note that Brian Yare's address is 19 Doocot Rd, not as previously announced.

1972BL Spring 1903

Marseilles: The President was seen to eat his words today and as a result was rushed to hospital. A medical report later stated he was very uncomfortable and very red faced.

Dogger Bank: Ships of the British Fleet have been seen steaming back and forth this past couple of years, this nervous "pacing" is thought to be due to the expected arrival of a new fleet from the mother country. This is believed also to account for the heavy smoking.

Tyrolia: The accusation that the German armed forces are commanded by alcoholics has been denied by the joint commanders-in-chief, Generals Meinzadoppeldiamond and Vatvevantisvatnis.

Turtan, Outer Mongolia: Mr Sulkey, of Sulkey, Liesnard and Barca, Inc, traders in camel, horse and yak dung, complained yesterday about the slowness of today's transportation. "I have ordered quite a long time ago a shipment of camel dung from Tunisia, and am still waiting for it! And I remember clearly I told them to send them at my address: Sulkey, of Turtan."

Sofia, Bulgaria: A group of tourists arrived last autumn from Serbia. These tourists, of Austrian nationality, are expected to stay here for a few months. To quote the mayor of ia: "These Austrians are quite uncivilised people, and we really should drive them back to Serbia, but they are spending quite a lot of money here, and we'll keep them till they have nothing left... Once this is done, we expect to see some Turkish tourists again..."

Schloss Gotterdammerung: Czar Davidsling takes a great interest in the welfare of his star prisoner...

"Well, Ilse, you're looking well. I've just brought your dinner."

"It smells different. What evil poison have your scientists dreamed up now?"

"Oh, it's just the Pal chef experimenting again. He wasn't content with gently braising his lean meat with other nourishing ingredients, so he's added juicy tender rabbit to the recipe. Smells good, doesn't it?"

"I guess it makes a change from soya beans and whale meat. That Kennomeat stuff you used to give me always tasted fishy."

"Enough of this idle chatter. There's work to do. I've been informed one of your chains is loose, so I've brought a roll of sellotape to repair it."

"You fiend! I've been chained to this wall for six months!"

"Oh, you've got a long time to go yet. This game may well drag on for fifteen years!"

"I shall escape. You know that, don't you?"

"Escape? Where to? Now that I have eight bases, I cannot be stopped!"

"In that case, I guess I'll just stay here and compose rude press releases."

Moscow: The Czar has recently been the subject of scurrilous attacks in the magazine Ilsam amamus. Last week, the journalist Goliov demonstrated that Czar Davidsling is not a real Russian since his name does not end in -ski or -ov.

Kiev: Czar Davidsling and his son Davidson Solomon have decreed that all men whose names end in -ov or -ski are to be shot. The Russian army now contains eight soldiers.

London: Rear-Admiral Sir Oliver Jeffery is shortly to be promoted to Admiral of the Fleet. When he heard the news, Sir Oliver was less than delighted. "It's a pity in a way," he said. "There has never been a Rear-Admiral with such a rear as mine."

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

G: (Piggott) A Tyr-Tri. A Kie-Ruh.

R: (Davidson) F Ber & A Mun S ENGLAND A Den-Kie. A Sil S A Mun. A War-Gal.
A Sev & A Ukr S F Rum. A Mos S A Sev.

T: (Feron) A Arm-Con.C by F Bla. & S by F Aeg.

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

I: (Davis) F Nap-Ion. A Ven S GERMAN A Tyr-Tri. A Tri-Alb S by F Adr. A Vie-Bud.

F: (Jones) A Por stand. A Pie-Tyr. A Bur-Ruh. A Bel-Hol. F/P/B/B/F. F Mar-Spa(SC).

Retreats: G/A Kie eliminated.

Note: Er...the Fleet was already in Brest....

1971Uct Spring 215

Qart Hadsh (Govnt): In view of the Egyptian threat the Ministry of Punic Transport has started evacuations to Numidia. An embargo has been declared on the export of all puns, due to their bad quality.

Thapsus: The Egyptian Emperor, Ptolemy Ifyooveard Thiswun, is reported concerned over the lack of opportunities for further expansion.

Pillars of Hercules: "That's the strait into the Outer Sea for you ignorant people who missed a classical education," Hiram explains as he shelters in his cabin from the torrential drizzle and howling breeze. "Now look here Moeshoesoeus, are you sure it was a good idea to buy those army surplus clothes from the Carthaginians?" "Sure," replies the Celt, "now here's my plan....."

Iberia: "Zat was the clever trick, no?" Zapatus the bandit told his men as they watched the defeated Carthaginians flee southwards. "That Hiram, he hand over only half the arms to the imperialists, and gives the rest to us. Soon all Hispania will be free of the neo-colonialist dogs."

- R: (Maule) A Syr-Nea. A Ven-Cis. A Bel MS A Cel. A Mas S A Ven-Cis.
 M: (Piggott) F Thr-WEux. F Cre-EAeg. F Ion-Cre. F Spa-WAeg. A Aet-Lar.
 A Pel-Thr S by A Moe. A Rav-Ven S by A Dal.
 P: (Rinchon) F Hel S RHODES F Per-EAeg. A Nic S RHODES A Bit.
 RH: (Liesnard) A Bit stand. F Pha-Pam S by F Rho & F Pis & F Kar. A Phr S F Pis.
 F Per-EAeg.
 S: (Feintuck) A Pho stand. A Maz-Ant. A Sar-Khe. A Arm-Cel. A Pon-Pap-S by A WGl. A SGl-Pis S by F Pam. F Iss S F Pam.
 E: (Jeffery) A Gar-Sah. F Bar-Srt. F Cyr-Bar. As Jer, Nab & Tha stand.
 F Egy S SYRIA F Pam.
 C: (Davis) A Ibe-Gad. F Adr-Ion. A Ben-Rom. A Nea-Syr. F Rom-Tyr. F Car-Bar.
 F Sic-Mel S by F Aio. A Agu-Cel. A Sag-Nar. A UGer-Mas S by F Lig.

Retreats: R/A Mas disbanded.

"Now here's my plan", said Hannibal, "to capture the evil masters of Diplomacy all we have to do is reach Beaconsfield by 23rd September." "If only we could find it on the map," replied Hasbrubal, "it would be easy!"

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Published by Fred for the
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