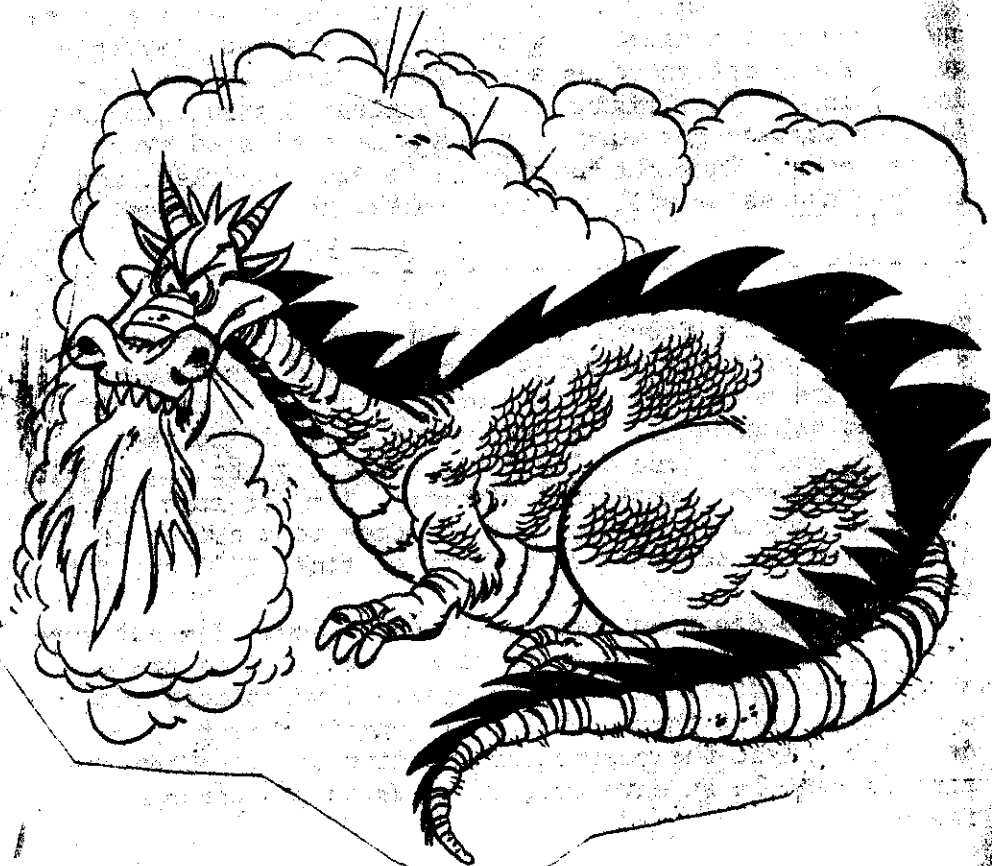


BROUHAHA



IN THIS ISSUE:

- Fall, 1901 for 1976 JC, 1976 JD
- New game starts
- Game garage sale
- Hobby news, editorials

PLUS openings in Diplomacy, Nuclear Destruction, Original

COLOPHON

This is Brouhaha, a postal journal of Diplomacy and other related matters, published by Robert W. T. Beardsley and his band of merry men at 17 Moryan Rd., Edison, NJ 08817. Diplomacy was invented by Allan B. Calhamer and copyright by Avalon Hill Game Co., who I'm sure now wishes that they had never gotten mixed up with the crazies who play this game. Subscription rates are 10/\$2. Game fee for Diplomacy is \$2, for Origins is \$1, Nuclear Destruction is \$1 plus postage per turn. Brouhaha is published every three weeks. Make checks payable to Bob Beardsley, not to Brouhaha as he will eat the checks, not cash them!

This is only the fourth issue of Brouhaha and already we stand at a circulation of 34, with 30 paid subscribers. This figure surpasses all my expectations of growth and somewhat astounds me. It has become clear to me that Brouhaha could become a large circulation gamezine, should I go ahead into promotional efforts. I'm not sure that's where we should be headed. If it comes to a choice of quantity of subscribers or quality of zine, I'll opt for the latter.

You've no doubt noticed the cover by now. I'm not sure I'll continue with a separate cover because I do prefer sending the issues out in envelopes. I've noticed that other zines sent through the mail sometimes seem to be delayed. Maybe the postmen are reading them!? When the zine is sent in an envelope, it seems to get through faster.

