

# BARAD-DUR

19

BARAD-DUR 19, a biweekly magazine devoted to Postal Diplomacy and loosely affiliated with the N3F Games Bureau, is one of many magazines on various subjects published by Jack L. Chalker, Gamesmaster, 5111 Liberty Heights Avenue, Baltimore, Maryland, 21207 USA, phone # (301) 367-0685. Free to players in the games, and available in trade for YOUR postal 'zine or at the rate of 10/\$1.00.

This issue of BARAD-DUR is dedicated to Dan Alderson, for sending (honest) a check for \$5 for the next 50 issues of BARAD-DUR -- now there's confidence.

There's very little to this issue; since by some quirk all of the games now have identical coinciding seasons the "winter" issue is the "rest & relax period."

I goofed last time -- it's not Koning who played for Reinsel in B, but John McCallum. If Charles isn't back in time to make the spring move, I suggest John send in a spring move & it will go unless I receive a move from Reinsel superceding it.

The usual schedule of publication for BARAD-DUR is that I compile all moves and stencil the thing on Saturday night, then run it and send it off sometime on Sunday. The earlier all moves are in, though, the earlier I can put the results on stencil & get it out. If you don't receive your BARAD-DUR by the Wednesday after the deadline date, I'd say you'd do well to rush me a note saying so so that I can get the missing copy to you.

Still more Diplomacy magazines -- VANDY II, from Earl A. Thompson, 128 South Mariposa Avenue #2, Los Angeles, Calif. 90004. Game fee is \$2.50, he promises to pay a rebate if he's late with an issue -- but trades & subscriptions are seriously discouraged.

For a buck Charles G. Brannan will send you the next 6 months of SUPERDIPLOMACY, meaning the magazines NORSTRILLIA & MESKLIN, plus the more kosher Diplomacy magazines ASGARD and THE WERELD SCHEMERING WEEKLY WOMBAT. That's all 4 for 6 months for a buck (224 South Lincoln, Spokane, Washington, 99204).

Jerry Jacks new address is 8537 Allcott Avenue, Apt. 4, Los Angeles, California 90035, until he finds a permanent place in LA.

Don Miller is now running straight diplomacy, Middle Earth II Diplomacy, and "Blindman's Bluff" Diplomacy games in DIPLOMANIA. The latter is a game in which no player knows the identity of any other player, must conduct all Diplomacy thru propaganda while trying to deduce (1) who's playing, and (2) what country they're playing. The mistrust is awful -- I know of 2 people in the game, and neither one will reveal what he's playing for fear I'm in the game.

I have been considering a BLITZ Diplomacy game in BARAD-DUR. This is one game year every issue, complete with conditional builds & retreats. If enough interest arises, I may try it. Or, I may initiate a blindman's game. This will depend. It may be I won't start any -- if things continue, BARAD-DUR may be in somebody else's hands by July. More on that if it proves necessary later.

JLC



DIRECTIONS IN CAPS SUCCEED  
DIRECTIONS in low.case fail

## BUILDS AND ELIMINATIONS

AUSTRIA.....BUILDS ARMY VIENNA

ENGLAND.....BUILDS F EDINBURGH  
BUILDS A LONDON

GERMANY.....REMOVES ARMY BELGIUM

ALL OTHER NATIONS REMAIN CONSTANT:

Austria (Clark) controls Budapest, Warsaw, Vienna, Trieste, Greece, Serbia, and MUNICH; it has ~~Amiesi~~ Prussia, Munich, Bohemia, Tyrolia, Silesia, and VIENNA, and Fleets Ionian Sea. (7)

England (Bounds) controls Liverpool, London, Edinburgh, Norway, SWE-DEN and DENMARK; has Armies Liverpool and LONDON, Fleets Norway, EDINBURGH, Denmark, and Sweden. (6)

Germany (Reinsel) controls Belgium, Kiel, Berlin, and Holland, and has Armies Rhur and Berlin, and Fleets Kiel and Baltic Sea. (4)

Turkey (Miller) controls Const., Smyrna, Ankara, Bulgaria, Rumania, Sevastopol, Moscow, and St. Pete, and has Armies Wales (!), Bulgaria, Sevastopol, Finland, and St. Pete, and Fleets Aegean, Western Mediterranean, and Black Sea. (8).

