



# BUSHWACKER

VOL. XV, No. 11

(Merry Christmas)

DECEMBER 1986

This is the 181st consecutive issue of BUSHWACKER, a Postal Diplomacy\* zine dedicated to the play and reporting of Diplomacy Variants. This is being brought to you by Fred C. Davis, Jr. Our address and Phone no. thru Dec. 27, 1986: 1427 Clairidge Rd., Baltimore, Md. 21207. (301) 747-7248. Effective Dec. 29, 1986: 3210K Wheaton Way, Ellicott City, Md. 21043. Phone: (301) 461-1885. Anything you drop in the mail thru Dec. 22nd should be sent to the old address. Phone calls accepted between 7 and 9:30 pm weekdays and 12 Noon to 9:30 p.m. weekends, Eastern Time. Please don't try to call us between Dec. 28-30. Since there is no guarantee that I'll be home, please submit your orders by mail except in emergencies.

How do you like our new number? Apparently the phone company knows I invented the game "1885." I guess I'll have to offer a section of that game now. We will be living in Howard County, and "461" is the old "Howard 1" exchange. Makes it easy to remember.

In North America, only GRAUSTARK and BOAST have been publishing longer without interruption. COSTAGUANA and XENOGOGIC are also older, but COSTA has had three intermissions in its glorious history, and XENO one. Also, XENO is now going on "Hold" while Larry Peery is the Editor of DIPLOMACY WORLD.

\*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and now Copyright by the Avalon Hill Game Co. of Baltimore, Md.

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GAME FEES: \$9.00 Flat Fee for newcomers, \$8.00 to current readers. STANDBY FEES: \$5.00 for newcomers, \$4.00 for current readers. For your Fee, you receive copies of the rules/maps for your variant game(s), plus receipt of BUSH for the duration of your game. There is NO sub requirement to have to keep track of. Members of the Mensa Postal Diplomacy SIG receive an additional \$1.00 discount on Fees.

SUBSCRIPTIONS are also available for non-players, at the rate of 12 issues for \$6.00. We also TRADE with many other zines on an all-for-all basis. Sample copies are 50¢.

GAME OPENINGS: We're happy to report that "Balkan Wars III" has been filled. You'll find the lineup of 7 starting players and two standbys inside. So, the big question now is what to offer next? I would prefer to offer the "Character Dip" game which has just appeared in DIPLOMACY WORLD #44 in November. This design, played on the Regular board, gives every unit a <sup>secret</sup> special "characteristic," such as Double strength, amphibious ability, Minelaying, ability to move to Switzerland or "Heaven," Armihilator, etc., plus some plain old-fashioned units. Nobody but the player and the GM will know any unit's "character" until it does something unusual, so players can lie all they like about what they control. A deck of 68 cards deals these characteristics on a one-by-one basis to all starting and new units. These ideas have been stolen from many other games, including Cosmic Dip II (Russ Rusnak), Black Angels (Lew Pulsipher), and, oh yes, Vacation Dip III.

We could also offer a 5-man game of Woolworth II-D/ the 6-player version of East Indies IV, or the 7-player Ancient Empires III or post-Civil War Atlantica III. I hesitate to offer a 9-man game like Cline or "1885," since there is some difficulty

(MORE)

in lining up 9 people to fill such games. Suppose I take names for any and all of these, and see which ones fill most rapidly? Any other games you'd like to play here?

This issue contains reports on VACATION DIP III (1985R rn39) and TURNABOUT (1986C ca02) and the starting lineup for BALKAN WARS III (BUSHWACKER #19).

\* \* \* \* \*

IF THE POSTAL SERVICE IS CONTRACTED OUT...

...to private business, as seems to be the goal of the Reagan Administration, the FEDERAL TIMES' Postal analyst makes the following prediction:

"The truth is that the only real benefit of privatizing the postal service would be to the big businesses who would snap up the chance to make money on profitable delivery areas. The cost would be that mailers in cities like New York and L.A. would benefit from tooth-and-claw competition for a while, while rural areas would suffer dramatic rate increases. The postal service would be fragmented into hundreds of businesses of questionable character and varying degrees of efficiency.

