

April 8, 1973

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 Blood and Iron is devoted to multi-player wargames, especially Diplomacy variants. Sub 7/\$1, single issue 2 8¢ stamps. BI is affiliated with the Michigan Organized Wargamers and its games are guaranteed against orphanization by that group. Published tri-weekly by Lewis Pulsipher. This is Orion Press Publication Number 42.
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NOTICE: BI 19 will be a very short issue, due to finals. It will be sent immediately upon publication only to players. Others will receive it with BI 20. All material which requires my immediate attention (such as Miller Number assignments) should be sent to my Towers address. Everything else should now be sent to my Bellevue address.

A Foray to Farmersville

My trip to the March 31 MOW meeting at Michigan State began inauspiciously as my brother arrived from home and immediately sprawled in the back seat, having managed two hours of sleep the night before. We had no trouble finding Berkey Hall because we had a map; others had to ask, since the Farmers didn't have a sign around giving the name of the building -- what can one expect?

For a spring meeting the turnout was excellent, including over 30 people and all the MOW officers from as far away as Sault Ste. Marie and Ludington. Diablo...er, my brother wanted to get all the officers in the same room at one time, but fortunately he was thwarted in whatever nefarious plots he had in mind. We did get together long enough to decide what variants to include in the first MOW variant "book" as well as to make plans for the summer convention in Detroit. This will take place July 15. There will be an auction, a drawing for a free Star Trek Battle Manual, a Napoleonics Miniature demonstration by the Squadron Shop, a Panzerblitz tournament, and probably some other events. We are going to publicize this one outside of Michigan, unlike last year, and I would not be surprised to have over 100 people attend.

Back to the meeting. Paul Den Uyl and Karl Pettis obtained use of four good-size rooms, and one of the MSU people provided coffee. John Van De Graaf and Paul Wood handed out MGR #3, well-done as all their publications are. This issue includes, among other articles, a rating of all in-print wargames -- 183, including a few variants. These were rated by a number of MOW members in such categories as complexity, playability, playing time, etc.

We also gave away a Star Trek Battle Manual contributed by Lou Zocchi. Naval miniatures and Diplomacy variants were most popular, while only two AH games were played the entire day. After supper we moved to the lounge of one of the dorms where we engaged in Starlord and John Boyer's variant 1721. The meeting finally broke up about 12:30 AM. Naturally we picked up a few more members, so that we now have over 85, and I think everyone had a good time.

Conversations from the con:

DIABLO: Zzzzzzzzzz

SCHWASS: Get a load of Wood's shoes!

LANGS: You guys won't believe the fleet I've got. Kill!

BAIRD: John can attack Paul, and Steve can attack Barry, and Barry can attack John, and Paul can attack Steve, and...

PULSIPHER: Russia has aroused my wrath. He must die.

LANGS: *choke* *gag*

DIABLO: ZZZzzzzzz

VAN DE GRAAF: Why don't you guys forget that 4000AD game?

STARLORD PLAYERS (as four of them destroy John): What game?

FARMER..er-LOCAL DIPLOMACY PLAYER: Poland? The tall guy with the beard.

PULSIPHER: Sobiecki forever! Wrobelski, too.

DIABLO: What happened to Paul Den Uyl?

TILSON: I'll say hello to Wood no matter what kind of shoes he wears.

PULSIPHER: Who's going to write up this game for Supernova?

STARLORD PLAYERS: -

EYNON: Play this by mail? I wouldn't know what I was doing.

LANGS: My speech organs are deteriorating.

DIABLO: Not to mention the rest of you.

STARLORD PLAYERS: You win, Barry.

DIABLO: If I had shoes like Wood I'd walk funny too.

BARENTS: There's nothing wrong with Paul's shoes that a few changes wouldn't remedy.

WOOD: Anyone who doesn't like my shoes can ((censored -- postal regulation, you know)).

ALL: Line up...

MATTHEWS: I hope Twin Earths doesn't start until summer so I can dump it on Dean.

DIABLO: Senior! Ha!