Anyone interested in Russian Civil War? I recently purchased this multi-player game by SPI and it has a play by mail system included in the rules. Maximum number of players is 6, and the game system is unusual in that there are only two sides (basically) in the conflict - the Reds and Whites - but you can control pieces on both sides at once! I may consider running the game if enough are interested. Let me know. Don't send in any money at this point.

The Games!!!!!!

NOTICE: BHH-3 Players - Spring, 1901, is due on Feb. 25.
Your game has been assigned a Boardman Number - 1977D.
Please use it in correspondence.

BHH-4 Starts

The fourth regular Diplomacy game opens. Moves for Spring, 1901, are due on March 18, 1977.

Austria-Hungary	-	1Lt. Ken Scott 8125 Calmont #366 Ft. Worth, TX 76116
England	-	John Kevern 515 Cato Ct Franklin Sq., NY 11010
France	-	Mitchell Bailes 10300 Westlake Dr. #304 Bethesda, Maryland 20034
Germany	-	Andy Cook 807 Crescent Dr Alexandria, VA 22302
Italy	-	John Sokol 147 Virginia Ave. Uniontown, PA 15401
Russia	-	Arnold Tremblay 6460 Hancock St. Louis, MO 63139
Turkey	-	Jim Diehl 5008 Normandale Highlands Dr Bloomington, MINN 55437

Be sure to get your move in early. Postcard moves are accepted. Press is encouraged, but black press is not. Good luck to one and all.

Game Openings

Diplomacy - Two games currently open, 6 players signed up in one (BHH-5) and one player in another.
Game Fee = \$2

Origins - Two players have entered, we're looking for five total. Game fee is only \$1.
of
WWII

Nuclear Dest - Two players have signed up, looking for seven more. Rules cost 25¢ (that's all the game equipment you'll need), game fee is \$1 plus 13¢ stamp per turn. Our first game is underway and is enthusiastically being played by 11 players.

* * * * *

Brouhaha reveals:

How players are placed in Diplomacy games!!!!!!

Generally, we place you in a Dippy game on a first-come first-serve basis. However, we do run into problems. As you all know, all the Dippy games herein will be rateable games. Some of you care, some don't but we've established that policy in an effort to maintain quality games. The problem we run into is when we have several players from the same state sign up. One of the rules for rateable games is that no players may be from the same state (with the exception of NYC and upper NY, and northern and southern Cal.). Unfortunately, we have had to offer refunds to players we could not immediately place in a game because his state was represented. If you have fallen into that category, we hope you understand.

Stand By List

1. Mike Hudac 2. Andy Cook 3. Jake Walters 4. Pat Fitzgerald 5. Ron Kelly

Checks elsewhere to see if you've been called upon. Thanks.

1976 JC - Fall 1901

Everyone gets belligerent, clashes all over everywhere!

Austria (Ripper): f alb-gre; a ser S Tur a bul-rum (nso);
a vie-tri.

England (Cotcamp): f nrg-mwy; a edi-den; f nth c a edi-den

France (Veneske): a bur-bel; a mars-hold; f mid-spa)SC).

Germany (Agosta): a kie-den; a ruh-bel; f hol s a ruh-bel.

Italy (Ferchak): a pie-mars; a ven-tri; f tyrr-tun.

Russia (Hudec): f sev s a ukr-rum; a ukr-rum;
a war-gal; f bot-swe.

Turkey (Budke): NMR! F ank, a arm, a bul all hold.

Supply Center Chart

1901

Austria: home, ser (4). Build one.

England: home, nor (4). Build one.

France: home, spa (4). Build one.

Germany: home, hol, bel (5). Build two.

Italy: home, tun (4). Build one.

Russia: home, rum, swe (6). Build two.

Turkey: home, bul (4). Build one.

Winter, 1901 builds due Feb. 25. ^{Stand-by} Ron Kelly sb for Tur!

1976 JD - Fall, 1901

Few clashes -- is everybody diplomatic???

Austria (Dewsnap): NMR! F alb; a ser; a bud all hold.

England (Mike): NMR! F nth; f nrg; a yor all hold.

France (Fitzgerald): A spa h; f mid-por; a bur s a
tyro (Italian)-mun.

Germany (Bakich): a ruh-hol; a kie-mun; f den holds.

Italy (Walters): f ion-gre; a tyro-mun; a ven-tyro.

Russia (Rogowski): f bot-swe; a mos-ukr; f rum h;
a ukr-gal.