"After a time, a mega-corporation probably would either buy out all the smaller units or run them out of business. Then the postal monopoly would ride again - under the ownership banner of Wall Street, rather than under the Stars and Stripes..."

"In the 16 years since postal reorganization, productivity per hour in USPS has increased by about 50 percent. By that measure of efficiency, the postal service is more efficient than any private business in America."

- FEDERAL TIMES, Nov. 24, 1986

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THERE IS NO POSTAL FLYER IN THE AVALON HILL GAME BOX ANY MORE. For years, this had been one of the main sources of recruiting "new blood" for the Postal hobby. In fact, we are still receiving inquiries from folders in the older sets. Many of these inquiries are still being addressed to Walt Buchanan, and Walt is faithfully forwarding them to DIPLOMACY WORLD. Those particular flyers have to be at least eight years old, which shows why any such flyer has to have either a commercial address or a P.O. Box location for responses, to be effective. All of us move about too often to use anyone's home address on a flyer. We don't know exactly how long the U.S. sets have been sold without a flyer, as A-H only prints up a batch of Diplomacy sets about once every three years. There could still be a few sets on the shelves containing flyers, but it appears that flyerless sets have been on the market for at least the last two years.

Canadian sets produced by Waddington's still contain the Canadian Diplomacy Organization flyer. Ron Brown's former address is given in that flyer. Hopefully, the Canada Post will still forward them for a while, until a new address can be included.

Two of our most prominent Diplomats are now writing a new flyer. Maybe we can persuade Avalon Hill to insert copies in their sets the next time they print a batch. In any case, these gentlemen will offer every member of the Postal hobby a chance to distribute some copies of the flyer in their own areas. I don't wish to say more now, as it will be up to the authors to make the public announcement of their plans. This is just to alert you to the fact that something is being done, and to ask you to prepare to volunteer one or two hours of your time to make the flyer's distribution successful when the time comes. Remember, you read it first in BUSHWACKER.

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THINKING THE IMPOSSIBLE ("Where Is Everyone?" - Part IV)

Regular BUSHWACKER readers are familiar with our "Where Is Everybody?" series, discussing the Great Mystery of the Universe; namely, why can't we get in contact with other civilizations in our galaxy?

In October 1983, we listed seven possibilities as to why no one "answered the phone" when the SETI project began. From most to least probable, these ranged from the "impossible" fact that we are the Elder Race in our galaxy, to the existence of "Berseker" machines that destroy rising civilizations, as described by Fred Saberhagen in his SF stories. In August of '84, we reprinted the calculations of professional astronomer Thomas Donaldson that only .002% of the stars have an Earth-type planet capable of bearing life. And some of these may still be too young to have brought forth the most elementary land-based life, let alone beings capable of building radio transmitters. Then, in July 1985 we reprinted the list of 23 possible reasons why we have not located intelligent life in our corner of the galaxy, from the July 1985 ANALOG. That article concluded that intelligent life was very scarce. And that was optimistic, in that it ignored one key factor, that of the unique Earth-Moon size relationship, without which we might still be living in the sea, or at the very best squatting in caves.

Now, the SETI program has gone on for another year without a single apparent "hit." Things are not looking up. It has occurred to me that one more point has been overlooked. Historians have been good at looking backward, but each historian, whether writing in the days of Ancient Greece, Imperial Rome, the Renaissance, the 19th century Empires, or today's world, has blithely assumed that his particular environment was the ultimate step in human history. Someone writing in, say, 1890, knew the world had been created to support the Pax Britannia or the Kaiser's Germany.

Today, social scientists and some statemen are recognizing that Man's status is constantly evolving. The first stage of true civilization was the Agrarian, and the second stage was the Industrial. Now, farsighted people recognize that there is a stage of human history beyond the Industrial Revolution. North America, Western Europe and Japan are now entering that third, or Post-Industrial stage. We don't quite know how this is going to work out, any more than Watt and Newcomen knew the full social effects of their steam engines. But, there is a sense that the future will not be the horrible industrial world of the film, "Metropolis" or of Chaplin's "Modern Times." (Or of Birmingham or Pittsburgh, circa 1950).