PETTIS: This is how you'll move this time, Donna.

DIABLO: Where's Paul Den Uyl?

FARMER: You were playing for a draw! I'd rather get wiped than draw!

PULSIPHER: Pastafazoola!

DIABLO: I guess I'll never find out what happened to him...

OPENINGS -- VARIANT and OTHERWISE

Herb Barents, 157 State St., Zeeland, Mich. 49464. Origins of WW II in Stench for \$1.25 (less for MOW members). Players choose the version, or else there's more than one version available. Also in Stench, a modified Foundation Game and Youngstown Variant for a sub (19/\$2) and a \$2 game deposit. The Foundation rules have not been printed yet. In Forced March a WW I game of Strategy-I is open, fee unknown. Starlord is also open for 11 moves (22 mailings) for \$2 plus a \$2 game deposit. House Rules for SL will be in the next issue of Boast.

John Boyer, 117 Garland, Carlisle, Pa. 17013 has openings for postal Clue:

Fred Davis, Jr., 5307 Carriage Ct., Baltimore, Md. 21229 will be running an Atlantica II game in Bushwacker. Players may register but Fred doesn't want any money yet. Game fee will be \$6.

Jim Ronson, 864 Ingersoll Ct., Clarkson, Mississauga, Ont. L5J 2S1 will run one game of Viking Diplomacy in Berserker for \$3. Map-rules come with game fee, or separately for 15¢. I haven't seen the game yet.

Besides openings listed earlier, John Lawrey, Box 86, Salome Ariz. 85348 has decided to GM a Hyperspace II game in Olympia for \$3.50. Fred Winter, Box 604, Madison, Wis. 53701 needs replacements for the Nine-man game he is running in Gargoyle. Apparently replacements have to sub to the 'zine, but no fee is given.

Don Miller has printed a list of variants still available from him in The Gamesletter #52, which is 20¢ from him. There are about 20 available.

John Biehl, 4002 32nd Ave. W, Vancouver, B.C., Canada has openings in Minas Vala-anda for Middle Earth II, IV, and V as well as AHKD. Fees are \$4, \$5, \$5, and \$3 respectively. IDA members pay \$3, \$3.50, \$3.50, and \$2. Rules are apparently available only with game fee; I've asked John for separate prices. John has expanded the boards so that normal Diplomacy pieces can be used, though this makes them pretty wretched for postal use with sheet protectors. I don't have the ME V rules; players are Mordor, Rohan, The Shire, Moria, Gondor, and Mirkwood.

Lane G. Marinello, 916 Market St., Dekalb, Ill. 60115 has openings at 15¢ per turn for Down in Flames and Task Force. Both are six player games involving negotiation and, respectively, air combat and naval combat. In DIF players receive bombers, three types of fighters, AA guns, and an airfield. Aircraft are rated in speed, gunpower, maneuverability, and durability. In TF players receive an aircraft carrier, a battleship, cruisers, destroyers, and a sub. Apparently the rules aren't available unless you choose to play; I tried to obtain copies, anyway, and received only the announcement which I am paraphrasing above.

Dave Staples, RR 1 Box 120, Fargo, ND 58102 has openings in Stuttgart Sentinel for Origins of WW II, all game versions plus Italian variant, regular Diplomacy, Colonial Diplomacy, and Air War Diplomacy. He may open 4000AD, Risk, or The Stock Market Game if there is enough interest. Fee is a sub to SS (7/¢1 plus an 8¢ stamp per move (or whatever first class is, I suppose), and a partially refundable \$1 deposit. Rules for the two Dippy variants are available for 10¢ each. Air War was mentioned in an earlier issue of BI. The Colonial rules printed in SS were illegible, so I haven't mentioned it. Hmmm...there are also openings for the Staples Variant, and Nuclear Warfare, a variant of Nuclear Destruction. Get an issue of SS and look over the House Rules before joining. The HR for Origins are especially strange.