Turkey (Wiencek): a bul-rum; f con-bul (sc); a smy-arm.

Supply Center Chart - 1901

Austria - home, ser (4). Build one.

England - home (3). Even.

France - home, spa, por (5). Build 2.

Germany - kie, ber, hol, den (4). Build one.

Italy - home, gre, mun (5). Build two.

Russia - home, rum, swe (6). Build two.

Turkey - home, bul (4). Build one.

Winter, 1901, builds due Feb. 25.

Standby moves requested: Mike Hudec for Austria.

Andy Cook for England.

Press for 1976 JC-JD Games

for 1976 JC

London (Reuters) -- Newly elected Prime Minister, Sir Monty of Python, disclosed today that he was appalled with the unprovoked hostility displayed by the uncivilized, barbarous, filthy, boorish, uncouth Fascist Huns.

The brutal, savage atrocities committed by them against the defenseless peasant populace of the lowlands are unimaginable to the civilized world.

One of the few escaping survivors, a Mr. Melvin Bruks of Rotterdam told our reporters, "it was 'orrible. Des stampede our vimen, rape our cattle, und burn our town."

It was obvious that the Hunhas no respect for the rights of human beings (or cattle). Public unrest is growing and is apparent that if this senseless rampage continues in the general direction of Her Majesties territorial waters, it will become essential for the British armed forces to intervene and restore the natural balance of power in Europe.

"We have long been a peace loving peoples here in the British isles. It would be most unfortunate to have to spill valuable British blood on such a lowly and unworthy cause as the bloody Huns," said Python today in a press conference here in London.

Not taking any chances, Python has mobilized all branches of the armed services. In addition, the superior British expeditionary forces are taking up strategic positions in the event that it becomes necessary to put down these childish German displays of power.

#####

for 1976 JD

Paris -- Rumors persist in the city that Gen. Charles Gaulstone is dissatisfied with national policy and will return from the grave to restore national honor.

Marseilles -- Pierre "Big Horse" Corsicone reports that the war will not stop deliveries. "Neither rain, nor hail, nor sleet will stop the snow."

Brouhaha's NMR Policy

You've noticed that we had three NMR's in the two games we're running during the Fall moves. That's quite disconcerting to me for several reasons. Some people told me that my short deadlines would cause a high NMR rate. I laughed, but now I have second thoughts. Maybe my 17 day dealines are too short. I may lengthen the deadlines to 21 days (making it $3\frac{1}{2}$ weeks between issues) if we have NMR trouble next issue. IF ANY READERS OBJECT STRENUOUSLY TO THIS FOUR EXTRA DAYS BETWEEN ISSUES, let me know. That short deadline was one of the planks this zine was founded on, and I'm reluctant to change it. But if a high NMR rate persists, I'll be forced to do something.

Personally, I don't care if a player loses interest in a game, or no longer has the time or whatever. HOWEVER, I do think it is amatter or common courtesy for a player to resign to me in writing, rather than just miss moves until he is replaced. This courtesy is seldom exercised by Dippy players and it's a shame.

My formal rules for NMR's, standbys etc. are:

1. A player that misses the Spring, 1901 move will have a neutral move made for him. This list of nm's is availabl thru me and was printed in Command (pubber D. Agosta) no. 13.
2. A player that misses two consecutive turns, or a total of three times, will be replaced.
3. When a player nmr's, a standby will be called on for the next turn. That standby will assume the position when rule #2 takes effect. Note, this ish three sb's were called on. Check at the bottom of games page.
4. A playe\$ that nmr's out of a game will be banned from joining future games in Brouhaha. However, a player that formally resigns retains his rights to future games.

Game Review:

Wooden Ships and Iron Men

General Description: The age of fighting sail is recreated by this Avalon Hill Game. Counters represent individual ships from specific sea battles. Each ship is rated for guns, ability to take damage, crew quality, speed. The scenarios represent battles during the 1700-1800's and range from one ship on one to massive battles among dozens of ships. Movement is simultaneous, as is fire which you write down on "Ship's Log" pads provided. Players are faced with many choices from trying to guess where his opponent will sail to; to what type of shot to load in his cannons and what to shoot at (hull or rigging). You also can attempt to board enemy ships and melee.

