

BLOOD AND IRON

#37/5 August 19, 1974. Subs 10/51 in two's, 6/51 otherwise. None past #50 (none new, anyway). The Mil III game open is the last one to be opened in BI in the next two years or more. This is OPP #87.

LETTERS

Bruce Schlickbernd, 6194 East 6th St., Long Beach, Calif 90814. 29 Mar.

"I was able to get seven people together for a while for a game of ME V, and I thought you might be interested in the results and recommendations. First. . .the game lasted five game years only, and most of the players were fairly inexperienced. . .

"Angmar was attacked by a combined Elf-Dwarf alliance. This didn't really start to get rolling until we were ready to break up the game. On the rest of the board, it was everyone else against Mordor and Harad-Rhun. The latter alliance produces the major point of contention that I have with the board as it now exists. There is simply no way for Harad and Mordor to be destroyed if they ally. With eight units (supplied by South Rhun, South Gondor, Umbar, Far Harad, and all four Mordor SC's, they can form an impenetrable position. Gondor can not stop Harad from taking S. Gondor and the line is virtually complete. I trust you can see how the line is formed. It cannot be stopped from forming.

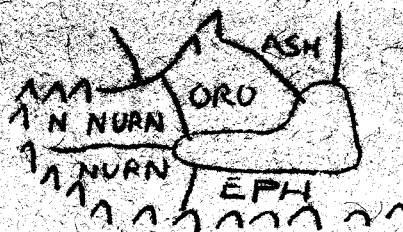
This is a bit ridiculous in my opinion. What is even worse is the fact that Mordor can't be wiped out (unless the person playing Mordor is a fool). With Sauron in Dol Guldur, I don't believe the impenetrable position of Mordor is justified. Barad-Dur had not yet been rebuilt and the chief Ring-wraith was in Angmar, thereby weakening Mordor. Besides, this destroys some of the balance you were trying to achieve.

To a man, the players in the game gave two recommendations in the way of improvements. They are quite simple to make: move the southern border of the Ash Mts. province south so that it borders on Minas Mor (or, alternately, so that it borders on Barad-Dur, which might be a accurate in the light that it was still in ruin). This would make Mordor defeatable. Mordor is fairly safe from attack as long as Harad and Rhun are on its side in the book, but without them, Mordor was not nearly so strong. To break up the unstoppable draw line (S Rhun, Khand, Udun, Minas Morgul, S Gondor, Sea of Corsairs, and a backup army for the latter two provinces) which Mordor and Harad-Rhun would almost assuredly try for if the first recommendation is used, making Sea of Rhun (the water, not land, province) passable would remove that threat. Since any power can change armies and fleets around, this is justified and it provides the one extra space and breaks the draw line. This forces the two Eastern powers to advance to Gondor, which requires a bit more skill. It also looks like any combination of the three powers is possible, which is certainly not bad."

((As you all know, Sea of Rhun sea is passable now. I've not changed Mordor because I don't think the position is so horrible. Mordor is safe IF he gives up any chance of winning the game.

The problem with connecting Ash to the "fortress" is that this allows Mordor to get out into Harad-Rhun's rear too soon. Try connecting Nurn with Minas Morgul and adding a new province by splitting Nurn in half (call the northern one North Nurn--that is the one connected to MM). That breaks the "fortress" without allowing Mordor to get out sooner. It does make Eph less defensible, unfortunately. Maybe

this configuration would be best.



Tony Watson, 201 Minnesota, Las Vegas, NEV July 29

Well after reading Tom Galloway's and your own comments on S&T AH etc., I've decided to jump in myself, though I'm mostly agreeing with Tom.

"The way I see it, AH got the whole thing started: combat strengths, hex grids, ZOC's, die roll combat and the ratio CRT. Very commendable and what originated the entire wargame movement. ((Tell that to the miniature players!)) But S&T came along and took the best of AH, refined them and improved them. Thus we had the early S&T games. Remember how happy people were to get some new games? New ideas? So as many of the things you say are true, remember, SPI is greatly responsible for the state of the art as it stands now.

((You seem to assume that AH was staying in the same old groove. That is not true at all. S&T accelerated development, it did not begin it. I also contest your assumption that S&T managed to take all good and no bad from AH. My own view is that they lost as much as they gained, especially from a PLAYER'S standpoint. Granted, S&T is more responsible than any other group for the "state of the art", but that includes the bad as well as the good.

