



BUSHWACKER

VOL. XV, No. 1

JANUARY 1986

This is the 171st consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play of Variant games and whatever else runs through my alleged mind. This is brought to you by Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, Md. 21207. Phone: (301) 747-7248. Phone calls should be made between 7 and 9:30 p.m. weekdays, and between 12 Noon and 9:30 p.m. weekends, Eastern Time. There is no guarantee that I'll be home, so please submit your orders by mail, except in emergencies.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and Copyright by the Avalon Hill Game Co., Baltimore, Md. 21214. This zine is named for my comic strip character, "Bushwacker," whose picture is on the masthead.

GAME FEE: Games are run on the old-fashioned Flat Fee basis. \$9.00 for newcomers, \$8.00 to current readers, with another dollar off for people already playing in another game here. STANDBY FEE: \$5.00 to newcomers, \$4 to people currently on our Mailing List. For your Fee, you receive copies of the rules/maps for your game(s), plus receipt of BUSH for the duration of your game. No additional sub requirement.

SUBSCRIPTIONS for non-players: 12 issues for \$6.00. There is an additional \$1.00 discount on all of these rates for members of the Mensa Diplomacy SIG. We also TRADE with many other zines on an all-for-all basis.

GAME OPENING: Our next game here will be "Turnabout Dip," which is my own creation, in which the former neutrals have become the Great Powers, and the former Powers the hapless neutrals. A sort of "What if?" version. More details down below, and the Rules are printed elsewhere. As "Turnabout" is being printed in its entirety in DIPLOMACY WORLD #41, I've refrained from printing the map in this issue. I may do so next month, after D.W. 41 has made its appearance, for the benefit of those of you who don't receive it. If the game gets filled, Standbys are always welcome.

This issue contains reports on ZEUS V-F (1984A gf11), L'IMPERIALISME II-B (1984Hbm16) and VACATION DIP III (BUSH #17).

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NEWS FLASH ON DIPCON XIX

Ed Wrobel has resigned as Chairman of the DipCon Society Administration Comm., which will run the next DipCon (to be hosted by MaryCon in Fredericksburg, Va.). The new Chairman is Pete Gaughan, 3121 E. Park Row, #171-A, Arlington, Texas 76010. Pete did a marvelous job writing the newsletter for the 1985 DipCon held in Seattle, Wash., so we can expect to see a similar performance in 1986. If you want to get the next couple of newsletters concerning DipCon XIX, send two or three SASE's to Pete. I presume Canadians could send dollar bills. Can you accept Canadian money, Pete?

I can wholeheartedly endorse DipCon XIX (MaryCon IV) to everybody. All emphasis will be on 1986, and not on ancient history. I understand that Madison, Wis. (MadCon) will be bidding to host the 1987 Con. Plan to come for the weekend of May 30-June 1, 1986. Incidentally, Ken Peel remains the man on the spot for coordinating with Mary Washington College. His address: 8708 First Ave., #T-2, Silver Spring, Md. 20910.

★ NORTH AMERICAN VARIANT BANK UPDATE

I am still working very hard getting the two and two-thirds boxes of material organized and updated. There is no point in trying to issue classification numbers to new designs until the entire Bank is shipshape. I'm about halfway through going through every folder to see what's there, and to prepare new bold titles for those files which do not have them. I've also responded to everyone who had an order on file, either to complete and mail same, or to request them to submit a new order with a check made out in my name. (I can't cash checks made out to Rod). The next step will be to add the new designs. After that, a new Catalog can be prepared. However, at this point I do not expect to have the 1986 Catalog ready before February at the earliest.

The 1986 NAVB Catalog will cost \$3.00. Last September, I wrote something for publication elsewhere in which I optimistically set the price at \$2.00, but that was before I realized the facts of printing costs. A few copies of the old 1983 Catalog (ARDA #10) are still available @ \$1.00, if anyone wants them. If you want copies of one or two variants, I'm now ready to take your orders, but if you want a whole stack of them, I'd appreciate your holding off for about one more month.

I was astonished at how many Diplomacy variants were designed by people who put a tremendous amount of work into them, but failed to include their name or the date of their invention anywhere in the text or maps. Many were initially presented within the pages of their own zines. The attitude seemed to be: "This is by me. You know who I am, of course, since you're reading my zine." Alas, sic transit gloria. It was only due to the research of Rod Walker, who had great knowledge of who produced some of these lost zines (and of Dan Gallagher before him) that in some cases the names of the designers have been preserved for eternity. In some cases, the author's name has been lost forever. In a few cases, there was a real question as to who actually designed the game. Multiple authorships are shown for some.

