

"There is always something new
out of Africa"

- PLINY THE ELDER

This is WAR BULLETIN 57, a Gamesine
from Hartley-Patterson of 'Finches'
7 Cambridge Road, Beaconsfield, Bucks,
HP9 1HW, UK. Freds Press 109.
14. July, 1974. Tel 04.946.4116.

GOAs

Steve Doublday, % Mrs Fisher,
90 Laleham Road, Staines, Middlesex.
Phil Jones, Flat 7, 1 Croxteth Rd,
Liverpool 8.

John Piggott and Mike Small are both
off to Canada sometime, will print
addresses when I have them.

Once again it falls upon me to
remind everyone that messages included
with something else (eg a CoA on the
same sheet as a move) is at your own
risk, and does NOT count as fair
warning. Contrary to appearances I
do have a filing system and would
like to use it.

Variants

I've now given up hope of printing
the WB variants in litho: the only
volunteer backed out after much
delaying. I hope to reprint the
original stencils and send a stock
to the Variant Bank. A pity this, as
I was fairly certain we could have
made a tidy profit eventually, but I
don't have time or ability to do them
myself so you'll just have to carry
on with the existing grotty things.

Oh - I'm out of stock of the lot
now, so don't ask me for them yet -
or ever, because I shan't be selling
them!

Another Plug

The IDA British Region (henceforth
IDA/UK) has doubled in membership
since the last WB, the second issue of
its zine was more than double the size
of the first, the third issue will
be typed up next week. Send your 80p
to Richard Walkerdine, 'Cheriton',
15 Crouch Oak Lane, Addlestone, Surrey
KT15 2AN and join the In Crowd!

MOVES

E 1971DS	Finale
G 1972BL	Spring 1913
H 1972EK	Spring 1910
I 1972AEcn	Autumn 423
J 1973BG	Autumn 1908
K 1973DBfa	Autumn 1459
L 1973DDfb	Spring 452
M 1973DCfc	Lethe 1418

WAR BULLETIN is

5/35p Inland.

5/50p Europe Airmail.

3/\$1 = 40p USA Airmail

6/\$1 = 40p USA Seamaill

Yes, the postal increases have come!
Actually airmail rates haven't changed
but I've raised them anyway as the old
rates were rather unrealistic.

Subscriptions are not honoured, though
orders for back issues still outstanding
will be.

Most Variant maps/rules are available
from the Variant Bank: Andrew Herd,
35 Austin Drive, Didsbury, Manchester
M20 0FA. See this page.

A list of Game Openings in Europe is
available from Norman Nathan, 3 Brooke
Close, Bushey, Herts for an SAE.

Standby Players

72BL	Feron
72EK	Davidson
72AEcn	none
73BG	Feron Sherrad
73DBfa	none
73DDfb	Doublday Sherrad
73DCfc	Palmer Jones

More standbys please!

Deadline

After all that delay - he dares
to set one?

Monday 5 August

News

* Calhamer Awards. Enclosed you will find a ballot form. Nomination forms were sent round to all GMs some time ago. I hesitate to suggest how you should cast your vote, but I made several long distance calls to get the damn things on the list!

Seriously folks, I expect a massive vote from you. Postage is 8p.

I ought perhaps to note that in DIPLOMACY WORLD 3 Walt Buchanan has withdrawn himself from category 1 on the grounds that with subsidies from GRI and the IDA he has an unfair advantage.

* ITV 17 June had a programme on games. Omar Sharif introduced. Mostly about bridge, chess and backgammon, though GAMES & PUZZLES were seen playtesting Sigma File and there was about 30 seconds Diplomacy, an FTF game in some unidentified bedroom.....

* The NGC Elections were satisfactorily concluded in DOLCHSTOSS XX. It remains to be seen how well it can function as a democracy. Real Jeremiah I am!

* Hello, here's another one: an ad for a HANDBOOK OF SIMULATION GAMING IN SOCIAL EDUCATION from the University of Alabama. As I've remarked elsewhere, educationalists are developing all kinds of interesting things these days and its a pity that communication with the 'fun' game playing community is almost non existent.

* Richard Scott's Fifth Column 13 proposes dropping press every other issue for faster turn round and economy. I'm surprised no one has divided game openings into 'press' and 'non-press' - PRs are supposed to be interactive affairs and tend to die if one person is left to write the lot. As you may have noticed WB places some importance on such matters, and when the next batch of openings comes up we might do just that.

* Another thing I've been considering doing is reprinting complete games in one package, along with the press, a game commentary and map & rules if its a variant. Any support for this?

* SIGNAL news: 58 had Avalon-Hill planning to reissue their out-of-print games (like Chancellorsville and ANZIO) as mail order only and with revised and updated rules. This with a revamped GENERAL (their House mag) with games included S&T style. 59 has S&T proposals: S&T 44 will have TANK, and games under development are COMBINED ARMS (300/m hex, WWII-present) and ALPHA CENTAURI. 60: CONFLICT have been having cash flow problems, they expect only three issues this year. They are definitely not bust though. There is a long defence of SINAI - slated in an earlier issue - suggesting that they approach the war from different angles and are not directly comparable. Roger has BINAI, I shall be getting BAR-LEV when it appears here so we'll take a look at them both then, right? 1776 is favourably reviewed.

SIGNAL is also carrying EUROPA, a flyer on European news. The European National is Brussels one weekend in May, write M Liesnard, Av A Milcamps 221, B 1040, Brussels, BELGIUM.

