



# BUSHWACKER

VOL. XVI, No. 2

FEBRUARY 1987

This is the 183rd consecutive issue of BUSHWACKER, a Postal Diplomacy\* zine dedicated to the play and reporting of Diplomacy Variant games. This is being brought to you by: Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, Md. 21043. Phone: (301) 461-1885. Phone calls accepted between 12 Noon and 9:30 p.m. every day, Eastern Time, except please do not call between 6 and 7 p.m. (dinner time). Since there is no guarantee that I'll be home, 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. of Baltimore, Md. This zine is named after a comic strip character I created back in the 6th grade, a long time ago. That's his picture of the masthead.

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

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

GAME OPENING: Balkan Wars III has again filled, with two new players, and will start next month. See inside for details. We will select a game for our next gamestart from among the following: Ancient Empires III, Character Dip (as shown in DIPLOMACY WORLD), Woolworth II-D (5 players) or my revised Viking Dip II (5 or 6 players, depending on which version is used). \* Standby players are also welcome for all games. We obtained several new standbys for Turnabout and Vacation Dip. Additional standby slots are available in these games for just \$2.00 each. (\$3.00 to a newcomer).

This issue contains reports on VACATION DIP III (1985R rm39), TURNABOUT (1986C ca02) and BALKAN WARS III (1987A pb06).

\*Copy of Viking II Rules enclosed.

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## NEWS ON DIPCON XX

The dates for DipCon XX/ MadCon V have been changed to June 5-7, 1987. It seems the University of Wisconsin would be unable to accomodate us on the weekend of June 19th. This is a great disappointment to many people, who will still be in the midst of Final Exams that weekend, or who will be unable to change their already-requested vacation period to an earlier date. (Some employers require their employees to file for their vacations six months in advance). This is the third time in the past ten years, I believe, that the scheduled dates for DipCon have had to be changed. Perhaps future bidders ought to be certain of their dates before bidding.

The dates for DipCon will now come very close to conflicting with those for MaryCon in Fredericksburg, Va. I have been unable to obtain definitive information as to whether MaryCon will be held over the weekend beginning May 29, June 5, or June 12th. However, it does not appear that many people will be able to attend both MaryCon and DipCon, even if they are not on the same weekend. Perhaps the MaryCon people should consider a later date. Larry Peery has already opted to fill the DipCon "void" for Pacific Coast diplomats by hosting his PeeriCon on the June 19-21 weekend, instead of his usual August dates.

I am still planning to attend DipCon, since I am responsible for the custody of the perpetual plaques for the Miller, Walker and Koning Awards. The winners of these awards are traditionally announced at DipCon. If last year's winners do not attend, I get the honor of lugging them to Madison, along with individual plaques for the 1987 winners. It appears doubtful that I'll be at MaryCon.

Mark Frueh is sending out flyers on the progress of the DipCon Committee. Publishers are supposed to receive copies automatically. If you are not a pubber and would like to get on his mailing list, how about sending him two business-size SASE's for the next two bulletins? Mark's address is: 4320 Wallace St., St. Louis, Mo. 63116. (See Page 5 for comments on the 1988 DipCon).

\* \* \* \* \*

#### IT'S MILLER TIME AGAIN

It's time again for volunteers to sit on the Committees which select the nominees for the Don Miller Service Award, the Rod Walker Literary Award, and the John Koning Best Player Award for 1986. If you would like to serve on any of these Committees, please contact Larry Peery, P.O. Box 8416, San Diego, CA. 92102. There will be an effort made to include hobbyists from all parts of the U.S. and Canada on these Committees. (I will again be serving on the Don Miller Memorial Award group).

Anyone may make nominations for these awards, which should all be sent to Larry Peery, who will serve as Secretary. For the Miller and Koning Awards, it is only necessary to include a brief statement as to why you are nominating someone for consideration. For the Walker Award, it will be appreciated if you will include a photocopy of the particular article with your nomination, so all members of the nominating comm. can read it. Individual articles or stories are considered, not a person's overall writing skills. In addition, no one who won the award in the preceding two years is eligible for nomination in 1987.

Normally, the committees round down the nominees to five names for the Miller and Koning Awards, but there can be an indefinite number in the Walker Literary Award. Write-ins are permitted for the Miller Award, but not for the others. I do not believe any ballots already showing a printed vote for any party will be valid this year. Publishers will all be requested to carry the ballots in their zines come April, but no changes may be made in the Committees' listings. (i.e. No publisher may add or delete names, or put a little "X" in front of any names).

So, think about who deserves consideration for hobby services, literature, or being a great player (FTF, PEM or Tournament) in 1986, and send in a couple of names. Remember, for these awards only activities in 1986 are supposed to count, although the activity may have begun earlier or may be still continuing.