Actually, not everyone was so pleased to get new games so often. I prefer one well-considered game to two poorly-considered games. Quantity does not equal quality, right?))

"S&T's game format is copied by most of the larger magazines: Conflict, Battle Flag as well as some of the smaller ones. . . Even the General is printing variants of their own games in its pages and I think this is to combat as well as copy S&T.

((The General was printing variants of its own games when no one had ever heard of Jim Dunnigan. The difference in physical quality (the insert) is a result of the increased circulation, which could be partially attributed to the effects of SPI's advertising. Magazines sometimes included games before S&T did--in fact, Wagner's S&T (the original, that is) sometimes included game rules. S&T is the first to have a game-an-issue, but I think you go too far to say that this format has had such a massive affect; Panzerfaust and Abwehr, to name only two wargame zines, do not use the game-per-issue format. Conflict and Battle Flag, who are copiers, are in extreme trouble as you know.))

"I have noticed that the General avoids S&T and SPI games, as well as any other company like the plague! I have NEVER seen any mention of a non-AH product in the General. For a zine that claims to be the leading journal of American wargaming it certainly is strange that they should neglect to mention the majority of the wargames and game companies on the market."

((I'd be interested to see where they make that claim. There seems to be the idea here that one wrong by AH OK's another wrong by SPI. I hardly worship AH. I have more than once suggested to Greenwood that he cover at least amateur gaming, if not other companies. AH makes no bones about the General--it's a house organ, and they admit it. Too bad SPI doesn't do the same. As I have said, it is better to say nothing than to knock the opposition; I only wish SPI would ignore other game companies. As a matter of fact, I have copies of the General in which S&T and the first rival of AH, Gamescience, were mentioned in some

detail. GS and S&T (this is the old S&T) later collapsed, and this may have dissuaded AH from any more such plugs. But I don't defend AH completely, though I do dislike inaccurate charges. AH is out for itself, just as SPI is, but AH doesn't often try to make itself look "nice" or set itself up as the one-and-only-true ghod. Ignorance is AH's greatest enemy and SPI's greatest friend, right now.))

"Could you please offer some advice as to how we should get Ruritania off the ground? I'm not interested in any particular area, just general ideas. I know you're down on novice publishers but....,"

((I'm not down on novice publishers--after all, every publisher started as a novice. I AM down on irresponsible plugs for novice publishers, which many well-known publishers indulge in. When I get a first issue (and sometimes only a one-page flyer) of a zine with a request for a plug, I generally ignore it. How can I plug a publication by someone I know nothing about, often whom I've never heard of? Yet you can find publishers who will plug anyone who wants to start a postal Dipgame. Now in cases where someone is offering a game that isn't otherwise offered, there's really no alternative to reporting the opening and letting those who want to play that game take their chances if they wish. Regular Diplomacy is something else.

There are a number of things you can do to make your publication more attractive. First, if you have a good playing record in postal Dippy you can mention that to prospective buyers-players. A person who has been a reliable player for a considerable time is a better prospect than one who has not played much. Second, if you have published another type of magazine, by all means let people know that. The best place to look for players is among gaming friends, acquaintances from postal games, etc. If you possibly can, get one game together before you make any announcements through other zines. Then you can begin publishing regularly and show people that you are "for real". You can't be modest when you start out--if you have anything going for you, say it. In your case, you haven't played much but you GM PHANTOM STAR RAIDERS and publish a zine to go along with it, so you're ahead of most people. But you have to point out these things to prospective players. Anyone who asks what a novice player (in postal games) with no previous publishing experience can do, can be answered easily--don't consider running a Dipzine. Play by mail for a year or two and get some experience before you even think of trying to publish a Dipzine. When you do start, that experience will provide your "selling point".

One more thing--perhaps the best way to get started is to take over an orphaned game, or get a game transferred to you by another publisher. This automatically gives you a few subbers, a reason for publishing regularly, material, and a "good name".))

* * *

This is being typed on August 4, and will be printed a few days before DipCon. Based on last year's performance, I want to take a few stabs at who will receive this year's Calhamer Awards. In general, the nominee with the greatest exposure (usually meaning, circulation) comes out on top. This doesn't necessarily mean it's the best (I refer you to the statements printed in BI of Randolph Bart, whose BLACK HOLE received the best variant award even though he didn't think it deserved it, and the game degenerates into a stalematic mess which someone finally wins because most of his enemies have been black-holed out of existence!)).