* BLOOD AND IRON, Lew Pulsipher's variant information zine just arrived. Full of interesting stuff, mostly out of date - these are the July '73/Jan '74 issues. One zine I'd actually LoC if it arrived more frequently! The address list suggests WB is the only UK trade, which explains the large information gap concerning UK affairs.

* DIPLOMACY REVIEW 14 I got from Nick Ulanov (see later); mine hasn't arrived yet. So I guess I miss the deadline for the poll....DR, the IDA newsletter, has a fair amount of discussion & views on various matters, most interesting this time Rick Brooks' 'IDA as I see it'; solid stuff from one of the SF survivors.

1971DS Finale

Start Dec 1971. WAR BULLETIN 22-57. End June 1974.

ENGLAND: John Piggott (out A10). GERMANY: Charles Burton (dro A09); ANOther (out A11). RUSSIA: Ian Maule (dro A09); Jeff Oliver (dro A13); ANOther (out S16). TURKEY: Harry Bell (dro S09); Michel Feron (won A16). AUSTRIA: Will Haven (dro A03); Martin Davis (out A05). ITALY: John Parker (dro S09); Kevin Feintuck (dro S16). FRANCE: Michel Liesnard (res S08); Roger Sandell.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
GB	4	6	6	5	4	1	2	3*	2	0	-	-	-	-	-	-
G	5	5	6	7	6	7	4	3	3	1	0	-	-	-	-	-
R	5*	5	3	4	5	6	8	9	9	10*	10	9	3	1	1	0
T	4	5	6*	7	7	8	7	7	9	11	11	11	14	16	15	18
A	5	4	3	1	0	-	-	-	-	-	-	-	-	-	-	-
I	4	4	5	5	6	5	5	4	3	2	2	3	3	2	1	1
F	5	5	5	5	6	7	8	8	8	10*	11**	11*	14**	15	17	15

The last game to end in WB, 1971BU, was a perfect example of a two player alliance sweeping the board. This present game is unfortunately more representative of the long postal game, with all the original players out for the last six years of play.

The start was conventional: Germany threatened Russia, England grabbed the Cannel, Austria took Greece. England then assisted Russia into Sweden and pulled off a quick stab into St Petersburg. Italy after a neutralist start took Trieste in S03, leaving standby Martin Davis in a hopeless position and Austria was first out.

In 1904 England and Germany attacked France (the German moves were merely a ruse to take Belgium). Brest fell to the English while a French fleet occupied Liverpool. In the East Russia and Turkey were now plainly in alliance and beginning to dominate the Balkans.

England collapsed in 1906, with only Edinburgh left. But Germany was now under attack by the Russian hordes and England was able to make a partial recovery. In 1908-9 came a wave of dropouts and resignations, leaving Turkey turning against Russia and France taking on Italy and England. It looked as though a three power struggle might start, but in 1913 the Russian player dropped as Roger notes below. It was then a matter of who could pick up the supply centres in anarchy and knock out the third player, Kevin Feintuck, hanging on in Italy. Roger Sandell's efforts peaked in 1917 just short of the 18, leaving Michel Feron as victor.

ROGER SANDELL: 'This was my first postal game. After Michel Liesnard resigned Hartley asked me to take over France, at that time a fairly junior partner to Russia. That France managed to survive and become a major contender at the end was largely due to the very confused situation caused by the disappearance of Jeff Oliver and the failure to submit moves by the standby thus paralysing Russia for a long period. The main moral I would draw is never abandon a position no matter how hopeless it seems since, particularly with the rate of dropouts in some zines, the halting of a major enemy at a crucial time may give you a chance for a comeback. Anyway congratulations to Michel and thanks to all for an entertaining game.'

Propaganda in early years mostly featured the Runts, a diminutive race from 61 Cygni C whose attempts to enslave Earth proved singularly unsuccessful. The British manned their fleets with football supporters, and among characters enlisted to repel the Runts were Bernadette 'Rosy' Luxembourg and Long John Silver. But press abruptly ended in 1906 - an odd feature of games is that once press releases stop they rarely restart.

((A * in the chart above indicates that for some reason an owed build was not taken))

Red Star/White Star Revisited

I bought RS/WS when it first came out, in the hopes that it might be an improvement on Panzerblitz, which I've never really liked. It wasn't - the rules were obscure, and most of the action seemed to consist of 1-1 attacks on towns. It went to the bottom of the draw after a couple of tries.

((It's just occurred to me that there are other games that depend on one or two crucial die throws - Year of the Rat and Winter War for example.))

The Errata Sheet (included in Moves 8) cleared up the sighting rules, a masterpiece of muddled writing in the original. Now the latest Moves to reach these shores (issue 12) has a second errata sheet, some counter amendments, and a complete set of revised scenarios. To this is added US Army proposals for adapting the game for military training and further evolution possibilities by Dunnigan. Well, someone must be finding this game interesting, so we dug it out again.

A For those who don't get Moves, the main corrections:

(1) There are two types of fire, Direct and Indirect.

Direct Fire is only possible at 10 hex range or less. Fire may be directed into covering Terrain (woods and towns) but not through any part of a covering Terrain hex.

Indirect Fire is only possible for HE units. Soviet HE units cannot Indirect Fire once they have moved. To be a target for Indirect Fire a unit must be either:

(a) within Direct Fire radius of a friendly unit (the friendly unit doesn't have to have the range to actually fire at it).

