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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
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Miscellaneous

1. Certain persons (Don Lowry is one) have expressed the intention to use articles from uncopyrighted Diplomacy publications even if permission is not obtained from the publisher. The solution which many people have adopted (among them Len Lakofka) is to add a copyright notice such as the one above to their zine. It has always been customary for Dippy publishers to obtain permission before reprinting material, so copyrighting shouldn't cause too many problems.

2. I have given up on trying to fill the Anonymity game, and those who have registered will have fees returned with this issue. I have just confirmed that my graduate program will be three years, not four (it's part of the fellowship), so I'm not going to start any games for quite some time, in case I decide to use carbon copy sometimes and publish BI less frequently.

3. Charles Reinsel recently removed Conrad von Metzke from one of the Big Brother games for personal reasons not related to the game. While I personally think Reinsel is on his ear, and I abhor his violent, vehement, and apparently unfounded personal attacks on Conrad, that's irrelevant to the question at hand. Even if all Reinsel's charges were true, they would be no justification for removing von Metzke from the game. A gamesmaster cannot allow his personal likes and dislikes interfere with his gamesmastering. If a GM doesn't like someone, he should prohibit his entrance into a game, and not let him in and then throw him out. Ironically, Charles was removed from one of Buddy Tretick's games some years ago in a similar situation; apparently he didn't learn anything. Edi Birsan and Greg Warden have both resigned from Big Brother games in support of Conrad, but unfortunately many others (Mark Weidmark, for example) have decided not to go that far. I have not heard of any GM throwing Charles out of a game -- not even Conrad -- and I hope that no one does. I wish more could be done to sanction Reinsel, but for now all anyone can do is avoid participating in any Diplomacy activity Reinsel is connected with in the future. Reinsel's action is inexcusable.

4. IFW is still at it, with another issue of the IW and election announcement. I am told, however, that the prospects are very discouraging (if you happen to be an IFW supporter). If IFW can get through elections it may be all right for a while, but otherwise it is dead. The ballots and IW 65 and 66 were supposed to have been mailed by April 30, but I don't know of anyone who's seen them...

5. John Lawrey, Jr. (Olympian and Ipomoea) is closing all the openings that I've mentioned in recent BI's. Apparently those games already in progress will be taken care of through carbon copy.

New Games and Openings

SPQR 7 (James Massar, 127 N Emmons St., Dannemora, NY 12929) includes a revised map and rules for 149 BC, which was reviewed in a recent BI. James adds 1721 to his list of variant openings (\$1 plus \$3 returnable deposit plus sub (7/\$1)).

Berserker #1 (Jim Ronson, 864 Ingersoll Court, Clarkson, Mississauga, Ont. L5J2S1 Canada) contains the rules for Viking Dippy. Each player (England, France, Norway, Denmark, Sweden) begins with three units, using regular Diplomacy rules, and attempts to capture a majority (apparently) of the 25 centers on the board. The game begins in 1001. There are 17 sea spaces and 35 land spaces, so I think the game will be pretty short and violent, but prone to draws among so-called "win-only" players or "holy alliance" players (and that takes care of most players, doesn't it?). It should be good for FTF. The map is one dittoed page; there aren't really any rules.

The Silmarilli #9 (20¢ from Chic Hilliker, Box 1195, Bloomington, Ind. 47401) includes rules for Middle Earth Diplomacy II (by Don Miller). This is a very old variant, not played for a number of years even though I have heard that it was more popular than ME IV at one time. Chic is going to run a game once one of the ME IV games in TS is over. He also intends to publish the rules for all the other Middle Earth type games, eventually. Players in ME II are Arnor, Rhovanion, Rohan, Gondor, and Mordor. Rohan seems to be disadvantaged by its position toward the center. There are 29 centers. There are few changes from regular Diplomacy rules, primarily concerning sea movement. This issue also contains "Statistics of Middle Earth IV" by Kim Peterson and Chic.

--- This is Be Kind to Herb Barents Month (June, too) ---

Dalarna II, by John Leeder (Box 1606, Huntsville, Ontario, Canada) depicts the situation which might arise in the period following Fletcher Pratt's well of the Unicorn story. Players include the Emperor, Norby, Shalland, Vastmanstead, and Skogolang. The latter five revolt in succession determined by chance, while the Emperor tries to keep any one from gaining hegemony in Dalarna before he can bring in overwhelming forces (from off the board). Either I read the rules incorrectly, or no competent emperor can lose (though in a FTF game which John chronicled, the emperor managed to lose in a game ended by concession). Most rules follow regular Diplomacy, and the number of units is approximately 30-35.