O.K., now we think the impossible. It is necessary to think about the existence of a fourth stage of intelligent life, even beyond the computerized but still mechanical world of the Post-Industrial Civilization. In this fourth stage, intelligence discovers either that it has no further need of the electromagnetic spectrum, or no further need to live on planets. Perhaps, even no need of this Universe! In other words, intelligent life may move on to a higher plane in a literal and non-theological sense. This could explain what's happened to those intelligent races on the road ahead of us. Many astrophysicists now think that our Universe is just one of many. If the Others have moved to another Universe/ a higher plane, they may not have left any traces behind, although I still think we will eventually come across an Arthur Clarke type "Sentinel" somewhere.

This progression has been discussed in science fiction, such as in Childhood's End and Contact. (Most of this article was written before I read Contact, incidentally). If the SETI program doesn't make a hit soon, we may to consider this concept as more than fantasy.

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One final point. If E.T. had been scanning the Solar System a mere 100 years ago, his instruments would have shown nothing in the electromagnetic spectrum except natural phenomena. Any radio scanning of Planet Earth before about 1890 would have given no clue to its being inhabited. We humans did not even know that radio waves existed! How many more phenomena are we going to discover in the next 100 years that we are currently unaware of? It seems that something new is being discovered almost monthly at both ends of the scale, macro- and micro-cosmos. So, it may be very egocentric of us to assume that other civilizations, even if they remain within our galaxy, would continue to use such primitive devices as radio and microwaves. This may make about as much sense as Percival Lowell trying to detect signs of the Martians with his 13" telescope in 1900.

Let's just hope that E.T. has left a message somewhere on how his calls can be forwarded!

\* \* \* \* \*

And now, with the year rapidly coming to an end, how about an article on the Calendar, which has been sitting in my Bushwacker folder for about six months...

#### THE CALENDAR NEEDS REFORM

I'm sure you're all familiar with the increasingly common notation "CE" (for "Current Era") in place of the traditional "A.D." as a year designator. Overseas, this probably began when non-Christian countries adopted the Gregorian calendar in the 19th and early 20th centuries. Domestically, this seems to have begun with Jewish writers, but I'm seeing more use of "CE" in place of "AD" all the time in various publications.

It is scientifically more correct to say Current Era than Anno Domini, since the Church fathers made a mistake of about 6 years in establishing the birth of Christ at the Council of Nicaea in 325. According to the best estimates, we now have to say that "Christ was born in the year 6 B.C." A paradox for sure.

If we want "A.D." to really mean what it's supposed to mean, there is one solution. After the year 1993, we could drop six years, and make the next year 2000 A.D. This would get us back in sync. It would also serve to end the 20th century, the bloodiest century in human history, six years early. (2000 will be the last year of the 20th century, not the first year of the 21st). This would also serve to let old geezers like myself be sure of getting into the next century. Of course, this would require a recalculation of many contracts, since many laws, securities, and private contracts already have provisions running into the 21st century. Too bad this couldn't have been done by the U.N. when they were contemplating adoption of the World Calendar back in the 1950's. After years of discussion, the World Calendar reform was tabled in the U.N. in the late 50's. (Why do something practical, when it's more fun to rave against the rich nations?) However, once that "hump" was gotten over, future generations would have no difficulty in relating the Current Era to a logical starting point.

Not being a religious person myself, I see this merely as clearing up an unnecessary complication in the calendar. Of course, we'd have to retitle Arthur C. Clarke's books 2007 and 2016!

\* \* \* \* \*

PLUG. BLUNT INSTRUMENT, a new Diplomacy zine, will be coming to you from Bruce Geryk, 5748 S. Blackstone Ave., Chicago, Ill. 60637. That address is on the University of Chicago campus, where Bruce is a second year student in Slavic Languages & Literature. The printing is virtually professional; the writing quality ditto. My only criticism is that the pages are not numbered. The first two games will be free. Subs are ten issues for \$10.00. An orphan game has been picked up from THE RAZOR'S EDGE, so he's already off and running. Highly recommended.