(b) "spotted". A unit is spotted when it fires within 10 hexes of an opposing unit, ignoring any intervening Terrain (it's the sound of the shooting that counts). If it subsequently moves, it is no longer spotted.

Gunship Helicopters cannot spot. Observation Helicopters can under their own special rules.

(2) The scenario changes are mostly in favour of the Russians, giving them more units particularly BRDMs.

(3) The small armoured observation vehicles have a small firepower (eg the PT76 is 3 AP 3). The BRDM is max range 10 Min Range 2. The Russian 200mm rocket should be FPS 40.

(4) Then there are some optional rules. Critics in ALBION were right about the Russian tank firepower it should be TREBLED for the correct value. The low value was to reflect the supposed Russian poorer coordination. In Simov this would be a higher Panic Level.

(5) You can change the CRT as follows: Disrupted Units don't retreat unless they were Close Assaulted, when they move just one hex. Disrupted units can't move or attack. If disrupted again, they are eliminated. X on the CRT = Eliminated. The crippled counters are no longer used.

(6) Infantry and small armoured vehicles can cross bridges without paying the river penalty. A Wood adjacent to a non-wood hex only costs 3MP to enter.

B So how does the game lock now? Well, for solo play I gave the Soviets a panic rule: before attempting to do anything each unit must throw the die. If it scores a '1', it can't do it. There's also a rule to prevent units from making suicidal close assaults if their comrades turn revisionist and cower in the bushes: one would need that for FTF play!

The trouble with the revised CRT is that it's no longer possible to blast units out of defended positions and then rush in on your movement phase. I'd suggest D1 or better obliged them to shift one hex, D0 doesn't.

Oh - I've omitted to note that ARCV units count as Infantry for close assault but don't confer that advantage on non-infantry stacked with them, which drop to a DF of one as indicated in the rules.

Downfall Lithe 1418 1973DCfc

Mirkwood: "What a horrible sight!" exclaimed Beorn, as the Balrog ended his verse.

"Imperialist television," remarked the Easterner. "Opportunity Knocks or similar contest." He made a few more passes and tried another spell:

"Parkinson, Frost and Hughie green,
Change this to another scene."

Briefly a man in Roman toga and smoking a pipe appeared. "I must be perfectly frank with you. Vortigern, Uther and their henchmen have been conducting a deliberate...." ...the picture faded, to be replaced by a landscape of a grassy plain with tall white mountains in the middle distance. A thin line of men in mail were retreating slowly before a horde of orcs. Behind them was a dark, shadow, a black cloud that pulsed and flickered with red fire.

"But - that is the border of Rohan," exclaimed Beorn. "And that..."

"Yes," continued the Easterner, "the Dark Lord himself!"

Isengard: "A right cock-up you've made of this", said the Balrog disapprovingly. "Getting carved up by Ethilfrog was bad enough, but now look what's happened - a twelve-year-old scize riding into Isengard on a Shetland pony!"

"Deplore as I must your lack of linguistic finesse," wailed Saruman, "I am forced to concede that what you say is not without its accurate aspects. If this continues I greatly fear that we may heed to remind Sauron of his promise of assistance."

"He never promised a thing," snapped the Balrog crossly. "We didn't bother to write to him, did we?"

"Do you know," murmured Saruman after a short pause, "I believe you may be right."

"Is this still all EthilFrog's fault?" asked the Balrog.

"Yes," said Saruman. "NO!" he corrected himself hastily. With his nerves in the state they were, another verse would be more than he could stand.

"Good," said the Balrog. "I haven't written the next verse yet."

Lorien: WANTED: opponents for informal poker game. Must be rich, stupid and have expressive faces. Or send £5 now to: John 'Cincinnati Kid' Piggott, Debtor's Prison, Lorien.

Isengard: WANTED: opponents for postal scrabble. Conjuror and friend seek illiterate millionaires for friendly game. All proceeds to charities (such as the National Gambling Club and Blame and Muddles, Inc).

Conan in Middle-earth, Part Six:

At dawn they emerged from their room to find the Inn in turmoil. Every horse and beast in the place had been spirited away, and a room in another wing had been ransacked; fortunately it had been empty. They had already agreed to say nothing of their nocturnal struggles, but to leave as soon as possible, so the loss of their mounts was serious. Along with some southerners they protested to the innkeeper, but then it was discovered that one of the southerners was missing, and suspicion fell on him at once.

"If you pick up with a horse-thief, and bring him to my house," said Butterbur angrily, "you ought to pay for all the damage yourselves and not come shouting at me!"

Four travellers, a Ranger and three hobbits, managed to acquire a single pony and set off Eastwards in mid morning. Most of the inhabitants of Bree turned out to see them, for it was generally held that they were connected with the attack on the Inn. The rest of the travellers decided to stay on in the hope of finding other transport: wisely as it turned out for most were found wandering round about and brought in later in the day.

But further surprises were in store. That evening Conan and the Doctor were supping beer in the common-room when an old man in a grey cloak, with flowing white beard and a pointed blue hat entered. The innkeeper went pale and rushed across to him, and was evidently telling him of the excitements of the previous night.

"Who is that?" the Cimmerian asked Nob.

"Why that's Mr Gandalf sir, the famous wizard."

The Doctor looked up with a start. "Mithrandir? Nonsense - nothing like him!"