Tangelo Express #7 (Richard Hull, 4720 Cloyne Apt 2, Oxnard, Calif. 93030) contains rules for Eckert's Napoleonic Diplomacy and Imperialism VIIR, by Rod Walker. Bob Eckert's game is apparently an attempt at historical accuracy within the limits of the regular board. There are a few changes, such as addition of Egypt as a supply center, and additional spaces which are carved out of Russia. Every center is occupied at the beginning of the game: there are 5 Russians, 5 French (including Ruhr), 6 Turks, 4 Austrians, 4 English, 3 Prussians, 3 Swedes, 3 Italians, and 3 optional Moors which are otherwise in CD with Spain supporting

Portugal. Turkish units are only worth .9 on offense. I doubt that the game is balanced, but with all centers occupied it should develop quickly.

Walker's Imperialism VIIR is a WW II scenario using regular rules and a very large board. Each player (all the regular players except Austria) begins with seven units and grows accordingly, since there are a total of 75 centers. This game was very popular at one time, but after Rod transferred the postal games to another GM they were abandoned and only recently revived. NOT a game to play FTF.

BATTER....UP

John Boyer, 117 Garland, Carlisle, PA. (designer of 1721)

"I was happy to hear that you Michigan wargamers played my 1721 Variant. I am not arguing your conclusions, but would like to hear more detail on why you think it would be so drawish a game.

"I was surprised to hear that it was considered a drawish game. Well, I did work hard to make it a balanced game -- is that what makes it a draw? If not that alone, but also geographical separation, I can see what you mean. However, like you said, it was only one game. Other games have been played and none was a draw. Actually, you may not have played your game long enough: 3 years is hardly enough to get some conclusive results in a long variant such as this. It would also look drawish in many cases after only three years in the regular game. So, if I haven't touched upon the reasons you had, I would like to know. I am not adverse to improving the game.

"As a matter of fact, I have already decided to improve the map in a few minor ways...((list of changes follows -- I imagine everyone who has the game can pick up the changes in Lost Horizons or Impassable)).

"Again, I was surprised about your draw, but three years isn't much...possibly the fact that Spain and France were so close to start with, helped draw the situation. I don't know, I feel that I am correcting your wrong ideas, but I don't want you to think that I'm right just because I said so. True, I designed it, true I have other game results on hand, true, but then, one wonders if he overlooked something.,.,."

((Karl Pettis tells me that after I left the game was continued, though I don't know where they managed to dredge up replacements at that hour. The game ended in a draw among Spain, France, and England when England established a stalemate line. This only reinforces what I said. Let me repeat, though, that at the end of three game years, a six-way draw was SET. The Austrian, however, was one of those people who would rather die than draw, and she proceeded to do just that, leaving Poland and Turkey in the lurch. Three was enough; there would have been no point in playing further if Austria had chosen to draw. Three game-years is often enough for a draw of this type -- I played a six-draw of Atlantica which was set after three game years, at Zeeland last summer (the center chart may be in this issue). I don't know how much longer the game lasted after I left. I would like to hear the results of the other games you mention; perhaps at MSU the game was played later, since they had a copy. Karl?

Why is 1721 drawish? It has nothing to do with how balanced it is; any multi-player game is theoretically a draw as long as

no single power can equal, or nearly equal, the other powers combined. Division of the board into distinct spheres, and a large number of units, promote a draw by helping to prevent any player from gaining a preponderance in one area that can quickly be extended to all toher areas. I went into this in a letter in Marcus concerning Youngstown Variant. Simply, when there are more units per country, each player has more time to react, to stop the leader. A stab is less effective because a smaller percentage of a player's force is lost (or gained). Stabs are not more violent, that is, they do not result immediately in a greater transfer of center ownership, even though there are more units in a game, because 1) one has more units available to protect from a stab and 2) the effectiveness of a stab depends more, I think, on position than on numbers. I have only my own experience to depend on; there's no way I can prove the above assertion that a smaller percentage of the force is lost. But if that is true, it helps explain why players have more time to react in a game with a large number of units per player (or a large number of players -- the effect is the same in the end).

