

BI is a forum for discussion of Diplomacy variants, multi-player wargames, and wargaming in general. Sub 5/\$1, single issue 20¢. This is Orion Press Publication #60. Affiliated with Midwest Organized Wargamers. Published irregularly by Lewis Pulsipher, Box 1021 Graduate Center, Duke U., Durham, North Carolina 27706.

Miscellaneous

1. Third Millenia, Inc., publishers of Battle Flag and others, seems to be alive and kicking. They now offer Lou Zocchi's Alien Space for \$5, and I understand that they will reissue his Star Trek game with improved physical quality (and probably higher price). One of their new games, listed in the October Analog, is Battle for Mars, at \$5. I hope to find out something more about this game soon. TM's address is 465 Woodland Hills, Philadelphia, Miss. A review of the latest Battle Flag will appear in MGR #5, which MOW will publish in early-mid October.

2. I have my copies of Panzerfaust, Conflict, and Strategy and Tactics sent to my home address, because changing one's address very often is risky business, so I'm going to lack a great deal of info until I return home in December. I've learned through reading another person's copy of Moves #9 (I don't sub any more) that S&T's WW II game is ready, though they aren't advertising it yet. It is a two-player game, naturally, but I believe it utilizes simultaneous movement. If so, I hope that it can be converted to a multi-player game, but knowing S&T's proclivities, I am not optimistic. If this game follows the usual pattern, the players will be forced in large measure to do the same things, and make the same mistakes, that both sides did in the war. Doubtless the allies won't have a chance without Russia, but Germany will be forced to invade Russia before a certain date. It will be interesting to see what naval resolution system, if any, S&T has adopted. I haven't ordered anything from S&T in over a year and a half, but I suppose I'll have to break down for this one.

3. There will be one more issue of BI between now and Christmas.

4. I have thought at times about a game which might attempt to duplicate the processes of civilization, the changes that occur due to economic, social, climatic, etc. changes, rather than through war. Virtually every wargame available today forces the players to fight, and fight immediately; the time scales are also relatively short. What I would like to see is a game with a long-term time scale -- perhaps 10 years per turn -- during peacetime, and a shorter time scale only during general wars. Then economic development, industrialization, weapons development, etc. would change the strength, and even the identity, of the various powers in the game. War, in other words, would not determine everything. A player might establish his power as the leading force on a continent, and perhaps attempt in a general war to conquer the rest. But if he fails, or even if he succeeds, at a later point non-military forces would change the relative strengths of the powers, or a revolution might destroy the unity of the largest power. We would be participating in the processes of history rather than in a short war. The games-master would have wide discretionary powers. The object would not be to "win", but rather to enjoy the play -- rather like Midgard.

Unfortunately I'll not have time in the foreseeable future to try to design such a game, but I'm noting the idea here in case someone else wants to try.

• 5. Dick Vedder has picked up Richard Hull's orphaned 1776 game as well as Paul Bond's Imperialism IXR game (which was originally Rod Walker's). Mark Weidmark's games have been picked up by Burt Labelle, John Boyer, and John Hulland. Greg Warden is now in charge of orphan variants as well as orphan variant games. Richard Hull has also offered \$50 plus his new ditto machine to anyone who will pick up all the Tangelo Express games. Since then 1776 and possibly one of the regular games have been picked up by others, but this is an excellent chance for someone who has been thinking about publishing (and who types well -- ditto is hell to correct) if the offer is still good. Contact Conrad von Metzke if you're interested -- PO Box 8342, San Diego, Calif. 92102.

6. I recently received my copy of the MOW variant package. For \$1.50 for MOW members and \$1.75 for others, it is a far better value than one can find by purchasing variants singly. A list of Miller Numbers and introductory material is included. Order from Paul Wood, 24613 Harmon, St. Clair Shores, Mich. 48080. Walt Buchanan calls the VP "fabulous".