Dave Mattson, 211 Cedar Lake Road South, Minneapolis, Minn. 55405 has openings in an unnamed game. Each player is a head of state. Rules are revealed only as the game progresses; it is apparently a wargame, but that's all I know. Game fee per turn depends on the size of your country. The deadline for the fifth turn of the game was April 5, but players can join until the tenth turn.

For other openings check the next section.

My Starlord game is full and will begin shortly. 4000AD begins thish. Anonymity III is still open, for a sub plus \$1 position deposit (refundable).

Recently Printed Games

The Simulations Publications people say they are working on a game somewhere between Blitz module and Strategy I in complexity and conception. SPI's record with multi-player games has been pretty bad so far; I hope they don't strike out again.

149BC, a Diplomacy variant by T. Andrew Mayernik, was pubbed in SPQR #5, available from James Massar, 127 N Emmons, Dannemora, NY 12929 for 15¢. This is a "war between the ancient Balkan states." Players are Italia, Dalmatia, Dacia, Mosia, Thracia, Asia, Pannonia, and Macedonia. There are a lot of printing errors in the map which must be corrected, and some problems with a few of the rules. There is a game open for \$1 plus a \$3 game deposit plus a sub to SPQR (7/¢1 or yr/\$2.50). The game resembles regular Dippy in most respects.

This one isn't exactly new, but it's altered so I'll put it in this section. The following, quoted from Conrad von Metzke's Rename (Box 8342, San Diego, Calif. 92102) is self-explanatory:

"In the last Blood and Iron...Randolph Bart suggested a variant that really intrigues me...It's called Black Hole Diplomacy.

"The game uses the standard board and standard rules, with only the following modifications:

"After every Spring and Fall move (complete with retreats, though prior to builds), the Gamesmaster will select one of the seventy-five provinces on the board at random. That province instantly vanishes. If it has a unit on it, the unit is destroyed. If it is a supply center, the total centers in the game is adjusted accordingly. (A destroyed unit may be rebuilt on the following turn if there is a center to supply it.)

"One modification to Mr. Bart's idea I intend to include (but then he did say there were any number of possible 'variations of the variant') is that each Power may declare, before the game begins, one of its home centers exempt from destruction. In addition, if at any point in the game one of a Power's non-exempt centers has been black-holed (or, in the case of Russia, two) and the exempt center is owned by someone else, the player may change his exemption declaration; but this change may be made only once, and with that exception no changes in exemption are allowed."

Game fee is a sub to Rename, 10/\$1.

Imperialism IXR by Rod Walker was reprinted in Tangelo Express #6, which is available from Richard Hull, 4720 Cloyne Apt 2, Oxnard, Calif. 93030 for 20¢. Richard reprinted the rules in connection with the two Thermopolae games which he will soon take over. Imp IXR is a popular variant based on the Peloponnesian War in Greece. There are nine players of varying strength levels with varying victory conditions. Most of the regular rules are used, although tribute and loaning of centers is allowed, the Persian player receives double units, and garrisons can be left in captured spaces by the Persians. Anyone interested in variant games who hasn't already subbed to TE (8/\$1 third class or 4/\$1 first class) should get the lead out.

Strategic Bombing, by David Marshall and Kevin Cullen is a postal game designed to have "the minimum of luck" and also to "test.. your ability to invent your own strategies." There is no attempt at realism. Each player receives a country without terrain features. Using bombers, fighters, armies (which cannot leave the country), "undergrounds" (which can), spies, anti-aircraft guns, and factories, each player tries to bomb the others' capitols. Movement is generally hidden. There are a number of problems in the 3½ pages of rules, but nothing serious. The game would probably be interesting to GM, though the air search rules create a lot of work. Rules (ditto) are available from David Marshall, 328 Bunker Ave., Willowick, Ohio 44094; no price given. Moves in a postal game cost 35¢ for two or 20¢ for each. There will also be a zine to go along with the postal games, 25¢ each or 8/\$1.75.

