



BUSHWACKER

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This is the 189th consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play and reporting of Variant games, hobby news, and whatever else I feel like writing about. 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. Eastern Time daily, except between 6 and 7 p.m. Since there is no guarantee that I'll be home, please submit all your moves 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. The zine is named for my comic strip character, "Bushwacker," whose picture appears on the masthead. As you may guess from his W.W. I-type helmet, he was created a long time ago.

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GAME FEES: \$9.00 Flat Fee for newcomers; \$8.00 for current readers. STANDBY FEES: \$5.00 for newcomers; \$4.00 for everyone else. No sub requirement to keep track of. For your Fee, you receive copies of the maps/rules for your game(s), plus receipt of BUSH for the duration of your games, providing you don't drop out. Mensa Diplomacy SIG members receive an additional \$1.00 discount on these fees.

SUBSCRIPTIONS are available for non-players, at 12 issues for \$6.00. A subscriber who wants to get into a game can apply to unexpired part of his sub to the Game Fee. Sample copies are 50¢. We also Trade with many other publishers on an all-for-all basis.

We need Standbys for Character Dip, Balkan Wars and Turnabout. We have a special offer of a Balkan Wars standby slot for just \$2.00 (cheap).

This issue contains reports on VACATION DIP III (1985R rm39), TURNABOUT (1986C ca02), BALKAN WARS III (1987A pb06) and CHARACTER DIP (1987AF rm49).

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THE LAST WORD ON THE MILLER NO. GUSTODIANSHIP

Since many of our readers do not see Fred Hyatt's excellent zine, THE HOME OFFICE, I felt it was fitting to reprint his editorial on the situation of the duplication of MNC services coming out of left field. Despite some vituperative personal attacks made on me and others from Upper Manhattan Island, I believe Fred's editorial says all that needs to be said on this matter. This is, indeed, the "last word."

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Some of you are aware that Julie Martin has been issuing "Miller Numbers" (using a long out of date system) in an attempt to usurp my position as Miller Number Custodian. Please be advised that I HAVE NOT resigned as Miller Number Custodian and that Julie Martin has no claim to the Custodianship.

(more)

I was appointed Miller Number Custodian by my immediate predecessor, Lee Kendter, SR, who was appointed by his predecessor, John Leeder. The next Miller Number Custodian will be appointed by me when I decide that I have held the position for a sufficient length of time. In the meantime, I see no point in debating with Julie Martin or anyone else on the legitimacy of my tenure as Miller Number Custodian. Neither I nor anyone else can prevent Julie Martin from issuing "Miller Numbers", or from pretending to be the Miller Number Custodian or any other hobby service office she chooses to usurp, but I can and will ignore her and certain other people's attempts to force me to resign or to submit to a 'trial' on the legitimacy of my Custodianship. This is my last word on the subject.

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from THE HOME OFFICE #17, by Fred G. Hyatt, 60 Grandview Pl., Montclair, N.J. 07043
(Subscription rate, 12 issues for \$9.00).

I also wish to thank the many people who have written or phoned me to express their support for the Miller No. Custodian, the North American Variant Bank, and for me, personally. It is nice to know that I have many friends in this hobby.

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MORE ON SETI (Search for Extra-Terrestrial Intelligence)

The Planetary Society's Megachannel ExtraTerrestrial Assay (META) has now been in operation for 18 months, surveying signals coming in at the "waterhole" frequencies, 1420 megahertz and 1667 megahertz. These are oscillation frequencies of components of the water molecule, and also happen to be two of the clearest channels available, and therefore the most logical ones (from a human viewpoint) on which to pick up signals aimed our way by any ET civilizations. META can simultaneously receive signals coming in on 8.4 million adjacent frequencies. This covers a band 400 kilohertz wide. This is broad enough to allow for any changes of frequency due to the doppler effect. A supercomputer, containing 144 fast parallel processors, goes through all the signals to filter out the "garbage," and only refer promising signals to its human operators.

So, what have the people found in the "signals" called to their attention? 98% of them are simply noise, a little louder than usual. Some are radio interference from other Earth stations (leading to the conclusion that there is intelligent life on Earth). Another batch is just equipment failure. However, three times in the past 18 months, there have been "peaks" which look like the real thing. The latest "hit" occurred on October 10, 1986. However, none of the signals were repeated when their sources were restudied. Accordingly, they are listed as "unidentified."

