

Number 16

B L O O D A N D I R O N

March 4, 1973

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Blood and Iron is devoted to multi-player wargames, especially
Diplomacy variants. Subscription 7/\$1 (see below), sample issue
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NEW SUB POLICY. I have been unable to keep the size of BI down
to four or five pages an issue as originally planned. I have
decided to increase the sub price to 7/\$1 to compensate. This will
not apply to present players, who will be able to sub according to
the old rate as long as one of the present games is in progress,
because the rate is not due to postage increase. Present sub length
will not be affected as well.

COA: March 3-11. Barry Eynon, 209 Wilson Dr., Midland, MI 486

THE MOW SPRING MEETING will be at Michigan State University on
March 31, beginning at 7:45 AM. Paul Den Uyl and Karl Pettis will
be hosts. The usual MOW charge of 50¢ for non-MOW and 25¢ for MOW
members will be collected. Doubtless there are food places nearby,
and I suppose one could try the dorm food...The meeting will be at
Berkey Hall, at the north edge of the campus just south of Grand
River Blvd., which is also M-43 at that point. Any good map will
get you there. After 5:30 we'll be moving to one of the dorms.
Meeting room in Berkey is 119A, with six other rooms available.

Deadlines this will be 12 rather than 19 days since not too
much is happening and I want to do the issue while I'm on vacation.
From March 10-17 I'll be at 423 North Main, Bellevue, MI 49021. Moves
should be sent there.

73Adi Fall 1901

Bel-StP-Vie (Sleight) F Nth-Nwy, A StP (S) F Nth-Nwy, A Bud (S) Hull
A Tri-Ser

Bre-Con-Swe (Jordan) F Eng-Bre, F Swe-Nwy, A Con-Smy

Den-Par-Sev (Wood) A Mos-StP, A Bur-Mar, F Den-Kie

Edi-Gre-Ven (Eynon) F Edi-Nth, A Ven-Tri, A Ser (S) A Ven-Tri (D, R
Rum, Bul, Alb, Gre)

Hol-Liv-Tri (Hull) F Hol-Bel, A Tri-Ser, A Lpl-Yor

Kie-Smy-Spa (Schwass) F Spa sc-Mar, A Kie-Ber, A Smy-Ank

Mun-Por-Rom (Keller) F Mid-Bre, A Nap (H), A Tyr-Tri

Centers held Winter 1901:

Sleight Bud, StP, Vie, ~~Bel~~

Jordan Home, Smy

Wood Home, Mos, Kie

Eynon Tri, Edi, Gre, Ven, possibly Bul or Rum 3 or 4 depending on R

Hull Ser, Lpl, Bel, Tri, Hol

Schwass ~~Smy~~, Ank, Kie, Ber, Spa

Keller Home, Ven, Nap

3 even

4 build 1

5 build 2

3 or 4 depending on R

4 build 1

3 even

5 build 2

Builds are due March 17 at noon at Bellevue, and may be made
conditional on the retreat, of course. Thanks to Rick Brooks,
John Cleaveland, and Mark Weidmark for stand-by moves. All three
are on the standby list, in that order, along with Mike Bartnikowski.
((TRIESTE:)) 11 Sept. 1901. The Prime Minister of Trieste announced
that war is being declared on the revolutionary government of Serbia.
This decision was made after receiving a plea from the Serbian people
for Trieste to help restore peace to their country.

Miller Numbers

1973Bdj. Staples Variant. Dave Staples, Stuttgart Sentinel Multi-Purpose Triweekly. A-Mark Tyler, E-Tom Gengler, F-Kent Price, G-Ross Nelson, I-Tom LeJeune, R-Jeff Carlson, T-Peter Staples.

1973Ccz. Atlantica. Mark Weidmark, Thunderbird. Canada-Paul Monahan, C.S.A.-John Biehl, England-Larry Doble, France-Richard Greenwell, Germany-Victor Ricci, Italy-Peter Bennett, U.S.A.-Andreas Long.

