



BUSHWACKER

VOL. XVI, No. 3

(15 Years Old This Month)

MARCH 1987

This is the 184th consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play and reporting of Diplomacy Variant games, and whatever else I feel like writing about. This insanity 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 daily between 12 Noon and 9:30 p.m., Eastern Time, except please do not call between 6 and 7 p.m., when we're having dinner. Since there is no guarantee that I'll be home, please submit your orders by mail except in emergencies. Hey, a few of you are still sending zines and letters to our old address in Baltimore. Please put this new address in your records!

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and Copyright by The Avalon Hill Game Co. of Baltimore, Md. Distributed in Canada by Waddington's House of Games (with a one-piece board and traditional wooden blocks). This zine is named after a comic strip character I created back in the 6th grade. That's his picture, in combat uniform, on 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. That's it. No sub requirement to have to keep track of. Saves work for both of us. For your Fee, you receive copies of the maps/rules for your game(s), plus receipt of BUSH for the duration of your games. Mensa Diplomacy SIG members 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 zines on an all-for-all basis. We'd offer a half-sub rate to producers of one or two-page zines.

GAME OPENINGS: Several people have expressed interest in the following games: Ancient Empires III - 3 players. Character Dip - 5 players. Viking Dip II (5-man game) - 2 players. Woolworth II-D (5-man version) - 2 players. So, it looks like one of these will be our next game. Almost everyone has expressed an interest in more than one of these games. Please send in your preferences, if you haven't already done so, and we'll let you know when one gets filled. Perhaps you have a friend (enemy?) whom you can interest in signing up.

This issue contains reports on VACATION DIP III (1985R rm39), TURNABOUT (1986Cca02) and BALKAN WARS III (1987A pb06), which finally gets started this month.

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WE WILL BE OUT OF TOWN from Saturday, April 11th through Sunday, April 19th (Easter). Therefore, the next issue of BUSH will not appear until after the April 23rd deadline. With this slippage, issue #185 will be called "April/May," but I haven't yet decided whether this will be a double issue. If not, all subs will be extended by one month. Incidentally, my eye surgery was postponed for at least another year, on my physician's judgement.

You will find the 1987 Runestone Poll Ballot enclosed with this issue of BUSH. It is separated from the zine, so that you may fill it out and return it without damaging any of the "valuable" pages of this zine. Please read the instructions on the ballots carefully before completing them. Note that any zine which folded prior to January 1987 is not eligible for consideration this year. I had made a similar suggestion, and am glad to see that Bruce Linsey has accepted it in a modified form. The voting deadline is a month later this year (June 27th), but please don't wait. Vote now, while you have the ballots handy.

There is also a letter from Linda Courtemanche, chairperson of the Diplomacy Alliance Against Cancer, asking for your pledge for a small contribution for the American Cancer Society. This will be based on the number of votes cast in the Poll. You may return your pledge sheet to Bruce with your ballot, if you wish, or forward it directly to Linda at the address shown on the letterhead.

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You will also find a brief description of British Diplomacy zines on Page 5. This is timely for this issue, since we are also discussing the possibility of holding a "WorldCon" in England in the Summer of 1988. Should this come about, and you are able to attend, it would be a good idea to at least see a couple of copies of British zines, to gain some insight into what they are doing and saying in the British hobby. You will find a few strange items, I'm sure, but this ought to improve international communications.

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DIXIECON Gaming Convention: To be held at the U. of North Carolina at Chapel Hill, May 23-24. There will be a three-round Diplomacy Tournament, with two rounds on Saturday and one on Sunday. Awards will be given to the top seven players, as well as for Best Country for each Great Power. There will also be a Gunboat Tournament, if there is sufficient interest. Other games will also be available.

Fees are \$10 for registration, and \$15 per night for double occupancy rooms in University housing. A limited number of rooms are available for the Friday night. Meals are on your own, with many restaurants and fast food outlets within walking distance. Free shuttle service is available from Raleigh-Durham Airport for those wishing to fly in. To register, send your name, address and gaming preference to:

David Hood, Tournament Dir., 604 Tinkerbell Rd., Chapel Hill, N.C. 27514.
Phone: (919) 967-7608. Deadline for pre-registration is April 29th.

