

ISSUE NUMBER 39

Blast! Another short issue of WAR BULLETIN, the postal game zine edited by Hartley Patterson, of Finches, 7 Cambridge Rd, Beaconsfield, Bucks, UK. Tel 04.946.4116. Fred's Press 72. 14.11.72.

Late Again

I've just started to type this issue, which means it will be somewhat late. Also apologies to players in 4000AD (see later) as I entirely forgot to GM the 'between issues' move!

London Meeting

A regular games meeting is now held at the Bedford Corner Hotel (just off Tottenham Court Rd, nearest tubes Goodge St, etc) every Sunday 12 noon to 11 pm. Entrance fee is 25p, a licensed bar is available. This is organised by GAMES & PUZZLES magazine, who provide a large stock of boardgames including Diplomacy and Avalon-Hill. I expect to be there most days...it should do a lot for postal gaming as well. I believe the intention is to eventually offer an annual membership fee, cheaper than paying at the door each time.

Omission

Will Haven is going to be mad at me cos I missed BELLICUS off the LNPG list, as my copies were upstairs with the Strategy I map. BELLICUS is playing a Roman Civil War scenario, and I'm told by printer Ian Maule the latest issue is about to appear. 5p each from Will.

Concerning MILGARL, the next issue stencils arrived this morning, I will add my thing and mail 'soon'. Will has set a definite Jan deadline for start, please remember that all budgets, money details must go to him, all position and movement details to me.

- MOVES
- 1971BU Spring 1913
 - 1971DS Autumn 1908
 - 1971Uct Autumn 214
 - 1972BL Autumn 1904
 - 1/72 4005
 - 'BDC4' Spring 1902

WAR BULLETIN is 5/25p inland, 5/35p 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. Back issues are 5p each where available.

Standby Players

Moves wanted from those underlined.

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

Waiting list

A regular game will open as soon as 1971BU finishes. The list for this is now open. If it is over-subscribed (ha!) preference will be given to those not already in a WB game.

Deadlines

Monday Dec 11th
 4000AD: Mon Nov 27th
 (if I remember...)

General Orders

Some US zines have a system whereby players submit 'general orders' detailing their alliances, objectives etc and if they miss a move an independent person makes the move for them. Now I'm not proposing this, but if players know they are going to be out of contact for a move or so (eg Liesnard in this issue) I could amend the House Rules to enable them to appoint a 'temporary substitute' with whom the other players could negotiate,

1971Uct ("F") Autumn 214

Celtica: The tent flap burst open as Hannibal stormed in. "Hello, old chap," gaped Hasdrubal, "weren't expecting you back just yet." "Neither was I expecting to come back," rapped the general tersely. "Hirgon's body was brought in this morning. Gondor's orders cannot have got through. Minas Tirith must have fallen!" Eomer's knuckles blanched as he gripped his sword hilt. "I'll come back with you" he said. "I thought you would," replied Hannibal, "Theodred has need of you. Now outside and into the police box."

Carthage (Govnt): "I'm the replacement for Eomer," said the man in the mail shirt. "Rommel and Murat were pretty keen to come but we reckoned that I had better experience of the and terrain." He lowered his voice confidentially: "They also thought I'd appreciate a spell without the wife."

"A correct decision, considering the facts," agreed the Carthaginian chief of staff.

"There's just one thing I don't understand," frowned Belisarius (for it was none other than he). "These standards the troops carry - I know they're fighting for the Senate and People of Carthage, but do they have to have SPOC on them?"

"I fail to see a logical reason why not," said the Chief of Staff, stroking his ears. Hibernia: Hiram peers through the mist at the beach, where Moeshoeshoeus is bargaining with the savages. Presently the Celt returns: "It's all fixed," he calls, "they'll bring them along tomorrow and we can start transshipping." Vederus is dubious:

"Are you sure you can trust these Hibernians? And what about the IRA - what if one of their ships turns up?" "No chance, me boy," says Hiram, "the last Roman navy was sunk years ago - scuttled so I heard. Now about this steam ship of yours...." "Yes, well when your trireme rammed us I'd just completed the first successful trials. Now if we put in at Avalon on they way back to Britain we can pick up some iron and...."