Italy (Mebane) controls Naples, Venice, Marseilles, Rome, Tunis, Spain, Portugal, and has Armies Burgundy, Gascony, Marseilles, and Piedmont, Fleets Tyrrhenian, Mid-Atlantic, and Irish Sea(7).

France (Huff) controls Brest and Paris, has Armies Picardy and Paris (2).

Good grief! No propaganda!. It should be noted, though, that BARAD-DUR erred -- it was John McCallum who had the dubious honor of removing German A Belgium, not John Koning.

DEADLINES FOR THE SPRING, 1967 MOVE ORDERS -- SATURDAY, MAY 7, 1966,  
AT 6 P.M. EASTERN DAYLIGHT TIME.

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DIRECTIONS IN UPPER CASE O.K.  
directions in lower case fail

TURKEY.....BUILDS ARMY CONSTANTINOPLE  
BUILDS FLEET SMYRNA

FRANCE (see below).....FLEET WESTERN MED. IS ELIMINATED

RUSSIA.....BUILDS F ST. PETE (SOUTH COAST)  
BUILDS ARMY MOSCOW  
BUILDS ARMY WARSAW

ALL OTHER PLAYERS REMAIN CONSTANT

France failed to submit a retreat/elimination order. He was directed to remove 1 unit. With no removal order arriving, it fell upon the Gamesmaster to remove the unit farthestest away from a Franch home supply center, fleets before armies. Two fleets, W. Med and Tunis, were the most distant units -- both 2 moves away from home. In such a case, the Gamesmaster exercises great wisdom and

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flips a coin. This one showed an ancient Indian, meaning that F W. Med ceased to exist, and this has been ordered sunk by the GM.

Below the unit & center roster, with new centers & units CAPITALIZED.

Turkey controls Ankara, Const., Smyrna, Bulgaria, ~~SERBIA~~, TRIESTE, & GREECE. Has As Trie, Ser, CONS, Fs Adr, Gro, Aeg, SMYRNA (7).

Italy controls Rome, Venice, Naples, and has Aries Rome and Venice, and Fleet Tyrrhenian Sea (3).

France controls Paris, Tunis, Brest, Marseilles, Spain, & Portugal, and has Armies Piedmont, Rhur, Paris, Brest, and Fleets Tuscany, Mid-Atlantic (6).

England controls Liverpool, London, Edinburgh, Kiel, Denmark, Holland, Belgium, and Norway, has Armies Belgium, Picardy, Kiel, Fleets North Atlantic, Irish Sea, North Sea, Helgoland Bight -- oh, yes, and Army Kiel (sorry, there), (8).

Russia controls Moscow, St. Pete, Warsaw, Sevastopol, Sweden, Rumania, Budapest, BERLIN, VIENNA, MUNICH, has Armies Munich, Berlin, Vienna, Budapest, MOSCOW, WARSAW, and Fleets ST. PETE (SC), Black Sea, and Sweden (10).

DEADLINE FOR SPRING, 1906 MOVE ORDERS IS SATURDAY, MAY 7, 1966, AT 6 P.M. EASTERN DAYLIGHT TIME. This game, you might have noticed, is moving much faster than the year-older D. Also wordier....

## PROPAGANDA:

The Sultan of Turkey denounced the recent move of the Russian Sevastopol fleet into the Black Sea. "This is a direct violation of the Perpetual Treaty of 1901," shouted Abdul M'Danid from the balcony of the Seraglio. "Let the Tsar beware lest we turn against him the Nazgul battalions we have captured from the Austrians!"