Perhaps they are just accidents. But, perhaps They transmit their signals in fast bursts, which do not have to be repeated. Chances are that even if they are real signals, we've intercepted only a snatch of a message destined for someone else. Like listening in on a party line and hearing only one word. This August, META began listening in on the 2841 megahertz wavelength, also known as the 21-centimeter line. This is also a so-called "magic" frequency, and the cosmic noise background is lower. What will we find? A message, a laundry list, or nothing? Keep tuned.

- extracted from THE PLANETARY REPORT, July/August 1987, by Fred C. Davis, Jr.

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UPDATE ON "CHARACTER DIP" (1987AF rm49) (Bushwacker #20)

Note we now have a Miller No. for our game.

Dan Palter has informed me that he does not wish to be in this game. Therefore, AUSTRIA will be played by: Jeff Suchard, 9912 Star Dr., Huntington Beach, CA. 92646. Jeff was originally the #2 Standby here, but I have not heard anything from David Rice, so Jeff gets a starting slot.

More standbys are badly needed here. David, you can still have the Standby slot you expressed interest in, but I need the \$4.00 Standby Fee first. This game hasn't even started yet, and we seem to be out of standbys already. Anybody?

Robert Cheek made a good point when he commented on the need for an Order of Preference whenever certain very powerful units meet in combat, and each tries to exercise its special powers. The Order of Preference will be:

1. Annihilator (Card #9). Overrules all other units when he annihilates a province.
2. Hypnotist (Card #11). (Two Hypnotists or Gassers would stand each other off if they
3. Gasser (Card #10). attacked each other simultaneously w/ their special powers).

If the Hypnotist knows the special characteristics of an adjacent unit, it may order the unit to perform that type of move, except that it cannot order an Annihilator to blow itself up. However, if the Hypnotist is incorrect about what are the special powers of the hypnotized unit, the order fails in its entirety.

The regular rules of Diplomacy apply if the unit is not using its special powers. A unit which is dislodged could not use its special powers on that turn, since it would be too busy retreating. Obviously, the GM is going to have to make some special rulings if some tricky cases come up.

All players will be receiving a page of "Clarifications" on this game with BUSH, if they haven't already received a copy in connection with other material. These clarify the operation of Gas attacks and two-space moves, and announce that there will be 12, not 10, Ordinary unit cards in the deck from now on.

The DEADLINE for Spring 1901 remains WEDNESDAY, September 30, 1987.

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PLUGS:

EXCITEMENT CITY UNLIMITED is a new zine produced by Simon Billenness, 630 Victory Blvd., Apt. 6F, Staten Is., N.Y. 10301. He will Trade with everyone on an all-for-all basis. Subs are 50¢ an issue. I suggest you send him at least \$3.00. Simon formerly produced a gamezine in Britain, so this is a chance to see a zine in the British mold, including the combining of the "Autumn" and Winter seasons, with prophetic builds. There will be some variant games, including an updated version of the Cline 9-Man game. (Cline VI and VII are significant improvements over my Cline IV Version). This will be an International game, with, hopefully, 5 North Americans and 4 Europeans or Aussies as players. Its deadlines will be on a 6 or 7-week basis, although the zine itself will appear monthly. Other variants being offered include Stab, Deluge, Excalibur and Downfall...Rings.

"1939-IV," a further modification of Lew Pulsipher's "1939" design, is being offered in OVER THERE, the zine produced by Hugh Christie, 43 E. Houston Ave., Montgomery, Pa. 17752. The GM will be James Shaffer, Jr., who put the finishing touches on this game, which was originally designed by Howard Christie. "1939-IV" is a 5-player game (no Austria, no Turkey) based on the W.W. II scenario, except that players are free to do

whatever they please, as in any other Diplomacy game. Each Great Power starts with 4 Supply Centers. In the case of E, F & I, the fourth Center is located overseas. There are a total of 39 SC's. The game is played on a 1939 map of Europe and North Africa. There are standing armies in civil disorder in seven neutrals. I don't have the price, but I know there are still two starting positions left as of a couple of days ago, so contact Hugh Christie if you're interested.

BEOWULF is the name of a new Australian zine, published by Andrew England, 91 College Rd., Somerton Park, S.A. 5044, AUSTRALIA. The price is \$1 Australian per issue, but there may be an additional charge for Air Mail postage. I believe Andy may be interested in trading with some American zines, so why not send him a sample copy. He is offering both Regular Dip and several variants, including Final Conflict III, 1914 Dip, World War Two, Far East Dip and The Aliens. The zine is also a good read. I'm also happy to report that Andy has restarted the Australian Variant Bank.