Europe 1721 is a new Diplomacy variant by John Boyer, appearing in Impassable #18, which may be available for 25¢ (address above). The players include Austria, England, France, Poland, Russia, Spain, and the Ottoman Empire. Rules are generally the same as regular Diplomacy. There are a total of 50 centers, so the game is somewhat longer than Dippy. I have not played enough to be sure,

but I believe that the wide separation of the board into two distinct spheres will result in many six and seven way draws. In the game played at MSU (chart below) Austria ruined a six way draw (Russia out) because she didn't like draws, and would rather get eliminated. The game broke up with Austria and Russia going down, and Spain acting as lackey for France (Spain made the moves for both, but wanted France to win because it was her first game). I played Poland and Karl Pettis played Spain; the rest were local players.

	E	A	F	S	R	O	P
21	6	8	6	6	6	6	7
22	8	8	7	7	6	7	7
23	9	4	9	7	5	9	7

As the game began I had trouble just staying alive, as I was the foreigner in the game. Fortunately Russia chose to go for Scandinavia, and Austria was drawn into the center-

rich middle, partly as a reaction to overt French hostility. Russia dealt with me to attack England, then reneged. I was eliminate from Scandinavia, but Turkey and I captured three of Russia's four home centers, and would have obtained the last had the game continued. France, Spain, and England did not fight much, though at one point England aided Austria against France, and almost aided her against Poland. Austria invaded Turkey in reaction to a Turk advance, but relaxed pressure during our almost-stalemate before going over to the attack at the expense of the rest of her front. We played for about five hours.

Miscellaneous

1. Edi Birsan is trying to find someone to take over the so-called Arena Numbers, the Origins game designations. Origins seems to be a lemon -- interest in it is flagging both postally and in FTF circles. I've been trying for ages to find a fifth for the game in BI...

2. Let it be known that the failure of Larry Peery's commission on goals, or whatever he called it, should not be connected with me. Peery appointed me co-chairman of the commission, but I refused to accept and so notified him. What the commission did or didn't do thereafter was not my business. I bring this up because Edi Birsan mentioned it in one of the Council communications of the IDA, and I thought the reference was unfair to me, and perhaps to the other co-chairmen if they acted as I did.

3. The 72.9h wrapup will be delayed for a few issues more. I'm afraid almost anything else is more important right now.

4. The following comes from Costaguana 6-11: "Victor Ricci, 99 St. Marks Place, New York, New York 10009, has offered to act as a clearing-house for players wishing entry to larger variants (e.g. Youngstown). The purpose is to halt communication and information gaps or lags, to sort players out with an eye to geographic distribution, and in general make the large-variant business smoother all round. GM's with large variant openings, and prospective players, should write to Victor for assistance. Suggest enclosing a stamp." No comment.

5. Someone recently mentioned that a numbering system for postal space wargames might be helpful for keeping track of what is going on. I have thought on occasion that a numbering system for multi-player games which are not otherwise numbered would be useful. Anyone have anything to say on the subject?

Variant Game Designations

In case anyone would like to know what my policy concerning assignment of Miller Numbers is, I will enlighten you. When I get

a number request I usually reply only in the list in BI. If the GM includes an SSAE or card I reply immediately. I generally don't assign numbers by phone. If someone asks for a number and neither trades with me nor includes an SSAE, it may be a long time before he gets the number, though it will appear in BI. My trade policy is, all American and Canadian variant 'zine, but only a few foreign variant 'zines since I am neither a collector nor a wealthy man. I am one of the few people who doesn't want a circulation over a 100- too much work.

1973Kbu. Youngstown Variant. John Lawrey, Olympian.
A-Thomas Tillapaugh, China-Dean Carlock, E-Samuel Cohn, F-Mike Lind, G-Robert Spencer, India-Patrick Lancaster, I-Douglas Dick, Japan-Kim Peterson, T-William Osmanson, R-Eldon Nichol

1973Ldo. Europe Variant? Hal Naus, Lebanon Gazette.
Chic Hilliker, Charles Reinsel, Eldon Nichol. Formerly I listed centers for these Naus games, but there is little reason to do so, no more than one should list builds for a Winter 1900 variant. In each game the centers will be different at start because players choose their own.