New Games and Openings

Youngstown Variant, in Domination, a new 'zine from John Coleman, 837 Jos. Janisse, Windsor, Ontario, Canada N8Y 3A7. \$2 plus sub (½ per printed page + postage). John has been a player for a while, and GM's a couple phone games, but this is his first attempt at publishing. Oh yes, John and Blair Cusack have picked up Weidmark's 10-game 10-player YV tournament.

Youngstown Variant and 1721. The Pouch, Nicholas Ulanov, 60 East 8th St., New York NY 10003. Fee \$1 plus \$1 game deposit plus sub (10/\$1.80, pretty steep). I don't get this 'zine, but those who do think well of it. There are four or five editors.

Viking Diplomacy. Berserker, Doug Ronson, 864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1. Fee \$3. 'Zine has been around for about six months.

1721 II, Scottie Scripti III, Lost Horizons, John Boyer, 117 Garland Ave., Carlisle, PA 17013. Fee \$6. I keep wondering when John will break under the load, but he keeps doing a great job. A true fanatic.

Diadochi IV. Quo Vadis, Dick Vedder, 1451 N Warren, Tucson, AZ 85719. \$2 game deposit plus sub (1¢ per 2-sided page + postage). Apparently Dick isn't going to start a 1776 game since he's picked up Hull's.

Foundation II. Herb Barents, Stench, 157 State St., Zeeland, Mich. 49464. \$2 game deposit plus sub (currently 9/\$1, 19/\$2, and up). Game is guaranteed by MOW. Herb's been around a long time, so we don't expect him to give out. Another fanatic.
THERE'S TWO YV'S FOR YOU, ARNOLD, GO TO IT...

Diadochi IV rules appeared in Rename 13, 26¢ (I think) from Conrad von Metzke (see above). This is the latest revision that Dick Vedder has published. I don't know what happened to D III.

"Only one mistake this page -- and that caused by von Metzke's screwy sub system." "A record: Goddam."

Rules and map for the Cline 9-man game are available from Conrad for about 30¢, in Rename 12.

Foundation II by Rick Brooks, was printed in Stench 22, 15¢ from Herb Barents (see above). This is a three-dimensional space variant based vaguely on Asimov's Foundation Series. This revision of Fritz Mulhauser's F I includes an actual territory and forces for the second foundation. In F I the second foundation was an anonymous player who attempted to gain fleets by correctly predicting the movements of other powers. The three-dimensional board is not difficult to use because a connectability chart is included with the rules. Since there are 80 units to move among the 64 spaces (any number of fleets per space), complex tactical positions are common. Playing this game takes much more time for determining moves than regular Diplomacy.

Now for non-Dippy stuff.

Herb Barents (above) is looking for replacements for Strategy I and Starlord games. Contact him for details.

Campaign is a strategic game using miniatures devised by Don Efron. Movement takes place on a large map with a gamesmaster providing for limited intelligence. When units (American Civil War) meet, the battle is played out FTF with miniatures. A simple die-roll combat system can also be used when players are unable to play FTF. For more information about a postal game, contact John Coleman (address above).

Battle of Britain, while not a multi-player game, is interesting as an example of the kind of stuff we're getting in wargaming now, and also because it's coming out of Dearborn. BofB is a very simple game published for \$4 by Lance Games, c/o P Glance, 1787 Culver, Dearborn MI 48123. (Is this guy in MOW?) It resembles Broadside in its general level of difficulty and play. Strangely enough, the ad I received shows the entire board and rules clearly enough that there's no reason to buy the game -- if you want to play, just make one using the ad! If you want one, ask for the ad -- save the \$4.

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7. AWA, which I mentioned a few issues back, now has 18 members after their 600-mailing membership drive. I have a letter from AWA President George Phillies which I'll try to summarize if I have room, concerning my article in #24. The second issue of the American Wargamer is not bad, though not yet worth \$4 per year. For offset, the repro is pretty bad, almost unreadable in places. AWA is starting a game design bureau, though no address was given in the issue for the thing. This will do the same things that the MOW Game Design Advisory Committee does.