THE ZINE REGISTER is the publication listing all known North American zines, plus a selection of Overseas publications, giving names and addresses, game fees, and types of games offered, where known. Each publisher is allowed up to 100 words to describe his own zine. Where he does not provide his own description, the Z.R. Editor furnishes a capsule review. This is one of the better ways to get acquainted with a broader spectrum of the Postal hobby. Most zines will send you a sample copy for a prescribed sum. Z.R. appears quarterly, with the next issue probably coming out before the end of September. A single copy costs \$1.50, but I suggest that you send at least \$3.00 for a couple of issues. The new Editor is: Ken Peel, 8708 First Ave., Apt. T2, Silver Spring, Md. 20910.

GAMES OPENINGS. The most complete list of openings for both Regular and Variant Dip games is provided by Scott Hanson, 3508 Fourth Ave. S., Minneapolis, MN. 55408. I believe there are separate lists for the two types of openings, so specify whether you want one or the other, or both. Send at least \$1.00. Send more if you want to receive copies regularly.

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CORRECTION ON RUNESTONE POLL. There were a total of 441 ballots cast, not "411" as reported here last month. An even more impressive figure. This was a typo on my part. Also, Bruce Linsey advised me that there were half a dozen votes taken over the phone, mainly due to the rotating Canadian Postal strike, which was occurring right around the deadline. Bruce asked me to mention this for the sake of historical accuracy.

My Personal Ratings would have raised the ranking of some zines as follows: 2. PRAXIS (+1), 3. DIPLOMACY WORLD (+2), 6. CANADIAN DIPLOMAT (+2), 9. EXCELSIOR (+12) and 10. CATHY'S RAMBLINGS (+4). Also, 13. FEUILT. FORUM (+2), 14. DIPLOMACY DIGEST (+2), and POLITESSE 18th (+6). BUSH would remain in 20th place in my reckoning.

& Z.R. 11th
COSTA would remain 1st and E.E.* 4th/on my listing, with BLUNT INSTRUMENTS dropping to 5th (-3), OVER THERE to 15th (-5) and MAGUS to 16th (-7). These changes are not a poor opinion of said zines, but simply that I felt that some other zines are much better, by my personal tastes. One other zine, which shall be nameless, was dropped 13 places on my list for spreading misleading information to novices. You can have a copy of my personal rating of the Top 25 Zines for a SASE.

*Technically, E.E. was ineligible for rating on the 1987 Poll.

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I'D BE INTERESTED IN HEARING from anyone who has played BRITANNIA, to have their opinion on the game, and also on whether they believe it is a Diplomacy Variant. I will buy a copy for the NAVB files if there is a general consensus that it is a variant.

ALBANIAN RETREAT SMASHES SERBIAN STEAMROLLER.

The Albanian A Valona (R) to Skepje, so Albania remained at 3 Supply Centers, and Serbia at 4. Serbia removed dislodged A Constantza from the board.

		<u>Current Strength</u>
ALBANIA (Hess):	No change	3 (-)
BULGARIA (Dousette):	Build A Plovdiv, A Sofia	6 (+2)
GREECE (Cheek):	No change	3 (-)
ITALY (Baty):	Build A Rome	4 (+1)
RUMANIA (Geryk):	Remove A Croatia, F Galati	0 (-2), OUT
SERBIA (Kenny):	Build A Nish	4 (-), 1 unit (R) OTB
TURKEY (McHugh):	Remove F Mamara Sea	1 (-1)

SPRING 1913

ALBANIANS WIN ONE AND LOSE ONE. GREEKS PLUCK TURKEY IN ATHENS. STANDOFF BATTLE AT NISH-SOFIA FRONTIER, BUT SERBS SEIZE BUCHAREST. ITALIANS STROLL INTO BALKANS.

ALBANIA (Hess):	A Tirana-Valona. A Skepje (S) A Tirana-Valona. F N. Adriatic-
(3)	South Adriatic.
BULGARIA (Dousette):	A Sofia-Nish. A Plovdiv-Sofia. A Constantza (S) A Plovdiv-Sofia.
(6)	F Varna (S) A Constantza. F Constantineple-South Black Sea.
	A Scutari-Const.
GREECE (Cheek):	A Valona (S) ITALIAN F South Adriatic-Tirana /d/, (R) Epirus (only
(3)	space open). F Aegean-Athens. A Salonika (S) F Aegean-Athens.
ITALY (Baty):	A Trieste-Bosnia. A Rome-Trieste. F Crete-Aegean Sea.
(4)	F South Adriatic-Tirana.
SERBIA (Kenny):	A Belgrade-Bucharest. A Trans. (S) A Belgrade-Bucharest. A Nish-
(4)	Sofia. A Galati-Bessarabia.
TURKEY (McHugh):	F Athens-Salonika /d/, (R) Corinthian Sea (per Right-Hand Rule).