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I've heard absolutely nothing from MaryCon. Apparently, there is going to be a Diplomacy tournament there, over the weekend of June 5-7, 1987, which is the same weekend as DipCon. It would be nice if there could be a telephone tieline, so that the winners for each Tournament could be jointly announced, but your guess is as good as mine as to whether this could be arranged. MaryCon is held on the campus of Mary Washington College in Fredericksburg, Va. Dormitory housing is available, and food packages are sold for the nearby cafeteria. All dining and gaming areas are air-conditioned. Fredericksburg is located on I-95, about 60 miles south of Washington, D.C. This was the site of the 1986 DipCon. Anyone unable to attend DipCon may wish to consider attending MaryCon instead.

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STATE OF THE HOBBY (Cont. from last issue)

Letter from Jack McHugh, 280 Sanford Rd., Upper Darby, Pa. 19082.

I bring the views of a novice player,... but I do wish to comment on those tones of doom I've been hearing not only from you but ((from others)).

Everyone is basically saying the Dip hobby is falling on hard times. I beg to differ on the following grounds. The number of new zines that have appeared in recent months. I disagree that the folding of older zines is ((necessarily)) bad. If a person feels he cannot effectively publish, I say: get out! Why? It frees subbers and players for new zines, which are less likely to disappear and thus sour people on the hobby permanently.

There will be, of course, a time lag to this "changing of the guard" process. It is easier to fold a zine or end a game than to start a new zine (or game), and it will take some time for the new pubbers to get on their feet.

Another point I'd like to make is that more is not automatically good, and fewer games not automatically bad. Lesser numbers could mean having people concentrating on fewer games, thus reaching a higher quality of play; and GM's handling fewer games, with a higher quality of GM'ing. ...

It seems to me that what we are witnessing is not the downfall of PBM Dip, but a reorganization and transition period. A passing of the torch, so to speak. This could be, and I would say is, the beginning of a Dip renaissance, as the hobby moves into the 80's and 90's. ...

((I hope you're right, Jack. It is certainly a lot easier for someone to start a zine today, with all the word processors and corner printshops available, than when people had to bang out ditto or mimeo stencils and then cover themselves with ink trying to get some legible copies. I sometimes worry, though, that people today have so many irons in the fire at once that Diplomacy may not receive all of the attention it requires from both the players and GM's. One really has to be dedicated to participate in this hobby. Being crazy helps, of course, but dedication, sometimes called old-fashioned stubbornness, is the key ingredient.))

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NEWS FLASH. I have just received my copy of the Third Edition of MASTERS OF DECEIT. This is a marked improvement over the previous versions. Once again, there is only one Postal hobby. This edition was produced by Ken Peel on a Macintosh computer, and Laser-printed. It was edited by Bob Olsen, and illustrated by J.R. Baker. Copies are available from Woody Arnawoodian, 602 Hemlock Cir., Lansdale, Pa. 19446, for \$1.00. Hey, they even mention BUSHWACKER, the N. American Variant Bank, and me, on Pg. 33! Nice article on Variants there, by Bob Olsen. Recommended.

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WEDDING BELLS. I'm happy to report that Kathy Byrne and John Caruso were married in Las Vegas, Nevada, sometime in February. Why they had to go to Las Vegas I don't know. Is marriage a gamble? Maybe there was a Diplomacy Tournament out there? Kathy says she'll use the name Kathy Caruso from now on, but we hope that she'll keep her fighting name for her Diplomacy games. I guess once KATHY'S KORNER and WHITE-STONIA merged, it was inevitable that this Alliance would be carried one step further.