## LEADERSHIP RULE MODULE

Concept: Lewis Pulsipher. Clarifications and Extensions: Fred C. Davis, Jr.

A Leader piece (L) represents a single person of extraordinary ability and authority, a great military leader, king or dictator. The piece can also be considered to include the Leader's staff and the fast ship, train or cavalry squadron transporting them (depending on the time of the scenario). Players may use any name they please for their Leaders, including their own, but will write their orders showing "L" to identify them. When the Leader is with another unit, the designations LA (Leader Army) and LF (Leader Fleet) will be used. Leader Rules can be adapted to variant maps as well as the Regular board, as per Rule 7. Note the Leader piece can move two spaces in Spring and Fall. (Use tokens from any other game for Leader pieces). Specific rules are as follows:

1. Leaders start out in any Home Supply Center of each Great Power. Each Power has only one Leader. If the Leader is destroyed, there is no replacement.
2. By itself, the Leader piece has no combat strength. It may not capture a space owned by another player (although it may move into such a space, if vacant). It may not be supported in place, and it may not prevent the retreat of an enemy unit into the space it is occupying. It is dislodged whenever a unit of another Power takes control of its space by either attack or retreat. (But see Rule 10).
3. The Leader<sup>piece</sup> may occupy the same space as any of its own Armies or Fleets. The Leader may duplicate the orders of one of its Armies or Fleets to either move, support or hold. When the Leader duplicates said orders, it adds one to the strength of that unit. To duplicate the orders, the Leader must be in the same space as the unit. (See Rule 4.c.).
4. Leader Movements:
  - a. A Leader may move as either a Fleet or an Army, or both, in the course of each move. On Spring and Fall moves, a Leader may move two spaces by itself, over land and sea. In this way, the Leader can move from one area to another, to launch an attack or defend a threatened space.
  - b. On each Winter season, the Leader may move one additional space. This is in addition to any Retreat move which may be required. The Leader may not be Convoyed on any Winter move.
  - c. If a Leader is in a space adjacent to one of its own units, and the first part of its two-space movement brings it into the same space as said unit, it may then duplicate the move, support or hold order of that unit, as in Rule 3, as if it had been with that unit from the beginning.  
(The Leader cannot make an attack, support or hold order first, and then make a separate move to another space. The order to attack, support or hold ends the Leader's move for that turn.)
  - d. If a Leader is two spaces from a unit, and moves to that space, its arrival cannot affect the strength of said unit for any purpose. If the unit is forced to retreat, the Leader must also retreat.
  - e. When forced to retreat, a Leader moves only one space. When in the same space with a unit forced to retreat, a Leader may retreat to a different space from the one the unit retreats to.

5. Supports:

An attack on a Leader/unit combination which is giving support cuts an amount of support equal to the attacker's strength. For example, an LA (Army with a Leader) normally gives support with a strength of two. If attacked by a Fleet, the LA's support is cut by one. If it were attacked by an LF (Fleet with a Leader), all of the LA's support would be cut.

6. Any number of Leaders may occupy the same space simultaneously. Leaders may cross paths through the same space.

7. Leaders may move into or through Switzerland or Sicily on the Regular board. Variants using different boards may specify whether Leaders may move through various Impassable spaces on those boards. Leaders may move between Naples and Sicily in one move, as if they were adjacent.

8. Loss of a Leader:

- a. If a unit sharing the same space with a Leader is annihilated, the Leader is also annihilated, unless the Leader has a method of retreat available which is not open to the regular unit. These additional methods are:
  1. To move to a space occupied by another one of the Leader's own units.
  2. To move out to sea while with a trapped Army (which cannot put to sea).
  3. To move inland from a Fleet trapped in a coastal space.
  4. To move to Switzerland or Sicily. (See Rule 7 for variants).
- b. The Leader is also annihilated when a dislodged unit is voluntarily removed from the Board by Rule XI. 2 of the Rulebook, instead of electing to retreat.
- c. If a Winter adjustment or a Starvation or Cutting-of-supply rule results in the removal of a unit in the same space as a Leader, this does not affect the Leader.
- d. If a Power goes into Civil Disorder, the Leader is removed from the Board.
- e. If all of a Power's Supply Centers are lost, the Leader immediately moves directly to Switzerland, to live on his Swiss bank account for the rest of the war. A player with a surviving Leader in Switzerland may still engage in diplomacy. (See Optional Rule 1 for further possibilities).