8. Aquarius is John Boyer's multiple game 'zine, available for \$3 for 12 issues (address above). Entry into games (except the Diplomacy game, which is full) is free to subbers. Games include Diplomacy, Council of Nations, a Bourse, a soccer league, and who knows what else, all tied to the Dippy game. Each issue is around 20 pages to allow for the ton of press. A unique 'zine which may interest press writers.

9. Don't you guys ever disagree with me? Or know about something I don't? So why not write a letter about it? You don't have to be a bigwig to have something interesting to say.

"Only one again. Gar." "You must be sick, mate."

WORLDIPLOMACY
Enrico Manfredi

((This is reprinted from Enrico's 'zine Il Corriere Diplomatico. He says he uses "bad" English, but there is nothing here that an additional reading won't make clear.))

Worldiplomacy - A Proposed Variant

It is doubtful whether there is any need for another "Diplomacy" variant. Everyone, however, feels that "Diplomacy" is not a particularly realistic game, nor a true simulation of the 1900 struggle for power. This fact may be irrelevant for a lot of players, but there are (I hope) others which would perhaps appreciate a more realistic approach. "Worldiplomacy" is a tentative to get a better simulation and it is based on the following points:

- the diplomatic struggle in 1900 was mainly based on colonial matters: this fact leads to an enlarged map which includes the whole world;
- no one can reasonably assume that Turkey was, in 1900, a world Power.

To a lesser extent neither Italy nor Austria were really important.

In "Worldiplomacy" therefore Turkey is a mere "neutral" center as well as Italy (perhaps Italy could be better simulated by a two-center, garrisoned neutral country). Austria has been united with Germany into a single "Central Powers" country.

- the rising powers as Japan and U.S.A. are to be included in the game; the former has to be obviously concerned into Far Eastern matters, the latter, if left undisturbed, would apply the 'Monroe Doctrine' to Latin America as well as industrializing themselves.

- When one goes into enlarging the map is confronted mainly by two problems;

- the subdivision into provinces and sea spaces;

- the movement rules.

Regarding the first point one can hardly choose to act the subdivision with the same method used in original "Diplomacy" (each province of "Diplomacy" has, as a general rule, about five adjacent spaces, two of which are generally Supply Centers, a similar rule holds for sea spaces). By one point of view it is unrealistic to assume that the conquest of desolate wastes can be of any help for the war effort of a Power; by another point of view it should be worth to act such a subdivision as to direct the expansion of each Power into their "historical" directions.

Regarding the second point (movement, which is strictly depended from the first one) it is hardly conceivable that a peace time movement from Marseilles to Paris would require the same amount of time as a wartime march from Norway to Moscow. Moreover it is almost impossible to subdivide the whole world into small provinces, without incurring into serious playability troubles. The sea spaces of "Diplomacy" are unsatisfactory if used to simulate ocean spaces. 1900 fleets were not really able to "control" large stretches of sea. To get at an enemy fleet they would wait for them at a sea passage (as it was at Tsushima), or would blockade them (as it was at Santiago and Port Arthur). Furthermore fleets travel much faster than armies (Rodzeveskji fleet sailed from Kronstad on October 1904 and arrived at Tsushima by May 1905).

To deal with these problems, as it will be seen from the map, the "small" provinces of "Diplomacy" have been retained, but they are called "railway" provinces. Friendly fast movements through them are

almost unrestricted. As it is conceivable that an army would be slowed down as it crossed the frontier (by minor fighting and logistic problems) fast movements are not allowed "abroad". As this "slowing down" factor is more serious into populated "enemy" provinces than in colonial "neutral" provinces, these ones can be made larger than the first ones.