Persons ineligible for nomination as a result of having won in 1985 or '86 are:  
Miller: Bob Olsen, Bill Quinn. Walker: Bruce Linsey, Daf Langley. Koning (first awarded in 1986): Dan Stafford. Winners in one category may still be nominated in another category, of course.

\* \* \* \* \*

STATE OF THE HOBBY INFORMATION

Steve Heinowski, the Boardman No. Custodian, reports in EVERYTHING #70 that there were fewer than 100 Regular Diplomacy games started in North America in 1986. This is the first time since 1970 that the figure has dropped below 100. The last game shown in EV. #70, 1986HL, would be the 90th game on the list, assuming there were no false starts or clerical errors. There could be a few stragglers.

Steve lists several possible reasons for the decline, including "lack of cohesion among hobby functionaries, lack of enough good GM's, lack of appropriate hobby promotions..." I think, with the new Diplomacy flyers in the game box and in the stores, the publicity/promotions problem will be overcome. And I truly believe that the hobby leadership is again pulling together, after recovering from the disaster of 1985. However, it seems that we have lost and are losing a great many high quality GM's and publishers. This is a problem that cannot be solved by administrative actions or printing flyers.

It is my personal feeling that one problem is that many of the newer publishers and GM's tried to start right out duplicating the efforts of COSTAGUANA, NO FIXED ADDRESS, or (gulp) VOICE OF DOOM, with massive professionally printed zines. You have to learn to walk before you can fly. Novice editors should be advised that there is nothing wrong with a six or eight page zine. In the "golden age" of Postal Dip, the average zine was probably only about 8 pages, and often poorly printed on a ditto machine. Sure, it's great to have 32 pages of offset material, but how many people working for a living or attending college can go on producing 32 to 48 pages every month, year after year? We are not all Conrad von Metzkes or Gary Coughlans.

I'd like to see the production of more little zines. In the Mensa Diplomacy SIG, we've found many people willing to GM a single game, or two at the most. I think the hobby would be better off if we had more people willing to take care of a game or two, even if as a subzine in someone else's publication.

If we include the total number of other Postal games being run in the American hobby, such as variants, Railway Rivals, Civilization, United, etc., I believe we would find the number fairly respectable. For example, Fred Hyatt reports that there were 45 Miller Nos. issued in 1986, for 14 different variants (including 17 sections of Gunboat, currently the most popular variant). That means there were at least 135 games of some type of Postal Diplomacy started in North American last year. Is anyone numbering and keeping track of the other games? Would anybody like to add up all these numbers and see how many games were started in 1986?

\* \* \* \* \*

As a sidebar to the above, here is a listing of which letters are assigned to which areas for Boardman Numbers. I wish to thank Steve Heinowski, BNC, for this info.

North America: A-AZ (52), CA-CZ (26), HA-IZ (52), KA-LZ (52), PA-QZ (52) & TA-UZ (52), for a total of 286.  
United Kingdom & Ireland: BA-BZ (26), DA-EZ (52), GA-GZ (26), JA-JZ (26), NA-OZ (52) & RA-SZ (52), for a total of 208.  
Continental Europe: FA-FZ (26), MA-MZ (26) & VA-VZ (26) = 78.  
Unassigned: XA-ZZ

I don't believe that more than 200 Boardman Nos. have ever been used in any one year in America or the U.K. Steve points out, however, that it's possible that more BN's may be needed eventually in Europe. I don't know how the small number of Regular games which have been played in Australia and elsewhere have been handled.

\* \* \* \* \*

### LIFER AWARDS BALLOTING BEGINS

Don Del Grande announces the 1987 Lifer awards in his LIFE OF MONTY. You don't need a formal ballot, although there is one in the zine. For each category, just list in numerical order up to five names of people or zines. You do not have to vote in every category, nor do you have to list five names in each. You must vote in at least five categories. The categories are:

Hobby Genius (not restricted to Diplomacy); Most Improved Zine ("Improved" is left up to you to define); Best Zine for Hobby News; Best Letter Column (zine); Hardest Country to Play; Best Board Game other than Diplomacy and Variants; Biggest Hobby Personality (your definition of same; no requirement you have to like the person); Best Musical Group; Favorite Face-to-Face Event (it must feature gaming and include Diplomacy); True Hobby Master Society, <sup>permanently</sup> (the people who are really in charge). Note: Kathy Byrne has already been elected as a True Hobby Master, so you do not vote for her, as election is permanent. Is anyone else qualified to join her as a Master?

Number each choice 1, 2, 3, etc. A first place vote is worth 15 points, second place 10 points; then 6, 3, and 1. In case of a tie, the award is joint. Apparently, you can cast a vote for yourself or your own zine. The Deadline for receipt of ballots is FRIDAY, APRIL 24, 1987.

Send your votes to: Don Del Grande, 142 Eliseo Dr., Greenbrae, Calif. 94904-1339.