Getting back to the first point, I refer again to Atlantica. Both Atlantica and 1721 have baords divided into two spheres, with three countries in the west and four in the east, and little interaction between them. Neither "sphere" can afford to fight internally unless the other sphere is fighting internally as well. Otherwise the united sphere will sweep over the disunited sphere. Three way alliances are common and workable; the longer a three-way alliance operates, the harder it is for the participants to split apart. In regular Diplomacy a three-way alliance is very difficult to form and hold together, perhaps because of the configuration of the board and interaction of spheres, but also because there are relatively few units per country, and if two stab one, there won't be enough left of the stabbed country to affect the game for long. In regular Diplomacy the place of the three-way sphere alliances is taken by the two-way alliances of France-England, and Russia-Turkey. If the other players fight, one or the other of these alliances will sweep the board. If both alliances operate, the game will be a four or five-way draw.

You must remember that in my opinion, most regular Diplomacy games should end in draws, and most competently played FTF games I've witnessed end so. In postal play, however, there are many incompetent players (at least two or three in the average game), plus those who might miss a crucial move through lack of interest. Misses and dropouts destroy many, many drawing situations. Other times players simply quit before they should; they don't perceive the drawing possibilities.

I hope this "compose as I go" reply is not too incoherent. Does anyone have anything to add?

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Steve Langs and I made it to the GVSC gaming meeting last May 20 and had a good time winning most everything. 4000AD proved to be popular, perhaps because it is easy to learn and attractive because of the unique movement system. I tried to reconstruct a game for publication here or in Supernova, but the hen-scratchings of the other players defeated me. If any of you play 4000AD FTF I'd appreciate a record of the moves. We play with simultaneous movement, and so write them anyway; the game is faster and more interesting with simo-movement, too.

The following is the BI mailing list (excluding Europe) as of May 16, 1973.

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29. Tom Keller, 317 East 12th St., New Albany, Ind. 47150	21	
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31. Ronald Kelly, #210, 225 Virginia Ave., Washington DC 20003	30	
32. Burt Labelle, Forest Park #23, Biddeford, Maine 04005	T	
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34. Steve Langs, 106 Nettles St., Battle Creek, MI 49015	20	
35. John Lawrey Jr., Box 86, Salome, Ariz. 85348	T	
36. Rick Loomis, 8149 E Thomas Rd., Scottsdale, Ariz. 85251	T	
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38. Don Miller, 12315 Judson Rd., Wheaton, MD. 20906	T	
39. Hal Naus, 1011 Barrett Ave., Chula Vista, Calif. 92011	T	
40. Karl Pettis, 2250 NW 20th Ct., Gainesville, Fla 32601	T	
41. George Phillies, 897 Main St., Suite 8, Cambridge, MA 02139	T	
42. Andy Phillips, 128 Oliver St., Daly City, Calif. 94014	T	
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46. Jerry Shifrin, 1843 Kenny Rd., Columbus, Ohio 43212	26	
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48. Robert Spencer, Box 867, Shelton, Wash. 98584	29	
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50. Howard Stump, 149 Atlantic St., Warren, Ohio 44483	24	
51. Richard Swies, 4829 S Leamington, Chicago Ill 60638	21	

52. Rudolph Tatay, RR 7 Box 28B, Greenfield, Ind. 46140 25
 53. John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043 23
 54. Dick Vedder, 1450 N Cherry Ave., Tucson, Ariz. 85719 23
 55. Conrad von Metzke, Box 8342, San Diego, Calif. 92102 T
 56. Mark Weidmark, 528 Park Crescent, Oickering, Ontario, Canada T
 57. Fred Winter, Box 604, Madison, Wis. 53703 T
 58. Paul Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080 T
 59. Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514 T

Plus three overseas and two probable renewals. There are too many trades, but I can't do anything about that just now.

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Variant game designations...

There seem to be quite a few. At this rate we'll break the old record, I think.

1973Tdu. Ancient Hebrew Kingdom Diplomacy (AHKD). Conrad von Metzke, Rename. Judah-Robert Nielsen, Gad-Joel Klein, East Manasseh-John Biehl, West Manasseh-Mark Weidmark.

1973Uda. Myopia (or Diplomyopia). John Piggott, Ethil the Frog. E-Peter Charlton, A-Phil Jones, F-Jeff Oliver, G-John Lettice, I-Allan Ovens, R-Andy Davidson, T-Colin Hemming.

1973Vdv. Viking Diplomacy. Jim Ronson, Berserker. Denmark-John Biehl, England-Bruce Gletty, France-Rudy Wiens, Norway-Harry Drews, Sweden-Mark Weidmark.