At sea there are two types of movements for the fleets:

- : standard "attack" movements into adjacent spaces;
- fast movement across many spaces, or across some vast "oceanic" zones.

To accomply with these new "fast movement" rules, it is also necessary to make use of A/F as in "Abstraction", to deal with long "convoy" trips.

Before going into the rules themselves, I wish to stress the following points:

- I am fully persuaded that "Diplomacy" cannot easily be improved as a game, and that this variant leaves much to be desired as the "playability";
- it is highly probable that the "starting" positions would lead to an unbalanced game; however, this defect could be eradicated after a testing period of this variant;
- this variant calls for hard work by part of the Gamemaster...

The sound advice of the experienced readers of "Blood and Iron" will be highly appreciated to complete and/or modify this variant, or to get rid with it...

Enrico Manfredi, Via Vecchia di Barbaricina, 20

56100

PISA, Italy

((I'd like to print whatever comments are made in BI, so please send me a copy if possible. An airtletter on a one-page form available from the PO is 15¢, normal air letters 21¢/½ oz., to Europe.))

Rules

There are 52 centers, 22 of which are neutrals. The land spaces are divided into "railway" provinces and standard provinces; the former are outlined by interrupted lines, the latter by continuous lines. The seas are divided into Ocean Zones (or Ocean Equivalent Zones: OZ & OEZ) which are used solely to evaluate the distances travelled by sea. OZ & OEZ cannot be controlled nor attacked nor defended by themselves. OZ and OEZ are sometimes subdivided into standard "sea spaces" and are always provided with an anchorage (ANC). Only sea spaces and anchorages may be attacked, controlled, or defended, never OZ & OEZ.

Starting positions: there are six Powers, which have the following home centers and units:

FRANCE: A(Par), A(Mar), F(Bre), A(Algiers), F(Indochina)

CENTRAL POWERS: A(Ber), F(Kie), A(Mun), A(Vie), A(Bud), F(Tri)

RUSSIA: A(Mos), A(War), F(Sev), F(St.P)s.c., A(Volga), F(Vladivostok)

U.S.A.: F(N.York), F(California), A(Texas) + by the end of 1903:

A(Kansas)

JAPAN: F(Tokyo), F(Nagasaki), A(Kyoto)

GREAT BRITAIN: F(Lon), F(Lpl), F(Edi), A(India), F(Quebec), F(Sydney)

at the start F(Quebec) is in Central Mediterranean(CMS).

Centers as Bre may build either fleets or armies; the others may build armies only.

New Rules: Together with standard Diplomacy orders (attack, stand, etc.) there is a new order: Fast Movement (FM). A unit can actuate a Fast Move from a space to another, non adjacent space (within a certain maximum distance), passing through one or more "intermediate" spaces. The course of the FM must be clearly defined by the written orders. As a rule FMs are equivalent to "attacks" of zero "strength". They cannot be supported. Retreats cannot be actuated by FMs. FMs are admitted: - even if one or more "intermediate" space is occupied, at the end of that move, by another friendly unit, even if this has been unsuccessfully attacked in the same move. - two or more FMs can cross each other's course in any intermediate space (or spaces). FMs are prevented: - if the space which is the target of the FM is not vacant at the end of that move, or it is a contended space; - if the same space is the target of two or more FMs; - if any of the intermediate spaces (with the exception of OZ) is occupied at the end of that move by a foreign unit, or it is a contended space. FMs, having zero strength, are of no value in conflict situations with other units "standard" attacks, defenses, etc. When a FM is prevented it stops at the vacant intermediate space which is nearest to the one where there is an obstacle.

FMs of the armies: Armies are able to act FMs through every "railway" province of their own country. FMs are not allowed across the frontier, not in any "enemy" railway province, nor in the standard neutral provinces. When one Power has conquered the entire territory of another Power (or when this has been divided, by mutual, public agreement, between two or more Allied Powers), the conquered railway provinces are regarded as "home" railway provinces.