9. Convoy of a Leader:

- a. A Leader may be convoyed, either individually, or with an Army, by the standard convoy method. In variants using the piggyback or Army/Fleet method, the Leader may be part of an Army/Fleet combination ("LA/F"). When crossing sea spaces as part of a Convoy, rather than on his own, a Leader's move ends with the landing of the Army, or his own landing in a land province.
- b. A Leader already at sea with a F in the Convoy chain may transfer his strength to the A being convoyed, providing this is specified in writing.
- c. Orders should specify whether, in the event the Army fails to disembark, the Leader will remain at sea with a Fleet, or will return to the province of origin with the Army. If more than one F is involved, the exact one must be specified.
- d. The Convoy chain may include Fleets of another Power, but the Leader must remain with one of his own units, unless the provisions of Rule 10 are in effect.

10. If granted permission in writing (which must be shown to the GM in a postal game), a Leader may be permitted to remain in the same space or spaces with a unit of another Power. This agreement could be restricted to a single space, but as a practical matter should probably include most or all spaces. However, under no circumstances can the presence of a Leader affect the strength of another Power's units, nor, in the event of treachery, can the presence of a Leader in a space with another Power's unit be used to strengthen the attack of one of the Leader's own units on that space. The agreement may be nullified at any time by either party, and is automatically ended by an attack made by either Power on the other.

#### Optional Rule 1 (You only live twice).

If a player of a defunct Power still has a Leader living in Switzerland, and can persuade another player to give him a Supply Center and a unit, he may resume playing, using that unit, based on that specific Center. The Leader piece moves immediately from Switzerland to the unit/space under its control. (On variant maps, other spaces may substitute for Switzerland).

The country resumes under its original name, regardless of where the new unit begins. Only one unit and one Center may be thus revived, although a Power may revive more than one such defunct Power. The revived country may not build any more units unless it recaptures one of its original Home Centers; and can leave it vacant for builds. The revived player/country may operate either as a vassal (puppet) of the Power giving him the unit/Center, or as an independent Power.

# # #

Credit: The idea of a Leader rule in this specific format was described by Lewis Pulsipher in his book, Diplomacy Games & Variants, copyright 1978 by the author. The original Leader Rule is stated in two paragraphs on Pg. 3 of this book.

I have taken Lew's concept and fleshed it out with contingency and clarification rules, and rearranged it in different chronological order. Rules 1, 2, 3 and 5 incorporate almost identical language to Lew's original work. The concept of a double move for a Leader, the Convoy rule, the Loss of Leader rule, Rule 10, and the Optional Rule are entirely my own creations. Lew was sent a copy of my finished work when it was completed, and he approved of the additions and clarifications. I would estimate that the creative concept is 70% Pulsipher and 30% Davis; and the mechanics as 25% Pulsipher and 75% Davis.

I had intended to print this several years ago, but it got stuck into a folder buried in the files, and did not resurface until around December 1985. I've been looking for an opportunity to put this into BUSH ever since; and this is the first chance I've had to do so.

Fred G. Davis, Jr., December 1986  
(Initially designed in 1979)

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#### Height of Idiocy Scenes (Being a new space-filler series)

The person demonstrating against nuclear power with a cigarette in his mouth.

The person who states he is afraid to fly, who then drives 65 mph on the Interstate or expressway in the rain.

BALKAN WARS III GAME FILLS! (BUSHWACKER #19)

We have seven starting players and two standbys for this game. The starting lineup looks like this:

ALBANIA: Lane Hess, 1140 E. 37th St., Bldg. G, #212, Davenport, Iowa 52807.