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UPDATE ON "WORLDCON" PROPOSAL

Several other zines on both sides of the Atlantic have commented on the broad concept of a WorldCon, and on the narrower issue of whether the British should bid to hold the 1988 DipCon in England. The consensus seems to be that a WorldCon is a very good idea, but it would be wrong to try to move DipCon, which is essentially North America's #1 Diplomacy event, across the Pond. The British leadership on this matter is now considering simply announcing at this year's DipCon, and in other hobby areas, that they will host a WorldCon in 1988, probably in connection with their ManorCon, which is usually held in Birmingham in July or August. If enough Americans can get together (I think you need 20 people), we might be able to get a charter rate. If at least seven Americans show up, they can form a team at ManorCon. There is a tradition at ManorCon of forming 7-man teams, based on geography or readership in a particular zine, or maybe what beer they prefer. In addition to the regular Tournament scoring, each team's results are also calculated, and a prize given for the best team score. It would be great to have a red, white and blue Yank team present.

Transportation would be needed from Heathrow to Birmingham, but this is only 100 miles. A travel brochure I read showed that both BritRail and motor coach services are available directly from Heathrow, without the necessity of first going into Central London. If you do want to go downtown first, the Underground stations are right in the basements of the Heathrow terminals. The Underground will bring you to Central London at twice the speed and half the cost of the busses, and has direct connections with all of the railroad stations. Trains to Birmingham leave from Euston Station.

The concept of holding a WorldCon every two years is now firming up. In 1990, it would be part of DipCon, and then go on to other countries from there.

Speaking of DipCon, I've heard second-hand that the only bid thus far received for the 1988 event has come from Houston, Texas. There are a lot of Diplomacy players in Texas, now, as shown by the 1986 Census, so this is probably a good location for Region III.

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WE SAW "PLATOON" THE OTHER DAY. We went out of ^{an} obligation to see an honest movie. We certainly didn't go for "entertainment." This is a hard film to sit through. Although I was never actually in combat, I had enough basic Infantry training to see that they were showing things the right way, rather than the Hollywood way. There are some absolutely ghastly scenes, and one, the village massacre, which leaves a deep sense of shame. Technically, the movie is superb. I doubt there have ever been jungle firefight scenes ^{filmed} like this before. The acting is excellent. This is what actually happens when "that counter is removed."

My one complaint is that, with the exception of the lead and the two sergeants, everyone looked alike. The only thing you could tell was whether they were black or white. Many of the scenes were shot in dust or semi-darkness, with the "grunts" just interchangeable cogs in the war machine. Only toward the end was I able to distinguish some of the men from each other. Insignia would have helped, but they were rarely worn in combat in 'Nam. I'm sure this was deliberate, as an attempt to show how unimportant each individual was. However, it detracted from the story to be unable to tell who was who, or who got hit.

If you're a wargamer, you owe it to yourself to see this film. But don't go on a date, or expecting a good time. This is a real downer. I was depressed for several hours afterwards. Sherman was right. War is hell.

OBSERVATIONS ON BRITISH DIPLOMACY ZINES - by Fred Davis

1. They never show the Date, or even the Month, of publication. Presumably, this is because the Postal service is supposedly able to deliver mail anyplace within the U.K. in 48 hours. Therefore, the receiver is presumed to automatically know that a copy is, say, the February issue, since it arrived in February. British editors have overlooked the fact that Overseas readers may be receiving the zine from six weeks to two months later, depending on the vagaries of sea mail. The only way we can guess at the time frame is to see what the next Deadline date was for the games. Sometimes a later zine will arrive before an earlier one. Since all British professional magazines show publication dates, I've never been able to understand this reluctance of fanzines to do so.
2. Many do not show a return address on the outside. So, you don't know who it's from until you've opened it and read the masthead. Even then, it's sometimes hard to locate the sender's address, which may be modestly hidden somewhere at the bottom of the last page. I think this shows the British publisher's complete confidence that his postal system will actually deliver the zine. They haven't had the American experience where, sometimes, even a correctly addressed zine will be returned to the sender marked "No Such Address" or "Unable to Locate."
3. Most zines do not use Standby players in their Diplomacy games. If someone drops out, the position goes into "Anarchy", no matter how large. The sole exception is for Spring 1901. If a player NMR's in S '01, the game is restarted from scratch with a new player. I believe in most cases the countries are reassigned. The drop-out problem is apparently less severe in the Tight Little Island, perhaps due to a higher level of maturity among the players. However, some zines are now starting to run games with standby players. Zines running International games usually offer standbys for those games, since the possibility of losing players is much higher in them.
4. There will be a lot of material on subjects other than Diplomacy. Most British zines will carry sections of many other games, such as United (soccer), "1829" (railroading), roleplaying games, etc., etc. Unless you're into these games, parts of the zines may be incomprehensible. But, Diplomacy is usually still the central theme around which all else revolves, at least in the zines which I see.
5. Most zines will carry lengthy letter columns, covering all sorts of topics. You can enjoy the letters on Dip and on postal play in general, and some of the material on cons. When the subjects change to items on British politics, universities and sports, you may be left in the dark (especially if the subject is cricket). However, you'll be surprised to see the many references to American football, which is becoming popular in Blighty, and even some mention of Baseball! You'll want to pick and choose your way through the lettercols. There is very little feuding.
6. The quality of writing is generally better than that found in American zines. In both Britain and Canada, people are still taught the three R's in school, so you see fewer spelling or grammatical errors. Whatever the subject, you'll usually get a "good read."
7. I find the most interesting parts of the zines to be the personal items, in which the editor tells us something about himself and his life. This is the real hands-across-the-sea contact, as you get past the tourist Potemkin villages to the real world of the British middle class. You may find yourself engaging in correspondence with pen pals, and maybe finding your letter printed in a foreign zine. So, try at least one British zine, for a taste of something different. (The ZINE REGISTER, produced by Simon Billenness, contains a detailed list of European zines and an explanation on how to subscribe).