Please, folks, if you design a Variant, please put your name and the year you prepared the final text somewhere in the rules, preferably at the top. If it's appearing in a zine, it's also helpful to show the name and issue of that zine. Your name and the date should also appear on your map, if there is one.

Some of the older designs are produced on ditto, which enabled the designers to use two colors. Some are rather pretty, but the blue dittos are starting to fade away in some cases. Fortunately, there are newer photocopies of most of them. No sign of physical decay for most of the games yet, but I will be alert to making newer copies as they're needed. Some of the pages in the NAVB are now over 20 years old, and the life expectancy for cheap paper is about 50 years.

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"TURNABOUT DIPLOMACY" GAME

O.K., I think we have seven people signed up for this game. Five have paid: Ron (Canada) Brown, Bob Cheek, David Rice, Alan Stewart and Russ Wallace. And two others, Karl Brockmeier and Herb Barents, have told me they want to play. I'd like to get a couple more names for standby slots before we start, so how about it?

I'm printing the Rules on an adjacent page. There is another half-page covering the optional use of Army/Fleets, abbreviations, and Historical Notes, but what's shown here is essentially the game. Since the entire variant has not yet appeared in DIPLOMACY WORLD, I'm deferring the publication of the map until next month. D.W. #41 should be out by then.

I'll publish the starting lineup next month.

RULES FOR TURNABOUT DIPLOMACY - by Fred C. Davis, Jr., 1985

1. This game is played using the Standard Rules of Diplomacy, except as indicated below.
2. The Neutrals of the Regular game have become the Great Powers in this variant, while the former Great Powers have become the neutrals. Hence, it has been named "Turnabout."

The Great Powers and their Home Supply Centers are:

BALKANS (Bulgaria, Greece, Serbia): A Belgrade, A Sofia, F Athens
BENELUX (Holland, Belgium): A Amsterdam, A Brussels, F Antwerp
IRELAND: F Belfast, F Cork, A Dublin
MIDDLE EAST (Egypt, Israel, Jordan, Syria): A Alexandria, A Damascus, F Jerusalem(wc)
SCANDINAVIA (Denmark, Norway, Sweden): A Stockholm, F Copenhagen, F Oslo
SLAVIC UNION (called SLAVS for short) (Poland, Livonia (Lithuania), Byelorussia, an enlarged Ukraine, Don Cossacks): A Warsaw, A Riga, F Kiev
SPAIN (Spain, Portugal): A Madrid, F Barcelona, F Lisbon

3. There are 39 Supply Centers. The Victory Criterion is 20.
4. High Ocean Box
 - a. This Box connects the North and Mid-Atlantic Ocean, Vineland and Morocco spaces with the Arabia, Red Sea and Persian Gulf spaces. This Box may be used only by Fleets, or, if the Army/Fleet Rule Option is used, by Army/Fleets.
 - b. Any number of units may occupy this Box at the same time. No Power can attack another unit inside. Units in the Box may attack adjacent provinces, or support another unit in the box into an adjacent space. They cannot support an attack into an adjacent province from some other province.
 - c. Units outside the Box do not require support to enter, and cannot be kept out by units inside. A unit in the Box may be supported into an adjacent space by a unit outside. This would include supporting the landing of an Army, if the Army/Fleet Rule is used.
5. Direct Passages: All units may move and support between Belfast and Scotland, Lisbon and Morocco, Naples and Sicily, Kiev and Caucasus, and Alexandria and Arabia, without interfering with the abilities of Fleets to move or support in the adjacent sea spaces.
6. The Canals make Alexandria (Egypt) and Rhineland one-coast provinces.
7. Ownership of the following SC's permits their owners to build units there: Archangel, Mesopotamia, Milan. (Archangel gives Slavs the chance to build Fleets on the Atlantic coast. Milan allows its owner to become a Mediterranean seapower. Mesopotamia could be important to anyone using the High Ocean Box (See Rule 4).)
8. Special Characteristics of Certain Spaces:

Vineland is a land province off the board, represented by a square touching North and Mid-Atlantic Oceans and the High Ocean Box. It may be occupied by an A or a F.