PRESS:

ITALY to Turkey (Athens?): Sorry about that little slip into Crete. I couldn't resist!
ITALY to Albania: Good luck to you, too!

GREECE to Bulgaria: The hardest thing to do is to take less when you can get more!
GREECE: The trees that are slow to grow bear the best fruit.

ALBANIA to Serbia: Sorry, but I don't seem to have anywhere else to go.

ATHENS: The new government, the Sultinate of Athens, announced all citizens will be converted to Islam as of today. It is hoped this will bring the people more in line with the leadership. The Generalissimo also stated that the Sultan plans to return to the Turkish mainland as soon as an army (or two or three) can be raised.

ITALY to Serbia: There is still real estate for sale in Albania.
ROME to Tirana: Sorry, I changed my mind.

DEADLINE for FALL 1913 is WEDNESDAY, September 30, 1987. Telephone deadline will be Tuesday, Sept. 29th, at 9:00 p.m. Eastern Time. Some players thought that this move was going to be Spring 1914. Nope, the Archduke doesn't arrive until next year.

TURNABOUT DIP - 1986C ca02

WINTER 1906

SPAIN RETURNS. SEVERAL PLAYERS SUBMIT SPRING ORDERS AS WELL.

I wish to thank Bill Young for submitting back-up orders for SPAIN, which were not needed.

		<u>Current Strength</u>
BALKANS (Dousette):	Build F Sofia	8 (+1)
BENELUX (R. Brown):	Entitled to 1 Build. Build deferred.	9 (+1) (will be 1 short)
IRELAND (Reges):	Build A Cork, F Dublin. No room for third build.	10 (+3) (will be 1 short)
MID-EAST (Stewart):	Remove A Damascus	3 (-1)
SCANDINAVIA (Cheek):	No change	1 (-)
SLAVS (Cruickshank):	No change	6 (--)
SPAIN (Rice):	Remove A Barcelona, F Libya, F Lisbon, F Scotland	2 (-4)

→ A THREE-WAY DRAW has been proposed, to include Ireland, Benelux and Balkans. You should vote on this proposal along with your SPRING 1907 orders. Since this is the first such proposal in this game, any failure to vote will be counted as voting "No." A draw must be unanimous to pass.

PRESS:

SPAIN: Everyone else attacked me. I wanted to see how it felt. Not too good, that's for sure. Maybe next time I'll write.

BUSHWACKER: Welcome back, Kotter!

PERSIA: The Khedive addressed a gathering of the fiercest derwishes, demanding that they prepare to consume themselves in martyrdom. "All Europe has responded to the treachery of the low-sloped-forheaded ones. Their homeland will almost certainly be destroyed. Before they die they will, in their last anguish of blood and pain, regret their duplicity. TO MUSCOVY!"

(Other Press has been saved for Spring 1910).

NOTE: Bill Young will no longer be available as a Standby for this game. Jack McHugh is now our only Standby here. We could certainly use another Standby.

DEADLINE for SPRING 1907 orders and your Votes is WEDNESDAY, September 30, 1987. Telephone deadline will be Tues., Sept. 29th, at 9:00 p.m. Eastern Time. I already have Tentative orders on hand from five players. You may change them, of course, but in any case I need to hear from all of you on the Draw proposal.

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UPDATE ON CHARACTER DIP GAME. I have now received the Standby slot payment from David Rice, so David remains the #1 Standby for this game. He is still the only Standby we have. This is a good opportunity for someone else to get in on the ground floor of what could be a very interesting game.

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FLASH. U.S. First Class postage rates will go to 25¢ an ounce. The only remaining question is "When?" Hopefully, this will be after Christmas.

VACATION DIP III - 1985R m39

TWO PLAYERS ELECT TO PLAY ONLY WINTER. AUSTRIANS JOLT RUSS.