\* \* \* \* \*

### WHICH BRINGS US TO THE HALL OF FAME

If you're interested in serving on either the Nominating Committee or the Selection Comm. of the International Hall of Fame, contact Larry Peery, P.O. Box 8416, San Diego, CA. 92102, no later than March 1, 1987. These nominations are for a candidate's lifetime of services to the Postal hobby. In the first election in 1981, you had to be either dead or "retired" for consideration. In the second election, in 1983, active members of the hobby could be considered. There was no election in 1985, due to the DIPLOMACY WORLD crisis, so the IDHOF plans to make up for lost time in 1987 by electing up to 14 people to its ranks. A separate selection will be established for European hobbyists, to guarantee that the "International" part of the name becomes a reality. Of the first 11 people elected, ten were Americans and one was Canadian.

A person must be named on at least 75% of the ballots of the Selection Committee in his area to be elected, as is required in the various Sports Halls of Fame. Therefore the number of inductees will vary from year to year. A candidate does not have to be currently active in the hobby, but there is a sort of rule of thumb that he was or has been active for at least four years.

Current members of the IDHOF are: Edi Birsan, John Boardman, Walt Buchanan, Allan Calhamer, Fred Davis, John Koning, John McCallum, Don Miller, Hal Naus, Conrad von Metzke and Rod Walker. Koning and Miller are deceased.

\* \* \* \* \*

I'VE DRAWN A MAP showing how to find the Red Lion Pub in Central London, site of the London area Postal Editors twice-monthly hobby meet, from the two nearest Underground stations. Includes directions and comments on the area. Just send me a SASE if you'd like a copy, for your next trip to Merry England.

<sup>4</sup>  
WITHER DIPCON?

A proposal has been made by the British hobby to put in a bid for the 1988 DipCon, to be held in England either at ManorCon in July, or MidCon in November. These are the two big British Diplomacy Cons, both centrally held in or near Birmingham. In the event the bid was successful, the event would be called "World DipCon."

I am all in favor of a "WorldCon" Diplomacy event. However, I do not feel that it should appropriate the "DipCon" title. "DipCon," per se, is North America's top Diplomacy event. There is no way that any but a handful of American hobbyists could make it over to England for a tournament. (Anyone wishing to do so can make arrangements now to be in Birmingham in summer or November for ManorCon or MidCon). The DipCon Society Charter provides that the Con will rotate among the four geographic areas of North America in such a way as to provide an opportunity at least once every four years for it to be near most Postal players. Barring a complete absence of other bids, there is no provision for removing it from this continent.

Should the "DipCon" title be removed to Britain in 1988, there would still have to be a premier North American Tournament held somewhere for the benefit of those who couldn't afford to travel Overseas.

→ I would like to make a different suggestion. Let's have a "WorldCon," by all means, just as the Science Fiction hobby has a World SF Con, which goes from continent to continent. Let this start with a "WorldCon" in England in 1988. The July date would be better, despite higher air fares, since that's the only time many of our people could attend. Also, the weather in November can be pretty miserable. Let's make WorldCon a biennial event, rather than annual. It could be hosted by North America in 1990, Germany or Holland in 1992, etc., etc. On that basis, there might be enough people flying together to get group reductions on the air fares. The alternate year scenario would enable us to save up our money and vacation time for the trips, and for the hosts to have enough time to put on a big event, together with some sight-seeing trips on the side.

When in Britain, WorldCon could be held at ManorCon. When in America, it would be part of DipCon. Elsewhere, it could be part of EuroCon, or even AussieCon. With this plan, no current Cons get "taken over" by others, so there are no hard feelings. Every other year, we would have a real World Championship, and the winner could keep his title for two years.