There are two two-coasted provinces, Milan and Jerusalem.

Jordan touches Red Sea.

Switzerland is passable. Caspian Sea is impassable.

I HAVEN'T A CLUE (Movie Review)

We've seen one of three versions of "Clue," the movie. People who enjoy the game will be amused by the movie, but those who don't know the game apparently don't think much of it. They have changed a few things around, but they still have the secret passages and the 9 rooms of the game, plus a grand central staircase. They also show the attic and basement, but you never see a shot of the bedrooms.

Some of the characters have also been changed. In the game, Mrs. White is obviously a middle-aged cook. This character has been split in two in the film. There is a stout, older woman who plays a very unfriendly cook, but Mrs. White is turned into a 30-ish woman with a 1930's type hairdo, who is suspected of killing her last husband. Mr. Green is no longer an elderly, portly man. He is now a State Dept. employee around 30 years of age. And Professor Plum, while still smoking a pipe, is now about 38-40. Mrs. Peacock is no longer a grande dame, but is now the somewhat frizzled wife of a Senator. Col. Mustard is the least changed character, remaining a military man about 45, although American rather than British. And Miss Scarlet is about what you'd expect, except that it turns out that she owns a bordello, rather than being an employee of one. (She looks too young to be a madam).

I suppose it was necessary to make most of the characters younger for movie audiences, and to get the now required sexual double entendres in. The house has been moved from England to New England, and the year is 1954. A brief shot of the MacCarthy hearings dates this to the Spring of '54, and foreshadows that the anti-Communist hysteria will be part of the plot. I presume that the year 1954 was used because that's when the game was first sold in the U.S. (It was first sold in Britain in 1949 as "Cluedo"). My first edition set was bought in 1956, and is now a collector's item.

Two new important characters are added, The Butler, and The Maid. The Butler runs the show, and solves the mystery. I guess you could say that he represents the Players. The Maid is delectable, as all French maids are supposed to be. She doesn't contribute much to the plot, but who cares. There are also two unnecessary characters, the Stranded Motorist and the Singing Telegram Girl, neither of whom lasts very long. They could have been left out.

We saw "Version C." The first two-thirds of the movie were good, but the ending was silly. I'm not going to say "Whodunit" here, but if anybody who saw Versions "A" or "B" wants to send me the answers to those games, er, films, I'd show them the cards for Version C.

If anybody wants to see my "Clue-Diplomacy" combined variant, send me \$1.00. As you may have realized, the six colors in Clue are the same as six of the 7 colors in the American Diplomacy game (counting Plum and Dark Blue as the same). We added Dr. Black (Germany) and Poison to bring it up to 7, plus one Joker card, so that everyone in a 7-player game receives three cards. There is no White color in the British Dip set, so I guess Prof. Plum would have to play Russia, and Mrs. White England. (She could be called Mrs. Pinkey).

* * * * *

SACKS TRIES TO "SACK" the MILLER NO. CUSTODIAN

There was a recent referendum conducted on whether people in the hobby agreed that Lee Kendter was the legal and proper MNC. The vote was 18-1 in favor of Lee. However, Robert Sacks is peeved because Lee refuses to sign some sort of Covenant which Robt. had Greg Costikyan sign way back in 1979, when Greg was MNC. Accordingly, Sacks has unilaterally proclaimed the post of MNC "vacant," and has announced ex cathedra that he is appointing someone else to the post. This other person, he says, chooses to remain anonymous, and is using the pseudonym "Karel Alaric." I've also heard from Robt. that his first name is "Charlie." Karel, or Charlie, will be using the same mailing address as Mr. Sacks. Surprise!

Needless to say, no one else in the hobby is going to recognize this invisible man as MNC. Even if he comes out of hiding and gives us his name, his position is meaningless, as Mr. Sacks has no authority to appoint new Custodians. Each Custodian selects his own successor, sometimes with advice from other hobby members. Only if a Custodian should die or drop out of the hobby would other parties be required to select a new one, and then never unilaterally. On this matter, I have been joined in print by Bill Quinn, the BNC; and by letter by several other people.

All requests for a designator for a Variant Postal game should continue to go to: Lee Kendter, 4347 Berner St., Philadelphia, Pa. 19135.

