

THE  
BRUTUS

# 30

# BULLETIN

JAN 6 1979

The BRUTUS BULLETIN is a newsletter of postal DIPLOMACY brought to you every two weeks by John Michalski, Rt 10, Box 526Q, Moore, OK 73165. Subs are available for 25¢ an issue; send any amount. There are three game openings in a regular, two-week-deadline game, and ONE opening in my special TEN-DAY-DEADLINE game at this writing (Dec 31) for a \$2 non-refundable gamefee, or \$3 if you want in withOUT a sub! Black press is permitted in the regular game. CONTRIBUTIONS of all kinds are solicited, and earn contributors approximately 2 free issues per page, more or less.

\*\* STANDBYS are needed to supplement my scanty list, and get 4 extra issues for filling in when called (less for volunteering for token positions).

NO CALLS with orders except in the 10-Day Special, but do call if you think you've found an adjudications error: Weekdays, (405) 232-3241, ext 52, ask for John Michalski or leave a number to call back. Evenings and weekends, (405) 794-1604

I do not use the phone in games except in emergencies, so don't expect much on games, but if you want to BS at your expense, fine with me....

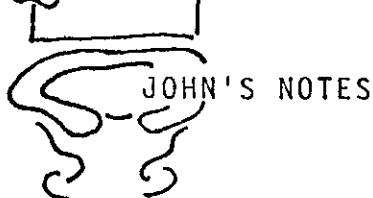
## H O B B Y N E W S

The IDA election results as reported in the last DIPLOMACY REVIEW give the following as the new group of Hobby Leaders: President, Bob Härtwig (re-elected); Ombudsman: Fred Davis, Jr.; Treasurer, Willaim Young; Periodicals Editor, Elmer Hinton, Jr.; Special Projects, Jerry Jones; US Rep., Rod Walker; Canadian Representative, Cal White. All won by a landslide except Cal White, who won with a total "for" vote of 1, John Leeder having declined late, apparently. Personally, I'm quite pleased with the results.

DIPLOMACY WORLD, at year's end, appears to be turning into a comedy of sorts. Both the last-heard word from Conrad von Metzke, past editor who ought to know, and from Mark Berch is that the thing has gone into the hands of Elmer Hinton, Jr., new IDA Periodicals Editor. However, Konrad Baumeister has reported that HE is now in charge of the Archives and everyone's favorite publisher (except for players in LDNS#12), Jerry Jones, has DIP WORLD. Jerry says the same in the latest issue of his once-witty, now warehouse LIES, DECEIT, AND NEFARIOUS SCHEMES. Jerry also says he will continue LD&NS to boot, and has just added 6 former SUICIDE games to his current 13 or so... Maybe he will cure inflation this spring, too? Jerry, you're going to wind up in Cal White's shoes if you don't watch out! Perhaps we will have TWO DWs competing with each other?

THE NINTH CIRCLE and RURITANIA have both been in limbo for a while, but both, from various sources, say they'll be back out later this month. (RURI has been going to players on flyers.)

IN THIS ISSUE will be an enclosure from GHQ Microarmor, a miniatures outfit, in case any of you are interested/curious about such things. Every once in a while I like to run such outside items, and it's been a while since I ran out of TSR flyers. This one has lots of good photos of their products in it, and I thought you'd enjoy it. I'd like to express my thanks to them for sending them. (4 of you will miss out, as I came up short on them). The BRUTUS BULLETIN will also run, free of charge, your own personal ads for almost anything for subscribers as a free service.



## JOHN'S NOTES

First, I'd like to thank all those who sent holiday greetings in one form or another. The nicest ones were those that also included a sign-up for a game, but all are appreciated. Christmas was pleasant enough as Eric Kirchner wished me in his second letter of late--we ate at her folks place, Eric, not here, so you're safe from another editorial on the merits of baloney. Eric and Mark Berch, another of our perennial favorites, both chided me severely for what seemed to me an innocuous column, but on the other hand, it put me in touch with someone who offered me 10¢ a round for the expended brass, which seems a good deal indeed to me, so I again profit by the diversity of the audience.

Speaking of diversity, who can be more "diverse" (at least from reality,) than the father of the postal hobby, John Boardman? Some time ago he sent me another packet of assorted odds and ends, one of them a publication called either EMPIRE or DAGON, I forget which, in which he was starting a pool where the members placed bets on which country the United States would first be sending troops, and when! Here we find our born-again fearless leader abrogating our defense treaty with firm and democratic allies to gain smiles from Chinese Communists, and turn around to see Boardman watching expectantly to see where US troops will soon be committed! Obviously it is Boardman who needs to be committed. At least he did us all the favor of denying he would be running for mayor of Big Rotted Apple--in that same pit that fosters Bella Abzugs and Curtis Gibsons, a wierdo like Boardman might well just WIN!

The Chinese affair was both sad and surprising. The surprise was that Carter would act decisively at anything; the sad part is that he screwed up so bad. Has education ended completely? Did no one learn a thing from the liberal's idol, FDR, giving away central Europe to be a 'pal' to 'Uncle Joe' Stalin? Now the heir to the Democratic throne follows in the prophet's footsteps in Asia? Why not junk NATO at the same time? A nice gesture like that ought to cause the entire Kremlin to be reborn, right? Shit. Jim Bumpas' LIBERTERREAN 108 had a cute cover expounding on the "Vote for Nobody" theme; there may be a real point in that. I had hopes for Carter, really: a Southerner, a hayseed who went on to Annapolis and to command a nuclear submarine, etc., stood a good chance to bring a breath of fresh air into the Presidency. Ford SAID all the right things, but didn't DO a thing, or even TRY (e.g., Angola). So maybe Carter would do better. I guess I overlooked his fundamentalist background and the like, and like most people, (or at least enough to get him elected), I saw the parts I wanted to see and ignored the rest. I'll know better next time. Unfortunately, what choice is there? Like Dan Palter wrote in a recent PINK DRAGON, we don't have a 2-party state, only a 1½ party one. What are we likely to see in 1980, another Reagan-Ford fight? Would either one have a chance no matter which it was? Would anyone care? I'm beginning to wonder if I would. I'm getting completely fed up, not so much with the fact of the innately disgusting nature of our leaders, but rather with the inability of even the mass of people to do much about it.

How about some happier items? Well, let's see: Mark Berch has put out about 3 DIPLOMACY DIGESTS in the last two months, always a welcome thing. Everyone and his brother is grabbing at the corpse of DIP WORLD at this writing (Dec 28) trying to save it themselves; Steve McLendon is going all out to make his excellent DRAGON & The LAMB into a large-circulation zine by opening games from now on to an indefinite point; (If you're in the market for a game or just a good zine, I heartily recommend his. Get a sample of his new format from him at Box 57066, Webster, Texas 77598); and the first few players are starting to sign up in BRUTUS 5, my last regular game for some time. So, the country and my bottom-of-page typing are going to hell, but there's always Diplomacy!

