

Number 5

BLOOD AND IRON

May 30, 1972

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Lewis Fulsipher, 423 North Main St., Bellevue, MI 49021, phone
616 763-9271. BI is affiliated with the Michigan Organized
Wargamers, and its games are guaranteed by that organization.
This is Orion Press Publication #19.

1972.9h

1935B

Attacks: GER: In Poland, 1-1 vs. US; no effect. In Baltic, 2-1
vs. BRI, X.

GER places Control in CZE, ~~shares Control of BAL with RUS.~~
~~RUS shares control of BAL with GER.~~

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA (Campion)									2				
FRA (Hendry)						4							
BRI (Caton)		2				2				2			
RUS (Eynon)			q										
GER (Bircan)			q		C				2				

No press. 1936A allocations are due June 22 at noon at the above
address. As I feared, I don't have access to a newspaper any
longer. I will use the Strategy I randomizer to retain 10-digit
results and to avoid the irregularities of cheap dice.

Apparently the Simulations Publications people who designed
Origins have ruled that a player must place a U or C if he is able.
I would like to ask the players in this game whether they think
this ruling should be incorporated into the House Rules for later
games (not this one). Also, please let me know if you think
the deadline length should be changed.

I have decided not to run any "what if" versions of Origins, since
there are openings for these games elsewhere. I will run a
couple Origins variants I am working on when they're finished,
which may be quite some time, and two more historical games.

I have also decided to run a Pourse around the next Origins
game in BI. Details will appear in a future issue.

I don't know why last issue, printed on only one side of the
paper, came out so poorly. I have changed stencils and paper
in hopes of improvement, and with luck this issue will be run
off on another machine than my old one.

The Godawful Game, which is a realistic recreation of the world
beginning in 1900 (now in 1907), may still be in need of replacement
players. Although it has a variant number, it resembles Dippy
only in the scenario and the multi-player aspect. For more info
contact Mel Thompson, Box 208 Santa Clara University, Santa
Clara, CA. 95053.

There will not be a Germany Vs. the World game in Bushwacker
due to lack of interest. However, there will be one in Joe
Antosiak's 'zine, Anschluss. Game fee \$4.25 or \$4.00 if you
already have the rules. 3637 Arden Ave., Brookfield IL 60513.

Origins openings will have to wait until next issue.

New "Miller" Numbers

1972Ldb-Udb. Youngstown Variant, without OB boxes."?" (that's the title, really). GM Peter Bennett, publisher Mark (Crazyman) Weidmark. This is a 10-man 10-game series, all-Canadian. It is the first multi-game series of variants to be played (and I hope the last, as I fear that replacements for 10 positions at once in a variant game will be nearly impossible to find, and that the games will deteriorate into contests to see which two or three of the remaining players can roll over the CD countries). These games will not be rated when I get around to my variant rating system. Players are: Andreas Lang (AL), Mark Weidmark (MW), Dave Harburn (DH), Bill Lafosse (BL), J.P. Bruce Harwood (BH), Richard Wilson (RW), Terry Knowles (TK), Paul Stone (PS), Blair Cusack (BC), Jim Ronson (JR).

	A	C	E	F	G	N	I	J	R	T
72Ldb	AL	MW	DH	BL	BH	RW	TK	PS	BC	JR
Mdb	JR	AL	MW	DH	BL	BH	RW	TK	PS	BC
Ndb	BC	JR	AL	MW	DH	BL	BH	RW	TK	PS
Cdb	PS	BC	JR	AL	MW	DH	BL	BH	RW	TK
Pdb	RW	TK	PS	BC	JR	AL	MW	DH	BL	BH
Qdb	TK	PS	BC	JR	AL	MW	DH	BL	BH	RW
Rdb	BL	BH	RW	TK	PS	BC	JR	AL	MW	DH
Sdb	BH	RW	TK	PS	BC	JR	AL	MW	DH	BL
Tdb	MW	DH	BL	BH	RW	TK	PS	BC	JR	AL
Udb	DH	BL	BH	RW	TK	PS	BC	JR	AL	DH

Variant Games in Progress

1967
 *AAag Anarchy III (Dan Alderson, GM)
 1968
 Rbu Youngstown Variant (Utopia)
 1969
 Abu Youngstown Variant (Utopia)
 Ccb Continent (Shaft!)
 Qbh Brave New World (Brave New World)
 1970
 Bbp Godawful Game (Godawfuller Magazine)
 Dcj Aberration IV (Zothique)
 -- Scottonacy (Ramsey Diplomat)
 Fck Scotice Scripti II (Diplophobia)
 1971
 Av Calhamer 5-man Game (Blefescu, game 1971E)
 Bcm Hypereconomic Diplomacy II (The Siberian)
 Ccu Youngstown Variant, Revised (Omnifarious)
 Dbu Youngstown Variant (Utopia)
 Fed Aberration III (Zothique)
 God Aberration III (Zothique)
 Hcn Imperialism IXR (Caphtor)
 Iv Calhamer 5-man Game (Blefescu)
 Jv Calhamer 5-man Game (Blefescu)
 Kco Abstraction (Courier)
 Lcp The Great European War (The European News) (Combo Naval War-game/Diplomacy)
 Mbu Youngstown Variant (Shaft!)
 Ov Calhamer 5-man Game (Omnifarious)