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REWRITING HISTORY

Did you see the NEWSWEEK article* where the professor played a sort of Trivial Pursuit with his college-level English composition class? He asked them 86 general knowledge questions, and was astounded to find out what they knew. Among their answers were these: Christ was born in the 16th century, "The Great Gatsby" was a magician, Sid Caesar was a Roman Emperor, Mark Twain invented the cotton gin, Heinrich Himmler invented the Heimlich maneuver and Jefferson Davis was a guitar player with the Jefferson Airplane!

This tragic lack of knowledge was dismissed by some of the students with the comments that knowledge of the past is only useful for Trivial Pursuit. I can only repeat the comment that those who know nothing of history are doomed to repeat it. If our schools and universities are to become nothing more than trade schools, our democracy is not going to last, for democracy presupposes an educated electorate.

Fortunately, most Dip players seem to have a substantial knowledge of history, although the spelling in some of the variants I've read leaves something to be desired. I'll leave you with a little gem I pulled back in the third grade. In answer to the question of what did Eli Whitney invent, I proudly wrote "The gin mill."

* "No Allusions in the Classroom, NEWSWEEK, Sept. 23, 1985, Pg. 14

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WADDINGTON'S DIPLOMACY

Old-fashioned Diplomacy is alive and well and living in Canada! Remember the version published before 1976, with wooden blocks and the C.S. Hammond map? The Canadian rights to the game were sold before the American rights went to Baltimore, so the earlier version is still available here. Now that the bookcase game has plastic pieces to go with the 3-panel map, many Americans are looking for copies with the one-piece map and wooden counters. We have them! Waddington's version is virtually identical to GRI's. It has the big red-brown box (with more type—all of it gold), one-piece map, and wooden blocks. We have some brand-new copies in stock, and will get more. Our price is \$26.00 (US\$23.40 to Americans).

Send your check to: Andrew Webber, Games by Mail, P.O. Box 98, Sta. "D", Toronto, Ont., CANADA M6P 3J5.

★ NAVB COMMENTS

In going through the NAVB files, we came across both extremes of game design. We found one design, "Balkans I," where there were absolutely no ordinary land spaces. The only open spaces for maneuvering were seven sea spaces. At the opposite end of the spectrum, we found "Continent I," based on a map of South America, with so many unnecessary extra spaces that the game could have gone on almost forever before any decision could be reached.

You can guess what I did. Armed with atlases, whiteout, scotch tape and my warped brain, I proceeded to add some ordinary spaces to the first design, and thereby create "Balkans III;" and to remove land spaces from the center of the South American continent, thereby creating "Continent II." I did add three sea spaces to the latter, as Fleets did not seem to have too active a role, and added an Optional rule permitting the creation of a 7th Off-Board power. This 7th power would have on-board SC's in Trinidad, Guyana and Falklands Is., and two off-board SC's. Because of its similarity to the British in the Falklands War, I've called this extra power "U.K."

I had not originally intended to mention these new "Davis-doctored" designs here, since I hope to write a more detailed critique for a future issue of DIPLOMACY WORLD. However, if you're curious about I ~~revised~~ revised these two designs to make them playable, I'll be glad to send you copies @ 50¢ each. If you do order one or both of these designs and try them out, either solitaire or FTF, your comments would be appreciated. Remember, these games were designed by other people. All I did was try to make them playable, without vast alterations in the original concepts.

* * * * *

We've just spent a lot of scratch getting our Roneo mimeograph machine overhauled for the first time in over six years, including the installation of a new silk screen. Since the remaining pages of this issue will be mimeographed, this will be the moment of truth to see whether the money was well-spent. Cross your fingers.

* * * * *

In going through the NAVB files, I came across the following poem, which appeared only once, in something called CHOAM, around 1972. It's too good to be lost, so here it is again:

SOME THOUGHTS AFTER READING A COLLECTION OF VERSES BY THE HUSBAND OF MARY WOLLSTONECRAFT SHELLEY

- by Robert Bryan Lipton

Ozymandias the Great once wrote:
"For Mankind care I not a groat!
(I do not know what groats may be,
But then, I am not Ozzy G.)
"Just take a look and you will see
My subjects are afraid of me.
I've had my image made in stone,
And made my subjects sweat and groan
To put it up. And, on its base,
I put some words none can erase.
This shows that I command respect,"
He said, in words to that effect.