What is Hiram up to? What is his mysterious cargo? Can Ricardus Vederus really build a steam engine? Where is Zapatus? What about the Arabian Fortune Apple? See next ish, when none of these questions will be answered!

((For those mystified by Hannibal's Middle-earth references, he is currently appearing in a game of 'Third Age' in Ethil the Frog, along with Ali Barbar, Gollum, Saruman the Bard, Smug son of Smaug, Mauren and other favorites. Place an order with John Piggott now.))

R: (Maule) A Lug MS A Bel. A Cis stand.
 M: (Piggott) A Moe-Pap C by F WLux. A Thr-Per S by A Nic & A Lyd. A Dal stand.
 A Ven-Rav. E WAeg-Thr. E Spa-WAeg S by F Cre. F Ion S F Cre.
 RH: (Sandell) F Tar-Cil S by F Iss. A Pha-Pis S by A Phr. F Pam-Cyp. Fs Kar, EAeg stand.
 S: (Feintuck) F Lev-Jer S by F Sin & A Pal. A Eglit-Cap. A Cil-Ant. A Bit S RHODES A/W/A
 A SGLt-Lyc. A Sar MS A Khe.
 E: (Jeffery) A Gae-Num S by A Tha. A Lep S A Tha. F Syt-Mel. F Bar S F Egy.
 F Mar-Ale(N) S by F Egy. A Jer MS A Nab.
 C: (Davis) A Mas-Cis S by F Lig. A Aqu MS A Cel. F Mel & A Num S F Car-Tha.
 F Cal & F Sic & F Aio S F Mel. A Syr rapes and pillages.

Retreats: E/A Jer-Gal. R/A Cis disbanded.

R: ~~MA~~ Lug Bel ~~CLP~~ ~~SLP~~ = 2. No change.
 M: Pel Lar Spa Ath Dal Epi Thr Rav Cre Nic +1CAR +Per +Lyd = 13. Build F Pel, A Lar.
 RH: Rho Par Pis Kar Phr ~~Lyd~~ ~~Per~~ +Cyp +Cil = 7. No change.
 S: 2Sel Ant Maz Arm ~~CLP~~ Pho ~~CLP~~ Pon Khe Bit +Jer = 10. Builds A Sel.
 E: 2Ale Cyr ~~Per~~ The Nab Gar Tha Lep = 8. Removes A Lep.

Note: Rhodes offered to loan a supply centre to Egypt - however this would have involved disbanding a unit and as I recall Dick Vedder ruled this illegal.

1971BU ("D") Spring 1913

Following a storm of protest from Hannut, Cambridge and the Isle of Wight, 1971BU continues.....
London (Govt): The Committee of Public Safety are determined that the revolutionary struggle in Europe will continue until the last capitalist is throttled with the guts of the last bureaucrat (and the Turks had better watch out as well).

GB: (Davis) F Tyr-Ion S by F Tun. A Rom-Nap. A Tus-Rom S by GERMAN A Ven. F Eng-Bel.
 F Lon-Nth. A Sev S GERMAN A Rum. A Spa-Tus C by F GoL. A Por-Spa. F Wes-Tyr.
 A Naf-CTA 102. F MAO-Wes. F Iri-MAO.

G: (Feron) A Ank-Smy. A Bul-Con. A Ser-Bul. A Bud-Ser. A Gal-Bud. A Boh-Vie.
 A Gre, A Rum, A Tyr, A Pie, A War, A Tri, A Mun, A Ber, A Kie stand. F NAO sinks.
 A Ven S ENGLAND A Tus-Rom.

T: (Piggott) F Nap MS F Ion. A Apu-Rom.

Retreat: T/F Ion disbanded by GM.

OK folks, so next issue looks like the end. Victory/defeat statements for then please!

1971DS ("E") Autumn 1908

New Malden: While passing through England to review the French fleet off Glasgow, the French President was welcomed by the Mayor of New Malden, a local solicitor, who described to him the many opportunities for investment and expansion in the borough. During the civic reception a man named Njori, describing himself as an Icelandic cheiftain, was arrested for assaulting a police officer.

GB: (Piggott) F Den-Swe. F Edi stand.