Diplomacy World has by far the largest circulation for outstanding publication; Costaguana is dead; the other three zines are British (and

one of those is dead). For outstanding GM, I think Boardman has a slightly higher circ than Boyer; von Metzke dumped his games; the other two are British. For variant 'zine, Rename is dead, two are British; I don't know circulation figures; BI's is about 70. For press release, those in Diplomacy World have the largest circulation (and the biggest ballyhoo). Lakofka's "Dream Maker" got a big push from John Boyer, however. For regular game, DW again. For variant game, circulations are pretty close; Youngstown may win because the name of the game is well-known, while Tolkien votes may be split among the other three (except that many people might not recognize that "Third Age" is a Tolkien game). Player--Rocamora won the latest DW game, but Buchanan publishes the 'zine. Outstanding variant--Westphalia has DW, Boast, and Warlord publication. Howard Mahler also does more to push his own variants than anyone I know of for theirs. McCallum Award is hard to figure. Maybe Walkerdine, being the only Britisher, will get the advantage of the split among American votes (and for that matter, I voted for him simply because I thought he deserved it. For new zine, EC, FH, and DW all have roughly the same circulation among interested players, though DW's total circulation is about half. EC didn't get a ballot printed because of the delays, so it's probably out of it. It would be funny if DW lost this one and won the Outstanding Zine Award!

Those who wonder what some of the names on the ballot were need not feel alone. I have never heard of Orion, I've heard of Intimate Diplomacy only once, I've never seen Third Age II, and I've not seen the British press releases which were nominated.

I've just decided that this will have to be another double issue, using the same arrangement as last time. Also, after your address there will be a number, indicating the last issue of your sub according to my records. ME V players should note that many of their subs expire with this issue.

Also please note my address change. As of Aug 31, it will be RM 114B GRADUATE CENTER, DUKE U., DURHAM, N.C. 27706. When I get down there I'll find out what my box number is, but they don't bother to tell us such things beforehand.

MORE LETTERS

Thomas Galloway

"Played TANK twice now. Just like SNIPER in that you have to have a GM and two boards to have a good game. Identical forces necessary, too. Historical scenarios tend to be one-sided.

"I think BI or SN could use a column on How To Make A Game Of It. People could write little articles on how to take a commercial game (historical "puzzles" and make a good balanced game out of it. I could do TANK and SNIPER since I've already played them that way. There's bound to be others."

((For SF&F games that might be OK for SN, but SF&F games aren't normally historical puzzles, and you can just as well write up a variant article without having a specific column for it. Such a column would be good for a general wargaming zine (including two-player games), which BI is not. Why not suggest it to the editor of the Midwest Gaming Review?)

Scott Rich 4 July

Certainly the partisan rule ((see BI 34)) is unworkable; if Germany overruns France, then the 3 French partisan armies would move to Ger-

many and sit on his home centers with dire results. Best to knock out Stuart Schoenberger, 240 Stephen St., North Bellmore, Long Is., NY 1171

"How about combining HARD CHOICE with MIL III? The only difference is that we have harder choices to make!

L1-normal Dippy army (2 army strength)

L2-moves two spaces/turn (1 army strength)

L3-moves every other turn (3 army strength)

Same with the navy and leader of MIL III and new rules below

a) only L1, L2, N1, N2 can be invisible

b) leaders can go through Switzerland

c) leaders are now referred to as P, standing for the personage which you may want to regard as a sultan, emir, emperor, premier, etc. The purpose is to avoid the use of L1 and L or A1=A1 and L.

Realism:

L1-Land army #1 is an industrialized army-trained for fast maneuver

L2-Land Army #2-regular army with volunteers

L3-Land Army #3-peasant army

N1-light cruising force

N2-standard fleet

N3-heavy industrial fleet"

((I think GMing MIL III will be tough enough without making choices THAT hard!))

The NAPDP Survey

I'm asking all publishers to print the survey form included in this issue in their own magazines, in the same form so that the entire form can be mailed without taking any of the magazine with it. (The reason for this addition is that some publishers printed the Calhamer Awards ballot on two separate sheets, with other parts of the zine on the back!) I am taking 3-400 copies of the form to DipCon; extra copies are available from me for a stamped, self-addressed envelope per 5 or fewer. I hope that those who publish the form in offset zines will make special note of the availability of forms, though a photocopy is perfectly acceptable.