# 77KN

WORLD WAR ONE GOES ON. CZAR NOT MISSED.

Winter, 1912: France builds A PAR

Spring, 1913:

(AFRT draw failed)

AUSTRIA (Kassel): A PIE H; A TYO S A Boh; A VEN S A Pie; A VIE & A UKR & A BOH  
S A Gal; A GAL S A Ukr; ~~F NTH H~~

FRANCE (DITTER): A MAR-Pie; F GlyoS A Mar-Pie; ~~F TYN-Rom~~ F TYN-Rom; F TUS S F Tyn-Rom;  
F WES-Tyn; F TUN S F Wes-Tyn; A Par-GAS; A MUN-Boh; A SIL S  
A Mun-Boh; A BUR-Mun; A RUH S A Bur-Mun

RUSSIA (McElvaney): NMR! Fs DEN, BAL, KIE H: As WAR, PRU, MOS, LVN, STP H

TURKEY (Hueston): A SEV S AUSTRIAN A Ukr; F Bla-CON; F Ion-APU; F Aeg-ION;  
F ADR S F Aeg-ION; F NAP S F Rom; F ROM S F Nap

**PRESS**

Rome: Liberty or Death.

THIS PAGE went to players around Xmas. FALL seasons on next page(s)

# 77KS

HAREM REVOLT TIMED WITH TRANSFER OF BELGIUM?

Winter, 1910: German F Nth r ENG, F Helg r OTB  
Russia builds F SEV, A MOS, A WAR  
Turkey: NBR! Plays one short

Spring, 1911:

FRANCE (Baumeister): F Bre-ENG; F LVP-Cly; F POR-Mid; A Bel-BUR: A PIC S A Bel-Bur

GERMANY (Reges): F Eng-LON

RUSSIA (Kassel): A Ukr-RUM; A GAL & F SEV S A Ukr-Rum; A Mos-UKR; A War-SIL;  
A Kie-RUH; A MUN S A Kie-Ruh; F Den-KIE; A Swe-DEN; F Nwg-NAT;  
F EDI-Cly; A Nwy-BEL; F NTH C A Nwy-Bel; A HOL S A Nwy-Bel;  
A VIE H

TURKEY (Kendter, Jr): NMR! Fs ION, NAF, WES, SPAsc, MID, GLYO H; As BUL, SER, TRI, TYO,  
GAS, MAR H.

**PRESS** Turkey-Russia (via Ankara)--That's it, Kassel. Push me once more and I'll blow those  
white pieces off the board.

✓ Russia-Turkey (via Rumania) No more Turkish dictates will be tolerated. Keep your  
nose and mouth out of Russian military strategy. Since you refuse to honor our DMZs  
as previously agreed on and continue to occupy Ser and Bul, the people of Rumania have  
asked us to protect their interests through direct occupation. Acting in concert  
with this request, the Russian navy has again mobilized in Sevastopol.

✓ London: Final outpost of the German Hegemony has moved here. The French fungus is  
among us. The true intellect, Konrad Baumeister, has spoken. "You didn't write me!"  
he snivels. Gee, Konrad, did you think that by taking over Germany you would win the  
game? Or maybe you and I will slug it out to see who gets the pleasure of getting  
eliminated SECOND? Or maybe you felt that my massive troop concentrations, my mighty  
fleets, would just sweep over you, wiping you out, and this was the reason for your  
attack? Of course, we must not ignore the obvious explanation, that you are maggot  
meat, now can we? And speaking of maggot meat, say Lee. Now, let me get this straight:  
Russia is to take no Turkish centers, and is to stay out of France, but you think  
that he will get the win. So if Germany is beaten, then Kassel will have 16 centers  
and get the win. And to think that all this time I thought that you needed 18 centers  
to win. Silly me. Can anybody else figure this one out?

77KN "The First Game" FALL, 1913 FRENCH PREPARE TO ATTACK AS OTHER POWERS SIT. WHEN WILL 1920 ARRIVE?

(You guys aren't doing this just for a free sub extension, are you?)

AUSTRIA (Kassel): A VEN S A Pie; A PIE H; A TYO S A Boh; A BOH&VIE&UKR S  
A Gal; A GAL S A Ukr

FRANCE (Ditter): F NTH H; A SIL S A Mun-Boh; A MUN-Boh; A RUH S A Bur-Mun; A BUR-Mun; A Gas-MAR; A Mar-TUS; F LYO C A Mar-Tus; F Tus-TYN; F TUN S F Tus-Tyn; F Tyn-WES; F Wes-NAF

RUSSIA (McElvaney): F BAL,KIE,DEN H; A PRU&A LVN S A WAR; A WAR H;  
A STP S A MOS; A MOS H

TURKEY (Hueston): A SEV S AUSTRIAN A Ukr; F Con-AEG; F ADR S F Ion; F ION  
& F ROM S F Nap; F NAP S F Rom; F APU S AUSTRIAN A Ven

NO BUILDS DUE!  
1913: (See 1912 last issue) Thanks to Arturo Guajardo for prompt standby orders. They, or even just his press, would have livened it up a bit...  
DEADLINE for SPRING, 1914, will be my mail received here MONDAY, JAN 22, 1979.

78IH "The New Game" FALL, 1901 RASPUTIN & BISMARCK GUESS RIGHT!  
BOTTOM-EDGE GAINS SCANTY. PORTUGAL LIVES!

AUSTRIA (Rau): A VIE-Gal; A SER S F Alb-Gre; F Alb-GRE

ENGLAND (Katz): F Nwg-NWY; A Yor-DEN; F NTH C A Yor-Den

FRANCE (Frost): F Mid-SPAsc; A MAR-Pie; A BUR-Mun

GERMANY (Shaffer): F HOL supports the glorious occupation of Belgium by the Army of the Ruhr(S A Ruh-Bel); A Ruh rapes its way into Belgium (That strange pussy always brings a grin)(-BEL); A KIE-Mun

ITALY (Kassel): A PIE-Mar; A Rom-TUN; F TYN C A Rom-Tun

RUSSIA (Hayner): F GoB-SWE; A WAR-Gal; A UKR S F Rum-Sev; F RUM-Sev

TURKEY (Pilant): A BUL-Rum; F BLA S A Arm-Sev; A ARM-Sev

1901: Austria:	Home, SER, GRE	5	Build 2
England:	Home, DEN, NWY	5	Build 2
France:	Home, SPA	4	Build 1
Germany:	Home, HOL, BEL	5	Build 2
Italy:	Home, TUN	4	Build 1
Russia:	Home, RUM, SWE	6	Build 2
Turkey:	Home, BUL	4	Build 1
Neutral:	POR	1	
		<u>34</u>	

Deadline for builds ("Winter, 1901") and Spring, 1902, is my mail received at work MONDAY, JANUARY 22, 1979, and may be made conditional on builds. Whenever you send anyone moves conditional on ANYthing, always list one set as "all other cases" in case something happens that you didn't think of. For instance, Turkey might say "If Russia built A Sev, do XXX, but if he built F Sev, do YY". Now, if Russia MISSES or doesn't build in Sev at ALL, Turkey winds up with an NMR! If you wish to request a separation, send me some orders ANYHOW, not just builds, for it takes FOUR requests to grant a separation of seasons, and even if three of your "good buddies" out there agree with you, they may not say the same thing to ME. Also, NO ONE is sending in duplicate orders; it's your dime, and could be your NMR..... Press follows.