1973Ddl. Scottice Scripti III. John Boyer, Impassable. Connacht-Arthur Schleinkofer, England-Rhea Stone, Kymru-Charles Reinsel, Leinster-Chic Hilliker, Munster-Steve Cooper, Orkney-Tom Keller, Scotland-Mark Tonnesen, Ulster-Doug Hollingsworth.

1973Et. Middle Earth Diplomacy IV. Chic Hilliker, The Silmarilli. Angmar-Doug Nelson, Arnor-Art Haehnel, Gondor-David Claman, Harad-Bill Larson, Mordor-Pat Lancaster, Rhovanion-Bill Schill,

1973Fdm. US Variant. Hal Naus, Lebanon Gazette. N.d.-S.d.-Minn.-Chic Hilliker, Iowa-Mo.-Ark.-Charles Reinsel, Col.-Tex.-Ten.-Conrad Von Metzke.

1972AKdk. Slobbovia. James Ritchie, Slobinpolit Zhurnal. Due to nature of this game, I am not listing players.

There are a few British 72 games which still need numbers, but I don't have the correct information yet.

72AJt revisited. John Van De Graaf took over for Grabar with three weeks left before the first deadline; presumably he should be considered the original player.

This is being typed on February 14, so there will probably be more numbers later on thish.

Variant Openings

In Gargoyle (Fred Winter, Box 604, Madison, Wisc. 53701), Winter 11-man variant (\$2), Five man game using 1961 rules with Turkey, Russia, Sweden, Bulgaria, and Rumania impassable (\$1), Six man game using 1961 rules with Turkey and Bulgaria impassable (\$1)

In the Lebanon Gazette, U.S. Variant (\$3), World Variant (\$4), Europe Variant (\$3), two variants \$5, three variants \$7. Hal Naus, 1011 Barrett Ave., Chula Vista, Calif. 92011.

Dean Schwass and Bob Matthews have opened a carbon copy game of Twin Earths. I do not know what the fee will be, but for past games they have charged \$3.50 plus an SSAE per turn. RR1, Ludington, MI.

Dave Scott, PO Box 4109, La Jolla, Calif. 92037 will GM a Blitzkrieg Diplomacy game by carbon copy for \$5 with \$1 returned for completion of the game and the winner getting back all \$5. The letter I have from Dave says Blitzkrieg, but the original announcement some time ago was definitely for Kriegspiel Dippy, so it's best to check first.

Batter UP (letters)

Randolph Bart, 18249 Donmetz St., Northridge, Calif. 91324

"I'd like to give a couple of my own variants.

"Blackhole: After every move (or every Winter) one of the seventy-five provinces is chosen at random and eliminated. If a unit is on the space it is lost (but may be replaced the next Winter). If it is a supply province the depot is lost from the game permanently, and thus the game has one less unit after the

next Winter. This variant can be altered in many ways to suit different styles of playing.

"True this game includes a lot of chance, but so do some others. If you are looking for a non-chance game try this one.

"Vertical Retreats: When (and only when) a unit has no retreating square it may create another province directly above it. This province will remain through the entire game, and will be accessible from only the province below it and those created next to it. None of these will be supply provinces and all will be land or sea as the one below. They may be convoyed through or to as with the rest of the game.

"Please note that this game also leaves much room for alteration.

"Panic Retreats: Players do not write their retreats, but rather the GM rolls a die or turns a card or something to determine which way the unit attempts to go. All adjacent provinces are considered; if the unit cannot legally retreat there, it is lost.

"Ordered Disband: A country may, as an order, disband a unit anywhere on the board. Another unit may enter this space without support. This prevents a country from being forced to support a useless army, because he hasn't lost supply centers.

"Two Man Games;

"One on One: Each man gets one country; all other supply depots contain passive resistance armies. All other rules are the same except 22 supply centers are needed for victory.

"Six on One: One country is chosen to stand alone against the other six. Two games are played simultaneously, each player is the chosen country in one and all six of the others in the other. Object: live longer than the other guy."