Excalibur 1973DDfb Spring 452

Kent Coast: Bowed down under the weight of gifts Hengist and Horsa staggered ashore. "All this and free holidays in Hispania", exclaimed Hengist. "Tedaan the Smith, Count of the North East is indeed generous. What does he want in return?"

"I think we go round plundering and pillaging," replied Horsa. "Then he steps in and gets rebuilding contracts."

Camelot: "Well, Merlin," asked Uther, "what went wrong?"

"Sire, after hearing our rumours about the tin mines the miners all went off to join the army. But then Haraldus hired a lot of Ulstermen who had just landed in Strathclyde - naval men, or navvies as they call themselves."

"We must think of something else then. He must have some dark secret that we can expose. What a pity tape recorders haven't been invented yet."

Eboracum: Artos held out his hand as Shakespeare stepped off the transmission plate. "An honour, sir," he said.

Shakespeare shook it warmly and looked about him. "A fascinating period," he said, "it's one I've often looked forward to visiting."

Artos was quiet and rubbed the long groove he had carried in his beard since a Saxon spear had come too close the previous Summer. "I've often wondered why you never did anything with me," he wondered at length. "Lots of other people have made a good job of it - Tennyson, Malory, Sutcliff - why not you?"

Shakespeare scratched his balding head in embarrassment. "Well, perhaps I can make some notes now that I'm here. What about this figment of my imagination you say you've got?"

But before Artos could reply, Bedwyr ran in. "My Lord," he gasped, "the Dane Amleth has been kidnapped by the Picts!"

Londinium: Vortigern and his henchmen were celebrating the rout of the Angles. The old-style Roman banquet was in full swing when the King turned to his soothsayer.

"Come Enoch, don't look so miserable! The Angles have been driven back into Kent, and now the Frisians have been wiped out."

"I see the Forty Theives undermining the fabric of British Society. I see foreign cheap labour displacing our honest workers. I see

"Oh no, he's been reading those cheap sagas again. Pass the Boar's tripe fried in Aurochs' dripping someone?"

GM: Correction! I am reminded that the British cannot build in centres previously occupied by barbarians. Two builds last time (SAe and SFo) are cancelled.

FRI: (Small) Fs Wwa, MCh, A And unordered.

JUT: (Davis) F Was-Cro S by F Lin & A NPo. A Cle-Elm S by A Dei.

SAX: (Morrison) A OB-Dei C by F Ger.

ANG: (Sandell) A Can S F Tha-Dur.

BRI: (Walkerline) A SAe-Wwa. F Sev-SAe(NC). F Crw-Crl. A Mal-Mer. A Elm-Dev. A Dur-And S by A PAN. A SFo-Dur.

SCO: (Doubleday) A Sol S A Uls-Str. F NCh C A Uls-Str. F Lan-Cum S by F Nlr.

PIC: (Clark) F Mea-Ork. F Dog-Ork. A Twe S JUTE A Cle. A Ber-Cum.

A Edw S A Alc-Str. FF For unordered.

Retreats; FRI/A And disbanded.

Earth Orbit: Somewhere, a long way off, someone was talking. Maybe they were connected with the spot of light that was drifting round the back of my eyes. The world seemed distant, and I was in no hurry to bring it any closer. I dragged my lids up in the hope that it had gone away. The doctor was watching.

"You'd better tell the TLC," he said to the nurse at his side. "Well, well," he sneered turning back to me. "Looks like you're not as tough as you thought, Barca."

I tried to come up with something cutting, but gave it up as a bad job. Instead I felt the back of my head. Bones had done a good job. The stitches were healing, it was good and clean - it was just a pity about the golf ball that sent lightning across my eyes every time I touched it.

"What's the time?" I asked. Bones looked at the chart at the end of the bed. "1973DBfa," he muttered, "Autumn 1459". He looked up. "You've been out a long time."

Then the TLC was standing beside him. "OK Bones, I want to talk to him now," he said. He sat down beside me. His long face was concerned all right. I just wasn't sure whether it was me or the Game he was worrying about.

"Look Hannibal," he said, "I took a gamble with you. After the Middle Earth foulup (*) and selling out to the Macedonians, I still put you up for Executive Status. But what happens? You lose the King in a Yorkist heist, take off on some private investigation of your own and wind up mugged. While you're out of commission, the French get into the Thames and we lose Albert Ball trying to stop them. You should have kept Himself on Deighton. What is it now? Chandler?"

His voice was going through me to that bright spot again. "Get me a John Collins," I said, "and then my clothes. I've got a lot to do."

(*) see ETHIL THE FROG 18, WAR BULLETIN 47 - GM.

Warwick Castle (1): Flashman shifted uneasily in his seat as Warwick and the alchemist studied him silently.

"What do you think?" said the alchemist finally.

"It might work," said Warwick, "but if we're passing him off as King Henry he'll have to shave off those whiskers first."

Warwick Castle (2): Leaving the Tower Warwick descended to the courtyard.

"Doctor!" he bellowed, "Where the hell are you now that I need you?" A short foreigner looked up from entertaining the guards and three cloaked stangers with ice creams.

"Hey!" he called. "You needa the doctor? Not to worry, I gotta good one right here." He pushed his stall over to the drawbridge. "Hey Doc!" he shouted, "The boss here, he needsa you."

The Doctor loped across the drawbridge with an extraordinary gait, and came straight over to Warwick, pausing only to pace around a serving girl, wagging his eyebrows at her alarmingly. He approached the Aristocrat and flicked ash from his cigar.