Moscow: Found: 1 scimitar, slightly used. Owner may claim by writing 'Al', Imperial Palace, Moscow

Vienna- To Unnamed Press: Aw, come on! At least wait to see the first moves before putting your foot in your mouth.

Istanbul: Aboard the Galley "Turkish Delight", the Sultan today issued a statement praising the spy networks of all his allies. "The French advance on Spain is so subtle that even now it is imperceptable. And who would have dreamed of a sneak attack on Munich via the Balkans? Amazing!

78 Kiv 2-Man Love Match Seasons Separated at Player Request

Central Powers (Reges): Austria builds A VIE, A BUD; Germany, A MUN; Turkey, F CON, F SmY

Allied Powers (Shaffer): England builds A EDI, F LON; France, A PAR, F MAR; Russia, A MOS

S'02 due here Jan 22 if not sooner. Allied orders on file. Press held over.

France (Baumeister): F LVP H; F Por H/ann.; F ENG S RUSSIAN F Nth-Lon/NSO;  
 A PIC, A BUR H  
 Germany (Reges): F LON-Eng  
 Russia (Kassel): F NAT-Lvp; F EDI S F Nth; F NTH C A Den-Yor; A Den-YOR;  
 F Kie-HELG; A HOL S A Bel; A BEL H: A RUH-Bur; A MUN-Tyo;  
 A SIL-Mun; A VIE & A RUM S A Gal-Bud; A Gal-BUD; A UKR S A Rum;  
F Sev-BLA  
 Turkey (Kendter, Jr.): F SPAsc S F Mid-Por; F Mid-POR; F NAF S F Wes-Mid; F Wes-MID;  
 F GLyo-TYN; F Ion sails into the Aegean (-AEG); A GAS & A MAR  
 S FRENCH A Bur; A TYO H; A TRI S A Tyo; A SER S A Bul; A BUL  
 S A Ser

DEADLINE for Winter, 1911, and Spring, 1912, will be my mail received here MONDAY, January 22, 1979, and may be made conditional on adjustments. My thanks to Joseph Rau for prompt Standby orders for Turkey that certainly would have changed a few things! Press, some of which is late from last season, follows year's chart.

1911: France:	<del>Por</del> Bre Par <del>Lvp</del>	3	1 ann., remove one
Germany:	Lon	1	even
Russia:	Home Nwy Swe Bud Vie Rum		
	Ber Mun Edi Den <del>Kie</del> Hol		
	BEL	16	Build 1
Tureky:	Home Bul Gre Ser Tri Ven		
	Rom Nap Tun Mar Spa POR	<u>14</u>	Was 1 short, build 2
		<u>34</u>	

Paris Press: Well, Craig, it looks as if the old professional tactical genius is about to get eliminated. No doubt it wasn't your fault. After all, if anyone's as good as you are (mphgmph...) they can't win every game, it that makes any sense to you. It should. That's what you keep saying.

((Dateline deleted)) <sup>J.M.</sup> Who gives a shit anymore? THE GAME IS OVER. The only good thing was the press, and there is no more.

Brest to Dumbshit: Who's snivelling? Not me! I'm quite satisfied with the game as is. The only goal I have here is to eliminate you. And why shouldn't I? The only reason I originally attacked you was because you didn't want an alliance with me--if you did, then you would have written. And, if you're such a good player, why are you being eliminated?

Turkey (UPIR)--Our glorious leader while he sails into the Aegean Sea landed in Constantinople and announced that he cannot understand the Russian moves and where the Russian diplomats have gone to. Any answer to this problem would be greatly appreciated.

\*\*\*\*\*

Sirs Hardwicke and Cedric, the notorious African big game hunters, were lunching at their posh London club. The waitress was hovering nearby.

"Hardy, old chap," harumphed Cedric, "I do believe the word is spelled 'w-o-o-m-b'."

"No, Ceddie, old bean," answered Sir Hardwicke, "I'm really quite sure it is spelled 'w-o-o-o-m-b'."

"Begging your pardon, sirs," said the waitress, who had overheard the conversation, "but I believe the word you are seeking is spelled 'w-o-m-b'."

Turning to Sir Cedric, Sir Hardwicke said, "I say, old man, it is quite plain that this young lady has never heard a large elephant relieve himself!"

SWLABR is apparently the name

of an orphans zine that KONRAD BAUMEISTER will be putting out to help Jerry Jones get rid of his load for DW. Konrad writes that that SWLABR will be dirt cheap at 10/\$1.70! If you want to standby and get called quickly, write to Konrad at 11416 Parkview Lane, Hales Korner, Wisconsin 53130. After you volunteer to standby HERE, of course! Remember, BB S/Bs who take over a position get 4 free issues. (Maybe I should add one for submitting them when not called too? Sounds good...) I will.

J.M.

## GAME REVIEW

Nuclear Holocaust

by Dave Grabar

One day, after finishing a face-to face Diplomacy game, I began talking with a few of my friends. We decided that Diplomacy was a good game, but not a great game. Thus, I said, why don't we just make up a game that encompasses everything that we want in a game. So we decided on a game that would involve skill and not chance. We wanted money for backstabbing and blackmail. We wanted units that could surprise the other player. We wanted to be able to outguess the other player. And, we wanted to limit the movement capability.

This is how "Nuclear Holocaust; World War III" came about. It begins in 1980. Each country has income, oil supply and territorial land area. There are any number of countries. Presently I am running a game with 20 countries. In August 1977 I will start a 50 player game. Each country has a different goal. It depends upon it's location in the world. The objectives a country might have are, to process oil, process gold, mine gold, stop expansion, expand rapidly or remain in a neutral defense position. Russia for example usually tries to expand rapidly. The US will try to stop this. Canada will remain neutral, and mine gold to become powerful. Egypt will control 1/3 of the world's oil supply. The South American countries will try to keep peace. Australia will remain neutral and try to support battles that are of interest to him.