Len Lakofka, 4970 N Marine Dr., #525, Chicago, Ill. 60640. Recd '1/20

"As I have said to you, the April and May issue - in duplicate, were mailed some weeks ago. I asked if you had gotten them by now - your answer appears in B&I instead of in a personal note to me. The fact that you did receive the June and July IW's just a few days ago also shows the IFW is not dead. So you may retract that statement.

"I do not know why George Phillies finds me a personal rival and continues to place the harshest interpretations on my actions. In fact I don't know why you do the same thing. I had always heard that hearsay evidence was not admissible. The non-delivery of materials to you by the Postal Service is clearly not my fault.

"If I have acted strongly within IFW it is because a "regulation" will accomplish nothing. IFW would never have grown to almost 600 members if I had not taken it upon myself to make decisions and do work that others would not.

"I've asked you to help IFW, to help in the handbook project; and you say you don't have time. But to be a self-appointed critic and to be sarcastic about it, to boot; you find ample time.

"I have never had a personal quarrel with you and I don't care to start. I have not had a fight with Phillies but whatever I do is antithesis to him. If I can't please you, I'm sorry. But I'll match what I have done, and am doing, for national gaming, anytime, with what you've done."

((You asked if I had gotten them -- in LD. I thought I replied personally. My so-called "answer" in BI concerned other things. For the record, I now have the issue of LD I was missing, but apparently no one received the April and May IW's. Let me bring up one more point about answering personally and in 'zines. Personal inquiries about LD netted no results. Len did not reply until I mentioned my lack in BI...

Let's not lose sight of the main point in this discussion -- the Len knowingly deceived the members of IDA in his campaign statements by implying that IFW is a strong, active, growing organization. This is patently not true. Since the beginning of 1972 five issues of the IW, which is supposed to be monthly, have appeared. There are now three senators left out of twelve. Many officers and long-t members have given up on IFW -- Hoyer and Bomba, for example. I think the delivery of the June and July IW's is the last gasp of a dead organization, but only time will determine the denouement. I quoted Phillis both because his opinion has already been printed and because he was for a long time an officer in IFW and involved in IFW administration. Naturally, since I have avoided becoming an IFW officer I cannot produce documents; I only know what you and others have told me.

Your fourth paragraph: If half an hour, which is how long it took me to cover the IFW business, is ample time, then I have ample time. But both of us know how much time being an officer in IFW takes. I do not have that much time to spend on something I don't believe in. I said I was not interested in shelling out \$25 for the Handbook project, assuming you refer to the Diplomacy Handbook, but that I might be able to trek down to Buchanan's to help put it together, which is apparently more than most of the people you asked were willing to do. And remember, I don't give a damn whether the Handbook is ever finished. How much time are YOU willing to spend for something you care nothing about?

Your last sentence is interesting, though irrelevant. Let us make a comparison. What have you done? When you became IFW President, there were perhaps 150 members and many workers, and the IFW Monthly as it was then called was published on time. Under your direction IFW grew to 600 while gradually falling apart. Have you then done something for national gaming? It was in your power, as virtual dictator of IFW, to reconstruct it in such a manner that it would not fall apart; I thought you tried, but apparently not seriously. You have presided over an interregnum and AT LEAST temporary fall of IFW? Is that doing something for national gaming? Only if you believe that IFW's existence hindered national gaming, and I don't know any non-Spartan who would go that far. What have I done? Very little. I take care of Miller Numbers and variant info, and I supply a great deal of much-needed information concerning SF and F gaming to interested people. My primary interest is in "local" gaming, that is, in Michigan. MOW was my idea, and I am co-founder with Herb Barents and still one of the officers. MOW is as active as any wargaming organization in the US, and certainly more active than IFW, despite its limited geographical scope. The current membership is 79 -- not bad for 15 months. I have mentioned MOW before in these pages so I won't go on. Who has done more????