G: (Burton) A Ruh S F Kie. F Kie stand. F Nor-Lon.

R: (Maule) A StP-Nor S by A Fin. A Sil S A Mun stand. A Pru-Ber. A War-Gal.
 A Vie-Bud. A Boh-Vie.

T: (Bell) As Bul, Ser, Alb, Fs Ion, Gre, Aeg, Eas all unordered!

I: (Parker) As Tri, Ven, Fs Adr, Nap all unordered!!

F: (Sandell) F Tyr S A Rom. F GoL-Tus via New Malden. F Eng-Nth via New Malden.
 A Bel MS A Bur. F Cly stand.

Retreats: None.

Announcements: Michel Liesnard is still away. Thanks for standby moves Kevin, now will you send them for Italy, while Michel Feron sends them for Turkey!

GB: Edi Den +Swe = 3. No build possible.

G: Hol ~~Swe~~ ~~Nor~~ +Kie +Lon = 3. No change.

R: Mos War Sev Bud StP Ber Vie Mun +Nor = 9. Builds F ST Petersburg (North Coast).

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

I: ~~Rom~~ Nap Ven Tun Tri = 4. No change.

F: Par Mar Bre Spa Por Lpl ~~Lpl~~ Bel +Rom = 8. No change.

"BDC4" Spring 1902

Belgrade: URGENT STOP WHOSE SIDE AM I ON QUERY FLAMMENWERFER

Lesbos: I HAVE ATTACKED NAPLES STOP I THINK STOP RATHADIZY

GB: (Callender) A Yor, F Nth, F Bar all stand.

G: (Eastham) A Hol-Ruh. A Ber-Kie. A Mun stand. F Kie-Hel. F Den-Nth.

R: (Holborn) F Swe-Nor S by A StP. A Gal-Rum. S by F Sev. A Mcs S F Sev.

T: (Musselwhite) A Ank-Arm. A Rum-Ukr. F Bla-Sev. A Bul-Rum. F Smy-Aeg.

A: (Sharp) A Ser S RUSSIA A Gal-Rum. A Bud MS A Tri. A Vie-Gal. F Gre-Bul (SC).

I: (Piggott) A Tyr-Pie. S by A Ven. F Tun stand.

F: (Yare) F Wal-Liv. F Bre-Eng. A Por-Spa. A Bel, A Mar stand.

Retreats: none. I hope the Balkan situation is clear - Russia now occupies Rumania, with Turkey in Ukraine and Austria in Galicia. Andrew Holborn also votes for Autumn/Winter moves combining, as presumably does John Piggott who takes over Italy James Wilson is dropped - £1.35 profit to me already! Will BDC please note that as I have no explanation from Mr Wilson he is blacklisted for WB games.

Imperialism IX start

Preference lists were submitted by Morrison, Maule, Jeffery, Corker. The allotment was made by taking first choices, then second, etc, with die throws where choices coincided. The result is as follows. Addresses are as in roster on page 2.

PERSIA: Bruce Davidson. ATTIKA: John Morrison LAKONIA: Geoff Corker
BOEOTIA: Andy Davidson. EPIROS: Ian Maule IONIA: John Piggott
MAKEDONIA: Martin Davis THESSALY: John Bullock ARGOSIS: Graham Jeffery

Victory criteria: any player who believes that he has won is advised to tell me - it's very likely I won't notice....

It should be noted that Double armies do not have support cut by a single army attack - a double attack is required. Loan of supply centres and tribute must be stated in orders by both parties to be effective. Rule 12 is somewhat confusing - I meant to say that Persia may only build in its build zones. Persia, it should be noted, can never be eliminated from the game, though the Greeks could occupy all the build zones and keep the Persians off the board.

25p please from non-traders.

1972BL ("G") Spring 1905

Armenia: "Help!"

Serbia: Grand Duke Hemmedin, founder of the 'Austria for the Austrians' movement, met today with Count Davidski, founder of the 'Turkey for the Russians' campaign, for discussions on the Grand Duke's proposed change of name.