MUSEUM NOTE. Do you have any World War I or II documents or relics in your home which you'd like to donate to a secure source for posterity? This could include unpublished photographs or letters or war memoirs or diaries. If they in any way relate to the United Kingdom or other Commonwealth countries, the Imperial War Museum in London may be interested in receiving them.

Just before I moved, I came across some letters written from London in 1939 and 1940, by my Grand Aunt Jessica Rex to my Dad in Chicago. She describes the scenes of mobilization and the Blitz in interesting and personal terms. I made transcripts of these letters and sent them to the Museum to see if they were interesting in having the originals. They promptly replied that they'd be delighted to have them. It seems they have an excellent filing system for breaking down such letters into the various London neighborhoods, and County regions elsewhere, so scholars can study the war's effects in a particular location. My Aunt's letters will go into the file for Hornsey (London N.8).

If you wish to contribute anything, their address is: Imperial War Museum, Lambeth Road, London SE1 6HZ. Attn: Dept. of Documents. Perhaps the Smithsonian Institution maintains similar collections from American sources, but I'm not sure.

If you'd like a transcript of my Aunt's letters, please send me 25¢ and a SASE.

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BASEBALL WARZ

Once again, fools rush in where angels fear to tread, and I present "Fred's Fearless Predictions" for the 1987 Baseball season. We got one first-place finish right last last year when we picked the N.Y. Mets in the NL East, but then, so did everybody else. We were close when Cincinnati finished second in the NL West. Nobody in their wildest dreams picked Boston to win in the AL East in '86, and I do not expect them to repeat this year. I do pick the Mets to repeat.

As usual, we only show the top four teams in each Division. Last year's final standings are shown in ()'s:

<u>AL East</u>		<u>AL West</u>		<u>NL East</u>		<u>NL West</u>	
	<u>ACT</u>		<u>ACTUAL</u>		<u>ACT</u>		<u>ACTUAL</u>
1. N.Y. Yanks	(2) 4	Kansas City	(3) 2	1. N.Y. Mets	2 (1)	Cincinnati	(2) 2
32. Boston	(1) 5	California	(1) 7	2. St. Louis	1 (3)	L.A. Dodgers	(4) 4
✓ 23. Toronto	(3) 2	Oakland	(4) 3	3. Philadelphia	4 (2)	Houston	(1) 3 ✓
4. Detroit	(4) 1	Texas	(2) 6	5.4. Chicago Cubs	6 (5)	5 San Diego	(5) 6
AL W.	(5) 3	Min	(5) 1	4. MONT.	3	4 San Francisco	1

The Big Bad Yankees just have too much going for them to miss this year, much as I hate to admit it. In case you're curious, I can't see the Baltimore Orioles getting any higher than 5th place after last year's disaster. K.C. should bounce back to their '85 style. I can't see Texas' 2nd place finish last year as anything but a fluke. Likewise, the S.F. 3rd place finish in the NL West was a fluke. I see the Giants finishing either 5th or 6th there. The Dodgers have returned from the hospital, but I can't see them nosing out an aggressive Cincy team for the top spot.