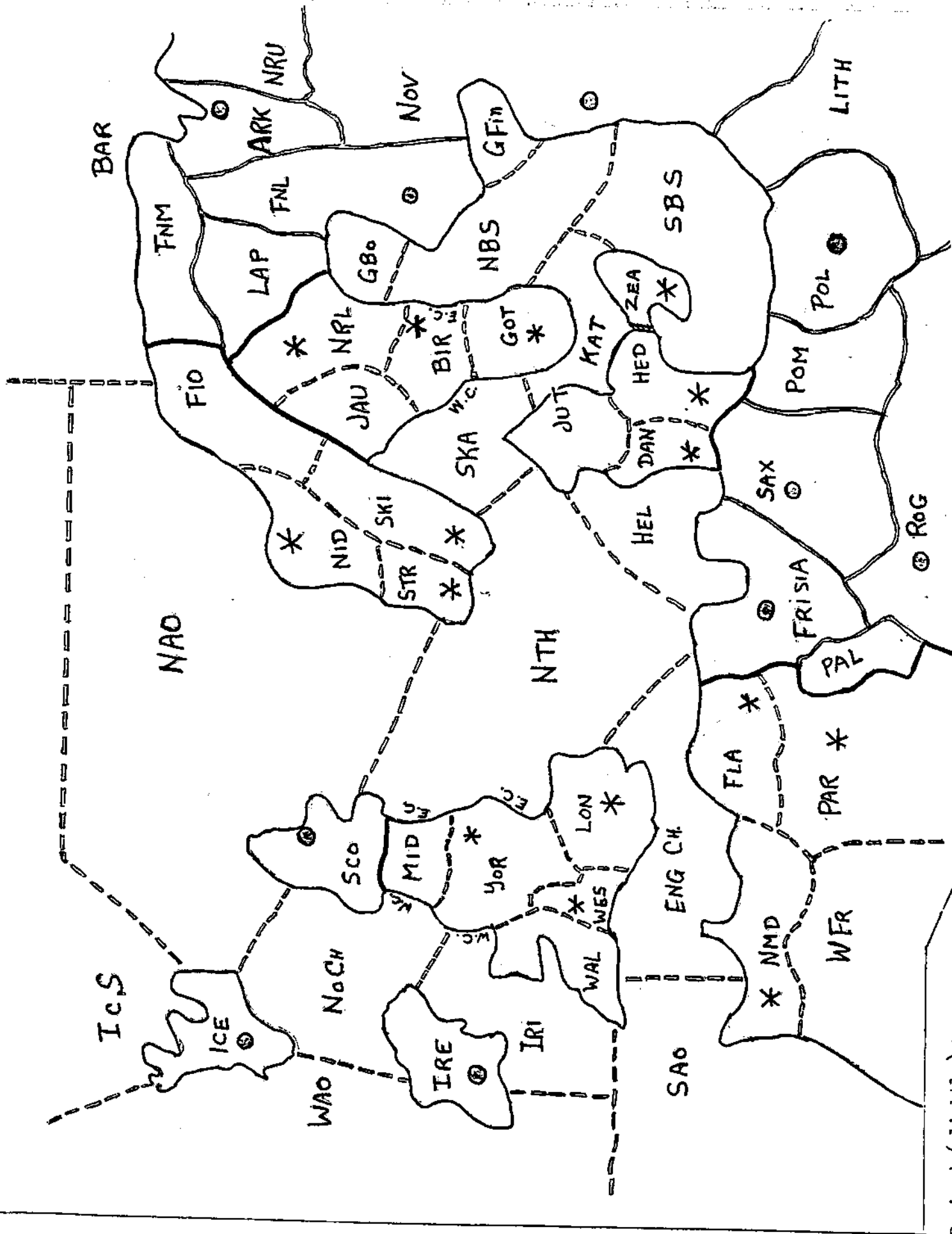
Comments, anyone?

\* \* \* \* \*

ORIGINS '87 TO BE HELD IN BALTIMORE

This very big con will be held in Downtown Baltimore, spilling over from the Convention Center to the adjacent Hyatt-Regency Hotel, July 2nd thru 5th, 1987. There will be the usual Diplomacy Tournament, run by Robert Sacks, on the Friday, Sat. & Sunday. There will be an "Open Meeting" of the Diplomacy hobby on Saturday, July 4th. (Let us hope it doesn't turn out to be just another Rod Walkerbashing or Larry Peerybashing, like a similar event in 1984).

On Friday, July 3, at 7 p.m., I will be offering to run several games of SKINNYDIP, Lew Pulsipher's European variant with just 22 SC's. Because of the small size of the board, it ought to be possible to complete a game in less than four hours. You have to register with ORIGINS to participate, but the entry fee for SkinnyDip is just \$1.00. Hope to see some of you there.



Revised (slightly) by  
Fred C. Davis, Jr., 1986

# Viking Diplomacy II S.M. Ronson

Circle with dot = neutral S.C.  
Asterisk = Home S.C.  
(Map Not to Scale)

VIKING DIPLOMACY II--designed by Jim Ronson, Mississauga, Ontario, Canada, and first published by him around 1971.

Reprinted by Michel Feron, Hannut, Belgium, in LOGENBEEK #E2, about 1973.

North American Variant Bank edition, revised by Fred C. Davis in 1986.

DESCRIPTION: Viking Diplomacy takes place at the height of the Viking Power, in 1000 A.D. It includes the five powers where the Vikings had the most influence at that time. These powers are Denmark, England, France, Norway and Sweden. However, these do not necessarily represent "nations" in the modern sense. For example, the Vikings("Normans") controlled just the northern coastal parts of France, which we would know today as Normandy, Picardy and Flanders (the latter including Belgium). In this game they are also given control of a vast region called "Paris," because they did on occasion move up the Seine to occupy that area. Similarly, the "Rus" came to control Novgorod and other areas which later became known as Russia.