Rome (Govnt): A mood of desperation hung over the Cabinet as the President outlined their predicament. "This futile Austrian war has dragged on for 4 years now," he fumed, "and it only got started on a whim. Now what's the option - Russia is ready to bulldoze the pair of us and Turkey. We must have a common defence agreement, although I fear we have left it too late."

"We'd better boot the German government in exile out of Trieste then," suggested the Minister for Ice Creams, "I'm sure they's do the same to us."

"Couldn't we try to get hold of a famous Italian hero from the past?" said the Minister without Port.

A profound silence fell as everyone tried to think of one.

"You know sometimes I wonder what would have happened if Carthage hadn't won the Second Punic War," mused the President.

Schloss Gotterdammerung: Academician Grollier glided up beside the distraught figure of the Czar. "Dry your tears, sire," he consoled. "Even though Ilse Pickersgill may have escaped, she will not get far. Her army in Trieste is three moves away, and meanwhile I have a plan - a Plan so bold, so daring as to render obsolete all our present ones. She'll be back by next Spring."

"Then will I be able to bore the pants off all War Bulletins readers?" said Davidsling, eagerly.

Turtan: The shipment of camel dung has finally arrived, but it is in such a decayed and smelly state that Sulkey & Co have had to return it. "It's no good to us," said a spokesman, "try the Russians."

GB: (Oliver) F MAO-Wes. F Iri-NAO. F Eng-Iri. F Nth-Eng. A Bel-Bur S by A Ruh. F Hel-Bel.

G: (Piggott) A Tri stand.

R: (Davidson) A Syr-Smy. A Sev-Con C by F Bla. A Rum S AUSTRIA A Bud-Ser. A Mun-Kie. A Bch-Mun. A Gal-Sil. F Pru-Bal.

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

A: (Hemming) A Vie S GERMAN A Tri. A Bud-Ser. A Bul S RUSSIA A Sev-Con. F Gre-Aeg.

I: (Davis) A Ven-Tri S by F Adr. A Apu-Ven. A Ser-Rum. F Ion-Aeg.

F: (Jones) F Spa(SC)-MAO.S by F Bre: A Por-Edi. A Bur-Pic. A Tyr-Mun.

Retreats: I/A Ser-Alb.

Please note, Phil Jones new address - valid at least till Christmas!

Builds/Removals - see pg1

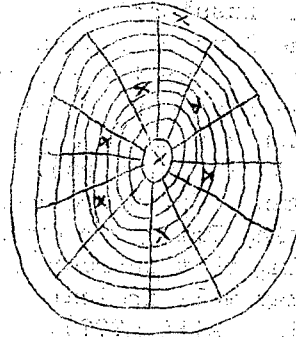
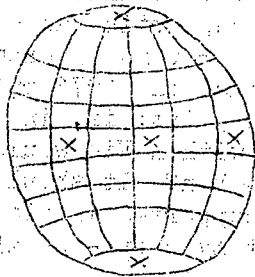
The 4000AD Page

Er..well..sorry about that chaps...I forgot all about it....

JEFF OLIVER posed a nasty problem: if a rescue fleet arrives and successfully repels an attempted attack, can it take off again in the same move? I rule that it can, but this is a highly debateable point.....

ANDY DAVIDSON joins the ranks of board designers:

'My idea is to take the normal square grid and then bend it into a sphere (shades of Einsteinian curved space) thus: (Dia 1). If you make a hole at one pole, rip the thing open and flatten it out you get (Dia 2). Note that the outermost and innermost rings are single sectors, the poles. Also there should be two levels, red and yellow.



There are $2 \times 72 = 144$ sectors in the board I've drawn, so I think one star per sector is best. There should be equal numbers of double, +, o, and no resource stars but its very difficult to get them nicely arranged, given the home stars in the positions I've marked. However perhaps a lack of symetry is not a bad thing, it certainly doesn't ruin Diplomacy.

((Yes, but one star per sector changes the game a lot - for the worse I'd say))

COLIN HEMMING is disagreeing with me as usual:

'Not only do you steal my ideas and call the result the Patterson variant but you spoil the game in the process! The diagonals of the internal squares of the octahedron had a very real purpose in my design: namely to make the home stars equidistant from one another. By all means alter the dimensions but for heaven's sake keep those diagonals.