The combat in this game is brilliant. Each unit in the game (armies, tanks, navies, bombers, fighters, aircraft carriers, anti-aircraft and many more) has an attack value. Each year your country will collect tax for the areas owned which will generate a revenue for the country. When combat results, each player totals the attack value of his units in the area. He then submits a secret bid from his cash on hand. The attack value is multiplied by the bid and the combat value results. Thus, 1 army can destroy 50 with the right circumstances. This makes for exciting action in the game, as you outguess your opponent on what he will bid.

The victory is also unique. When every country on the board agrees to the same proposal, no matter what it is, the game is over. If interested write to

David Grabar, 2450 N Lincoln, Las Vegas 89110

((Dave sent me the rules, etc., to this thing--quite a hefty packet! If you have any interest in monster multi-player games, do write him and inquire further. I'd go into detail myself, but there is just too much to it for me to go over, let alone adequately cover in a review.

The above review originally appeared in the now-defunct SUICIDE of Andy Cook.)) J.M.

### Should have called

PORTSMOUTH, R.I. — Mrs. Earle Blacwell of Bowie, Md., mailed a letter to her daughter in 1969. The letter finally arrived at the home of Mrs. Henry D. Silvia last week — with nine cents postage due.

The letter was delivered to Mrs. Silvia's home with a six-cent stamp, the cost of mailing the letter in 1969, and with the notation that she owed nine more cents.

"One cent for every year," Mrs. Silvia laughed.

Henry Corriea, postmaster in this southern Rhode Island town, said the postage notation was not made in his office and that he would not try to collect it. He added he had no idea where the letter has been for the past nine years. — AP.

# The FROST-OAKLYN GRUDGE GAMES

## Grudge Game 1, Fall, 1901

Frost: England: F NTH C A Yor-Hol; Oaklyn:Austria: A Vie-TRI; A Rum-SER;  
A Yor-HOL; F Lon-ENG F Alb-GRE

Italy: F Tyn-TUN; A Ven-TYO;  
A Rom-VEN

France: F Bre-MAO; A BUR S A  
Pic-Bel; A Pic-BEL

Turkey: F Bla-RUM; A BUL S  
F Bla-Rum; A Con-ANK

Russia: F Arm-SEV; A UKR-Rum;  
A StP-NWY; F GoB-SWE

CD:Germany: F KIE, A MUN, A BER H

1901:

England: Home HOL 4, +1  
Italy: Home TUN 4, +1  
Turkey: Home BUL RUM 5, +2  
13

Austria: Home SER GRE 5, +2  
France: Home BEL 4, +1  
Russia: Home NWY SWE 6, +2  
15

Germany: Home, even

13+15+3CD+3Neutral (Den, Spa, Por)=34

## Grudge Game 2, Fall, 1901

Oaklyn: England: A Iri-Por/NSU;  
A Lvp-EDI; F NWG S F Nth-Nwy;  
F Nth-NWY

Frost: Austria: A TRI-Ven A Vie-TYO;  
F ADR S A Tri-Ven

Italy: A VEN H; A ROM S A Ven;  
F ION-Adr

France: F Mid-POR; A Pic-  
BEL; A PIE S AUSTRIAN  
A Tri-Ven

Turkey: A ARM-Sev; F Ank-BLA;  
A BUL-Rum

Russia: A UKR-Rum; F SEV S A  
Ukr-Rum; A StP-FIN;  
F GoB-SWE

CD:Germany: F KIE, A MUN, A BER H

1901: England: Home NWY 4, +1  
Italy: Home 3, +0  
Turkey: Home BUL 4, +1  
11

Austria: Home 3, +0  
France: Home BEL POR 5, +2  
Russia: Home SWE 5, +1  
13

Germany: Home even

11+13+3CD+7 Neutral (Spa, Den, Hol, Ser, Gre, Tun, Rum)= 34

## Commentary:

Grudge Game 1: On the Italian front, Austria opted for the safer course of covering against the only danger, giving Italy the Tyrol; an optimal course, for Italy might have gone for it. Now it will be tight maneuvering, and Trieste, while covered, will not now permit the building of an Austrian fleet. Italy will have an advantage until Austria-Russia take over Boh-Sil, which will force the Italian-Austrian border into a Sitzkrieg while opening Munich as a theater. Turkey's job may well be to just hold vs Russia and tie Austria down, until the I-T fleets can get together and squeeze out the southern Balkans. Russia's 2 builds will insure no Turkish blitz.

In the West, England opted to surrender Scandanavia, and Russia successfully gambled he'd get it all. With England only +1, he will be hurting down the

## Grudge Game 1 Commentary, continued.

line, although he's OK in the short run: I'm guessing the Russians will move on Denmark first, and wait on '02 builds for that F StPnc, using '01 builds instead to bolster the south, perhaps Mos-War, War-Sil. (Players got F 01 results, but not this commentary). If not, I-T will roll up the Balkans as Russia rolls up the northern side of the board.

1901 has AFR increasing its 1-unit lead by 1 in this game as well as GG2.

## Grudge Game 2:

This one shows the alternative strategy of ignoring neutrals to try for enemy home centers, and the enemy responding by ignoring neutrals himself to hold those same home centers. SEVEN countries remain neutral! Each side had one country going into 1902 EVEN. Only 1 Balkan neutral falls, while Rumania has a four-unit bounce over it, meaning a real slugfest coming up! Turkey did get the Black Sea at least, which will give leverage to the Rum-Sev front. Greece may become a popular spot, as both sides can readily get there quickly. The question is, will they do so or continue the toe-to-toe confrontation for Vnice? Hardly a mirror image of Game 1.

## Letter from Jack Frost

I have another exclusive for you. It is true as Mr Oaklyn suggests that my given name is John. However, I gave it up about my fourteenth birthday. I had grown tired of hearing "Do people ever call you Jack?". Only immediate family call me John.

More exclusives: I don't live at 647 Fenton, Romeoville. I actually live about 5 miles away (as the crow flies, but  $9\frac{1}{2}$  miles by road) in Lemont. The Lemont post office is historically inept. I was getting some mail up to 6 weeks late when I had mail sent to my address in Lemont. My wife's uncle is postmaster in town, so...all mail goes to my folks' house in Romeoville.

Now then, why no phone number? Simple, I don't rent a phone. I was spending \$20 a month for a service I used only to make long distance calls. Well, I still make those few calls and receiving incoming messages promptly, so why should I rent a phone? (I don't have a budget to include \$100 a month phone bills like that meathead Dave Crockett does).

Thank you for running these grudge games gratis. I hope we provide some regular excitement. But Bernie's such a pansy, I don't know...

Since Rod won't take credit for these matchups, I'll give it to my wife Jane. She usually beats me at these pairings.