FMs of the fleets: Fleets in coastal provinces of their own country can act FMs along their home coastal provinces, with the same rules as for the "railway" army movements. This is the sole case of FMs along coastal provinces. Fleets are able to travel at sea by FMs, within the maximum distance of 4 OZ or OEZ. FMs at sea are allowed: from a coastal province to a sea space, an anchorage in a OZ, and viceversa; from a sea space, to another sea space or to an anchorage in a OZ, and viceversa; from an anchorage to another. (Note that this rule is different from that regarding "attack" moves). As an OZ cannot be controlled nor attacked, FMs are NOT prevented even if there are enemy fleets in anchorages along the travelled course. FMs at sea are prevented only if the final space is not vacant, or if there is another fleet occupying or attacking an intermediate sea space. It is worth to remember that the "standard" Diplomacy attack rules at sea are so modified: a fleet in an anchorage may attack: a coastal province adjacent to the OZ where there is the anchorage; a sea space included in the OZ or adjacent to it; another anchorage in an adjacent OZ, and viceversa.

Convoy rules: The "Abstraction" variant A/F rules for convoy movements along two or more sea space hold. There are two more rules: In the same move an army may "embark", the A/F may execute a FM or 2 OZ or OEZ (NOT 4), the army may land into a vacant coastal province; moreover the army may be "at sea" without landing, for a maximum of two moves.

Special rules: Map; Egypt and Shimonseki have a sea passage as Kiel; As the "transiberian" railway was interrupted at Baikal lake, FMs in Russia must stop at the western border of Baikal, before continuing next move.

Benelux is considered as a "railway" home province of that Power which controls it.

Victory conditions: to have 20 units on the board at the end of 1906; otherwise that Power which has more units at the end of 1906 wins a "partial" victory.

Shimonseki is separated from Nagasaki by the channel (or strait) between them. Fast Movements of armies between them are therefore not allowed.

Kiel, Denmark, Turkey, Egypt, and Shimonseki all have a channel between two sea spaces. Fast Movements of the fleets across these provinces are only allowed when these ones are controlled by friendly forces (either garrisoned or not). Fast Movements are prevented if these provinces are: neutral; controlled by another Power; contended spaces.

To adjudicate Fast Movements the GM will act as follows: first he considers all the "standard" Diplomacy orders; second he considers which FM's are allowed, after having performed all the "standard" moves of units on the board.

In late July, Enrico still had some openings in an international World Diplomacy game. No fee was specified.

The map is the best I'll ever do with these stencils. I can't get a better impression without cutting the stencil completely; as it was, I traced the thing twice. Underlined provinces contain supply centers in the accompanying list, plus: 03, 10, 12, 14, 16, 15, 22, 24, 27, 29, 26, 30, 32, 35, 36, 37, 39, 43, 51, 52, 53, 54. Helgoland, English provinces, German provinces, Austrian provinces, French provinces, Denmark, all have the same configuration and names as in regular Diplomacy.