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Quote for the Day: "Today, nobody lives in the United States or Germany. Everyone lives on the Planet Earth. Anything that happens anywhere on the planet affects everyone else on the planet." — a German writer in the Mensa BULLETIN, discussing the effects of radiation leakage from nuclear power plants.

VACATION DIP III - 1985R m39PLAYERS ELECT TO PLAY BOTH SEASONSWINTER 1907

NOTE: We recently completed a revision of the Vacation Dip, III Rules and Event Cards to be used in future versions of this game, and sent advance copies to most of the players in this game for any comments or corrections. We inadvertently left out one section. In Rule 4, change the old Section "a" into Section "f", and add a new Sec. e:

e. If two players simultaneously order conflicting events via their cards, the orders will cancel each other out.

		Current Strength:	
		Supply Centers	Vac Units
ENGLAND (Chang):	Build F Liverpool (was one short)	8 (—)	0
FRANCE (Wilson):	No change	0 (—)	0
GERMANY (Young):	No change (one annihilated)	7 (-1)	0
ITALY (Hoffman):	No room to build (will be 1 short)	6 (+1)	1
AUSTRIA (Rice):	No change	0 (—)	2
RUSSIA (Cheek):	Build A Sardinia per Card #83. F Edi (R) Hebrides Sea (one short)	6 (+1)	2
TURKEY (Kenny):	No change	10 (—)	1

We had forgotten to say last month that Italy had no room to build. The Vacation space may be used to build a new unit only when an Event Card permits this. The revised rules will permit this to happen more often.

SPRING 1908

ITALIANS TAKE TYROL WITH GERMAN HELP. GERMANS REGAIN MOSCOW, BUT LOSE UKRAINE. TURKS OCCUPY MAO WITH AMERICAN REINFORCEMENTS. RUSSIAN TOURISTS DESCEND ON FLORENTINE ART GALLERIES. ENGLISH "BLOCK IN" RUSS FLEET. AUSTRIANS "LIFT" TURKISH FLEET.

ENGLAND (Chang):	F Norwegian Sea-NAO. F Wales-Irish Sea. A Edi (H). F Liverpool(H). (8)(8 units)
FRANCE (Wilson):	F Gascony-Brest. F G. of Bothnia-Livonia. A St. Pete-Moscow. (0)
GERMANY (Young):	F MAO-Portugal (still in C.D. until Spring 1909) /d/, Annihilated. (7)(7 units)
ITALY (Hoffman):	A A Siberia-Moscow. A Warsaw (S) A Sib-Moscow. A Ukraine (S) A Sib-Moscow /d/, Annihilated. F Belgium-Holland. F Skag-Norway. (6)(6 units)
AUSTRIA (Rice):	A Munich (S) ITALIAN A Piedmont-Tyrol. A Silesia (S) A Munich. (0)(2 units)
RUSSIA (Cheek):	VA Burgundy-Gascony. A Piedmont-Tyrol. A Venice (S) A Piedmont-Tyrol. A Rome (MS) F Naples. F Marseilles (H) (in C.D. until Spring 1909). Plays Card #42 - All Russ (R) units annihilated. (6)(8 units)
TURKEY (Kenny):	VF North Sea-Norwegian Sea. VF Helgoland-North Sea. Plays Card #85 to remove TURKISH F Western Med. (10)(12 units)

Players are again reminded to use the identification "V" in front of your Vacation/Free units. You may use "T" to identify "Temporary" units, which have a one-year lifespan unless a SC can be found to support them.

(more)

Players in all games are also reminded to sign their orders, on the order sheet. In some cases, I'm getting signatures on separate letters. In others, I'm getting an illegible scrawl of initials at the bottom. Someone else could be forging your orders for all I know. Protect yourself with a full signature.