Rome: Pope Huffini II welcomed Sultan M'Danid to Vatican City for the Ecumenical Council today. In a joint communique they announced: "Only a few trivial religious questions have to be settled. On military matters we see eye to eye."

GB-1966-E:  
WINTER, 1902



BUILDS, ETC. IN UPPER CASE O.K.  
anything in lower case fails

TURKEY.....BUILDS FLEET IN SMYRNA

ENGLAND.....BUILDS FLEET IN LONDON  
BUILDS ARMY IN EDINBURGH

FRANCE.....NO BUILD RECEIVED. STAYS CONSTANT.

GERMANY.....REMOVES FLEET SKAGGERAK (see below)

AUSTRIA.....BUILDS ARMY VIENNA  
BUILDS ARMY TRIESTE

Now, I know all you players will groan, but Margaret Gemignani sent in moves again for the winter, proving that she still hasn't understood the simple fact that SUMMER AND WINTER SEASONS ARE NOT

MOVES AT ALL; THEY ARE NONEXISTENT SEASONS CREATED TO ALLOW TIME FOR ALL PLAYERS TO BUILD NEW UNITS BASED ON FALL RESULTS AND TO ELIMINATE UNITS IF NEED BE BASED ON THE SPRING AND FALL MOVES. Under no circumstances other than a retreat ordered by the gamesmaster could any unit of any player move in winter.

Now, Margaret also claims we should go back and allow her to build those armies she missed in '01 -- i.e. restart, which is out of the question since she, not I, violated the rules. She can not also understand why I will not allow her to move those units she tried to move last winter. Now, frankly, I'm getting sort of tired of people who don't understand the game sending me letters and then, when I answer them and explain why the things can't be allowed, they continue along the same tact as if I'd never written a word and as if a rulebook for Diplomacy did not exist. As all other players in this game have agreed, my position and actions in respect to Germany in this game have been strictly according to the book. Hence, Margaret, you will play by the rules and not fight them. I will no longer correspond on this matter in BARAD-DUR or by mail.

Margaret did NOT submit an elimination order; hence, furthestest unit from home was removed.

Russia has Armies St. Pete, Mosc., Ukraina, Fleets Sevastopol, Denmark, (5).

Turkey has Armies Armenia, Rumania, Fleets Black Sea, Ionian, Smyrna, also (5).

England has As Edinburgh, Sweden, Fs Barents, Norway, Holland, Lond. (6).

France has As Burg, Belgium, Fs Picardy, Spain (sc), Marseilles (5).

Germany has As Rhur and the Tyrol. (2)

Italy has As Piedmont, Tuscany, Fs Mid-Atl., W Med. (4).

Austria has As Bohemia, Berlin, Serbia, Vienna, Trieste, F Tyrrbannian (6).

PROPAGANDA: London, Nov. 3: In a speech to Parliament today, Prime Minister Huffleby announced the cessation of hostilities with the Russian Empire, so that the Russians could spare their forces to meet the Turkish threat, now threatening to engulf the entire continent. In the speech he also predicted "Germany will be through in a year." He added, "Britannia once again rules the waves without German interference; as for the Italians in the Atlantic, if they know what's good for them they'll go back to the Mediterranean."

Belfast, Nov. 7: Survivors picked up by a fishing boat, claimed that their ship, the Harwich Castle, was sunk by a cruiser carrying no colours.

Cairo, Dec. 3, 1902: British troops today landed on several points along the coast of the Arabian Peninsula to begin their conquest of the decadent Ottoman Empire.

Wein: It is believed to be an evil warning of coming doom that the head of a statue of the Emperor greeted the Emperor in Berlin. The flying head was all that greeted him in the deserted city....

GM to Gemignani: Propaganda must be short & legible to be printed. Also all space I've used in explaining the game to you in BARAD-DUR have been counted toward your proportional allotment of propaganda space. That's why so little's getting through.