England can be considered to be either completely under Viking control, or a kingdom which overthrew the Danish and Norse invaders and united under native rulers. Note that the northern areas of modern Norway and Sweden (Finmark, Lapland) were then so remote and barren that they are not incorporated into those countries on this map. Arkhangelsk was not really an important area in the 11th century. It has been made a Supply Center only for play balance. Iceland was important at this time.

Because of the smaller board area (25 Supply Centers; a total of only 53 spaces), much more diplomacy is required than in the regular game. For those of you who like the use of fleets, this is the game for you. There are only three spaces on the board not accessible by water. Just think of yourself commanding fleets of Viking longboats, raping and pillaging the areas where you land.

#### COUNTRIES & HOME SUPPLY CENTERS:

DENMARK: F Daneland, A Hedeby, F Zealand ("Sjælland," the island on which Copenhagen is located today)  
ENGLAND: F London, F Wessex, F York (w.c.)  
FRANCE: F Normandy, F Flanders, A Paris. (Capital would be Rouen, in Normandy).  
NORWAY: F Nidaros, F Stavanger, F Skiringssaa (near what is now Oslo).  
SWEDEN: F Gothland, A Norrland, F Birka (e.c.) (near modern Stockholm)

#### OTHER RULES:

1. The game begins in Spring 1001.\*
2. The Victory Criterion is ownership of 13 Supply Centers.
3. Norway has the option of placing the F for Nidaros in the Fiordland province before the game starts. This need not be disclosed until the reading or publication of the Spring 1001 orders.
4. There is a sea passage between Hedeby and Zealand, so Hedeby has only one coast.
5. All Danish provinces are adjacent, but there is no connection between any Danish and Swedish provinces.
6. There are three two-coasted provinces: Birka, Midlands and Yorkshire.
7. All other regular rules of Diplomacy apply.

\* \* \* \* \*

\* A review of the historical record shows that 951 A.D. would have been a better starting date. The Norsemen took control of Novgorod ca. 800, Frisia in 834, Ireland in 834, Iceland in 874 and Normandy in 911. They controlled the "Danelaw" area of Britain 874-920. They raided Hamburg in 845, Cologne in 881 and Paris in 885, but were evicted from Frisia in 885. Their power began declining after 1000 A.D. Accordingly, players may opt to start the game in 951.

(over)

## Improving Viking Diplomacy

When I first reviewed this design, there were two things I did not like. One was the lack of any ordinary land provinces for maneuvering on the main areas of continental Europe. There were ten Supply Centers clustered together, with ordinary spaces only at the extremities, in Jutland, Lithuania and Western France. The other was the choice of names for some spaces. "Eastern France," for example, could have been called either "Flanders" or "Belgica." The central spaces called "Romanic Germany" and "Romanic Austria" were too far north. The Romans had never penetrated to the area called "Romanic Germany."

The solution to both problems came in a flash when I suddenly realized that no one had ever noticed that the north German space should have been marked as a two-coast province. We are so used to seeing Kiel as a one-coast province that we forget that the Kiel Canal wasn't built until around 1890! I immediately divided the former Romanic Germany into two spaces, one for either coast, and named them "Saxony" (a SC), and "Pomerania." Then, I abolished the name Romanic Austria, and placed Romanic Germany in that location at the bottom of the map, in a far more logical location. I then added a small ordinary space, "Palatinate", in the Rhineland, to add room between Paris, Frisia and Romanic Germany. There are now 12 ordinary land spaces. These, plus the 16 sea spaces, should provide sufficient maneuvering room in the game.

Eastern France has been renamed Flanders. Southern Russia became Lithuania. I was tempted to rename some of the Scandinavian tongue-twisters, but decided to leave them alone, since their names do add a touch of Norse influence. The map is hopelessly inaccurate and out of scale, but Medieval maps were usually quite inaccurate. I did make a few corrections in the English and French coastlines and in the Polish boundaries, and corrected the spelling of Stavanger.

With five Great Powers and ten neutral Supply Centers, the intent of the original designer, I'm sure, was to give each Power a good shot at taking two neutrals. For Denmark, these are Poland and Saxony; for England Ireland and Scotland; and for France Frisia and RoG. However, it appeared that Sweden would be favored to take three SC's, Ark., Finland and Novgorod, and Norway only one, Iceland. Accordingly, I have added one special rule, giving Norway the option of placing his Midaros F in Fiordland at the start of the game. This gives Norway the favored chance to take Arkangel's in Fall 1001. In a real game, of course, anything can happen, including an all-out attack on another country's homeland.