Game Strengths: Game design allows good "feel" of an ocean-going battle, excitement level is high throughout, there's no sitting around waiting for your opponent to move because movement and fire is simultaneous. Quality of game counters, parts are good. Rules are simple, you can play the game an hour after you have it out of the box. Game is best played with 4 ships on a side. This is an excellent game to make up your own scenarios as described in the rules. CRT is unusual and excellent.

Game Weaknesses: Scenarios, especially multi-ship ones, are generally unbalanced, it's more fun to make up your own. No suggested turn limits in some scenarios, it's better to set a 20 turn limit to all. Very large scenarios are too cumbersome for simultaneous movement (you'll be crashing your ships into each other the whole game).

Overall: This is one of my favorite games and is much superior to SPI's Frigate, in my estimation. I believe this game should be in every wargamer's library. Buy it! I would rate it a 8.5 on a 10 point scale.

+++++

If anyone is interested in playing Wooden Ships by mail, Dennis Agosta runs them in Command. Write him at 16 So. Wilbur, Belleville, NJ 07109, for details.

News You Can Lose - er - Peruse

On the Miller Numbers

The musical Miller Numbers Custodian Game goes on. Robert Sacks has them and won't give them up. Conrad Von Metzke claims them, but can't get them. In a reasonable attempt to straighten out his situation, individuals like Doug Beyerlein, Walt Buchanan, Fred Davis called for a vote among pubbers. I received a form to vote on, on which there was supposed to be a statement from each of the adversaries, and then a ballot to vote for one or the other, or for somebody else or nobody. Well, no statements from either candidate appeared because one of them didn't submit one. I understand that Sacks didn't, and that he wrote von Metzke stating the vote was "rigged" anyway and he wouldn't turn over the MN on the basis of such a phoney election. Even though Brouhaha doesn't run Dippy Variants, I voted for von Metzke. The hobby doesn't need more feuds, and it's time Mr. Sacks retired quietly and do this for the good of the ~~country~~ hobby, right, Mr. Nixon?

Impassable Proves Passable

We learned with sorrow that John Boyer, who publishes the acknowledged finest gamezine in Dippydom - Impassable - has decided to fold it up. At its peak, Impassable had a sub list of about 150, by far the largest circulation of any gamezine. The level of professionalism that Impassable had will never be surpassed. Any pubber will do well to try to emulate John Boyer's efforts over the past five years. Impassable was a pillar among the hobby. It will be sorely missed.

New Zine Ratings System

Dennis Agosta, pubber of Command, is launching a new zine ratings system. You, the subscriber, will benefit the most from it after it gets off the ground.

(continued)

(zine ratings system continued)

Basically, Dennis is sending out letters to every pubber in the US asking them to participate. Each pubber who participates will rate every zine he trades with in several categories such as Timeliness, Clarity, Entertainment Value. Dennis will compile the ratings received and the results will be available to all participating zines. What the reader will see in print will not be the opinion of one person about others zines, but the opinions of at least several pubbers, giving the rating much more meaning. Brouhaha urges all pubbers to participate. This is surely one way to upgrade the quality of all of our zines.

Brouhaha Presents

GAME GARAGE SALE

(This service is free for subbers - send in your lists)

1. BAR LEV (Conflict Game Co) good/near mint - \$4
2. Rand Command Series - complete Vol. 1, 9 games/mint for \$10.
3. GDW - Russo-Japanese War Land and Naval Games VG/Mint for \$8
4. SPI - Tank! with exp. kit/mint/boxed \$5
Sixth Fleet mint/S&T version \$3
Revolt In The East mint/ S&T \$3
Oil War mint \$3 (S&T)
5. Jagdpanther - Vol. 4, no. 14 mag and game Warsaw Pact mint/\$4
6. Panzerfaust-Guidon Games Alexanders Other Battle/a variant to Alexander by Gary Gygax/must have AH game to play/mint/\$2
7. Simulations Design, Inc Dien Bien Phu/Battle for Hue mint/\$5 for the pair
8. Complete set of Moves magazine #1-30/ \$15/will not break

I pay postage. Write first if interested.

Rogowski, 22405 Foxcroft, Woodhaven, Mi 48183 (313-675-3544

BROUHAHA
17 Moryan Rd
Edison, NJ 08817



1st Class

TO: Walt Buchanan
RR3 Box 324
Lebanon, Indiana 46052

1st Class

You receive Brouhaha because
you subscribe _____
you trade ☒ _____
Wanna trade? _____
Wanna sub? _____

MOVES DUE Feb. 25