Aside from some good suggestions from Edi Birsan, I have had to devise all the questions myself. I hope that many questions will be suggested by others for the next survey--I have already thought of a number myself.

If this survey is successful (and I would consider 300 replies fairly successful), it will become a periodic activity, once every 8-12 months.

I don't think I have to stress the value of the information that can be gathered through this survey. For example, acceptance of and need for various projects can be tested (game insurance, world champ tourney); deadline and prophetic questions can help publishers, especially new ones; we'll find out just how well-informed, or ignorant, players are of the state of the hobby; the questions on introduction to the hobby may help those who are working to introduce more people to Diplomacy; etc.

There is entirely too much ignorance of just what Dippy players are like, and what they want, for us to sit on our collective can and make assertions for which no data is available. A case in point is Rod Walker's reference to the age of GM's, and my counterexamples, in past issues of this zine.

I'm back from CITEEX and will say something about it if there's room. Don't tell me I'm going to be stuck at 5 players for MIL III, guys. Anyone else interested? "Fee" is sub (6/\$1) plus .2 refundable game deposit.

74Eez-Fall 5002

47(Aronson) 3F 47 (S) 24a (D, A), 2F 24a (S) 47 (D, R 24b), 2F 29b-28, 2F 24b (S) 2F 29b-28. Move=2, Combat=26. Tr=66.

48(Langs) F 9 (H), F 36 (S) 34a, F 34a S 30a, 2f 25-24a, F 30b-24b F 30c-24b, F 21 (S) CLEAV. 20-47, F 6 (S) CLEAV. 20-47. Move=4, Combat=12, Tr=51.

49(Sleight) F Void-3, F Void-4, F 10-11, F 13-55, F 49-12, F 37-49 2F 39b-49, F 34b-38b, F 39a-38b. Move=10, Combat=14, Tr=30.

50(Eynon) 2F 14-13, 3F 46-49, F 44-39a, F 44-39b, F 38a (S) F 44-39a F 38b (S) F 44-39b (D, R all over the place), F 38c (S) F 44-39b. Move=8, Combat=14, Tr=12.

51(Cleaveland) 2F 23 (S) 31b-28, F 29a-29b, F 29c-29b, 2F 20-47, F 23 (S) 20-47, F 31a-28, F 31b-28, F 41-32c. Move=7, Combat=16, Tr=51.

Eynon and Cleaveland trade 10; add 1 to Tr of each.

Spaces held:

Aronson: 24b, 29b=33. Tr=99.

Langs: GAINS 6, 21, 24a, 30a-c, 9=93 plus previous 207=300, Tr=351.

Sleight: GAINS 38b, 3, 4 LOSES 39a, 13, 46= minus 6 plus previous 190=184. Tr=214.

Eynon: GAINS 46, 13, 5, 39a=54 plus previous 217=271, Tr=284.

Cleaveland: GAINS 20, 47, 23, 32c=57 plus previous 219=276, Tr=328

ALSO, Eynon may retreat to a new space and add to total, or to 34b and add to total while Sleight subtracts. Make Winter orders conditional on retreat, Winter orders due at 114B Graduate Center, Duke U, Durham, NC 27706 on September 13. Correction, 34b is NOT open for retreat!

I wonder if move and combat costs are large enough to warrant the extra time involved in keeping track of them...

Press accidentally missed Fall 01:

From the GALACTIC NORTH CONFEDERATION

Confederation Official News, Messages, and Natterings (CONMAN)

The Confederation is happy to announce that it has been successful in its efforts to end the vicious war between the twin worlds of Schizo and Phrenia. Peace was restored quickly in the classic Diplomatic style namely blasting both planet's fleets into atoms, them threatening to reduce both planets to radioactive rubble if they didn't stop fighting.

Confederation Official News, Messages, and Natterings (CONMAN)

The Viscount Peter Bar Sinister von evil du Retief et du Dippynut Aronson, former Minister of Corruption of the Semitic Dukedom has been sworn in as Temporary Military Dictator and permanent Director of the Galactic North Confederation. His first act of office was to order 3,000 cases of Vodka from the Peoples Interstellar National Kingdom (PINK)

74Mfe Fall 2751

ANGMAR (Southard) A MtGund (H), A NDown (H), A Foroch*F Foroch, A Thar-Grey. Owns home, N Dow +1.