BULGARIA: Tony Dousette, 530A Bruton Bends, Richardson, Texas 75081

GREECE: Robert Cheek, 14341 Franklin Ave., Tustin, Calif. 92680

ITALY: Bob Gossage, Jr., 9201 S. Central Park, Evergreen Park, Ill. 60642

RUMANIA: Russ Wallace, 4707 Bella Dr., Colorado Springs, CO. 80918 *resigned*

SERBIA: Phil Dancause, 30-D Hidden Lake, Stafford, Va. 22554 *dropped*

TURKEY: Jack McHugh, 280 Sanford Rd., Upper Darby, Pa. 19082

#1 Standby: Ralph Baty, 4551 Pauling Ave., San Diego, Calif. 92122. (Effective mid-January 1987)

#2 Standby: Bruce Geryk, 5748 S. Blackstone Ave., #310, Chicago, Ill. 60637

Because of the Christmas holidays, the first set of orders, which will be for Spring 1911, will not be due until February. I have already received payment of Game Fees from Cheek, Gossage, Hess and McHugh. I will appreciate payment of the \$8.00 Game Fee by Dancause, Dousette and Wallace. Also, I need Standby Fees of \$4 from Baty and \$5 from Geryk. Please let me hear from you ASAP, gentlemen. Let's say no later than January 3rd, to guarantee your starting slots.

Our first standbys come from the Chicago and S. California areas, where we already have starting players, but our rules say that we accept standbys from wherever they live. Remember the optional starting rules for units based in Albania, Greece and Italy. Happy diploming.

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TURNABOUT DIP - 1986C ca02

SPRING 1903

BALKAN KING ABDICATES, BUT HE TAKES MILAN FIRST. IRISH FLEETS TURN SEAS GREEN.

SLAVS AND TURKS KNIFE BALKANS. SPAIN GAINS IN AFRICA, BUT BLOCKED IN THE MED.

BALKANS (Brockmeier): A Hungary-Galicia. A Rumania (S) A Hungary-Galicia. A Sofia (7) (S) A Rumania /d/, (R) Macedonia (only spaces open). F Adriatic-Milan. A Bosnia and F Naples (S) F Adriatic-Milan. A Austria (S) F Adriatic-Milan /d/, Annihilated.

BENELUX (R. Brown): F Antwerp-North Sea. F Copenhagen (S) F Antwerp-North Sea. (6) A Brussels-France. A Amsterdam-Luxembourg. A Rhineland and A Prussia (S) SLAVIC A Switz.-Austria.

IRELAND (Wallace): F Norwegian Sea-Lapland. F Hebrides-Norwegian Sea. F Belfast-Hebrides Sea. F Cork-MAO. A England (H). F Scotland and F Channel (S) BENELUX F Antwerp-North Sea. (7)

MID. EAST (Stewart): A Tunis boards F Central Med, A/F Central Med-Tyrr. A Mesop.-Turkey. F Alexandria-Libya. F Eastern Med (S) F Alex-Libya. (5)

SCANDINAVIA (Cheek): F Skag-North Sea. F Oslo (S) F Skag-North Sea. A Stockholm (S) F Oslo.

SLAVS (Cruickshank): A Warsaw-Galicia. A Switz-Austria. A Kiev-Rumania. A Turkey-Sofia. F Black Sea (S) A Turkey-Sofia. (more) (5)

SPAIN (Rice): F Lisbon-Morocco. F Western Med-Tunis. F Algeria (S) F WESTERN  
(6) Med-Tunis. F Tyrr. Sea-Central Med. A Milan (H) /d/, (R) Languedoc  
(only space open). F Gulf of Lions (S) A Milan.

PRESS:

BALKANS: I am resigning from the game due to job commitments. Good luck to all of you. I have enjoyed the game very much. Karl.

((Karl Brockmeier advises that he has taken a new position which requires extensive travel in Third World countries. We fully agree with his conclusion that it would not be possible for him to continue to play this game with the needed "diplomatic vigor" under the circumstances. Mail service in some Third World countries is horrendous. Good luck to you on your travels, Karl. At least you'll get to see a lot of the world. Maybe you'll come up with some ideas for a new Diplomacy variant out there.))

AMSTERDAM to Sofia: You must be asleep over there. Paris was occupied in 1901.

BENELUX to Oslo: I'm sure there are cures on the market for root rot. If not, well...