Four thousand years go by, and then,
Old P.B.S. takes up his pen
And tells us that we ought to laugh,
That Ozzy's pride is only chaff.
(I know chaff is aligned with wheat.
The metaphore, no doubt, is neat.)
"There's little of this nut that's left,"
Old Percy wrote in verses deft.

Four thousand years from now we'll see
How much is known of Percy B.

* * * * *

ZEUS V-F, 1984A gfi1

FALL 1947

ONLY THREE CENTERS CHANGE HANDS. SOVIETS ADOPT NEW COUNTRY- CHINESE GET BACK TO WORK "LAUNDRYING" FRANCE. GERMANS ASSAULT MANNERHEIM LINE. Leningrad BELEAGUED.

Change of Address: Ralph Bety (GERMANY) has had his trip to Germany postponed. Instead, from about January 6th to sometime in March or April, his mailing address will be: c/o B.J. Comer, 6647 Midhill Pl., Falls Church, Va. 22043. He will actually be in Gaithersburg, Md. during this period. This is an outer suburb of Washington, not too far from Baltimore, so maybe we'll get to see him in person.

Address Correction: Paul Rauterberg (USSR) is now living at 4158 Monona Dr., Madison, Wisconsin 53716 (not "Monona, Wis.").

(007) BRITAIN (Floyd):

(1) F Western Britain-London. (Yes, I know I marked Britain as being in C.D. last month, but that was due to a misunderstanding).
CHINA (Kozlowski): F Sea of Okhotsk-W. Arctic Ocean. F Indian Ocean-Egypt. F SAO-Algiers. F Okhotsk-Leningrad. A Siberia (S) F Okhotsk-Leningrad. A Kazakh-Stalingrad. A Sinkiang (S) A Siberia. A Iran (S) A Turkey. A Turkey (U) (H).

FRANCE (Brockmeier): F Stalingrad (H). F West Britain-Edi (NSU. That's a Brit unit).
(7) F West Arctic Ocean-Finland(nc) /d/ (Annihilated). F East Mediterranean. F Algiers-West Med. /d/, may (R) to Libya. F Paris-MAO. F Low Countries-North Sea. A Spain-Marseilles.

GERMANY (Baty): A Sweden-Finland. A Baltic States-Leningrad. A Moscow (S) A Bal.
(9) States-Leningrad. F Denmark-North Sea. F Helgoland (S) F Denmark-North Sea. F Baltic Sea-Denmark. A Rumania-Stalingrad. A Poland-Hungary. A Yugoslavia-Venice.

USSR (Rauterberg): F Leningrad(nc)-Finland (nc). (Survives as beleaguered garrison).
(4) F Finland(nc)-Norway. F North Sea-Edi. F London (S) F North Sea-Edinburgh.

U.S.A. (Cheek): F MAO-Gascony. F Panama-MAO. F New York (S) F Panama-MAO.
(12) F Calif.-Panama. F North Atlantic & F Canada(ec) (S) CHINESE F Sea of Okhotsk-W. Arctic Ocean. A Alaska & A Oregon (S) F Canada(ec). F West Med. (S) CHINESE F SAO-Algiers. F Middle East (S) CHINESE F Indian Ocean-Egypt. F Rome-Venice. F East Arctic Ocean (S) CHINESE "F" Siberia-Leningrad (NSU & IMP.).

GM: There has been a request for an explanation of Just's Right-Hand Rule for retreats. This rule covers those cases where a player has not written a Retreat order for a unit. It provides a descending order of probabilities of the spaces to which the piece can be retreated by the GM. The first space for consideration is the one immediately to the right of the space from which the attack came. Then, the space immediately to the left. Then, the second space to the right, etc. This progression continues until a legal space is found for the unit's retreat. It is immaterial whether the spaces are land or sea spaces, or where a support came from. In BUSHWACKER, we use this Rule only following Spring moves (barring an NMR), since players submit their Fall retreats with their Winter adjustments.

PRESS:

USA to France: The man who makes no mistakes does not usually make anything.

WESTERN BRITAIN to the World: I just came in on the Concorde from Aussie land. Sorry it took me so long to make my move, but I was so confused. I must have had close to 4 or 5 spaces I could move into. Should I hold, support, transport or attack? Finally I said, heck, I'll throw caution to the wind and move my piece.
(more)

KOZLOWSKI to the world: I blew it last issue, and apologize to all who may have been hurt by it. Several crises hit me at once last month, and thus I skimped when it came time to turn in my BUSHWACKER orders. At least I had backup L'Imperialisme moves! Well, onward and (hopefully) upward.