DWARVES (Schlickbernd) A E Luin (S) Elv A Gla-Carr, A Min-Grey, A Wwate-With, A S Wast (H). Owns home, Grey +1.

ELVES (Eynon) A ThS (S) DWARF A Min-Grey, A Gla-Carr, A Cele-Fang, A NMir (S) Gla-Carr. Owns home, Carr, Fang +2.

GONDOR (Berend) A Anf-Lef, A Poros*F poros ((Cont. on page 9))

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY

This is an independent effort officially supported by IDA. All publishers are requested to print this form; final results will be sent to all who do so. Information is confidential; the survey-taker very seldom plays postal DIPLOMACY, so answering will not give info to a potential opponent. Unless otherwise stated, all questions apply to regular DIP & variants.. Please give info as of August 31, 1974. Deadline for submission is 15 Nov 74. I know this may take a long time to complete, but 20-30 minutes is not long considering the scope of the survey and the data that will become available to the hobby which may help solve some long-standing problems and controversies. Please use ballpoint pen. Name & address:

Occupation: _____ Age _____ # of years schooling
(from 1st grade) _____. Still in school _____. What gaming organizations do you belong to _____. What originally interested you in DIPL? Friend _____, saw in store _____, DIPL. zine _____, wargame zine _____, advertisement _____, In postal DIPL? friend _____, DIPzine _____, wargamezine _____, flyer in game _____. How many are you playing postally of regular DIP _____, variant _____, non-DIP multi-player _____, 2-player _____. How many do you play in a 3 month period in person of reg. DIP _____, variant _____, non-DIP m-pl _____, 2-pl _____. Do not count non-wargames. You have completed _____ postal DIP games & _____ variants. The year and game # of your first DIP game was _____ & first variant was _____. You regularly read _____ DIPzines. You are playing in _____ DIPzines. You read _____ non-DIP game zines regularly. Have you ever played in a game that was orphaned _____. Have you ever played as a replacement _____. If you are Canadian, do you play in US zines _____. If American, do you play in Can. zines _____. Have you ever considered resigning but didn't because such an act receives a poor rating _____. Have you ever resigned _____. Have you ever considered dropping out but didn't because such an act recives a poor rating _____. Have you ever dropped out _____. Do you GM postal DIP/variants _____. Other postal games _____. Are you publisher of a wargames-related zine & if so name most important _____. Have you ever read a British Dipzine _____. Do you receive one regularly _____. Have you ever made a long-distance call for negotiations _____. In regular DIP, what deadline lengths (from mailing of results to receipt final date) do you prefer, in days, for each of the following seasons (assume separate winter) spring _____, fall _____, winter _____. Do you prefer a separate winter season publication _____. When using prophetic winter/retreats, do you prefer to have A) spring/fall conditional on previous winter/retreats or B) winter/retreats conditional on previous fall/spr _____. List your country preferences from highest to lowest _____. Rank the countries in order from strongest to weakest _____. Assign a strength value to each of these alliances, from 5 (very strong) to 1 (very weak) A-T _____, R-T _____, A-I _____, F-G _____, G-R _____, I-T _____, E-F _____, E-G _____, F-I _____, A-R _____, E-R _____, F-R _____, G-I _____, I-R _____, E-I _____, E-T _____. Rank the following outcomes by preference from 1 (most preferred) to 13. 6th place _____, 5th place _____, 4th place _____, 3rd place _____, 2nd place _____, win _____, 2-way draw _____, 3-way draw _____, 4-way draw _____, 5-way draw _____, 6-way draw _____, 7-way draw _____. Have you ever designed a Dipvariant _____. What variant have you played the most times (in person and postal) _____. What are your 3 favorite Dipvariants (answer only if you've played at least 5 variants. _____). What are your three favorite variants (answer only if you've played less than five variants. _____).

Which type(s) of variants do you like to play? New board-regular rules _____
Regular board-rule changes _____, New board-rule changes _____.
How many pages of press releases do you write for an average postal
game? 0-1 _____, 1+-5 _____, 5+-10 _____, over 10 _____. Do you often read press of games
you aren't in _____. Of games you are in _____. Do you know what the
"Calhamer Awards" are _____. Do you know what IDA is _____. As of July 15,
who assigned the regular postal DIPL. game designations (aka "Boardman
Numbers") _____. As of same, who assigned postal variant
game designations (aka "Miller Numbers") _____. Do
you know what the "Who's Who in Postal Diplomacy" is _____.