It has been suggested that we bring the revised Event Cards into play by Reshuffling the Deck after the 1909 moves (i.e. For Winter 1909 and 1910). I will put this in the form of a two-part vote. Part 1 will pass if there is not more than one negative vote. Part 2 must be unanimous to pass. Please return your vote with your Fall orders.

1. Reshuffle to Deck after the 1909 moves. This implies that we will continue to use the present deck, unless Part 2 passes, so vote "Yes" if you want a reshuffle regardless of how you vote on Part 2. Yes No
2. Reshuffle the Deck after the 1909 moves, and begin using the new cards, as shown in the Revised Rules. Yes No

PRESS:

PHILADELPHIA INQUIRER (America): After viewing the Art of the Ottoman Empire on display in the United States, the students at Rutgers University were so impressed with the art's magnificence that they enlisted in the Ottoman Navy. Basic training included crossing yellow lines. ((And apparently included a shakedown cruise to the Mid-Atlantic to test out various seasick remedies - Ed.))

RUSSIA to World: Nothing is so dangerous as an ignorant friend; a wise enemy is much better.

(and votes)

DEADLINE for FALL 1908 (not 1909) Orders/is THURSDAY, April 23, 1987. We will be out of town from the 11th to the 19th of April. Telephone deadline will be 9:00 p.m. on Wednesday, April 22nd (Eastern Daylight Time).

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TURNABOUT DIP - 1986C ca02

FALL 1904

SLAUGHTER IN DAMASCUS. EVERYBODY WANTS TO GO TO AUSTRIA. SPANISH EXPLORERS REACH VINELAND, WHILE IRISH NAVY GIRDS FOR BATTLE.

- BALKANS (Dousette): A Athens-Milan. F Adriatic Sea (C) A Athens-Milan (Fast Ferry).
(7) F Naples (S) A Athens-Milan. A Austria (S) A Athens-Milan.
A Bosnia and A Hungary (S) A Austria. F Sofia-Rumania (wrong unit named; this is an A).
- BENELUX (R. Brown): F Skag-Stockholm. F Copenhagen (S) F Skag-Stockholm. A Prussia-
(6) Austria. A Rhineland and A Switz.. (S) A Prussia-Austria. A France (S) A Switz.
- IRELAND (Reges): F Bay of Biscay-Cork. F Channel-Bay of Biscay. F North Sea-
(7) Channel. F Oslo (H). F Lapland (S) F Oslo. F Norwegian Sea-NAO. A England (H).
- MID-EAST (Stewart): A Jerusalem-Damascus. F Gulf of Isk. and A Mesop. (S) A Jerusa-
(5) lem-Damascus. F Libya (S) BALKAN F Adriatic-Central Med. (NSO).
F Eastern Med (S) F Libya.
- SCANDINAVIA (Cheek): (3) (1 unit). A Stockholm-Archangel.
- SLAVS (Cruickshank): A Galicia-Warsaw. A Riga (S) A Galicia-Warsaw. A Rumania-
(6) Galicia. A Kiev-Caucasus. A Damascus (S) F Turkey /d/, (R) to
Lebanon or Jordan. F Turkey (S) A Damascus.
- SPAIN (Rice): F MAO-Vineland. F Western Med-MAO. F Tunisia-Libya. F Central
(5) Med. (S) F Tunisia-Libya. A Languedoc (U) (H) (for 2nd time).
(more)

SUPPLY CENTER COUNT, TURNABOUT, WINTER 1904: GAINS, 1987

BALKANS:	3 Home, Austria, Hungary, Milan, Naples	7, No change (—)
BENELUX:	3 Home, Copenhagen, France, Rhineland, STOCKHOLM	7, Build 1 (+1)
IRELAND:	3 Home, England, Iceland, Scotland, OSLO, VINELAND	7, No change (—)
MID-EAST:	3 Home, Libya, Mesopotamia	5, No change (—)
SCANDINAVIA:	Archangel, OSLO , STOCKHOLM	1, No change (—2) (2 annihil.)
SLAVS:	3 Home, Muscovy, Rumania, Turkey	6, No change (—)
SPAIN:	3 Home, Algeria, Languedoc, VINELAND	6, Build 1 (+1)

Since there are only 2 Builds and one Retreat, let's combine the Winter 1904 and Spring 1905 seasons. Orders may be conditional on the Retreat of the Slav A Damascus.