"What is the trouble sir?" he asked. "What do you require of Doctor Hackenbush?"

Warwick Castle (3): Before the Earl could reply the three strangers approached.

"At last," declaimed the first in a curious monotone, "we meet again."

Warwick stared at the revealed visage. Vapid expression, weak receding chin, bulging eyes - yes it could only be - King Henry!!! But before he could speak the other two spoke.

"At last," said the second, "we meet again."

"At last," said the third, "we meet again."

Apart from the bolt through the neck of the second and a seam down the side of the third's face they were identical.

Roses Autumn 1459

RED: (Davis) A Her S WHITE A Col-Lon. A Oxf S WHITE A Bed-Ntn. A Ccr MS A Lew.
F Roc-Can S A Dov.

WHI: (Clark) A Col MS A Cam +K. A Bed S RED A Oxf-Ntn. A Lei S A Bed.
A Che-Den. A Der-Che. A Sta-Wrk. A Lin-Rut. F Nwh-Suf. F Nor1-Nwh.
F ERid-Nor1 S by F Tyn. A Car-Rox S by A Ber. A WMor-Car.

NEV: (Sandell) A Dcr-Pur. F Exe-Dor. A Sal S A Glo-Oxf. A War-EMar. A EMar-Den.

BEA: (Morrison) F IoW-Snt. ((F Pem unordered.)

SCO: (Doubleday) F Swy S A Dum-Rox. F Man stand.

FRE: (Prevot) F Echa S F Str. F Str S F Nor2. F Nor2 S F Tms. F Tms S A Can.
A Can supports the King (Charles VII I assume? - GM).

RED: ~~Lon~~ ~~Roc~~ ~~Lew~~ ~~Win~~ ~~+Dov~~ ~~+Cch~~ = 6. 1 owed, none received.
 ((Sorry - A Oxf was disbanded))

WHI: Yor Don Der Che Lin Sca Lan Dur Bed New Cam Nwh Suf Car Bwk +Col = 16.
Builds A Den.

NEV: War Here Pem Ntn Glo Sal Bri Exe +Oxf +Dor = 10. Builds A Here, F Glo.

BEA: ~~IOW~~ = 1. No change.

SCO: 2OB +Dum +Man = 4. Builds F OB.

FRE: 2OB Har Cal ~~Har~~ ~~Cal~~ +Can = 5. No change.

Downfall Lithe 1418

ELV: (Piggott) A Bre-SDo. A Bra-Gre S by A Rhu. A NMI-Crk. A CMI-SMi S by A Anu.
A Lor & A Cel S A Gla-Sil. F WES-Min.

DWA: (Davidson) A Crn S A Val-RRi. A Fra S A Wit-NMi.

GON: (Prevot) DA Eas MS A EEm.

ROH: (Sharrad) A Wiz-Dun. A Gap-ISE. A WEm S GONDOR DA Eas.

SAU: (Ward) DA Leb-Lam S by DA Los. DA MTI stand. TA Anc-Eas. DA Nin-Wol.
A Wol-Fan. A Bro-& A DOL S A SMi. A SMi S A RRi. A UDU-Nit. As Ash,SRh uncrded.

SAR: (Sharp) A Hol-Dun. A Mor-Sil. DA Sil-Fan.

UMB: (Doubleday) F SOU spits at Piggott. F BAY C A SGo-Anf. A Bel-Leb.

GAN: (Holt) unseen.

Retreats: SAU/A RRi disbanded.

ELV: ~~GHa~~ ~~RIV~~ ~~LOR~~ ~~Crk~~ ~~Gla~~ ~~Fld~~ ~~Bre~~ ~~Anu~~ ~~Shi~~ Removes A SDo.

DWA: ERE Iro Blu Ang +RRi +Crn +NMI = 7. Builds A Blu, A Iro, A ERE.

GON: ~~Har~~ ~~Lam~~ ~~Eas~~ = 1. Removes A EEm.

ROH: Hel Edo Dru +ISE = 4. Builds A Edo.

SAU: 3OB MMO UDU BAR Nur DOL ~~Har~~ ~~Riv~~ NIT Sit ~~Leb~~ Anc Wol +Lam +MTI = 14.
Builds A UDU.

SAR: ~~Har~~ ~~MOR~~ ~~Dun~~ ~~Hol~~ = 3. No change.

UMB: Cit Hav Hrd Kha SGo Bel +Leb = 7. Builds A Hrd, A Cit. One owed!

1973BG Autumn 1908

G: (Waldie) A Mun S A Ber-Kie. A Swe-Den.

R: (Clark) F Nth-Den. F Ska S GERMAN A Swe-Den. F Nwy-Swe. F Bar-Nwy. A Edi-Lpl.
A Boh S GERMAN A Mun. A Vie S A Bud. A Bud MS F Rum.

T: (Cousins) A Con-Bul. A Bul-Gre. F Tum S F Aeg-Ion. A Ser S A Tri.
F Aeg-Ion. F Ion-Nap.

A: (Sandell) A Rom MS A Ven.

F: (Sharp) A Lpl S F Cly-Edi. F Eng-Lon. A Den allies with Germany. F Hel S A Den.
A Kie S A Den. F Hol-Nth. A Ruh S A Kie. A Bel-Bur. A Pie-Tyr. F Tyr S F Nap-Rom.

Retreat: R/A Edi-Yor.