Answer the following with one of these: A) agree strongly B) agree some-
what C) disagree somewhat D) disagree strongly. 1-Continued reading of
articles on "better play" helps my playing ability or enjoyment of DIP _____.
2-I am well acquainted with Dipvariants _____.
3-It is important to me that games I play in are insured or guaranteed _____.
4-The hobby should have one "official" magazine of a general nature _____.
5-I pay no attention to my rating when I play _____.
6-The existence of ratings contributes to my enjoyment of the hobby _____.
7-The hobby would be better off if IDA did not exist _____.
8-Press releases contribute to my enjoyment of the hobby _____.
9-Any publisher/zine/GM ought to limit itself/himself to 6 games at
once _____, 10 games at once _____, 20 games at once _____.
10-The existence of the Calhamer Awards contributes to my enjoyment of
the hobby _____.
11-There ought to be a single, universal rating system _____.
12-"Demonstration" games contribute to my enjoyment of the hobby _____.
13-There ought to be a "world championship" DIPLOMACY tournament _____.
14-Mimeograph printing (black ink) is more legible than ditto (purple) _____.

When did you begin playing DIPLOMACY in person? _____ over 1 year before
began postal play, _____ less than 1 year before began postal play,
_____ less than 1 year after began postal play, _____ over one year after
began postal play, _____ haven't yet. Are you married _____. Sex: M F
Optional question for separate sheet: If Games Research were to publish
a DIPvariant in the DIPLOMACY boxed-game format, what subject, elements,
etc. would you like to see in it?
PLEASE SUGGEST QUESTIONS FOR FUTURE SURVEYS. THANK YOU. Lew Pulsipher

Lewis Pulsipher
Rm 114B Graduate Center
Duke U.
Durham, NC 27706

A Wol-Bro, A Ith-MinMor. Owns home, Lef +1.

HARAD-RHUN(Clumm) A NHar (S) A SNurn-S Con, A S Nurn-S Con, A W Rhu (S) A NRhu-Sea of Rhu, A NRhu-SeaofR. Owns home, SeaRhu, SCon +2

MEN (Farquhar?) NMR A's S Dow, S Wild, E Wild, A Mirk all (H)
Owns home, even.

MORDOR (McCormick) A E Dua (H), A MinMor-Ith, A Dea-Bro, A Udu-Dea
Owns home, even.

Deadline for winter builds is September 13 (Friday!). See elsewhere for CoA. Margaret Gemignani, 3200 NE 36th Apt 907, Ft. Lauderdale, Fla is asked to send standby moves for the Men of the North.

73Adi-Sprng 1909

Bre-Con-Swe (Jordan) A Rum (S) A Con-Bul, F Bre-Mid, F Eng (S)
F Lon-Wal, F Den (S) F Hol-Nth, F Ber-Bal, F Hol-Nth, A Con-ul, A Sev-Arm, A Swe-Nwy, A Liv-Mos, A Mos-Sev, F Tyr-Ion, F Aeg (S) F Tyr-Ion
(D Smy, Con, Eas), F Tun (S) F Tyr-Ion.

Den-Par-Sev(Wood) NMR. A War (H)

Edi-Gre-Ven (Eynon) A Ven-Tri, A Ser (S) Tri-Bud, A Tri-Bud, F Gre (S) F Ion-Aeg, F Ion-Aeg, A Rom-Nap, F Nap-Tyrr, F Edi-Nth, F Nth-Lon, F Wal (S) F Nth-Lon (D Lpl, Iri)

Kie-Smy-Spa (Cleaveland) F Spasc-Lyo, F Mid (S) F Wes, F Wes (S)
F Spasc-Lyo, A Bel-Hol, A Mun-Ber, A Kie (S) A Mun-Ber

Deadline as above.

73Yt-Spring 3004

ANGMAR (CD) A Wea (H)

ARNOR (Dick) A Foro (S) A Gund, A Gund (H), A Rhu (S) A Gund,
A Gla (S) A Ere-Mor, A Ere-Mor, A ThS-Card, A Grey-Mar

GONDOR (Stephanides) F Bel-BoB, A Haro*F Haro, A Fan (H), A Eph-Gorg
A Ith (S) A Emy-Udu, A Emy-Udu

HARAD (Berendt) F NHar (H), A Kha (S) F NHar, A Umb-Tol, F BoB (C)
A Umb-Tol

MORDOR (Swies?) NMR A Udu (H) (D Bar otb), A Dag (H) (D,Bar otb)
A Gorg (H).