WESTERN BRITAIN to Berlin: I'm warning you those Russians have good memories. They'll get even with you personally for invading Russia in 1941.

((With this, we bid a fond farewell to Britain, wiped out in the Second World War.))

SUPPLY CENTER COUNT, ZEUS V-F, WINTER 1947: GAINS, ~~108828~~

BRITAIN:	Edinburgh	0, Remove 1 (-1), OUT
CHINA:	3 Home, India, Indochina, Korea, Okhotsk, Tokyo, Turkey, ALGIERS, EGYPT	11, Build 2 (+2)
FRANCE:	Paris, Mars., Low Ctry., Greece, Spain, Stalingrad, ALGIERS	6, Remove 0 (1 unit annihilated) (-1)
GERMANY:	3 Home, Denmark, Moscow, Poland, Rumania, Venice, Yugoslavia	9, No change
USSR:	Leningrad, Fihland, London, Norway, EDINBURGH	5, Build one (+1) (No room for a build)
U.S.A.:	3 Home, Canada, Midway, Okinawa, Middle East, Rome, Sapporo, Sendai, Solomons, EGYPT	11, Remove 1 (-1)

The Russians can't build, and the Chinese builds are so far away they can't affect the game. The French "removal" has been made for them. So, let's combine seasons to speed up the game and get it out of sync with Vacation Dip. DEADLINE for both WINTER 1947 and SPRING 1948 orders will be FRIDAY, January 31, 1986, as we get back to end-of-month deadlines. Phone deadline will be Thursday, Jan. 30th, at 9 p.m. Eastern Time.

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L'IMPERIALISME II-B, 1984H xmi6

WINTER 1916

A QUIET WINTER

Change of Address for Ralph Baty (TURKEY). See under ZEUS V-F for details. (1/6/86).

		<u>Current Strength</u>
AUSTRIA (Danceuse):	Build A Budapest. Room for only 1 build. Will be 1 unit short.	11 (+2) (1 unit short)
ENGLAND (Keller):	No change	4 (—)
FRANCE (B.Wilson):	NMR. GM removes F Eng, Channel	2 (-1)
GERMANY (Cheek):	No room to build. Will be 1 short.	7 (—) (1 annihilated)
IBERIA (Kozlowski):	Build A Lisbon, A Madrid, F Angola	16 (+1) (was 2 short)
ITALY (Anderson):	No change	8 (-1) (was 1 unit short)
TURKEY (Baty):	Remove A Ankara	5 (-1)

I am assuming that Brad Wilson's NMR was due to his coming home for Christmas, and will not ask for back-up moves for France.

PRESS: See Kevin Kozlowski's comments at top of this page, which apply to both games.

DEADLINE for SPRING 1917 is FRIDAY, January 31, 1986. Telephone deadline will be Thursday, January 30st at 9:00 p.m., Eastern Time.

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VACATION DIPLOMACY III (BUSHWACKER #17)

FALL 1903

AUSTRIA BLITZED BY RUSSIAN CARDPLAY. TURKISH TRAMPLING. FRANCE RECEIVES ONE-TWO PUNCH IN THE SOUTH. ENGLAND AND FRANCE TAKE HOLIDAY VACATIONS.

Change of Address: Bill Young (GERMANY): P.O. Box 15675, Pittsburgh, PA. 15244.

I held off adjudicating this game for an additional day to see if orders might arrive for England or France, but no such luck. As of Sat., Dec. 28th, I had orders on hand for only three players, but a Sunday phone call brought a fourth, and one player's orders arrived right on the deadline. That's playing it pretty close, guy. I had thought of postponing the season if I'd had only four sets on hand, but with 5 sets of orders we had enough to proceed. I hope everybody will be back next month.

We'd omitted the German F Belgium from the last report, but all of his neighbors were notified that F Belgium had (S) A Kiel-Holland.