((So what's so vital about equidistant home stars? The regular board has a greater difference in seperation than the system I proposed. Also with the coordinate system the possible moves are easily seen...the outside sectors have integers summing to 3, the inside sectors sum to 1. To move, two of the coordinates change by 1. By 'summing to 3' I mean $(-2, 1, 0) = 3$. Diagonals muck up this.))

JEFF OLIVER again - it's a Mancunian plot this:

'I disagree with your ruling over "smaller attacks larger" case. If no battle occurs, it means that an attack may be made on the off chance that the defenders leave during that move. Surely it's more realistic and in keeping with the spirit of the game that the smaller fleet is destroyed if it attacks a larger force.

((I assumed that the smaller fleet can escape back into hyperspace before the larger fleet spots them and turns on its force field weapon.))

...Do you intend that John and I must declare our mutual support each time? ((Yes))

I assume that to attack me on Sol, John could not use the forces already there, but must invade, destroying his ten in the process.

((That would seem to logically follow, yes....but in fact the Rulebook (p12) makes it clear that 'nor may one of the players send another fleet there to attack his ally's force while still there himself', ie one player must withdraw his resident fleet and then attack.))

1/72 Autumn 4005

ALGOL: (Davidson) Agg-5. ~~Abn-1~~. Men-1. ~~Abn-1~~. Ham-1. Pol-1. 3(BR-5).

2(DY-3)Mar@Mar 1(GY-13). ((Yes, that's correct - picking up 10 ships at Markab))

ANT: (Piggott) Ant-4. Rut-1. Thu-1. Sab-1. Sar-1. Sol-10. Spi-2. Acr-2. ~~Abn-1~~.
Dbn 1(FR-2).

PAV: (Oliver) Dnb-1. Amn-1. Sol-5. Fom-1. Anb-1. Mra-6. 2(DR-5)Abn*. 3(JR-7)Veg@Veg 1(KY-9)

REG: (Walkerdine) Avi-1. Adh-1. Cas-1. Pux-1. Mer-1. Reg-5. Reg 1(CY-10).

3(EY-6)Dbn*. 2(CR-2)Rig*.

Builds: Algol 2 Antares 4 Pavo 5 Regulus 6

1972BL continued

GB: Lon Lpl Edi Nor Den ~~K/L~~ Hol +Bel = 7. No change.
 G: Tri = 1. No change.
 R: StP Mos War Sev Rum Swe Ber Mun +Kie +Con = 10. Builds F StP (N), F Sev.
 T: ~~S/P~~ Ank Smy = 2. Removes F Armenia.
 A: Bud Bul Gre Vie +Ser = 5. Builds A Budapest.
 I: Rom Nap Ven Tun ~~S/P~~ = 4. GM removes A Albania.
 F: Par Mar Bre Spa ~~S/P~~ Por = 5. No change.

Letters

COLIN HEMMING Why was the Russian move A Gal S AUSTRIA A Vie underlined? Because I'd left the A unordered as opposed to ordering it to stand? If so then I take great exception to your interpretation of the rules: supporting an unordered unit is and always has been a perfectly valid tactic to prevent an enemy from gaining an s.c. (eg when a country goes into anarchy, and since the 1971 rulebook in the case when there are 5 or 6 players). Let's take a case in point: if, in this game, Piggott left the German A Tri unordered and I supported it with A Vie would this prevent Italy from taking Tri by ordering A Ser-Tri sup by A Ven? It should! ((It was my understanding that unordered units could not be supported in place. However the 1971 Rulebook may well indicate otherwise - I've lost my copy - so what would other GMs rule in this position???)

GRAHAM JEFFERY I think it's about time a European rating system was thought about. Of course, with only eight completed games, the rating won't be much good for a while, so I'm just collecting info at present.....

((Graham asked for details of the first 3 WB games. These were judged to be irregular games by Rod Walker in NUMENOR, I agree with that and don't think they should be included in a rating system. In two of the games, for example, one person was making moves for another secretly.))