I don't care what Bernie's real name is. All I know is that he is unreliable as an ally and said some very unkind words about a GM-publisher whom I consider to be one of the pillars of the hobby, Jim Benes. I eliminated him as a favor to the WESTERN STARS readership. And I certainly have not won a game of Diplomacy...ever! So far my highest finish is tied for fifth. That's probably why I like this game so much, I don't understand it!

Feel free to comment all over the place on these games. Maybe I'll find out what I should have done. This entire letter is printable.

((Thanks. I got an excellent letter last night from another publisher who then closed with "don't print any of this!". Shucks. Why attack people if you won't let it see print? On the phone business, another good reason you don't mention is, well, let me use an example. Jim Bumpas of LIBERTERREAN accepts calls with orders. Ever try to call him the night before deadline? I tried for two hours and then got his wife who was answering while he took a break to eat. And the change I gave her never did get printed anyhow...))

J.M.



LETTERS

JOHN MIRASSOU

Rt 2 Box 623AC Morgan Hill, CA 95037

Took me long enough to renew! Here's a funny looking piece of paper with your name, my name, Wells Fargo's name, and \$3 written on it. Hopefully that will let me get some more Brutus Bulletins, preferable ones that I haven't gotten already. Then kew veddy much, and keep up the excellent work.

PS An issue of SYA-TOOTSIE-ROLL might actually come out this Christmas! Maybe I should offer a game with game time and real time being the same. But then what would I do with Fall and Autumn...?

((It's always good to see old timers re-sub, even a tad tardy. I'd look forward to another issues of SYA DASTI SAYA NASTI SYA DAVAK TAV YASKA (Did I remember it right?) if for no other reason than to give me enough humor material to fill two issues. The real-time game mightbe wierd enough on its face to draw some interest, for altho it seems dumb, a lot of folks subscribe to "monthlies" that are nearer Qu arterlies so that they may be used to long spells in between. The days of a good tri-weekly have passed, I'm afraid. Only a remnant here an d there left....))  
((And speaking of unheard-from publishers, how about a letter from: ))

BILL NEWELL

Don't want my BB sub to lapse, so here's \$5. One of these years I'm going to write the letter I owe you. It will take a special triple-size BB to carry it if you are foolish enough to pass on my insanity.

I have an end-game statement for 77KS, which I will send at the appropriate time. I dropped on purpose--partially on account of Craig Reges and partially on account of you. All will be revealed shortly. ((\*))

BLACK EMERALD will still appear, eventually. It is underfoing a complete format revision to reflect its change of emphasis from Diplomacy to The Price Is Right fandom. As soon as they send me my tickets, I'm off to LA to see the show. With some luck I may be attending SON OF ORCCON. It'll be neat if I make it that weekend-- I'll get to meet some of the NY Conspiracy for the first time.

Anyhow, keep up the good work. I just received my first WARMONGER in, well, it must be 5 months now. Alan has some nice bitchy things to say to me, which is fine, as I now have the excuse I've been waiting for to tell him to shove it. Pity; I could've used a few of his orphans.

I've been undergoing physical therapy on my left arm. At times I think it is going to fall off. Why do these things always happen to me?

PS Everyone dances like a star in Holly-wood. Everyone dances like a star in Holly-wood. Holly, Holly-wood (Holly-wood), Hollywood. Holly, Holly-wood, Holly-wood. (If you watch TPIR at least occasionally, you should be able to figure out why I wrote that). BYE MOM!

((Not really.

Things always happen to Dippy publishers, or would-be pubbers. The more you aim to do, the more you're hit with. I started out to run a strict warehouse zine with filler when there was some, and look what happened to me: 11-sheet issues! Alan Rowland set out to run 'MONGER every 5 weeks, and you're right, it was 5 months or more between issues, although another has since come out.

The Price Is Right fandom? Hmmm. Frankly I never heard of it, as it is just a filler-type program here, but then, you're on the west coast where more of the action is. And I guess one can win more by attending TPIR than most DipCons, e.g. Beats. joining the People's Temple, hey? Seriously, I'll look forward to seeing your first sample when you get to it.

((\*)) refers to a note to delete this from the letter as it might influence the game, but Craig is down to one center, so I doubt that matters now. I'd encourage you to follow the example of one former player in KS and send in comments while it is fairly fresh in your mind. (And I'm curious as to my part, of course). KS should generate quite

## Newell Letter, Response, Cont'd

a bit of comments, even aside from the Reges-Shaffer animosity now bubbling forth in 78 Kiv. Craig has also indicated in an earlier letter I ran here, as I recall, that he too has some complaints about me as well as the game; and I know that Lee Kendter, Jr, is less than overjoyed at the way I've handled it. True, KS has had about 4 out of every 5 flubs I've ever made, but I really don't recall any of them that were all that big a matter other than shuffling the black press entries better (sooner). Of course from the player's point of view, it might appear quite a bit different. Like I told Craig, all players get to comment whatever they like about it, unedited; as a GM/publisher, I think that end-game comments are as much the players right as ordering his units as he sees fit or writing a letter here as he sees fit. Whatever the player will sign his name to, will see print.

If you're looking for orphans, Jerry Jones of LDNS can set you up much better and faster than Alan Rowland can. First, I'd suggest getting a few regularly-published issues out, though, to establish your credibility. And with the change of emphasis you mentioned, I would seriously question whether you should take on something like GMing Dipgames when this is no longer your area of interest. Why risk your reputation and risk re-orphaning them?

Thanks for the resub, and welcome back on board. )) J.M.

RON MAZURKIEWICZ

Your WARNING-ALIENS.. poster ((from Urf Durfal)) has been a real big hit. Do you have the original or was it just an offset page from a Dipzine? I also was very impressed with your reply to Mr Liberal in the issue of the Bulletin you sent me. I think you hit the nail right on the head...

Right now as an entertainment project, I'm working on the BARBAROSSA game again. Currently I'm playing a couple of test games, one with Jeff Martin and one with Dale Roethig. They are the Germans, June '41 on Army Group South and Center. So far the rules developed are so fantastic I just can't believe it. It's going to be possible, for the first time ever, to actually recreate the decisions made on the DIVISION level by real commanders. We are finally getting a real supply system in action based on real facts--not just vague rules on the order of -so many hexes from a rail, etc. The crux of the new system is the terrific book of Crewald, SUPPLYING WAR. There he gives the tonnage requirements for Mech divisions advancing as 300 tons a day and states that truck units were able to go 100 miles and back, loading and unloading their cargo, each day. Each German army group in Russia in '41 had 20,000 tons left capacity at the start. From the US Army Handbook on the German army, we also find that a typical German supply train of 30 cars carried 450 tons. With facts like these, one can now really duplicate logistics for the first time on this scale. Here, for example, is the consumption table we are using:

	Inf div (1000 vehicles)	Arm & Mot (3000 vehicles)
Sitting (food, etc.)	100 tons	100 tons
Moving (fuel added)	170 tons	300 tons
Fighting (fuel+food+ammo)	370 tons	500 tons

100 tons = one supply point. Also, each division we are told is able to carry in its own vehicles 1 week's worth of fuel, rations, and ammo. For every 100 miles that you go further from your supply base, you need one hundred more tons of lift capacity to deliver 100 tons to the consuming unit. This fact, and the stocks carried by the unit, means we can shift supplies and deliveries and so forth so there is no rigid limit to an army's advance. There is a general limit, but in detail its rather flexible, and unpredictable. No more will the Russians just be able to count off 10 hexes and know they are safe.