- Fred C. Davis, Jr., 1986

### Abbreviations:

Ark = Arkhangelsk	Jau = Jauntland	Pol = Poland
Bar = Barents Sea	Jut = Jutland	Pom = Pomerania
Bir = Birka	Kat = Kattegat	RoG = Romanic Germany
Dan = Daneland	Lap = Lapland	SAO = South Atlantic Ocean
Eng = English Channel	Lith = Lithuania	Sax = Saxony
Fio = Fiordland	Lon = London	SBS = South Baltic Sea
Fla = Flanders	Mid = Midlands	Sco = Scotland
Fnl = Finland	NAO = North Atlantic Ocean	Ska = Skagerrak
Fri = Frisia	NBS = North Baltic Sea	Ski = Skirngsaa
GBo = Gulf of Bothnia	Nid = Nidaros	Str = Stavanger
GFi = Gulf of Finland	Nmd = Normandy	Wal = Wales
Got = Gothland	NoC = North Channel	WAO = West Atlantic Ocean
Hed = Hedeby	Nov = Novgorod	Wes = Wessex
Hel = Helgoland Bight	Nri = Norrland	WFr = Western France
Ice = Iceland	Nru = Northern Russia	Yor = Yorkshire
IcS = Icelandic Sea	Nth = North Sea	Zea = Zealand
Ire = Ireland	Pal = Palatinate	Fnm = Finmark
Iri = Irish Sea	Par = Paris	



THE VIKING DIPLOMACY VARIANT

You've just seen the rules and map for Viking Dip II (pz02) on the preceding pages. This is a five-player game which shows some merit as a short game. There is also a six-player version, adding the Kievan Rus (+ Novgorod) as the sixth power, and two additional neutral SC's, which I'm calling Viking Dip II-R (pz03). If you'd be interested in playing Viking Dip in BUSH, please let me know, and tell me whether you'd prefer the five-man or six-man version. It's on my list for consideration for a future game here.

Any comments on the game are also welcome, especially if you try it out. Yes, the map is pretty badly drawn, but so were all Medieval maps. I believe the game is quite playable, which is the important thing.

\* \* \* \* \*

BALKAN WARS III - 1987A pb06"WINTER 1900"

We are now positively ready to start. We have new players for ROMANIA and SERBIA. They are: ROMANIA: Bruce Geryk, 5748 S. Blackstone Ave., #206, Chicago, Ill. 60637. SERBIA: Paul Kenny, 426 Alison Apts., Marlton, N.J. 08053. Also, Ralph Baty has returned from West Berlin and confirmed his position as the #1 Standby. Everyone else keeps the positions to which they were assigned in December.

Phil Dancause will maintain his sub to BUSHWACKER, and will join a later game, when he has more time. Russ Wallace wrote me to explain his personal situation, which has caused him to temporarily drop out of his games. Hopefully, he will return later.

So, the DEADLINE for SPRING 1911 will be TUESDAY, March 17, 1987. The phone deadline is Mon., March 16th, at 9:00 p.m. Eastern Time. I already have orders on hand from two players. Hey, we can use more standbys here!

\* \* \* \* \*

PLUG: THE VOLCANO CITY NEWS, by Rory Noble, 436 S. 10th St., St. Helens, Ore. 97051. This is a new zine, named for that nearby mountain that gave us a new meaning to rock and roll. Rory is offering to run both Regular Diplomacy and variants (yeaa), plus D&D (boo), and maybe "Clue" (yeaa). ((I can send you a copy of "Postal Clue" if you're interested, Rory,)) There is also sporting news, and a Music Trivia Quiz. Subs are \$3.50 per year (I presume this means 12 issues). I don't see any additional charge for a Game Fee, so this sounds like a bargain. It is xeroxed, in BIG type that people like me can read without removing our glasses. Its only fault is that the pages weren't numbered. Hopefully, this will be corrected in future issues.

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TURNABOUT DIP - 1986C ca02WINTER 1903

PLAYERS ELECT TO PLAY BOTH WINTER AND SPRING. CRAIG REGES IS NEW IRISH RULER.

		Current Strength	
BALKANS (Dousette):	Build A Belgrade	7 (-)	(was 1 short)
BENELUX (R. Brown):	No change	6 (-)	
IRELAND (Reges):	No change	7 (-)	
MID. EAST (Stewart):	A Turkey (R) Mesop.	5 (-)	
SCANDINAVIA (Cheek):	No change	3 (-)	
SLAVS (Cruickshank):	Build A Kiev	6 (+1)	
SPAIN (Rice):	Remove F Gulf of Idons	5 (-1)	(more)

TURNABOUT DIP (Cont.)

SPRING 1904

SLAVS INVADE MIDDLE EAST, BUT ARAB NAVY BRINGS TROOPS TO THE RESCUE. SWISS NEUTRALITY SHATTERED. IRISH & DUTCH TEAM UP TO OVERWHELM NORSE, WHO OMIT ORDERS FROM THEIR MAIL.