I think the BRODDINGNAG system will work fairly well, with the following clarifications for standby players. When a player drops out he receives a point score as if he had been eliminated at the moment he drops out. This gives credit to the player for surviving as far as he did, but in general won't leave him too high a rating. A standby receives one point for each player he out-survives. Since a standby position often offers little hope of surviving too far, the standby can't receive a minus figure for that game. He gets credit only for people being eliminated before him.

Should someone be forced to leave the game for reasons beyond his control, he will have the option to have his score for that game counted or ignored, as he wishes. A person who suddenly has to move to Australia obviously can't be blamed for dropping out. Perhaps one ought to make the provision that the player must notify the GM in advance to be able to exercise this option.

Initially the rating list will include those who have completed or been eliminated from at least two games. I've already got a computer program to work it all out, so I just need the info.

((It would help a lot if GMs published one of the standard charts at the conclusion of each game - see next ish for mine on 1971BU. Your proposals sound reasonable - the standby player problem can't be resolved to everyone's satisfaction...see HOOSIER ARCHIVES for further comments on rating systems, notably Rick Brooks.))

((Certainly we ought to have a rating system for our games. I'd suggest you get together with von Metzke and see if you can help each other, as he will be publishing game rosters and charts. Do you intend to include Belgian-only games? Will you publish a separate zine dealing with such matters (at first as a DER KRIEG supplement I guess)? This is another of those things that ought to come under the Dippy Association we don't have, and which someone will try and set up eventually....I no longer count the BDC as anything other than a second-rate substitute for Dippyazines, which will lose the keener players to the zines if ever we bother to put free samples through the mail to the BDC membership.))

The Game Players of Titan Nov 1972

Here T=Trade C=I'm plaguing you with free copies ()=your credit after this issue, WB39, is mailed. 'BU', 'DS' and 'BDC' are the three 'lump sum' games. For sub rates see front page. WB does not actively seek trades but is glad to consider any offers. ?=status uncertain or being negotiated.

- LS Harry Bell, 9 Eskdale Gardens, Lyndhurst Estate, Gateshead, Co Durham NE9 6NS.
- T Stephen Bell, 5605 Virgilwood Drive, Greensboro, N Carolina 27409.
- T John Boardman, 234 East 19th St, Brooklyn, NY 11226.
- T Walter Buchanan, RR3, Lebanon, Indiana 46052.
- (7) John Bullock, 12 Mcorside Rd, Daveyhulme, Urmston, Lancashire M31 3RA.
- DS Charles Burton, 2 Birch Grove, Huyton, nr Liverpool L36 9XH.
- BDC David Callender, 114 Trinity St, Norwich, NOR 16F.
- (-1) Nicolas Cherry, 19 Mill Lane, Corton, Lowestoft, Suffolk.
- (10) 412 Cpl Chopping, Harrier Flt Simulator, RAF Wittering, Peterborough.
- (25) Geoff Corker, 92 Lancaster St, Barnsley, Yorkshire S70 6EW.
- (40) Peter Cousins, 35 Miltons Crescent, Godalming, Surrey.
- (76?) Andy Davidson, Flat D5, Harwood Court, Marsland Rd, Sale, Cheshire.
- (24) Bruce Davidson, 13 Yelverton Avenue, Weeping Cross, Stafford.
- BU Martin Davis, 16 Cross St, Eastfield, Hyde, Isle of Wight.
- BU Earl Doherty, Product Manager, House of Games Corp Ltd, Ontario, CANADA.
- BDC Derek Eastham, 1 Withy Trees Ave, Damber Bridge, Preston, Lancs.
- (95) Jeremy Elsmore, 'The Gorse', Tabley Rd, Knutsford, WA16 0NB.
- BU Kevin Feintuck, 16 Argyle Rd, Anfield, Liverpool L4 2RS.
- T Michel Feron, Grand-Place 7, B-4280, Hannut, BELGIUM.
- T Will Haven, 30 Plungington Rd, Preston, Lancs.
- T Colin Hemming, 20 Hilltop Court, Wilmslow Rd, Fallowfield, Manchester M14 6LH.
- BDC Andrew Holborn, 86 Liverpool Rd, Penwortham, Preston, Lancs.
- T Graham Jeffery, 8 Rusholme Rd, London, SW15 3JZ.
- (29) Phil Jones, 1 Laggan St, Kensington, Liverpool 7. (NB New address)
- C Graeme Levin, POBox 4, London N6 4LF.
- T Michel Liesnard, Ave E de Meersman 43, B-1080, Bruxelles, BELGIUM.
- LS Ian Maule, 13 Weardale Ave, Forest Hall, Newcastle-on-Tyne NE12 OHX.
- C Seth McEvoy, Box 268, East Lansing, Michigan 48823.
- T Conrad von Mitzke, POBox 8342, San Diego, Cal 92102.
- T Don Miller, 12315 Judson Rd, Wheaton, Maryland 20906.
- (56) John Morrison, 52 Miles Rd, Epsom Surrey.
- BDC LWMusselwhite, 12 St Mary St, Chippenham, Wilts SN15 3JJ.
- (19) Jeff Oliver, 73 Egerton Rd, Fallowfield, Manchester M14.
- John Parker, Maths Institute, Univ of Warwick, Coventry CU4 7AL.
- C?T? Larry Peery, Box 8416, San Diego, Cal 92102.
- T John Piggott, 17 Monmouth Rd, Oxford OX1 4TL
Jesus College, Cambridge CB5 8BL.
- BDC Richard Sharp, 27 Elm Close, Amersham, Bucks.
- 'T' Lon Turnbull, Flat 13, Gilmerton Court, Trumpington Rd, Cambridge.
- C John Waddington Ltd, Leeds.
- (27) Andrew Waldie, 312 Broughty Ferry Rd, Dundee, Angus LL4 7NJ.
- T Richard Walkerdine, 'Cheriton', 15 Crouch Oak Lane, Addlestone, Surrey.
- T Fred Winter, 640 N Henry St, 18 Madison, Wisconsin 53703.
- BDC Brian Yare, 19 Loooot Rd, St Andrews, Fife KY16 8QP.
- C T? Lick Vedder, 11940 Adorno Place, San Diego, Cal 92128.