- | | | |
|------------------------|------------------------|-----------------------------------|
| 55. <u>Ukraine</u> | 81. Tibet | 105. Ionian S |
| 56. <u>Warsaw</u> | 82. Korea | 106. Adriatic |
| 57. <u>Latvia</u> | 83. Japan Sea | 107. E. Med. |
| 58. <u>St. Pt.</u> | 84. Yellow Sea | 108. Aegean |
| 59. <u>Finland</u> | 85. Inner Sea | 109. Black |
| 60. Ural | 86. Okhotsk Sea | 110. Turkey |
| 61. W. Siberia | 87. China Sea | 111. <u>Balkans</u> |
| 62. E. Siberia | 88. <u>Indochina</u> | 112. <u>Rumania</u> |
| 63. Baikal | 89. <u>Malaya</u> | 113. <u>Greece</u> |
| 64. <u>Vladivostok</u> | 90. Str of Malacca | 114. <u>Italy</u> |
| 65. <u>Manchuria</u> | 91. G. of Java | 115. <u>Spain</u> |
| 66. <u>Mongolia</u> | 92. <u>Java</u> | 116. Biscay Bay |
| 67. Kirghizistan | 93. Arafura Sea | 117. English Ch |
| 68. Kazakhstan | 94. Celebes Sea | 118. Irish Sea |
| 69. Turkestan | 95. <u>Philippines</u> | 119. Denmark Straits |
| 70. Afghanistan | 96. <u>Queensland</u> | 120. Norwegian S |
| 71. Pakistan | 97. <u>Sydney</u> | 121. <u>Scandinavia</u> |
| 72. <u>India</u> | 98. W. Australia | 122. <u>North Sea</u> |
| 73. Bengal Bay | 99. +100. NONE - | 123. Skaggerak |
| 74. Burma | Note: New Guinea | 124. Baltic |
| 75. Yunan | and Borneo are | 125. G. of Both. / <u>Benelux</u> |
| 76. <u>Kwan-Si</u> | impassable | 126. Aomori |
| 77. <u>Shantung</u> | 101. W. Med. | 127. <u>Tokyo</u> |
| 78. <u>Shan-Si</u> | 102. G. Lyo. | 128. <u>Kyoto</u> |
| 79. Nan Sen | 103. Tyrr. S. | 129. <u>Shimonseki</u> |
| 80. <u>SinKiang</u> | 104. Central Med. | 130. <u>Nagasaki</u> |

131. Osaka

I accidentally labeled two provinces 125. Kiel and Brest contain supply centers inadvertently not shown.

10. The Beyerlein Player Poll is a subjective rating system compiled from votes of persons active in postal Diplomacy. To participate, list the top 14 postal Diplomacy players (active only), in your opinion, and send the results to Doug Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98136. Incomplete ballots or ones without signature are not counted. I don't know if Doug allows ties, either: for the first ballot (this is the sixth) I submitted a list with 14 players tied; Doug counted it, but said he would not count such in the future, for reasons known only to him, apparently.

11. THE CHANGEOVER to the higher sub rate is effective with this issue. If you've got less than 7 issues credit left, it stays at that. If you have 7 or more issues credit, I cut each block of 7 to 5, with the fraction remaining as is. If you'd rather not sub at the new rate, and want your \$1 or \$2 back, let me know.

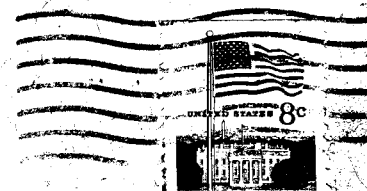
A LETTER...

Steve Langs, 7809 S Quad, 600 E Madison, Ann Arbor, Mich. 48104.

"Why worry about abolishing the Calhamer Awards? Just ignore them, and let those who feel they're worth something play with them. Such things need a good proportion of the Diplomacy playing people's recognition, or at least tacit acceptance, to be effective. If so many people think they're worthless, ignoring them will allow them to die on their own. It's not an either/or situation."

((I have come to the point of not getting around to writing to DR about the CA, but I can't ignore them completely. Even a junk-heap will stick around if a few big publishers, or an organization of any strength, supports the idea. In Dippydom, the majority has nothing to say; it's the big publishers who determine what happens. I suspect that some of the biggest supporters of the CA are the people who receive them, which is not surprising. As long as even 100 people, out of over 1100, support the awards, they can be passed off on the Diplomacy-playing public. Remember, the neos who read about this stuff have little idea of what's going on, in many cases. Some neo who plays in a few 'zines and subs to two or three of the big ones gets a very distorted view of postal Diplomacy, I'm afraid. (I know, I should have a higher opinion of neos -- but I've known too many, and I know how I was for two years -- ignorant, having only a few information sources, with no alternative to believe what I happened to read or to not give a damn about it.)))

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