Finally, ((an enclosure)) is from a 1945 INFANTRY JOURNAL. There is a beautiful article, to which this letter is a response, about US troops shooting captured and surrendering Germans. The author, in the field in France, matter of factly talked about shooting pillbox defenders after they ran out of ammo and surrendered. After

Mazurkiewicz, Cont'd

killing several of our buddies in the assault, you think they could now surrender and get away free? No way. RAT-A-TAT-TAT! He also mentions that you NEVER surrender to an American armored unit. No place for prisoners in a tank.

((Reminds me of Patton's book, where I recall an entry about how he once witnessed a group of GIs accepting the surrender of a handful of German defenders who had just blown up a bridge with a truckload of US troops on it. "Dumbest thing I ever saw" was his view. Maybe if he hadn't been there, or the troops were aware of his views...?

I hope someone in the audience can use or appreciate some of this info in wargame applications. To most of the hobby, RC is as good an eastern front game as will be found (altho not as good as the original Jedco version, except for graphics). Ron's work went far beyond that long ago. Before I went into the USAF, he was abandoning the corps-army level game that I continued on with later, and went to a full east front battle more on the line of BULGE! I'd only hear from Ron about once each season, but the info they dug up was fantastic. What they use now requires just what they have: their own HOUSE, a hard core of dedicated nuts always on hand, and settled into the working/postgrad world. Visiting that world is more of a lure each year for me than GenCon that I attend concurrently with the visits back to Milwaukee. I remember once I was home on leave and was assigned the job of Axis Eastern commander in a monstrous multi-player European game, corps-division level at that time. Ron gave me the east because he, as supreme commander, needed to begin preparing for the expected Allied landings in the west next year (coming on 44). The funniest part was the way he denounced me for my defeatism! (The Russian could push forward every other stack one hex, I recall, and blow me away, and still have more left than I had to start, was my opinion. I learned a lot from that game--Russian MORALE cracked and he gave it up, when, even after Ron and I pulled something wierd and defeated two 44 and 1 45 invasions in the west, I reckoned Russia alone could still defeat all Germany and go on to invade England themselves! How many Russian commanders could dissolve rifle armies and put them back into the manpower pool to use the cadre (counters) to rebuild as tank and ARTILLERY armies? Ah, the war stories I could go on to tell...) This info isn't earth-shaking to most, of course, nor even intrinsically, but does provide a "missing link" if the closest you've ever seen is an SPI game with 1-point infantry and 2-point armored units... There is more to the eastern front than THAT.)) J.M.

ROY SMITH (Brew & Reefer)

64 Addicks Rd, Westwood, NJ 07671

I am sad to say that I just don't find your zine worth subbing to. I just don't have time to read it.

((Well, it just goes to show you how wide a variety of tastes exist out there. I've often been criticized, but never expected to be told I publish too much for people to be able to read....)) J.M.

RICHARD KATZ

Coral Gables, FL

...I don't think a diplomacy zine ought to be used as a vehicle for certain members of the nobby to personally attack each other. I'm not interested in their bickering and I doubt if anyone else is. I do want to congratulate you, though on your efficient and punctual management of what must be a royal pain in the ass task.

((Thanks; my wife would call it that more than I, but, so it goes. On the personalities, I've found the opposite to be true. A good feud will draw attention, whereas an article copied out of the paper, or a tactics article, all-too-many letters, etc., will draw a yawn. Conflicts are as much a part of the game as anything else, in that some take it as it comes, while others (probably most) tend to react to what they felt was a particularly nasty move. This will carry over, in that people run into each other and their opinions are important to them. This is much stronger outside of games, when you get into the area of, say, hobby politics. If one person holds an office and another attacks his administration, e.g., you have the makings of some pointed letters...)) J.M.

STEVE McLENDON

(Publisher of The DRAGON & The LAMB. See note elsewhere this issue on same)

Since the subject has been receiving quite a bit of attention lately (and rightly so), I would like to offer my opinion and philosophy regarding the "player mislabels A for F" discussion.

In the last issue of BB you classify this type of thing as a badly written order and an obvious oversight. Your position is "if you order A Bla-Con, it will NOT appear as A Bla-Con/NSU; F Bla unordered, H." Suppose after you make such a ruling the affected player says "Hey! I wrote my orders that way on purpose. I intentionally mis-wrote that order because I promised Austria I would move on Con, but Turkey is my real ally. Mis-writing my orders would have given me a ready-made excuse for Austria."

As GM, what do you do now? We all know as common knowledge that players do intentionally miswrite orders so they will not have a lot of explaining to do to their neighbor. Will you require players to specify to you that they are intentionally mis-writing an order? Suppose the above player did tell you beforehand, how would you handle it? Put it in the game exactly as he wrote it? To the other players this would make you appear to be inconsistent. And you could hardly say, "Hey guys, the player told me he intentionally wrote the order that way so, based on that, I will invalidate the order." If you did so the initial player may just well ring your neck personally.

Consider:

AUSTRIA: A Gal (S) Turkish A Rum-Bul

TURKEY : A Bul-Rum

Now, this is exactly the same type of error. Would you allow the Austrian support? And if you do, my former argument still applies.

I believe that a good GM should not adjudicate games so that the players might have legitimate reason to complain. And if you adopt a liberal policy of interpreting orders you leave yourself open to just that. In the first example, if you invalidated A Bla-Con you would have every rule in the Book to back you up, and no player would have any cause to question it.