Do you intend to try to defend your deception of IDA members or not? My point remains: does IDA want a man who will distort the truth in this manner in his own campaign statement to hold a position

Tactical Diplomacy

A few people have mentioned a desire to play or discover a tactical Diplomacy game, and I'd like to throw in a few comments. So far as I know Militarism I, which appeared in SI 2, makes as great tactical demands on the player as any other variant. I am not familiar with recent rule changes in Hyperec II, but I do not think that there is much difference between that and the regular SI so far as military movement and combat is concerned. Rick Brooks believes that a modification of Don Miller's Foundation Game that has designed is the best tactical variant, Europe '39, which will be reviewed here when the revised rules are finished, and which has been mentioned by James Massar, is not a Diplomacy variant but a variation of Battle Plan. It is more comparable in scope to Hyperec than any other Diplomacy variant.

I am curious. How many of you would play Diplomacy in which absolutely no communication between players takes place? Someone suggested, in Monthly Archives 100, that Rick Brooks would consider this the perfect game. How about it, Rick?

* * *

More Numbers, More Openings...

730bu, Youngstown Variant. James Massar, SGR. A-Dennis Kelsey, China-Bobby Kelsey, E-Army Weill, F-Michael Powers, H-Bill Osmanson, India-Victor Ricci, I-Arnold Proulasky, Japan-Bill Part, R-Bill Reixner, T-David Wakefield

730bu, Youngstown Variant. Bert Labelle, Pollockdar. A-Jim Nash, China-Larry Gel, E-Arnold Proulasky, F-Lewell White, G-Bill Cusack, India-John Stevens, I-Chris Hilliker, Japan-David Hodge, R-Douglas Pick, T-David Scott.

Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada will GM a game of Middlewest in Thunderbird if there is enough interest.

Conrad Von Metake, Box 8342, San Diego, Calif. 92102 will GM two sections of Ancient Hebrew Kingdom Diplomacy in Reness, apparently for free. Conrad is one of the best and most dependable GM's around.

Jim Murphy, 7121 Tyrone Ave., Van Nuys, Calif. 91405 has openings for Youngstown Variant for SI and a sub (8/1) to his "zine Drawn". I know nothing about Jim, except that his "zine is new and he says he's 13 years old.

John Lawrey, Jr., Box 86, Salome, Ariz. 85363 is starting a new "zine for variants, Olympian, with openings for Youngstown Variant, 1776, Middle Earth IV, Atlantis, and "2 Man Power Variant". I don't know whether the latter is the Winter 9-man game or someone else's. Game fee will be 1.50, and sub 11.50 for unspecified number. John has been publishing a regular gaminga for some months, but has not been in postal Diplomacy long.

* * *

In the most recent Arms Ed Birkan states that there is a great need for good games of Diplomacy for less than seven players. I don't know whether people are interested in this or not, in my experience any game which begins with less than five players (if they are of approximately equal strength) is an almost automatic draw. Even five-player games are generally boring. There are, however, a number of good balanced games for less than seven players. Even if you discount all the variants for 4, 5, and 6 players using a new board, there are many that use the regular board and rules. These

include Anarchy variations and Alternate World Diplomacy (though some of the latter series are not balanced). The Anarchy variations alone supply more than enough different games that are fairly balanced and these can be played on other boards using the regular rules as well as on the regular board.

New (and old) Variants

Middleast by Philip Smith, 15¢ from Mark Weidmark (see above). Players include Egypt, Turkey, Russia, India, Aden, Iraq, and Ethiopia. Game starts in 1957 and takes place in an area from Macedonia-Crete-Egypt-N. Ethiopia to Bombay and Sinkiang. The game appears to be quite unbalanced, as many variants are these days. It seems that people throw a board together and stick some countries on it and call it a Diplomacy variant. Calhamer worked for years to attempt to balance the regular game while keeping it simple, and even there we have some lack of balance. I'm afraid too many variant designers are not spending sufficient time on their games. I am not singling out this one -- it is just an example among many.