1973Wdu. AHKD. Mark Weidmark, Thunderbird. Judah-John Morgan, Gad-Rick Kitching, East Manasseh-Jim Ronson, West Manasseh-Les Pimley.

1973Xdr. Black Hole. Conrad von Metzke, Rename. A-David Staples, E-Howard Johnson, F-Randolph Bart, G-David DeLuca, I-John Hendry, R-Harry Drews, T-Robert Nielsen.

1973Yt. Middle Earth Diplomacy IV. Chic Hilliker, Silmarilli. Angmar-Darrel Glidden, Arnor-Doug Dick, Gondor-Adam Stephanie, Harad-Kim Peterson, Mordor-Rich Swies, Rhovanion-Tom Durling.

1973Zdw. 1776. Richard Hull, Tangelo Express. America-Save Norris, Creek-Andy Fishman, Britain-Randolph Bart, France-Bob Eckert, Iroquois-Russell Tulp.

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4000 AD

I GMed the last moves before I had prepared my map, etc., and it shows. Antares has only 8-Ant (before builds), not 10. In fall that's 2(JR-1), not KR-1. There are still no replacements available for this game -- anyone interested?

Spring 4002

Algol (Langs) 3(AR-1). 12-Alg, 1-Menk, 1-Aldeb

Antares (Roseman) 5(LR-3)-Veg, 2(LR-2)-Thu, 1-Thu*Rut. 5-Veg, 1-Thu, 1-Rut, 9-Ant

Pavo (Stump) 3(JR-2)-Alin, 2(GR-1)-Fom. 3-Alge, 2-Fom, 3-Alde, 6-Pav
 Regulus (Wood) 7(CY-1). 2-Avi, 3-Adh, 5-Reg

Deadline for Fall 4002 is June 8 at noon at 423 N Main, Bellevue, MI 49021.

Press not printed last time:

Galactic Press, Pavo Bureau: We, the people of Pavo, in order to survive have found it necessary to expand to the other stars

of this part of the galaxy. We hope the intelligent races of the galaxy look not upon it as aggression, especially our friends the Antareans.

We are only human. We wish a humane peace for all of us. Vive la Pavo!

Now for this season:

Excerpt from The Pavo Papers

Coldly, the very important but unknown man looked at the man before him. A saboteur. It had been a long and hard chase but finally the culprits of the order never received (that of 2(alge-Foma)) were finally apprehended. It was a comfortable thought but also a sad one.

He sighed. Before the war had even started acts of sabotage were being committed. Traitors and spies were everywhere. It was going to be a long war.

Orion (that's the GM in case you didn't know): Where are the 10-mile-long space ships you guys? I usually don't like press, but there's potential in this game that you won't find elsewhere. So how about some more? Steve, is this a good place for the Wizard of Wom?

72.23h

Since this is the last game-year, I have decided to delay the game so that you can negotiate, if you wish, with the new player for France, David Sleight (see address list). Also, there are no Russian PF's or U in Germany, blast it. The deadline is June 8.

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Active variant Diplomacy game listing.

66AFaa	Imperialism VII (LOMOKOME)
66AKaa	" "
67Naa	" "
67ARam	Imperialism VIIR (LOMOKOME)
68Tam	" "
70Bbp	Godawful Game (I've heard nothing about this in some time)
71Av	Calhamer 5-man game (transferred from BLEFESCU to P. Bond)
71Bcm	Hypereconomic Diplomacy II (SIBERIAN)
71Hcn	Imperialism IXR (CAPHTOR (Paul Bond))
71Iv	Calhamer 5-man game (IPOMOEAE?)
71Jv	" (transferred to Paul Bond)
71Lcp	The Great European War (I've been unable to obtain info about this one)
71Mbu	Youngstown Variant (SHAAFT)
71Rcv	Youngstown Variant, second revision (SHAAFT)
71Scs	"Fistel"Variant (SHAAFT)
71Tbu	Youngstown Variant (ON LES AURA)
71Uct	Diadochi I (WAR BULLETIN)
72Abu	Youngstown Variant (BOAST)
72Bcw	Balance of Power Variant (SHAAFT)
72Ccn	Imperialism IXR (Being transferred to Richard Hull)
72Dcx	War of the Rings Diplomacy I (JASTRZAB)
72Edb	Youngstown Variantthird revision (MARCUS)
72Gcz	Atlantica (BUSHWACKER)
72Hcn	Imperialism IXR (Being transferred to R. Hull)
72Ida	Myopia (abandoned?)
72Jco	Abstraction (BUSHWACKER)