Cash is before taking 25p for Imp IX game. Cash in Midgard is included where appropriate. Players in lump sum games who are eliminated (as opposed to dropping out) receive WB until game ends eg Kevin Feintuck above. Bah - forgot copies hand-delivered:

Roger Sandell, 133 Cherry Tree Rd, Beaconsfield, Bucks.

Grand Total 45. WE'll catch up with you yet, ETHIL!

A Few Words from the Publisher

It's now Saturday, and it looks like this issue will not be mailed till tomorrow, almost a week after the deadline. Not too good...at present with a lot of MILGARD work to do, the next MALLORN about to arrive for duplicating, and other hassles it looks like WB is stuck on a monthly shedule for a while. It started, I recall, on a fortnightly one! If anyone is really put out by this then either you can try and persuade the other players in your game to transfer to a faster GM, or maybe be like 4000AL and have a carbon copy deadline in between regular issues.

Myself I'm quite happy with a four-week schedule, and also with the present 8-10 page size. When and if I'm able to get issues out 2-3 days after the deadline, ie by typing the none moves part up beforehand, then we can go back to the 19 day thing.

Usual reminder: Moves should be written on ONE SIDE of the sheet only, seperate games on seperate sheets. Propaganda written on the back is very likely to be missed. If you send a second revised set of orders write 'second revised set of orders' on it otherwise since PO Postmarks are usually illegible, I can't tell which is which. Top marks for orders go to John Piggott, who uses old computer cards!

We just received a 'National Games Club Bulletin' which is Graeme Levin in another of his many guises, all to do with the London Meetings mentioned on the Front Page. But what's this: a reference to postal play has 'The British Diplomacy Club is already running several postal games, (ten at the time of going to press) and chess has been played postally for years'. Yes, and the BLC is but a small corner of Postal Lippy, though it would seem BLC members are to be kept in ignorance of this....

This is
WAR BULLETIN 39
a journal of Postal Gaming
from
Hartley Patterson
Finches
7 Cambridge Rd
Beaconsfield
Bucks, UK.

'At last', said Hannibal,
'now we can get back to Gondor
and relieve Minas Tirith! On
to Cambridge -- or was it Newcastle?
Where did I leave my police box?
Surely not in Flat 13?'

Printed Matter Only