1973Mdp. Moses Game. Hal Naus, Lebanon Gazette. David Black, Charles Reinsel, Eldon Nichol, Art Haehnel.
Thirteen games in three months. Not bad.

I have been thinking about a couple additions to the designation. First, I could add a number to indicate how many sections of a particular variant have been started. I used this in a couple cases almost a year ago, but dropped it at that time for lack of information. Second, instead of assigning an entirely new number to a revised version of a game, it would make more sense to assign a variation number. For example, instead of assigning "cv" to the second revision of the Youngstown Variant, "bu(3)" would have been assigned (indicating the third version of YV, not the third revision). Anyone have anything to say concerning these suggestions?

Batter...Up

Conrad von Metzke, Box 8342, San Diego, Calif. 92102

"You are more correct than you may be aware when you intimated that variants were considered secondary and largely unimportant by the average masses. ('Variant games are the wives of regular games,' to play on an old music insult.) I will often have a GM, particularly a newer or overseas one, ask for a Boardman number and a Miller number from me - as though the cat who assigns the important ones probably runs the other crap too. Kind of disheartening to you, is it? To me also, though of course not as sharply. I have adopted the policy that if a variant GM asks me for a number, I send him your name and address and tell he wants a Miller Number, hoping that I will imply very strongly the concurrent differentiation and equality. Would you prefer a different approach on my part?"

((No, that's fine, of course what you are doing is much more important than what I am doing, but I have noticed the lack of recognition. Even large 'zines like Hoosier Archives often fail to mention Miller Numbers (or variant games, for that matter). I suppose everyone assumes that everyone knows who assigns Miller Numbers, and what they are.))

STRESS is magnificent! Not in terms of playability; it may be good there, too, I don't know. But the scenario and inspiration for its invention is the funniest damned thing I've ever heard! God! Think of the extensions - The Battle for Rutland, Vermont; The Battle for the New Orleans Howard Johnson's; and just wait until

you see the next RENAME with my own invention, The Battle for (where else?) jamul! (Before you blanch, I'm not belittling Mike's game. His explanation of the origin of the name makes it quite rational, in fact.) Another scenario with a similar rationale would be Los Angeles, where the police department has equipped itself with tanks, anti-tank guns, bazookas, armored helicopters and other such paraphernalia, and mapped a riot-control plan based on sealing off areas by zones to be attacked, zones to be held as staging bases, etc...

"(Anyway, Bartnikowski's scene makes sense with the explanation for its origin, but without it I think it might be described as a 'riot!' I wonder; to what extent was his design tongue-in-cheek?)"

((Perhaps Mike, or Paul Wood or John Van De Graaf, who were mixed up in this somewhere, will tell us a little more about Stress))

"PS: To summarise what I believe to be the common attitude on Diplomacy variants, I dredge up and slightly rewrite the well-known old Donald Duck line:

"Variant games are exactly like regular games, only different!"

4000AD

Algol: Steve Langs, 7711 So Quad, 600 E Madison, Ann Arbor, MI 48104

Antares: Todd Roseman, 66 Montbello, Chula Vista, Calif. 92010

Pavo: Howard Stump, 149 Atlantic St., NW, Warren, Ohio 44483

Regulus: Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080

Wood and Langs know each other, but so far as I know they are not in any game together. The others do not know each other. Country assignment was made by putting both players' names and home planets in alphabetical order and matching them up.

Unordered countries will be in civil disorder, not surrender. Replacements will be used if they can be found, though I hope they won't be needed. The game will continue until all survivors agree to terminate, by concession or whatever. I reserve the right to overrule someone who is just delaying the inevitable, because that's relatively easy to do in this game.

Spring 4001 moves are due May 1 at noon at 329 Twin Towers, Albion, Michigan 49224. If everyone submits Fall 4001 moves those will be adjudicated also. I hope everyone will do so, since usually the first year involves capture of one or two planets close to home. Fall orders can be made conditional on Spring orders so that no one will be able to put 15 ships in warp in hopes of catching someone else off guard.