ALGERIA: Trying to advance through the Sahara in the Spring is such slow going. Maybe in the Fall, when the weather is cooler.

WARSAW, Feb. 22, 1903: The King of Poland has announced that strong disciplinary measures will be taken against renegade Slovakian soldiers who had illegally entered Turkey and began drinking vodka in the mosques. Apologies will be made to the Sultan if lines of communication can be opened up with him.

Tony Dousette, 530A Bruton Bends, Richardson, Texas 75081, is requested to take over the BALKANS position effective with the FALL 1903 moves. Fred Chang of Los Angeles is now the No. 1 Standby.

DEADLINE for FALL 1903 will be FRIDAY, January 9, 1987, to the new address. Phone deadline will be Thursday, January 8th, at 9:00 p.m. Eastern Time.

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VACATION DIP III - 1985R rm39

WINTER 1906

MAJORITY OF PLAYERS VOTE TO END "CIVIL DISORDER" AFTER THREE YEARS. ENGLAND MISSES. UNDER THE CIRCUMSTANCES, WE'RE ONLY PLAYING WINTER.

Temporary C/A for Bill Young (GERMANY): From 2 January to 15 January, you can reach Bill at P.O. Box 818, Buckeye, Ariz. 85326. Resume using the King of Prussia address after that, unless you hear otherwise next month.

	<u>Current Strength</u>	<u>Supply Centers</u>	<u>Vac Units</u>
ENGLAND (Wallace): NBR. Will be one reg. unit short.	8 (---)		1
FRANCE (Wilson): No change.	0 (---)		0
GERMANY (Young): Build A Munich (was one short)	8 (---)		0
ITALY (Hoffman): No change	5 (---)		1
AUSTRIA (Rice): F Helgoland comes out of C.D.	0 (---)		2
RUSSIA (Cheek): Build VF Sardinia. F Denmark (R) North	5 (---)		2 (+1)
		Sea. (I was wrong saying Skag. was o.s.o.).	
TURKEY (Kenny): Build A Const. Plays Card #79 to add	10 (+1)		1
		RUSSIAN Free unit in Sardinia.	

There was only one "No" vote to the proposal to "unfreeze" the C.D. units after a lapse of three game years. Accordingly, I hope we can procede with the game on that basis. I will say that the "No" vote did not come from Germany. O.K. (more)

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With the Austrian F Helgoland returned to life, the correction of the (R) move of the Russian F Denmark to North Sea, and the English NBR, it is best to play only Winter.

PRESS:

TRIESTE to Gotland: Don't complain. Give me a Gotland Swedish beauty over these Serbian peasant women any day!

I am sure that Russ Wallace does not intend to drop out of this game, but just to be on the safe side, I'm going to ask for back-up moves for ENGLAND for Spring 1907 from our #1 Standby, Fred Chang, 822 N. Sycamore Ave., Los Angeles, Calif. 90038.

DEADLINE for Spring 1907 orders is FRIDAY, January 9, 1987. Telephone deadline (at new phone no.) will be Thursday, January 8th, at 9:00 p.m. Eastern Time. I have Spring orders on hand from most of you, which you may amend if you wish.

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NORTH AMERICAN VARIANT BANK NEWS

I am now preparing a third UPDATE, to include the new variants received here since August 1986. This will include several designs received from Overseas Banks. After I get settled down in my new home, I plan to produce a completely new 1987 Catalog. However, this will take some time. If you want to see what's on hand here, I suggest you order the '86 Catalog now instead of waiting. The Catalog costs \$3.00, and includes the UPDATES. Anyone wanting copies of just the UPDATES may have either #2 or #3 for 50¢, or both for 75¢. The Catalog lists only Diplomacy variants, but I also have the rules for Postal Rail Baron and Clue on hand.

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BUSHWACKER MAILING CODE: (P) = Player or Standby. (T) = Trade or Mutual Sub.  
(C) = Complimentary copy. (SUB) = Subscription copy. (S) = Sample copy.  
See you next year.

# # # # #

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c/o Fred C. Davis, Jr.  
1427 Clairidge Rd.  
Baltimore, Md. 21207  
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