((Thanks for bringing this up, as it shows me I need to clarify my position to the audience. "As GM, what do you do now?" I do just as I did in the A/F in KS: I correct it and go on. When he says "I intentionally miswrote that", I offer my condolences and point out that the houserules stand. Then I say that he should have worked it out ahead with me, so I could have elaborated on alternatives that WERE legal, such as ordering instead F CON-BLA, which legitimately WOULD fail, while "A Bla-Con" would come out "F Bla-Con". In this way, I remain consistent with what I have stated in the houserules and followed in the adjudications. Case two: "Consider...": First, I am presuming Austrian A Gal, Turkish A Bul, Russian A/F Rum. "Would you allow the Austrian support?" Clearly, no. The order fails on grounds of ambiguity, as stated again in the houserules. Just as F Por-Spa will FAIL while F Nwy-StP will SUCCEED on ambiguity/unambiguity, so will the Austrian support fail. I can't tell, after all, whether he meant to support the Turk and got his directions mixed up, or if he got his directions right and mixed up the nationalities. Intentional or not, he flubs it. So, in a nutshell for BRUTUS BULLETIN applications, mislabelling an army as a fleet or vice versa will get you only an unstated reputation as a scatterbrain with your GM, but will not affect your pieces. If misorderings are your plan, check ahead first. As GM, it is my duty to inform you what will be the legality of any given order, and misorderings are part of the game. But here you'll need to think beyond changing an F to an A. And true, we as GMs should try to see to it that players don't have cause to complain, but as this well shows, that is nearly impossible to achieve. So I'll settle for consistency with the rules given. Thanks again for writing.))

J.M.

ROD WALKER

LETTERS

1273 crest dr.  
encinitas ca 92024  
9 december 1978

Please forgive my long silence, although since the "Tretick/Oaklyn" thing has cleared off the horizon, there's been very little to write you about. I believe my 8 November letter was the last one, and you published that, and there's been precious little reaction to this point.

Enclosed is a check to renew my sub. I'm sorry I let this go for so long.

As to DW: There is little question that Conrad is right. He's just purchased a new home and I have a new job at a 20% cut in pay, so neither of us can take the added financial strain of putting out the 'zine. I was surprised to learn that Walt has offered to underwrite further losses and Conrad's persistence in folding in spite of that leaves something unsaid. I suspect his attitude is the same as mine: that the 'zine must be self-supporting in order to justify its own existence.

It's a pity. I had real plans for changing the image and approach of DW to make it more integrated with the hobby and, more importantly, with the fans. But those will have to go by untested at this point. Perhaps in the near future somebody can start a new prozine from scratch. I would have preferred to see DW picked up somehow, but....

Meanwhile, I am going ahead with my own projects. I will begin work early next year on the IDA Postal Guide, and as soon as I can get some sort of regular xerox access again I will resume work on the NABv. That has slowed to nothing because of current time pressures and the lack of readily available xerox (which I had at my old job).

The big time drain right now is a new course. I offered to teach a "History of the Bible" course locally, figuring with my background the lecture notes would be a snap. They weren't. They are still incomplete. This is compounded by the fact that they are so detailed I decided to turn them into a book. The first quarter of the course will be matched by a volume, "A Reader's Companion to Genesis". If that goes over, there will be an additional 2-4 volumes in a series...1 or 2 on the rest of the OT and 1 or 2 on the NT.

The first "Companion" will be a bibliophile's delight. I plan to reproduce a paraphrased text of Genesis in 3-column format, reuniting the several strands of the J, E, and P documents. I will do the paraphrase myself, based on the best analyses of the Hebrew text (the Masoretic, mainly, but I will try to use the Samaritan Pentateuch as a back-up). This shred-out of the text will be accompanied by fulsome notes, maps, mini-articles, and whatnot. I hope to have the first draft completed by the end of March, although I may wait until April so that the main material will have gone through the mill of the course first.

Meanwhile, perhaps people should get to work finding a substitute for DW: the hobby needs something like it.

((Response on next page))

## LETTERS

(Reply to Walker)

((I remember your long letter on religion in DRAGON & THE LAMB also, and while I don't normally pay the subject much heed, it is interesting if one stands back a bit and thinks about it; instead of the fundamentalist response of beating your chest and saying "I sure do believe!" A course like that would be interesting if you set out right from the start planning 1) not to make any friends, 2) not to pick up anything practical, and 3) be ready for some free-swinging arguments. There are a lot of folks in this world typified by the Okie bumper sticker that reads "God said it/I believe it/and that settles it". Get a few of those firm-and-true-believing hardcores vs a few free thinkers willing to ask questions and speak out, and you have the makings of a wild 'n' woolly classroom! Sounds like fun! Let me know how it turns out, and allow lots of class time for "discussion".)) J.M.

TONY WATSON (commenting on my form letter sent to former subbers whose term had expired and not renewed)

Jeez, John, sounds like you'll cry if we don't resub:

((I didn't mean for it to come out like THAT! On the other hand, all but a dozen or so have come back to the fold, and my run of 42 copies of this issue is too small already, so I should wind up back at 50+ in a month or three. The number of people who resubbed 3 or 4 weeks after their last issue is surprising; I'd allowed 10 extra of #29 over those readers of record on last deadline, and I still ran short of them 2 weeks later. )) J.M.

### VARIOUS LATE NOTES

✓ DAVID MUEETH is planning to start publishing a zine at the start of 1980, giving him quite a bit of time to plan ahead! "It will be put out to fill the gaps left by the lack of a central game keeping zine, which will report all the results of all games everywhere; it will also carry regular Diplomacy games of its own, and an archive. At the beginning of 1980 a special fund of \$2500.00 will be placed in an interest bearing account to assure the continuous publication of the zine." "...tabloid sized and printed offset...with artwork and general news". Phew! Quite an ambitious project! Also, I doubt that \$2500 will bear enough interest to cover more than the out-of-pocket operating expenses, but should help. (Even at 10% return, it will only generate a little over \$20 a month...even ditto monthlies overrun that). Perhaps the money would do more good, at least in part, just buying supplies now at early 79 prices? Just a thought. Of course sub fees come in beyond that, but ANY publisher except Smyth knows that doesn't cut 90% of costs.

✓ ERIC KIRCHNER must have done something really bad at the Air Force Academy, for he will be off to the glories of Del Rio, Texas soon. That sounds close to being like the proverbial "Bumfuq AFB, Egypt" I used to hear about. (Del Rio, from what I hear, is just a sleazy little border town). Good chance to save some money, Eric, as there's nothing closer than Corpus Christi to spend any money on. I think Jerry Jones was stationed there, I'm not sure. Ask Fearless Freddie Winter about Lawton, and you'll get a good description of Del Rio. Let me hear from you when you (ahem) arrive....

✓ MASTHEAD for this issue is a little different because I typed the rest of the page at home and overdid it, not leaving enough room for the regular one, so I just put this one together as an afterthought. Little change of pace might help. Or maybe you didn't even notice? Repro this issue is, unfortunately, spotty, as the machine is being worked on a lot--and rarely by people who know much about it. I have three days to go to deadline and am already just about up to the limit; even if our love-match players get moves in, I'll probably have to let Kiv slide until next issue. Too bad, for there's some good outside press to run with this next season.

✓ BOTH OPEN GAMES are close to being filled (Jan 3): tell your friends! Or enemies!