Pou Youngstown Variant, Revised (Omnifarious)
 **Qcr Imperialism VIIIR (Famsey Diplomat)
 Rev Youngstown Variant, 2nd Revision (Shaaft!)
 Scs "Pistel Variant" (Shaaft!)
 Tbu Youngstown Variant (On Les Aural)
 Uct Diadokhi I (War Bulletin)
 #Vct Diadokhi I (Quo Vadis)
 **Wbu Youngstown Variant (Running River)

1972

Abu Youngstown Variant (Boast)
 Bcw Balance of Power Variant (Shaaft!)
 Ccn Imperialism IXR (Thermopolae)
 Dcx War of the Rings Diplomacy I (Jastrzab)
 Edb Youngstown Variant, 3rd Revision (Marcus)
 Fcy Anonymity ? (Impassable)
 Gcz Atlantica (Bushwacker)
 Hon Imperialism IXR (Thermopolae)
 Ida Myopia (XL)
 Jco Abstraction (Bushwacker)
 Kco Abstraction (Ethil the Frog) (this game of Abstraction allows negotiation before optional placement, unlike the two above, but I have decided not to give it a separate designation)

Ldb-Udb see above

* - This game has not been heard of in over a year, and may be over or abandoned.

** - These games may be abandoned, and need new homes. The RD games are definitely abandoned, and the RR game is many months overdue. I have begun to look for homes for the RD games, and will soon publish Black Host #1 in an effort to find a new GM or GM's and to discover which players wish to continue.

- This is a "local" game played in San Diego.

Removed from active list:

1971Ebu, Youngstown Variant, School Daze, abandoned.

Corrections to previous list (Diplophobia 93):

1971Ncq, continuation of completed game by two players as an experiment, Serendip and then Pfennig Half-Pfennig. Not abandoned, but cancelled by player agreement as the experiment had been completed and the point proved.

1968Dar, 3-man game, Stab. Cancelled by GM when two of three players, including the inevitable winner, Skythe, missed.

When a variant game ends, henceforth, I will publish a supply center chart of the game in Blood and Iron if I can obtain the information. So far this year no game has finished!

Let's add another game to the above:

1972Vbu Youngstown Variant. Paul Wood and John Van De Graaf (Yegdrasill Chronicle). Austria-Donald Horton, China-Bill Thomas, England-Len Scensny, France-James Gruetzner, Germany-Barry Eynon, India-David B. Sleight, Italy-Victor Ricci, Japan-Bob Matthews, Russia-Dean Schwass, Turkey-Herb Barents.

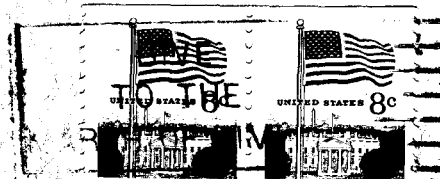
We are now only one short of last year's variant total. At this rate we may break the all-time record, which is less than 50, I think.

Two new Diplomacy variants have appeared in print recently in the United States, plus one in England which I do not have yet. Legion, by John Ostapkevich, is apparently based on the Punic Wars. The five powers, beginning combat in 250 BC, are Rome, Carthage, Macedonia, Egypt, and Syria. There are 37 supply centers, each nation starting with three. There is only one move per game-year! Fleets may be converted to armies and vice versa -- there are no convoys. Large areas of the board, including many centers, are "hostile" areas with a defense strength of one. The only other important change from the regular rules is the use of economic factors. Players receive one for every two territories they hold. Factors can be used to increase supply of centers, and must be used to allow a center in a "hostile" area to supply a unit, or to allow an army to convert to a fleet. The game appears to be poorly balanced; I'd hate to be Egypt, and Rome doesn't appear to be in good shape, either. The two-page map and four-page rules are available from Osto at 3520 Chimney Swift Dr., Huntington Valley, PA 19006 for \$.30

Americana, by Tim Tilson, is a hypothetical situation on the American continent, beginning in 1860. Five federations, Northeast, Northwest, Southeast, Southwest, and West, fight for control of the United States. Mexico and Canada are impassable, but fleets can travel through the "Magellan Straits" from Atlantic to Pacific. Each federation begins with three centers, and there are 27 total. Fleets may travel up the Mississippi, through the Great Lakes, and on large canals. I played a game solitaire, but I have no definite feelings about the variant. It suffers from the small number of players and the small board, but after the rulebook 5-man game this would be a welcome change. The two-page map and one-page rulesheet are available from Rod Walker for \$.10 (included in Zothique) or \$.15 alone, at 4719 Pelton, San Diego, CA 92116.

The only opening for either of these games is in a new 'zine to be pubbed by Mark Weidmark, for Legion. Game fee is \$4 "with usual reductions," whatever they may be. 528 Park Crescent, Pickering, Ontario, Canada.

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address
correction
requested

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