PRESS: BENELUX to Balkans: It's a bit early for epitaphs.

SCANDINAVIA to Slavs: Kind words will never die. Neither will they buy groceries.

SPAIN: Vineland! Sweet Vineland./ How precious thou art./ I know I can't stay./ To the Red Sea I part.

BENELUX to Spain: Heck, I was hoping you'd offer a "peace" of your wife. You're not my type. No offense, mate.

SOFIA: King Ludwig of the Balkans has requested that we discretely inquire about Madam Victoria's bordello, as he has fond memories of his youth spent in her establishment. If Vicki is still alive he sends his fondest affections, and also his greetings to the piano player, a quiet fellow named Albert. If the establishment is still in existence, King Ludwig would be interested in leading a delegation to London for the purpose of, shall we say, foreign exchange.

Any information that you provide about Victoria's should be sent to our private post office box in a plain wrapper, because Meta Hari, Virgin Queen of the Balkans, censors all of Ludwig's mail to remove even the slightest hint of sex.

((Who is going to break the news to poor Ludwig that Vicki passed away three years ago at the ripe old age of 81? We know one of her grandchildren has become very successful here in Baltimore, running a business in partnership w/ the Warfield Family.—Ed.))

DEADLINE for WINTER 1904 & SPRING 1905 will be THURSDAY, April 23, 1987. Telephone deadline is Wed., April 22nd, at 9:00 p.m. Eastern Time.

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BALKAN WARS III - 1987A pb06

SPRING 1911

GREEKS LOOK FOR TROJANS NEAR SMYRNA. BULGARIANS "HORN IN" ON SUBLIME PORTE. ALBANIANS SIMULTANEOUSLY MOVE IN ALL DIRECTIONS. SERBIA SAYS "OUCH!" ITALIANS SLEEP.

ALBANIA (Hess): F Tirana-South Adriatic. A Valona-Skopje. A Montenegro-Bosnia.
(3)

BULGARIA (Dousette): A Plovdiv-Constantinople. F Varna (S) A Plovdiv-Const.
(3) A Sofia (S) F Varna.

GREECE (Cheek): F Crete starts from Aegean Sea. F Aegean-Smyrna. A Salonika (S)
(3) SERBIAN A Skopje-Valona (NSO), A Epirus ditto (NSU). (Rule 6.a. permits Greece to start with either A Epirus or F Aegean; not both). A Athens (U) (H).

(more)

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ITALY (Gossage?): MR. Neutral Orders used for first move: F Rome-Apulia. F Sicily-
(3) Ionian. A Trieste-Bosnia.
ROMANIA (Geryk): A Bucharest (H). A Galati (S) A Bucharest. F Constantza (S)
(3) TURKISH A Constantinople-Varna (NSO).
SERBIA (Kenny): A Belgrade-Croatia. A Mish-Oltenia. A Skopje-Mish.
(3)
TURKEY (McHugh): A Constantinople-Arda. F Smyrna-Mediterranean. F Scutari-Const.
(3)

Ralph Baty, 4551 Pauling Ave., San Diego, Calif. 92122, is requested to send in back-up orders for ITALY, in case something has happened to Robert Gossage.

CHANGE OF ADDRESS for Jack McHugh (TURKEY): 730 Union St., #6, Allentown, Pa. 18101

PRESS:

SERBIA to Rumania: This is not an invasion. I needed to get into position (and you indicated you weren't going to enter it yourself).

GREECE: In this world, truth can wait. She's used to waiting.

((Hopefully, you guys will produce more press next month)).

DEADLINE for FALL 1911 is THURSDAY, April 23, 1987. Telephone deadline will be Wed., April 22nd, at 9:00 p.m., Eastern Time.

* * * * *

There may be a slight delay in mailing this issue. My printer has just phoned to say their photocopy machine has broken down. Sigh!

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