72Kco Abstraction (ETHIL THE FROG)
 72Lbu-Ubu Youngstown Variant (PANDEMONIA)
 72Vbu Youngstown Variant (YGGDRASILL CHRONICLE)
 72Wdd Diadochi II (DER KRIEG)
 72Xt Middle Earth IV (VOICE OF THE NORTH)
 72Ydf Cline 9-man game (RENAME)
 72Zbu Youngstown Variant (CRUSH)
 72AAdc Winter 9-man game (GARGOYLE)
 72ABde Third Age (ETHIL THE FROG)
 72ACde "
 72ADde "
 72AEcn Imperialism IXR (WAR BULLETIN)
 72AFdf Cline 9-man game (RENAME)
 72AGdg Jihad (DER KRIEG)
 72Aibu Youngstown Variant (MAD POLICY)
 72AJt Middle Earth IV (STENCH)
 72AKdk Slobbovia (SLOBINPOLIT ZHURNAL)
 73Adi Anarchy IV (BLOOD AND IRON)
 73Bdj Staples Variant (RIGOT)
 73Ccz Atlantica (THUNDERBIRD)
 72AHdh Legion (THUNDERBIRD) Can't win 'em all...
 73Ddl Scotice Scripti III (IMPASSABLE)
 73Et Middle Earth IV (THE SILMARILLI)
 73Fdm US Variant (LEBANON GAZETTE)
 73Idm "
 (73Jdn) Stress (IGHIP)
 73Kbu Youngstown Variant (OLYMPIAN?)
 73Ldo Europe Variant (LEBANON GAZETTE)
 73Mdp Moses Game "
 (73Ndq) Dalarna II (RUNESTONE)
 73Ocz(2) Atlantica (MAD POLICY)
 73Pdr Black Hole (RENAME)
 73Qds Michigan Diplomacy (STENCH)
 73Rdt Cold War (MIRCALLA)
 73Sco Abstraction (MIRCALLA)

Removed since last listing (in November)

68Rbu Youngstown Variant and 69Abu are both over, and center charts and information appeared in El Dorado 4.

70Dcj (Aberration IV), 71Fcd, and 71Gcd (Aberration III) were all abandoned by Rod Walker. Tony Pandin made an effort to restart them, but never reported the results to me.

71Kco (Abstraction) was won by Bob Stuart, Russia.

71Pcu, listed last time as abandoned, was never actually started.

26 games have begun this year. Last year 37 were started during the entire year (this doesn't count some games both this year and last, in England, which do not have numbers). A lot of games are filling, so that the number of openings now is down from earlier this year; a list of all openings will appear in BI 21.

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I've had the following center charts since last summer, when these games were played. I've decided to get them printed before I completely forget what went on in the games. I played the Atlantica game and GMed both Twin Earths games. The latter game, designed by Don Miller, is a simple variant using two sets.

Units can move only to spaces of the same name on the two boards, such as Mun I-Mun II. Centers are counted for a player's entire holdings, not each board separately.

Atlantica: Zeeland, September 72

	E	F	G	I	CS	US	Ca
71	6	4	6	6	5	7	6
72	7	2	7	8	6	8	6
73	8	1	7	10	6	8	6
74	8	1	6	11	7	7	6

I was very disappointed with the game. E-G-I ganged up on F while the other three milled around in a triple

alliance. The game quickly fell into a six-way draw. Perhaps if some of the players had been more interested, the Europeans might have caught the Americans and managed a three-way. This is a very drawish game.

Twin Earths: Detroit, July 72

	01	02	03	04	05
A	5	5	5	3	3
E	3	4	6	6	6
F	5	5	5	5	7
G	6	6	8	9	11
I	4	4	3	3	0
R	5	4	0	1	0
T	4	5	6	7	7
A	5	6	6	6	3
E	4	6	6	6	7
F	6	6	6	8	7
G	4	5	6	5	6
I	4	4	4	1	1
R	5	3	3	1	0
T	4	4	4	7	10