G: Mun Ber Swe = 3. No change.

R: Mos StP War Sev Rum Nwy Vie ~~Har~~ Bud = 8. Removes A Yor.

T: Con Ank Smy Bul Gre Tun Ser +Tri = 8. Builds F Smy.

A: ~~Har~~ ~~Ven~~ ~~Rom~~ = 2. No change.

F: Par Mar Bre Spa Por Lon Lpl Hol Bel Kie Nap Den +Edi = 13. Builds F Bre.

1972BL Spring 1913

GM: Yes, build F Bre was impossible - should have been F Mar.
 R: (Davidson) A Sev-Rum S by A Ukr. A Ruh-Bel S by A Hol. F Kie-Den.
 A War-Sil S by A Ber. A Pru S A Ber. F Eng-Lon S by F Nth. F Nwg S F Nth.
 A: (Yare) F Wes S F Naf-MAO. F GoL S A Pie-Mar. F Smy-Con. F Adr-Ion.
 A Tyr-Mun. A Boh-Sil. A Mun-Bur. A Gal S A Sil-War. A Rum-Ukr. A Con-Bul.
 F: (Jones) F Mar MS F Spa(SC). F Por-MAO. A Bre is not a fleet. F Bel-Nth.
 S by F Lon & F Hel. A Bur S F Mar. A Edi prays.

Retreats: F/F Bel-Pic.A/A Rum-Ser.

1972EK Spring 1910

R: (Holborn) A Arm S A Ank. F Bla S A Sev. A Mos S A War. A War MS A Sil.
 A Ber S A Sil. A Kie S FRENCH A Mun. F MAO-Naf. F Iri-MAO. F Nth-Eng.
 F StP(NC)-Nwy. A Ruh S FRENCH A Mun. F Nap unordered.
 A: (Sharp) F Por-MAO. A Spa-Gas. A Mar-Gas. F GoL-Wes. F Ion-Nap. A Tyr-Ven.
 A Boh-Sil. A Ukr S A Gal-War. A Rum-Sev. A Bud S A Ser-Rum. A Bul-Con.
 A Con-Ank. A Smy-Ank.
 F: (Yare) A Par & A Bur S F Gas. F Gas S RUSSIA F MAO-Spa(NC).
 A Mun S RUSSIA A Sil-Boh.

Retreats: None.

Still two for, one against.

1972AEon Autumn 423

ARG: (Jeffery) F Argo stand.
 ATT: (Morrison) F Hydr & F Troi S ARGOLIS F Argo. F Myrt-Zara.
 F Zara-Lako S by F Kyth & F Cret. F Patm S by F Anap. F Saro S A Kori.
 F GKor-Kaly. F Kykl-Andr. F Thor-Kykl S by F Paro.
 BOE: (Davidson) A Lari-Myla. A Elim-Hlpa S by A Amph & A Tslt. F AmbrMS A Akar.
 F Lok2 S ATTIKAY F GKor-Kaly. F Orkh-GKoe. F SEub-Kary. F NEub & F Magn
 SS F Pela. F SAeg-Skyr S by F Pela.
 EPI: (Cousins) F Keph-Itha. A Edes stand. F Tprt-Ambr. A Tymp & A Molo S A Hlpa.
 ION: (Doubleday) F Skyr S F IkaS-SAeg. A Mile-Indo. F Eryt S F Khio-IkaS.
 F Lero S F Khio-IkaS. A Ephe S A Smy.
 LAK: (Sherrad) F Mess & F Gyth S F Lako. F Lako S A Sell-Zara. F Itha-Kaly.
 A Elis-Akha. ~~A/Patm/Patm/S~~ by A Siky. A Myke S A Siky. A Thy S A Arka-Argo.
 MAK: (Davis) A Pell-Edes. A Olyn-Myla.
 PER: (Clark) DF NAeg-Pela. DF Aiol-SAeg. DF Toro-Mend. DA Kymi-Mysi.
 DAS Troy, Lemn, Olyn unordered. Gs WThr, EThr, Byza, Kher, Indo, Thma, Khal, +Kyme.

Retreats: BOE/F SAeg-Eret(NC).

ARG: ~~Siky Ttpa~~ Argo = 1. No change.
 ATT: 2Athe Thor. Rhom Naxo. Rhod Andr Melo Knid Thas ~~Siky Olyn~~ Kori Eret(BOE)
 +Troj = 13. Removes F Kykl.
 BOE: Theb Tana Orkh Phok Mali Oreo Phth Dolo Aito Magn Lari Myla Akar ~~Hlpa~~
 +Ambr = 14. Builds A Orkh, F Tana.
 EPI: Apol Dodo Illy Kork ~~Hlpa~~ Keph Edes +Hlpa = 7. Builds A Dodo.
 ION: Pkai Eryt Samo Ephe Abyd Lesb Khio Hali +Skyr = 9. No build received.
 LAK: 2Spar Sell Plln Mess Elis Mega Patr Gyth Arka Myke +Siky = 12. Builds A Plln.
 MAK: Pell Aino Abde = 3. No build possible.
 PER: OB = 7. No change.

Note that Persia has occupied Olyn and Lemn but obtains no benefit therefrom.
 (Hm: also Thma)

1973BG Autumn 1908

Scotland Yard: Holmes glared at the Inspector. "This is too bad, Lestrangle!" he declared. "All your raids have done is to tip off our opponents. Now they have been alerted they will be taking care to cover their tracks."