I hadn't meant to run another of these right away, but I have quite a few zines piled up here, I'm snowed in by the first storm of the year this weekend (Dec 31), and fortunately the wife's Selectric from the office is here, so, here we go:

THE DRAGON AND THE LAMB #27, Steve McLendon, Box 57066, Webster, TX 77598. One of my favorites, Steve has gone over to digest format and is opening games for an indefinite period to increase circulation. Further plug elsewhere in this issue. Send Steve a stamp for a sample. Recommended.

KOLWYNIA #10, a subzine of RURITANIA used to keep the games going when RURI isn't. Noted elsewhere in this issue.

DIPLOMACY REVIEW VII-6. This is/was the official organ of the IDA, and this last issue was a one-sheet close-out issue by Jerry Jones, the outgoing publisher, reporting the election results. The entire IDA Council, I see, was elected by a whopping 36 people voting... Anyhow, whether Jones or Hinton get DIPLOMACY WORLD, it appears likely that it will be incorporated into either/both of the new DWs. Highlight (to me) of this final issue was Jerry spelling Conrad Friesner von's last name as METSKI as opposed to Metzke. I'd like to know what color Conrad turned when he saw that! (And don't try to blame it on BJ, Jerry!)

WHY ME? #10, Lee Kendter, Sr., 4347 Benner St, Philadelphia, PA 19135. 10/\$3.50. This issue reports one last game open by popular demand, but don't you believe it. When I saw that, I jumped in myself and got position #7. Sorry, folks, but like Lee wrote me, people who publish promptly and regularly are hard to find anymore. Volunteer as a standby for him (after you do so for ME!) and ask to be let in on the NEXT one, whenever. His ULTRA variants should wind down in a couple of months, perhaps, and your game request might prompt him to relent and let you in a new start then. Recommended, of course. (Tri-weekly). Oh, and last issue he requested some articles, but don't worry about that, I fixed him up in that department. Let's see, I sent him a package with all sorts of articles: a bent STAR WARS card, a rubber band, some wire, a map.....

CLAW & FANG #97, Don Horton, 16 Jordan Court, Sacramento, CA 95826. \$5/yr, monthly, gamefee \$3, always has openings. This issue was his Christmas one, alternating sheets of green and red. Nice. Don's is always loaded with stuff, and will be SIX years old in January. There aren't many up there like that, folks. In this hobby, three years is a long time, and Don is still going strong. Recommended for reading, but the games are too slow for me anymore. All the separations I've been hit with lately have gotten me down.

AGAINST THE ODDS #114. Really #14, but the masthead appears to say 114. Dated Oct 25, mailed Dec 21st. \$3.50/10, \$2 famefee plus \$2 refundable deposit, has openings. Unlike WARMONGER, this hiatus in publishing is not Craig's usual practice. (Oops, forgot his name! Craig A Reges, 1501 Higgins Hall, Western Illinois Univ, Macomb, IL 61455, but home for the holidays at 16 W 761 White Pines Rd, Bensenville, IL, ZIP forgotten). So far, ATO has always been on time, and I trust that this will prove to be an exceptional case. I've read in ST GEORGE, I believe, that Craig has been in Arizona or something, but that's all I know aside from Craig blaming heavy school load (like Tony Watson of RURI above). Write for a sample.

LILAF 13-14, double issue, Thomas Gould, formerly NYC but in transit to Ann Arbor, Michigan. (Ironical to be moving from the NE to Mich at the start of the year that ORIGINS is moving from Mich to Philly, hey?) As typical of NYC zines, this is a good one, but the first seen in a very long time. This issue was 11 sheets like your recent BBS, so it had quite a bit of material. Of most interest to me was an article by Ron Kelly descriptively called LEOPARD HUNTING IN WASHINGTON, a good humor piece ( I guess!) describing how to best hunt the big cats in DC(!). Then there was a 1½ page letter from Frank Chadwick, who, if memory serves me right, is a big wheel in Game Designer's Workshop, in which he basically endorses a position taken earlier by me on the issue of the relative merits of semi- and fully-automatic weapons for front-line troops. Also a lot of narrative and SF stuff that I didn't pay too much attention to. Oh, I almost forgot: it has part II of SCHWEINHUND OF THE NORTH BALTIC, a humor series by Don Wileman about the exploits of the KOMMANDANT PILSUDSKI, the only Polish submarine in WWII to defect to the Nazi's, and it's illustrious Captan, Kommodor Podprozunik Adam Kasanof. 7/\$2, back issues 25¢, old address: 40 W 77St, NYC 10024, "Live free or cry".

DIPLOMACY DIGEST, Mark Berch, 492 Naylor Pl, Alexandria, VA 22304, 10/\$2.50 The issue I have here at home is #18, but I believe Mark has put out as many issues as I have in the last 7 weeks; I must have at least two more at work. DD is an all-articles reading zine, the last few running 12 half-sized pages (digest format) with small print, so that you wind up with more reading material than you do in even this publication, which is saying a hell of a lot. If you only sub to zines you play in, add one you don't and sign up with Mark. It's the best buy in the hobby (except for playing, which is right here . Mark carries no games). Recommended.

LIES, DECEIT, AND NEFARIOUS SCHEMES. Jerry H Jones, 1854 Wagner St, Pasadena, CA 91107 10/\$4, expensive, but one of the heftier zines around, so worth it. It is also, so far, reliable in publication, although he has recently deserted the ranks of the good publishers (tri-weekly) and dropped into the pokey ranks of the monthlies. Darn. Jerry has also turned LD&NS into a one-man Orphans Game project, so if you want to start a zine with some ready-made games, or expand your own, see Jerry and do he, yourself, and the LDNS readers a favor by taking some of the load off of Jerry's back. This issue was 9 sheets of games, news, Demo game with Verheiden commentary, ads, addresses, misc. It did NOT contain the long-awaited (by a player I know) Spring '01 season of LDNS#12 that he was expecting to see, which is why I made the parenthetical cover note I did. He should have signed up for my ten-day game instead of a 10-week wait for S01 there! Seriously, maybe the delay is just to heighten your interest. ...

ST GEORGE AND THE DRAGON, IV-5, #35, Robert Sergeant, 3242 Lupine Drive Indianapolis, IN 46224, 10/\$2.50, no openings. This is a good albeit monthly Dipzine, 6 sheets (but used 28¢ postage--?) with 7 games, letters, editorial, news, and general items. Printing is always excellent, and has a reliable record of publishing.

LIBERTERREAN 110, Jim Bumpas, 948 Loraine Ave, Los Altos, CA 94022 11/\$4 Deadlines twice a month. 7 pages, games of Dip, Armored Barbarism, press, and a cover hailing our sellout to Communist China. Reliably published and quick deadlines, whenever there are openings. He uses a 'phantom player' who fills in for NMing players, but basically a good place for contentious players. *No openings, I believe.*