RHOVANION (Durling) A Carr (S) N Mir-Gund, A Mirk (H), A Lor-Mor,
A Wild-Dag, A Rhun (S) A Wild-Dag, ANMirk-Gund, A Grey (S) A NMirk-Gund

David Claman, 3729 Maplewood, Dallas, TX 75205 is asked to submit standby moves for Gondor. Deadline is as above.

73Et-Spring 3004

ANGMAR (???) NMR from Nelson OR Clumm. Clumm needed another copy of BI 34, and I don't know whether he got 33 or not. A Carn, A Wea (H)

ARNOR (Dick) A Foro (S) A Gund, A Rhu (S) A Gund, A Card (S) A Rhu,
A ThS-Arth, A Gund (S) A Rhu, F Wes-Anf.

GONDOR (Claman) A Lebin-Anor, A Ith (S) A Anor-Calen, A Emyn (S)
A Anor-Calen, A Haron*F Haron, A Anor-Calen

HARAD (Berendt) F Umb-BoB

MORDOR (Schoumacher) A Bar (S) Dag, A Udu (S) GONDOR A Emyn,
A Dag (S) GONDR A Emyn, A Gor-Nurn, A FHar-Umb, A NHar (S) FHar-Umb.

Standby moves are requested for Angmar from Herb Barents, RR 2 1142 S 96th Ave., Zeeland, MI 49464. Deadline is as above.

Hey, we don't want to go without Durling...

RHOVANION(Durling) A Mor-Lor, A Cele (S) Dol-Emyn, A Mirk (S) Dol-Emyn, A Dol-Emyn, A Rhu (S) A Wil-Dag, A Wil-Dag, A Grey-Gund, A NMir (S) Grey-Gund.

NOTE MY CoA: 114B Graduate Center, Duke U, Durham NC 27706 eff.8/30.

Miscellaneous

Dick Vedder will be taking over assignment of Miller Numbers on September 1. There's a rumor that Raymond Heuer, new publisher of Carn Dum, will be taking the Boardman Numbers soon. Who did that blasted Costaguana fake, anyway?

Tim Tilson placed third in the Diptourny at CITEX. Doug Dick and Lowell White were the only other Michigans I know of in the tourny, which included 49 players at start.

The second issue of Storm Warnings is out, 25¢ from MACE, Ltd, Eutaw Box 5174, Fayetteville, NC 28303. Most of the material is on Steve Cole, including many quotes from the latest ICWNL and Jagdpanther which you won't see here because the things are copyrighted. More Colean bullshit. Maybe I'll have to finish that Cole-zine soon. I had hoped that Cole had disappeared.

CITEX was nice, but not what Gordon Anderson expected it to be. Attendance was probably a little down from last year, despite a little media coverage. Two miniatures events listed on the ad flyer were cancelled for various reasons, and only 2-3 teams registered for each of the others. Only 49 people entered the Diptourny, compared to 49 plus four boards extra last year. Nevertheless, with replacements only Herb Barents and I of all the well-known players managed to stay out of the thing (and Herb did because he wasn't around most of the time). Even Walt Buchanan got sucked in, and then instead of playing he gave his centers away--not funny at all when you consider that if Walt had clobbered Italy instead of giving centers to it (he was Aust.) Tim Tilson would have tied for first. Other people may similarly have been hurt by this kind of lackadaisical play. I think the scoring system is an improvement over last year, but needs some additions to avoid some strange results. More on this in Fighters Home when I get around to writing it up.

There was an auction at the end, after most people were gone. Two D-Day games sold for \$1.25 each, and other games were selling for prices almost as low. Some brand new games were sold for \$3.50 (the auctioned games were like new in most cases).

Some people seem to go to these things in order to play, but I go to talk-see people. It's also interesting to listen to all the stories and rumors that float about, especially about Beshara and Anderson and some of the other people I don't really know. Gossip is good for the soul, in rare doses of course.

The British swept the CA's in the categories for which they had nominees. Approximately 75 British voted and only 50 Americans. I think next year we have to have two separate sets because one side cannot vote intelligently about stuff from the other side, which most of the people have never seen, and vice versa. Otherwise we'll have everyone organizing voting campaigns...

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FIRST CLASS DO NOT DELAY