		Current Strength	
		SC's	Vac Units
AUSTRIA (Rice):	No change. Plays Card #21 to remove Russian VF Spain(sc).	0 (—)	2
ENGLAND (Chang):	No change.	7 (—)	0
FRANCE (Wilson):	Build VA Persia, per Russian play of Card #76.	0 (—)	2 (+1)
GERMANY (Yeung):	Build A Berlin (1 was annihilated)	9 (—)	0
ITALY (Heffman):	No room to build. Will play 2 short.	4 (—)	2
RUSSIA (Cheek):	Has 2 regular units and 2 Vac units. Forced to remove VF Spain(sc) by play of Card #21 by Austria.	5 (—)	1 (-1)
TURKEY (Kenny):	Build A Con, F Ankara (1 annihilated)	13 (+1)	0

→ A PROPOSAL has been made for a Three-Way Draw between England, Germany & Turkey. Votes on this proposal should be made with your SPRING 1910 orders. As this is the first such proposal in this game, any failure to vote will be counted as a "No" vote. Everybody gets to vote, and to pass the Draw must be approved unanimously. Should the Draw pass, the Winter 1909 standings will be the final ones.

I already have Spring 1910 orders on hand for five players. You're all eligible to submit amended orders, but in any case I'll need a postcard or something from you to show your vote on the Draw proposal.

My personal choice would be to see the game continue for at least another two game years, to see what cards come up next Winter, but only the players can decide on this.

NOTE: There was no objection to the use of the new Cards, otherwise known as Proposal #2. So, I will now dispose of the obsolete cards, add the new ones, and reshuffle the entire Deck, for use beginning in Winter 1910, if the game continues to that point.

PRESS:

ANKARA: I will be very disappointed if my allies can't take out Piedmont.

AUSTRIA AT SEA: Another blow struck for the Homeland on the long voyage home.

ANKARA to ~~Rome, Tuscany~~, Piedmont: Obviously, you drink the local water.

DEADLINE for SPRING 1910 orders and your Votes will be WEDNESDAY, September 30, 1987. Telephone deadline is Tues., Sept. 29th, at 9:00 p.m. Eastern Time.

Unfortunately, by playing only Winter here, we haven't gotten these two games out of sync. This means we are going to have three games all playing the Spring season here next month. Curses, foiled again!

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LOGICAL STATEMENTS FOR OUR TIME (A new space-filler)

The \$8 million remaining in Gen. Secord's Swiss bank account was to be returned to the U.S. Treasury if it didn't go to the Contras.

Any weapon used in World War I is now obsolete and of no use in modern warfare.

HAS ANYBODY PLAYED "VICTORY IN THE PACIFIC"? This is Avalon Hill's recreation of the Pacific Theatre in World War II. It is a two-player game between the U.S. and Japan, but I can see where it would be possible to have two players on each side to speed up the operations. As I understand it, there are either 9 or 10 complete turns, and the game could last for many hours. As a naval buff, I'm interested in a game in which nearly all of the Carriers and BB's of the U.S. and Japanese navies are used as separate counters. The game seems to be set up so that Japan cannot win, although certain strikes in the first two turns, combined with a bit of luck, would seem to make it possible for her to force the U.S. to concede.

There was a long article on VICTORY IN THE PACIFIC in THE GENERAL, Vol. 23, No. 5, but this did not include a map of the board. The one flaw I spotted was the lumping of six older U.S. battleships into one class. I can see lumping the Nevada and New York class ships together, as they were all obsolete, although of vastly different structure. However, the Arizona and her sister ship Pennsylvania should be in a separate 4-5-3 category, as they were much more powerful. The California and New Mexico classes (5 ships) are lumped together, too, as 4-5-3's, but this is acceptable, as these ships were more or less identical.

There are a few other bones I could pick, like the almost complete absence of light cruiser counters, but this may be unimportant. If anyone would care to send me a resume of the rules, or a summary of a game he's played, I'd very much appreciate it. Are there any "conference maps" of the game board?

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RECOMMENDED FILM: "No Way Out," a real thriller, set inside the Pentagon. I did not like the surprise ending tacked onto the last 60 seconds of the movie, but found everything else very well done. This is actually a remake of a Ray Milland film of about 1947 called "The Big Clock," but with significant changes, including an "R" rated love story. Incidentally, the subway scenes were shot in Baltimore, not Washington.

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More Logical Statements: The United States Navy is prepared to handle any technical problems which may arise in the course of carrying out its assigned missions.

Any nation whose oil supplies were threatened would immediately begin mass investments in electric automobiles and mass transit.

BUSHWACKER MAILING CODE: (P) = Player or Standby. (T) = Trade. (C) = Complimentary Copy. (SUB) = Subscription copy. (S) = Sample copy.

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