BALKANS (Dousette): A Austria-Switz. A Hungary-Austria. A Sofia-Rumania.  
 (7) A Athens (H). A Belgrade-Bosnia. F Milan-Adriatic.  
F Naples (S) SPANISH F Tyrr. Sea-Central Med.  
 BENELUX (R. Brown): F North Sea-Skag. F Copenhagen (S) F North Sea-Skag. A Prussia  
 (6) (S) F Copenhagen. A France-Switz. A Rhineland (S) A France-  
Switz. A Aquitaine-France.  
 IRELAND (Reges): F Norwegian Sea-Oslo. F Lapland (S) F Nwg. Sea-Oslo.  
 (7) F Scotland-North Sea. F Channel (S) F Scotland-North Sea.  
F Hebrides Sea-Norwegian Sea. F MAO (H) /d/, (R) to Bay of  
Biscay, per R.H.R. A England (H).  
 MID-EAST (Stewart): F Eastern Med-Gulf of Isk. A Sicily boards F Central Med.,  
 (5) A/F Central Med-Eastern Med, A disembarks Jerusalem.  
A Mesop.-Caucasus. F Libya (H).  
 SCANDINAVIA (Cheek): NMR. A Stockholm (H). F Oslo (H) /d/, Annihilated.  
 (3) F Skag. (H) /d/, Annihilated.  
 SLAVS (Cruickshank): A Rumania (H). A Galicia (S) A Rumania. A Riga (H). A Kiev-  
 (6) Caucasus. A Turkey-Damascus. F Black Sea-Turkey.  
 SPAIN (Rice): F Lisbon-MAO. F Western Med (S) F Lisbon-MAO. F Tyrr. Sea-  
 (5) Central Med. F Tunis (S) F Tyrr. Sea-Central Med.  
A Languedoc (U) (H).

PRESS:

BALKANS to Benelux: Is it Beneluxer? Or Beneluxian? Please let us know, as we're writing your obituary and want to get it right!

BALKANS to Mid-East: Sorry about that, but Spain got there fustest with the mostest.

RUMANIA (April 9, 1904): Rumanian peasants continued to shower their Polish liberators with gratitude. Polish soldiers still hear terrible stories of the Greek occupation - horrifying tales of crop destruction, animal rape and mandatory concerts of Macedonian music. Members of the Polish legislature, the oldest parliamentary body in Europe, are now calling for the complete liberation of the Balkans from Greek rule.

SPAIN: Trust is going to be the death of me yet. Anyone else want a "peace" of me? Take anything except my wife! Please!

BALKANS Announcement: The Balkan States have just completed a treaty of peace and friendship with the United Tribes of America. Geronimo, the UTA Ambassador to Belgrade, sends President Sitting Bull's appreciation for Balkan assistance during the Indian wars against the now vanquished French and English colonials. The UTA has agreed to an extensive lend-lease program of bows, arrows, canoes and spears for use against the Beneluxians. Geronimo, through his translator and personal manservant, George Armstrong Custer, has expressed the universal Indian sentiment: "The only good Beneluxer is a dead Beneluxer!"

GM'S COMMENTS: I wish to thank everyone for submitting orders for Spring 1904, and permitting the game to go ahead full speed. I'm not asking for any back-up moves for Scandinavia. I received a letter from Robert Cheek containing orders for Vacation Dip. Apparently, he just forgot to enclose his orders for this game.

DEADLINE for FALL 1904 orders will be TUESDAY, March 17, 1987 (St. Patrick's Day). Telephone deadline will be Mon., March 16th, at 9:00 p.m. Eastern Time.

VACATION DIP III - 1985R rm39FALL 1907

RUSSIANS RECOVER MOSCOW AND BOHEMIA FROM GERMANS. ENGLISH ARRANGE FOR AN INTERNATIONAL CONVOY TO LIBERATE EDINBURGH. TURKISH EFFORT TO BREAK INTO ATLANTIC FRUSTRATED. ITALY GETS TWO BREAKS.

Note: The Italian F dislodged from Tyrr. Sea was able to (R) to Naples, which was vacant, instead of being annihilated. The Turkish F was in Calabria.

CHANGES OF ADDRESS: Brad Wilson (FRANCE): 307 Sharpless St., West Chester, Pa. 19382  
Bill Young (GERMANY): P.O. Box 93, Audubon, Pa. 19407. I don't know whether this is permanent or temporary.

ENGLAND (Chang): Plays Card #69 (all attacks against England fail). F St. Pete-  
(8)(7 units) Gulf of Bothnia. A Norway-St. Pete. A Sweden-Edinburgh. (C) by  
(1 short) Austrian & German F's. F Norwegian Sea (S) A Sweden-Edi. F Brest-  
Gascony. F London-Wales. F MAO searches for gold (H) (in C.D.),  
(Protected by Card #69).