Twin Earths: Ludington, Jn72

	01	02	03	04	05	06
A	6	7	5	6	7	5
E	5	4	7	7	8	11
F	4	5	5	4	5	7
G	5	6	5	4	3	1
I	4	4	6	6	4	3
R	5	5	4	5	5	5
T	4	3	2	2	2	3
A	2	3	4	6	6	6
E	4	5	7	7	7	9
F	4	5	5	6	6	6
G	4	5	5	5	4	0
I	4	6	7	5	4	5
R	7	4	3	3	3	3
T	5	6	3	3	4	4

Since I don't have much space, I'll let you figure out the totals. The first game ended in a four-way draw. The game at Ludington was conceded to England, TE proved to be an exercise in frustration for the players. There are so many units, and the added possibilities and problems of visualization, that by the end of the game the players were exhausted, though they had a good time. The draw at Detroit was not set, that is, inevitable, but it was getting late. I wasn't present for the last game-year at Ludington, but I'd guess that the players conceded the game just to get it over. There was a fair amount of stabbing in both games. This resulted in some amusing situations, with different players holding similar areas on different boards. Defense proved very difficult in such cases. At one point on defense, Austria had one unit on one board and seven or so on the other, with almost all of them shifting boards each move.

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MOW: Let it be known that once again, The KING, the Prince of Darkness, and the Lord of Outer Space have challenged the Prince of Zoeland to a team combat. Since our last challenge was refused (Zoeland could not find anyone to stand by him), other MOW teams have formed and some matches have been played. This time the Prince promises to find enough minions...er, allies to make a team. The match will not take place until the Prince of Darkness returns from Iceland in mid-June, so we have a while to determine what games will be played. Stalingrad, 4000AD, Chess, and two-man Anarchy-style Diplomacy have been mentioned. If necessary we may call on the Southern General and the Lord of the Air for additional forces.

THE LORD OF LIGHT

Who knows, perhaps someday the people of this kingdom will challenge BirSauron, Bane of Elves, and his lackeys...

1973 Adi Fall 1902

Bel-StP-Vie (Sleight) F Hol-Bel, A Rum (S) HULL A Bud-Ser (NSO),
A StP-Mos

Bre-Con-Swe (Jordan) F Bre (H) (D, (R) off board, Gas, Pic),
F Swe-Ska, F Ank-Bla, A Smy-Ank

Den-Par-Sev (Wood) A Bur (S) EYNON F Nth-Bel, F Kie (H), F Den (S)
F Kie, A Mos-StP, A Arm-Sev

Edi-Gre-Ven (Eynon) F Nth-Bel, A Tyr-Tri, A Gre (S) A Ser, A Ser
(S) SLEIGHT A Rum-Bud (NSO)

Hol-Liv-Tri (Hull) A Yor-Lon, F Eng (S) KELLER F Mid-Bre, A Edi (H),
A Bud (S) A Tri-Ser, A Tri-Ser

Kie-Smy-Spa (Schwass?) NMR F Spasc, A Ber (H)

Mun-Por-Rom (Keller) F Mid-Bre, A Mun (H), A Apu-Ven, A Ven-Tri
Centers held, Winter 1902:

Sleight, ~~Edi~~, StP, Vie, Rum, Hol

4 build 1

Jordan ~~Bre~~, Con, Swe, Smy, Ank

4 even unless

Bre (R) ob, in which case build 1

Wood Home, Mos, Kie

5 even

Eynon ~~Edi~~, Ser, Gre, Bul, Bel, ~~Yes~~

4 even unless

A Ser (R) ob

Hull ~~Ser~~ Tri, Bud, Edi, Lon, ~~Bre~~, ~~Yes~~, Lpl

5 even

Schwass Spa, Ber

2 even

Keller Home, Ven, Nap, Bre

6 build 1

Deadline for Autumn 1902 retreats and Winter 1902 builds is June 8 at noon. Rick Brooks is asked to submit stand-by moves for Schwass again, and John Cleaveland can back him up again. This time you might get in, Rick; Schwass has been dropping his poor positions.

73.7h 1935 attacks

Britain is attacked by Germany in Austria at 5-1. Britain's PF is eliminated. No orders were received from Rus. Herb Barents (see address list) is asked to submit standby placements for Russia. Britain places an Understanding in Germany. John Caton (see address list) is the new player for the United States. Deadline for 1936 placements is June 8 at noon.

Many traders have missed my address change. Please take note.

Lewis Pulsipher
423 North Main
Bellevue, Mich. 49021

First class

Return requested

First class

RICHARD HULL
4720 CLOYNE APT #2
OXNARD, CALIF. 93030