Ancient Hebrew Kingdom Diplomacy, by John Biehl. The rules were printed without permission in Rename, but I doubt that there is any difference between this version and the one Mark Weidmark has available for 10¢. The game involved four Old Testament Kingdoms fighting for control of Palestine. Rules are regular. There is a total of 21 centers. There don't appear to be any stalemate lines (a Good Thing when there are only four players).

Hyperspace Diplomacy II, by Don Miller, appeared in Tangelo Express 5, Richard Hull, 4720 Cloyne Apt. #2, Oxnard, Calif. 93030. This is an old-time variant, with one postal game finished years ago. Each movement season players may link or separate two spaces on the board. Thus a total of seven linkages and seven separations may be made each season, to take effect at the start of the next season. There are a few other twists, but most of the rules and the board (initially) are regular. After a while hyperspace action results in an entirely different board. Obviously, with the enemy able to come from great distances by traveling through hyperspace in one move, and with the ability to link with spaces from from what would normally be the front lines, strategy and tactics change.

"Staples" variant, by David Staples. There are only two rule changes. Units of the same country may exchange places. When a country loses all of its home centers, it is removed from the game, all units removed, and all foreign centers still held become neutral.

Air War Diplomacy by Staples. RR 1 Box 120, Fargo, ND 58102. A short, rather poorly written set of rules for air power to be used with regular Dippy. It was originally printed in Stuttgart Sentinel MPT #3 and 4. I don't know whether it's still available.

Slobbovia by James Ritchie (et. al.?). Second Edition rules are available at Box 878, Killarney, Manitoba, Canada. The game uses a new board, but the regular board could be used with the rules. Slobbovia is a set of political rules. Players are forced to assign sub-rulers to most of their provinces and armed forces, so that an interlocking tangle of responsibilities, appointments, purges, and rebellions. The designer says "It's perpetual and fluid. Personalities are very important in the game and a player who is powerful on paper may in actuality be a puppet. Coups and revolutions are common. The number of players is unlimited and the game is perpetual. Players may come and go as they please." Openings in Slobbovia are \$1.50 (Canadian) for the first 10 issues of Slobopolit Journal, which carries the game, and \$1 for 10 thereafter.

of responsibility? I hope not.

I have no personal quarrel with you, Len. I just can't agree with the way you do things, and I don't think it would be a Good Thing for you to gain any control over important forces.))

@ @ @

4000AD

The game will begin soon. Gamefee is a sub to BI plus a \$2 position deposit. I hope that four people will be paid up by March 15 so that the game can start in the next issue. See page 1 for COA.

The following four get first crack at playing: Paul Wood, Steve Langs, Todd Roseman, and Conrad Von Metzke. If one or more of them get a deposit in (and in the case of all but Steve, an additional 50¢ fee due to trader or player status), then John Van De Graaf and Barry Eynon may play. Steve, Todd, and Barry already have \$1 credit.

Board and abbreviations: The first three letters of a star name will be used except where different letters are underlined. The first letter after the star name indicates sector letter, and the second indicates color. I have also listed o's and +s for those who may not have the board.

Algol AY o+ Mirfak AY - Aldebaran AR o Menkar AR + Bellatrix BY + Betelgeuse BY o Canopus BR - Rigel BR o+ Regulus CY o+ Alhena CY - Avior CR + Adhara CR o Hamal DY o Polaris DY + Mira DR o+ Achernar DR - Capella EY - Castor EY o+ Procyon ER o Sirius ER + Merak FY + Pollux FY o Alphard FR - Denebola FR o+ Markab GY o+ Alpheratz GY - Fomalhaut GR + Algenib GR o Altair HY o Gemma HY - Alpha Centauri HR - Sol HR o+ Arcturus IY o+ Alkaid IY - Spica IR - Acrux IR + Deneb JY + Alderamin JY o Enif JR - Pavo JR o+ Vega KY o+ Albireo KY - Sargas KR + Sabik KR o Rutilicus LY o Thuban LY + Atria LR - Antares LR o+

Units in warp will be listed with number of ships followed by origin sector followed by turn number of the warp track: 3(BR-5). Ships at a system will be listed by system and number: Ald-4. "@" will indicate ships that land and take off again: 3(BR-2)@Bet 5(BY-1) (2 ships were added at Bet). "-" will indicate a simple landing: 3(BR-2)-Bet. Annihilated forces will be underlined: Bet-2.