1776 Additions

Dick Vedder has sent me a list of errors and additions to the 1776 rules. Unfortunately I no longer have his copy to see how many of them are mine -- it'd be interesting. There are just too many things to do with a game that large to get it all right the first time, I'm afraid.

- a. Lower Ohio should have the abbreviation LOh.
- b. Boonesborough doesn't have a supply center dot.
- c. Tuscaloosa should have the abbreviation Tuc.
- d. Chattahoochee " " " " Cht.
- e. Kettle Creek " " " " KCr.
- f. Gallipolis " " " " Gpl.
- g. Cherokee " " " " Cke.
- h. Charles Town " " " " Chr.
- Salisbury " " " " Slb.
- Staunton " " " " Stn.
- Richmond " " " " Rch.

- i. There is an open province in South Carolina which should be labeled Winnsboro and abbreviated Wbo.
- m. FTi is Fort Ticonderoga
- n. Re Rule #3, the six loans which are available for the Spanish player to use come from supply centers which are off the board
- o. Re Rule #5, it's Indian units may be built only on the home Indian tribes."
- p. Re Rule #8, double units are supplied by either a city or two regular centers. Indian double warparties are supplied by two Indian tribes.
- q. Re Rule #11, part f is missing: "The failure of a landing of itself does not harm a DA/DF, but if the DF was ordered to move after disembarkation, that order is voided."

1973Adi Spring 1902

Bel-Stp-Vie (Sleight) A StP-Mos, F Nth-Nwy, A Bud-Rum
 Bre-Con-Swe (Jordan) F Eng-Bre, F Con-Ank, A Smy (S) F Con-Ank,
 F Swe-Nwy
 Den-Par-Sev (Wood) A Sev-Arm, F Den (S) Eynon F Edi-Nth, A Kie (H),
 A Bur (H), A Mos-StP
 Edi-Gre-Ven (Eynon) A Bul-Ser, A Gre (S) A Bul-Ser, F Edi-Nth, A Ver
 Tri
 Hol-Liv-Tri (Hull) A Ser (S) Sleight A Bud-Rum, A Tri (S) Keller
 A Rom-Ven, A Lpl-Edi, A Yor (S) A Lpl-Edi, F Bel-Eng
 Kie-Smy-Spa (Schwass?) NMR A Ank (H), A Ber (H), F Spa sc(H)
 Mun-Por-Rom (Keller) A Rom-Ven, A Nap-Apu, A Tyr-Mun, F Mid (S)
 Hull F Bel-Eng

A Ank is dislodged and annihilated. F North is dislodged and may retreat to Lon, Bel, Hol, Hel, Ska, or Nwg. A Ven is dislodged and may retreat to Tyr, Tus, or Pie. A Ser is dislodged and may retreat to Bud, Alb. All retreating units may also be eliminated. Rick Brooks is asked to submit standby moves for Schwass, and John Cleaveland may back up Rick. I saw Schwass at MSU; maybe the PO screwed him. Deadline below.

72.23h 1939 Pla.

USA (Eynon) 1-Pol, 3-Cze, 10-Bri (4 from US) Nomoves from Gac. Any-
 FRA (McHoull?) NMR 12-Fra one interested is asked
 BRI (Caton) 12-Ger, 3-Rus, 1-Fra to submit standby attacks
 RUS (Van De Graaf) NMR 14-Rus for France (and Russia,
 GER (Roseman) 5-Ita, 5-Bri, 18-Ger though VDG should stay in).
 I failed to note last time that Germany placed a U in France.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA				10	9				9				
FRA					2	12	U+10		2				
BRI					U	5	U+20		U			U+8	
RUS			C				U+5			C		29	
GER	C	C		5		U+10	18	5		C		U+4	

Deadline is May 1 at noon at 329 Twin Towers, Albion, MI 49224.

Lewis Pulsipher
 329 Twin Towers
 Albion, Mich 49224

First class

return requested

First class

RICHARD MULL

4720 CLOYNE APT #2

OXNARD, CALIF. 93030

TRANSFER OF
 IMP IX IN
 A COUPLE DAYS...