ENGLAND (Wallace): NMR. A's Denmark, Norway (H). F's North Sea, Norwegian Sea, Sweden, St. Pete and VF Tyrr. Sea all (H). "A/F" MAO (H).
(7) (8 units)
FRANCE (B.Wilson): NMR. A Brest & A Gascony (H). A Marseilles (H) /d/ (Annihilated).
(4) (3 units)
GERMANY (Young): F Belgium-Picardy. A Kiel-Berlin. A Munich (S) A Kiel-Berlin.
(5) (5 units) A Holland-Kiel. VF Calabria-Naples. (Germany announced he was going to play his Event Card, but did not submit the necessary orders to do so).
ITALY (Floyd): F Tuscany-Gulf of Lyon. F Apulia-Naples. VA Paris-Burgundy.
(4) (5 units) A Piedmont-Marseilles. Plays Card #2 to give two free supports for move A Piedmont-Marseilles. A Rome-Venice.
AUSTRIA (Rice): (RUSSIA played Card #14, "order any two alien units," to order:
(5) (5 units) "AUSTRIAN A Galicia (H), AUSTRIA A Budapest-Trieste.")
A Galicia-Warsaw (per Card #14 play. Would have been a standoff in any case). A Bulgaria-Rumania /d/ (Annihilated). A Budapest (S) A Bulg.-Rumania (per Card #14 play above). A Albania-Serbia. F Helgoland (H) (in C.D.). Austria plays Card #47, but no German units had to retreat.
RUSSIA (Cheek): Card #14 applied to AUSTRIAN A's Galicia and Budapest, as shown
(5) (6 units) above. A Serbia-Budapest. A Bohemia-Vienna. A Silesia-Warsaw. F Sevastopol-Rumania. F Baltic (S) GERMAN A Kiel-Denmark (NSO). VF Western Med.-Spain(sc).
TURKEY (Kenry): A Const-Bulgaria. F Black Sea & A Greece (S) A Const.-Bulgaria.
F Aegean (S) A Greece. F Ionian (MS) F Tunis.

SUPPLY CENTER COUNT, VACATION DIP III, WINTER 1903: GAINS, ~~LOSSES~~

AUSTRIA:	Trieste, Serbia, BUDAPEST , VIENNA , GREECE	2 (-3), Remove 1 (2 annihilated)
	(Vacation unit may not be removed, even though it's in C.D.)	
ENGLAND:	3 Home, Denmark, Ireland, Norway, St. Pete, 8	(+4), No change Build 1
FRANCE:	Brest, Portugal, MARSEILLES , SPAIN SWEDEN	2 (-2), Remove 0 (1 short, 1 ann)
GERMANY:	3 Home, Belgium, Holland	5 (-), Build 1 (was 1 short)
		(No room for a build)
ITALY:	3 Home, Paris, MARSEILLES	5 (+1), Build 1
RUSSIA:	3 Home, Rumania, SPAIN , SPAIN, VIENNA, BUDAPEST	7 (+2), Build 2 (Room for only 1 build)
TURKEY:	3 Home, Bulgaria, Tunis, GREECE	6 (+1), Build 1

(Every country except France also has a Free Vacation unit on the board).

(more)

PRESS:

RUSSIA to Turkey: I write letters, and since they don't come back, they must be going somewhere.

RUSSIA to Austria: Is this decisive enough for you?

ROME to the Government now renting Paris: I've always liked warmer weather anyhow.

VENICE to Trieste: The Army passing through our territory is on its way to the Western Front.

ROME to Berlin: How goes it? We haven't talked. Just decided I should say hello.

BERLIN: The new German command finds that the prior rescals absconded with all communication, diplomatic and intelligence records. Finding Europe beset by aggressive commands, Germany begs communication, intelligence and suggestions from all who would be friends. Austria, especially, appears to need an ally vs. the Russia-Turkey alliance. Let's let Italy and France fight on even terms between themselves while England, Austria and Germany clean out that ambitious pair in the east.

(Some Press had to be shortened due to lack of space).

GM's Comments: Event Cards #2, 14, 23, 47 and 48 were played this year. Another card could have been played, but no orders on how to play it were received.

Jeff Hoffman, 3 Canoe Brook Dr., Princeton Jct., N.J. 08550, is requested to submit a backup acknowledgement for ENGLAND. Neither England nor France has any adjustments to make in WINTER 1903, but I need to have a postcard or something from both of you to know that you're alive in this game. I'm not calling for any backup orders for France, as I presume that Brad Wilson missed his move only because he went home for the holidays. We can use more standbys, however.

Players: Your next Event Card is: # _____

DEADLINE for WINTER 1903 adjustments will be FRIDAY, January 31, 1986. Phone deadline is Thursday, January 30th, at 9:00 p.m. Eastern Time.

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