Alliances must be declared each turn. When two forces are ordered to the same system, the smaller bounces and remains in hyper warp (reinforcing units arrive before attacking units). A fleet which lands and repels an attack may then take off again. I have followed Hartley Patterson's interpretations for the above problems of simultaneous movement. They are open to discussion and possible changes. One other question that players should address themselves to is whether replacements should be used, or whether unplayed nations should be left in civil disorder (NOT surrender).

There is no need for a separate build turn. Turns will be called Spring and Fall, with 4001 being the first "year"

@ @ @

Starlord is another fine space wargame that has been recently published. A detailed review, plus rules for my postal game, are in Supernova #15 which is available from me for 2 8¢ stamps. The gamefee will be \$3 plus a \$3 position deposit. SL is a strategic game with emphasis on controlling resources, trade, and civilian production as well as military action. Each turn requires one phase for econ and movement and one for combat. The combat system allows the players a surprising amount of control without actually using a battle board and taking a lot of time. SL is available for \$4.00 (\$4.50 first class) from Lee Elmendorf, 1 Mass. Ave., Worcester, Mass. 01609.

72.23h 1938 Placement

USA (Eynon) 2-Cze, 2-Pol, 2-USA 2-unordered-to USA
 FRA (McHoull) 10-Ger
 BRI (Caton) 2-Ger, 8-Rus, 4-Fra
 RUS (Van De Graaf) 10-Ger, 2-Rus
 GER (Roseman) 15-Fra, 9-Rus

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA					6				8				4
FRA					2		U+10		2				
BRI					U	4	U+8		U			U+8	
RUS			C				10				C	15	
GER	C	C				15				C		9	

1938 attacks are due March 17 at Bellevue. If anyone thinks that two weeks is not enough then I will grant a delay til nextish (18).

72.9h 1940 attacks

USA (Campion) Vs. Ger in Bri, 1-1 no effect. Vs. Rus in Pol 3-1 X.
 Vs. Ger in Rom, 1-1 no effect. FRA (Hendry, BRI (Caton) no attacks.
 RUS (Eynon) Vs. Bri and Fra in Rus 1-1 D. Vs. Bri in Fra 2-1 X.
 GER (Birsan) No moves received. Contingency orders used. Vs. Bri and Fra in Pol 1-1, no effect. Vs. Bri in Ita 2-1, X.

Points: USA: NC Pol, 5. FRA: C Als, U Bri, U Ger, U Ita, U Pol, U Rom, 17. BRI: U Ger, U Pol, U US, 11. RUS: C Bal, U Bri, U Fra, U Ger, 15. GER: C Aus, C Bal, U Bri, C Cze, U Fra, U Ita, C Rhi, U Rus, 19. Ger 19, Fra 17, Rus 15, Bri 11, USA 5.

I am not an Origins player but I will try to make some comments on this game next issue. It was an interesting game as Origins goes and apparently followed the usual pattern pretty closely. In case anyone wonders, Birsan's Contingency Orders were orders for each turn which he gave me when the game began. No neutral player was involved.

My determination to keep this to 8 pages has squeezed some things out, such as the Anonymity III rules. All will appear nextish.

MORE openings (sheesh!): Middle Earth IV in The Silmarilli
 Chic Hilliker, 3312 Stoneycrest, Bloomington, Ind. 47401. \$4 plus preference list and short biography. Ancient Hebrew KD in Minas
 Vala-Anda, John Biehl, 4002 West 32nd Ave., Vancouver, British Columbia, Canada. \$3 (\$2 for IDA members). May also run some Middle Earth variants. Rules for Diadochi I, II, and Jihad are available for an 8¢ stamp each from Dick Vedder, 1450 N Cherry, Tuscon, AR 85719.

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First class

return requested

first class

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