FRANCE (Wilson): (O). Sends change of address notice.

GERMANY (Young): Plays Event Card #89. Tunis reverts to neutral status. (i.e. It's  
(8)(8 units) still a SC, but now unowned). F Holland-Belgium. F Skag. (C)  
ENGLISH A Sweden-Edinburgh. A Warsaw-Ukraine. A Moscow-Sevastopol  
/d/, (R) Siberia (per orders). A Prussia-Warsaw. A Silesia (S) A  
Prussia-Warsaw. A Bohemia-Vienna /d/, Annihilated. A Munich-Tyrol.

ITALY (Hoffman): A Tuscany-Piedmont. A Venice (S) A Tuscany-Piedmont. A Rome (MS)  
(5)(6 units) F Naples. VA Burgundy (S) TURKISH A Tyrol-Munich (NSO).  
F Marseilles (S) Austria (sic) (H) (in C.D.)

AUSTRIA (Rice): Plays Event Card #82, creating a SC in Piedmont. VF North Sea (C)  
(0)(2 units) ENGLISH A Sweden-Edinburgh. VF Denmark-Helgoland Bight.

RUSSIA (Cheek): A Galicia-Bohemia. A Vienna (S) A Galicia-Bohemia. A Ukraine-  
(5)(7 units) Moscow. A Sevastopol (S) A Ukraine-Moscow. VF Sardinia-Gulf of Lyon.  
VF Spain(nc) (S) TURKISH F North Africa-MAO. F Edinburgh (H) /d/,  
may (R) Clyde, Yorkshire or Hebrides Sea.

TURKEY (Kenny): A Tyrol (S) RUSSIAN A Vienna-Bohemia (NSO). A Trieste (S) A Tyrol.  
(10)(11 units) A Budapest (S) RUSSIAN A Galicia (NSO). A Bulgaria-Serbia. F North  
Africa-MAO. VF Western Med (S) F N.Africa-MAO. (Blocked by English  
play of Card #69). F Tunis-N.Africa. F Ionian-Tunis. F Aegean-  
Ionian. F Tyrr. Sea (MS) F Calabria.

SUPPLY CENTER CHART. VACATION DIP III. WINTER 1907: GAINS, ~~LOSSES~~

AUSTRIA:	(None)	0 (-), No change
ENGLAND:	3 Home, Brest, Ireland, Norway, St. Pete, Sweden	8 (-), Build 1 (1 short)
FRANCE:	(none)	0 (-), No change
GERMANY:	3 Home, Belgium, Denmark, Holland, Warsaw, <del>Moscow</del>	7 (-1), No change, 1 unit annihilated.
ITALY:	3 Home, Marseilles, Paris, PIEDMONT (New SC)	6 (+1), Build 1
RUSSIA:	Sev, Portugal, Rumania, Spain, Vienna, MOSCOW	6 (+1), Build 1 (no room to build)
TURKEY:	3 Home, Budapest, Bulgaria, Greece, Serbia, Sicily, Trieste, TUNIS	10 (-), No change (Tunis counts as a new SC).

Austria & Russia have 2 Vacation Units ea. Italy & Turkey have 1. England, France and Germany do not own any Vacation units. There are now 37 SC's in the game, so the V.C. has gone up to 19.

(more)

VAGATION DIP PRESS:

GOTLAND (Austrian Press): A little disappointed with the offers, guys. So, I decided Italy needed a little help. Hope it helps.

The following cards were played in 1907: #69, 79, 82, 89. Another card was theoretically played, and that player will receive an explanation.

Players: Your next Event Card is: # \_\_\_\_\_

The next DEADLINE will be TUESDAY, March 17, 1987. If everybody will submit orders for both WINTER 1907 and SPRING 1908, and nobody requests a separation of seasons, we'll play both seasons. Otherwise, we'll just play Winter. The phone deadline will be Monday, March 16th, at 9:00 p.m., Eastern Time.

\* \* \* \* \*

THE SPACE PROGRAM is in trouble again. Now, the Reagan Administration wants to cancel the Mars Observer due to be launched in 1990. This in the face of two Soviet flights planned for 1988, and an international agreement the U.S. has already made to launch this scientific mission. Once again, as with Comet Halley, the U.S. will be the laughing stock of the world's scientific community, as we slash all non-military or non-Shuttle items out of our space program. At the request of the Planetary Society, I have written to my Senators and to Dr. James Fletcher at NASA Hqs., protesting this budget cut.

A recently published book states that this NASA nickle-nursing goes back to 1971, when Nixon decided to downplay the space science program. The author, speaking on "The Larry King Show," stated that apparently neither Jerry Ford nor Jimmy Carter had any great interest in the space program either, as they let the Shuttle be pared down from a great vehicle to a Rube Goldberg monstrosity! Camelot, where art thou?

\* \* \* \* \*

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