"I'm sorry Holmes. What do you suggest we do?"

"As it happens my associates are still following several leads. Burton has gone to Cambridge and Lord Greystoke to Oxford."

"You suspect an academic?"

"I had better say no more. I don't want you interfering again!"

nr. Henley: After a short journey in the blacked-out motor Soames was bundled out into a large house. In the kitchen he was tied to a chair and a short, florid man stood in front of him - a white man. But before he could speak a horrible shriek rang out.

"Cripes, that Chinkie ain't still playing with the traction engine? Tell him to turn the blasted thing off and give the poor bugger some rest."

A colonial? Well, no Englishman would treat a gentlemen like this, that was certain.

Montenegro: Good day, all (rasps Sir Donald Bradman). You've not heard a bloody peep outa me this whole bloody tour, because all I know about is bloody cricket and there hasn't bloody been any. Well, we buried what was left of the Frog sheila on Wednesday, though Bedbug grumbled a bit and said we oughta keep the bones to make soup out of. Holy cow! He's a funny joker, this Bedbug. Reminds me of an abo stockman I useta know back in Woobinda - black as six inches up a kockaburra's khyber and bent as a bloody boomerang. After the funeral I was just sliding off to crack a quick tube with me coppers, when they go and call a practise match against the Zagreb Baptist Sunday School Association Pipe Band Second XI Reserve. Well, we slope down to the oval and there's eleven bloody great boong sheilas in kilts, and I'm sitting there tightening me jockey when that crazy princess asks me if I'd like to go in first wicket down.

'You must be bloody joking,' I says, 'I can't bloody bat to save me bloody life.'

'Mais cheri,' she says, 'you make 10,000 runs in Test matches, you sunabeech.'

'No bloody fear,' I says. 'I never played a Test match. I watched one once, till the bar opened. I used to be a leg-break bowler for Woobinda Stockbreeders' Friendly Society Third Eleven. I got a wicket once, back in 1932 - it was in the Woobinda Times, on the 'Joke of the Bloody Month' page.'

'So what ze 'ell you get knighted for?' she screeches.

'Why the hell I what?'

'Get knighted!'

'And you,' I says.

Montenegro: Mysterious posters have appeared mysteriously all over the capital. They accuse the King of deliberately delaying the start of the French tests because he is unable to raise a team capable of meeting the Princess' squad. 'Could any of these incompetents bowl a maiden over?' asked one headline. The King has ordered the police to devote their full energies to tracking down those responsible.

Beaconsfield: The 1908 Delahaye had pulled over onto the grassy verge just beyond the town. A puncture at 25 miles per hour was a serious matter, but his great strength enabled Clayton to stop the car without mishap. Now he was engaged in changing the wheel.

Suddenly two men rushed across the road, jumped into the vehicle, and started the engine. The car bounced off the jack (the new wheel was fortunately in place) and roared away, Clayton vaulting into the back found a revolver levelled at his head. He sank back in the seat - they were travelling in the right direction, he could jump them later.

* FTF. A meeting here 6-7 June had quite a good turn out. Besides Nick Ulanov of New York, over here on vacation, there were 6 GMs and 5 other ranks. The Diplomacy game was a defeat for the GMs, victory being conceded to Norman Nathan (England) aided by Steve Doubleday's Germany. The St Petersburg-Syria convy was feasible at one point! I won the Careers game with a uranium ore discovery at the right moment. Have told us all the American scandal Nick can now go to the Chicago DipCon as the first American to have met the not-so-secret Masters of British Diplomacy.

* We're still plugging DIPLOMACY WORLD, issue 3 just arrived with Rod Walker on how to write English PRs, Verheiden on stalemate positions, Pulsipher with a 3-player variant, Beyerlein's ODD Rating system (a handicap one like the NGC's), lots of news and stuff. British Agent is John Piggott but he is off to Canada soon (for a 3-year contract) so someone else should be taking it up.

* Andrew Holt reports on WRGs new game SEASTRIKE:

'Effectively a minatures game (like the AH naval games) using an interesting system of hidden objectives with differing budgets for the different objectives (eg £40M to sink any 1 enemy ship, £98M to land commandos on his home island etc). Ships vary from Cruiser (£60M!) through Destroyers (£25-28M), Frigates (£15-18M) Missile Patrol Boats (£3M), Missile Subs (£12M) and Subs (£6M). Strike Aircraft are cheap (£3M) and very effective, but interceptors are cheaper (£2M) and even more effective! Very good game - very few rule problems - some objectives easier than others but well worth getting.'

* Larry Peery's STRATEGY & TACTICS OF POSTAL DIPLOMACY series is progressing, the instalment covering England just arrived. It's an enlargement of the series run in WAR BULLETIN some time back (though I never finished it due to reader apathy), and plots out the various options open to the English player in the various stages of the game. I imagine a novice player would find this very useful, and even the more experienced could pick up some ideas. Hope someone will reprint it here. The ENGLAND section is \$2.50 from Larry Peery, IDS, Box 8416, San Diego, California 92102.

* For those who wondered BENJAMIN DISRAELI went to players as a one sheet affair some time ago; it will reappear with WB next issue I imagine. I've heard of at least two people thinking of running more sections of PARLIAMENT but I'll wait till they decide for certain before printing names....

.....

One of the features of WB used to be the letter column, but this has vanished of late: not through any censorship of mine as I'm not one of those who produces a zine out of a sense of duty to players. It will run just as long as I enjoy reading it (don't worry, I still do). It isn't too encouraging to produce issue after issue without any feedback though, so comments are always welcomed please. Such sections as the news page and the game reviews could easily be dropped if none is actually interested in them, as the Diplomacy articles were dropped earlier.

If you have any ideas on what WB should do next, now that several games are finishing, let's hear those as well. Do you want regular games, more new variants, unusual games like PARLIAMENT?

KTIS ZAN
Jenny

Address

15 Grand Oak Lane

Cherlar

Richard W. Aldridge (T)

REMEMBER
TO USE THE
POST OFFICE



Saturday March 9th

On this day there will be an FTF meeting at

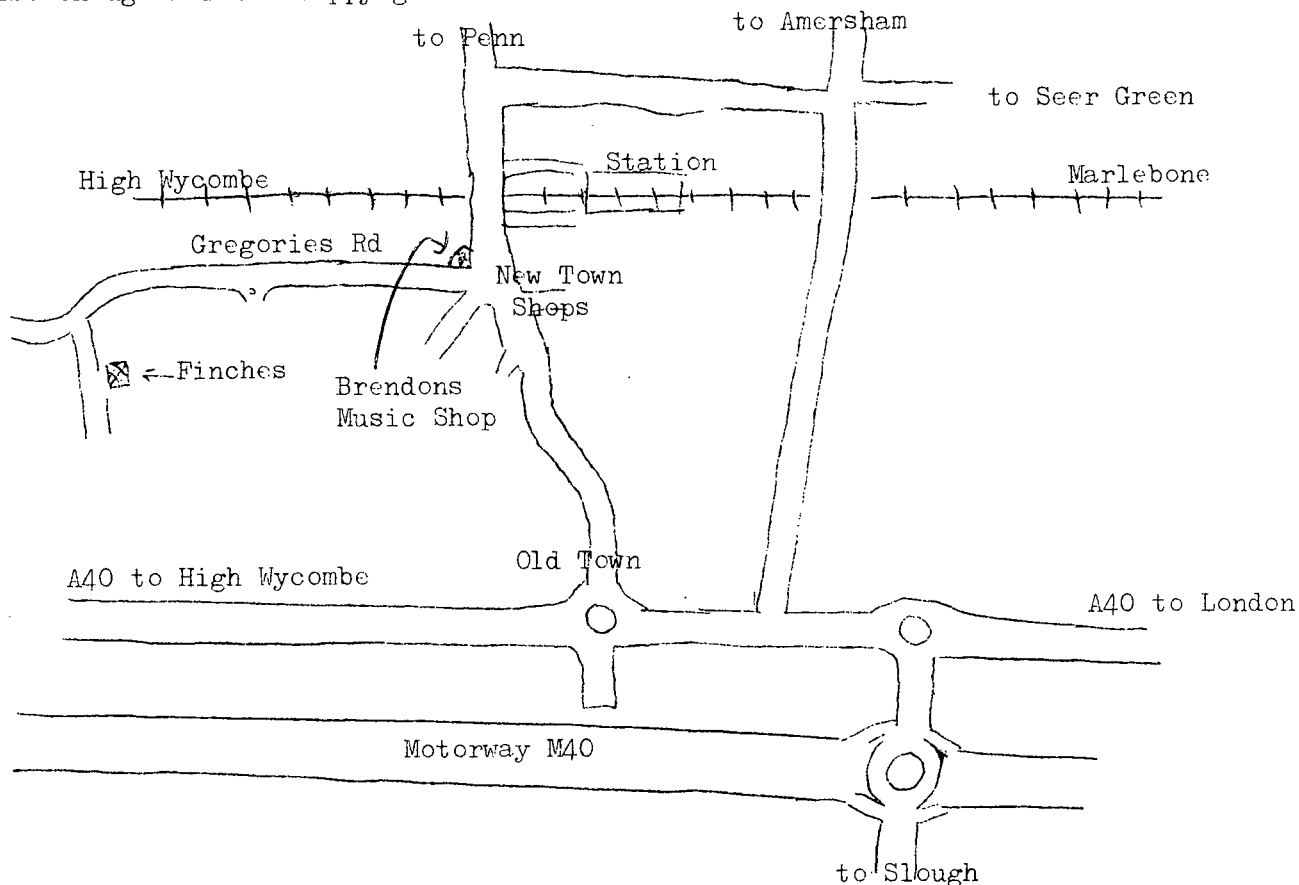
Finches, 7 Cambridge Rd, Beaconsfield, Bucks HP9 1HW.

It will start as soon after lunch as people can assemble and go on as long as necessary. If you want to stay the night there is plenty of floor space and even a bed or two. This will I imagine be a General games session ~~rather than exclusively Diplomacy - I have cupboards full of games so everyone should find something of interest.~~ ~~If you intend to come~~

^{please}
let me know as soon as possible (Telephone 04.946.4116, that's Beaconsfield exchange for locals) so I can fix food and drink.

Beaconsfield is on the High Wycombe/London Marlebone BR line, with trains every hour or so Saturdays and Sundays. We are about $\frac{1}{2}$ mile from the station, see map below.

If you know someone who'd like to come that I don't know of (this means you, Richard Sharp!) by all means pass the word on, and maybe we can raise enough for two Dippy games.



Produced by Hartley Patterson, a Fred's Press publication.