



BUSHWACKER

VOL. 19, No. 2

(Nothing Lasts Forever)

FEBRUARY 1990

This is the 216th 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. It comes to you from: 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. However, players are urged to submit your orders by mail. The name of the game is Postal Diplomacy. Adjudication errors, however, should be reported promptly by phone.

*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 is on the masthead.

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THE TIME HAS COME...

It has now been 18 years since we put together the first issue of BUSHWACKER in 1972. That's one heck of a long time to publish without a break. Only two zines which were publishing when we started, BOAST and GRAUSTARK, are still at it in 1990. Only four readers currently on our mailing list received our first issue, and only one of these, Allan Calhamer, has received every single issue of BUSH.

After 18 years, my enthusiasm is running low. I still like the game, but the chores of publishing are starting to weigh me down. Also, I want to get away from the tyranny of the calendar, where all trips and social events are planned around the deadline dates. I must also recognize that age is starting to set in. Indeed, I am the oldest active publisher in America. With the arthritis in my fingers, I find myself making more and more typing mistakes, and each issue takes just a bit longer to put together than the last one. Clearly, I have "lost a step."

It's also important to me that I close down my zine in a neat and proper manner, with no loose ends. I've seen other publishers whose zines suddenly folded when they were faced with illness or a job change or personal problems. I want to go out before I have any such problems.

So, I've decided that the August 1990 issue will be the last full issue of BUSHWACKER. That will give me time to report on the events of DipCon XXIII and World DipCon II, and make some farewell remarks. All games still running at that time will be carried to their conclusions in a warehouse format. All subscribers will have a refund of the unexpired portions of their subs coming after August. Anyone whose sub is about to expire is asked to just send me enough money to "top off" your sub through August 1990, at 50¢ per issue.

In September, I'll start subscribing to many of the zines I now receive in Trade. I can't promise to sub to all of them, but I want to keep seeing a lot of them.

Maybe, just maybe, I'll produce an annual or semi-annual commentary on hobby events after BUSH folds. If so, subbers, traders and players will have the option of continuing to sub for that. I'll enclose a form covering these several possibilities in a few months.

(more)

This does not mean that I'm dropping out of the hobby. I intend to continue publishing DIPLOMAG, the bimonthly newsletter of the Mensa Diplomacy SIG, and to recruit both Mensans as Diplomacy players and Diplomacy players as Mensans. I'll continue to play in all of my current games; and maybe I'll have time to get into some new ones. I'll also continue to wear the hat of Treasurer and Plaque-obtainer for the Hobby Awards, and keep custody of the Miller, Walker and Koning plaques in my files between elections.

I have had two disappointments in the Postal Diplomacy hobby. One has been the constant turnover in its membership. This is not true of other organizations. In a certain railfan club I belong to, only death or disability causes members to drop out. In Postal Dip, it seems you no sooner get to know a person than they disappear (with a few significant exceptions, fortunately).

The other disappointment has been the amount of feuding within the hobby. It's too bad that a small number of negative personalities have poisoned the atmosphere with their carping, criticizing and attempted coups. I want to make it very clear that such people are not driving me out of the hobby, but they have been responsible for driving many other people away.

However, these negative points are far outweighed by my positive feelings for the hobby. I have made some excellent friends in the Postal hobby, both here and abroad. I've met many of you at various DipCons and in your homes and mine. I plan to stay in touch with you. We've found that Diplomacy was only the excuse for our initial contacts, and some of our friendships have gone far beyond that point. I'll still be writing letters and pepping up at Diplomacy events, by cracky. Now that I'm going to be a Senior Citizen, I expect a bit more respect, so please make room for my wheelchair, junior!

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The above was the most difficult piece I've ever written for BUSH. I wrote four drafts before I could condense this into a compact form which didn't sound like I was feeling sorry for myself. In the interim, life goes on, so there is still some business to mention.

Since no more games will be starting, there are no more Game Fees. However, I can still use Standby players in Ancient Empires and Five Italies, and the Fee will remain at \$5.00 for newcomers or \$4.00 for current readers. Standbys receive copies of the rules/maps for your game(s), plus BUSH, for the duration of your game, unless you drop out. SAMPLE copies are 50¢. For SUBSCRIPTIONS, add 50¢ for every month from now thru August 1990. (If you want to get the warehouse reports for after August, let me know and include more money @50¢ per issue).

We TRADE with many other zines on an all-for-all basis. Unless I specifically notify you otherwise, these Trades will continue through August 1990, at which time I'll be subbing to many of the zines.

This issue contains reports on ATLANTICA III (1988AR ea01), ANCIENT EMPIRES (1989IR-ac10) and FIVE ITALIES (ug12). There are also End-game statements for CHARACTER DIP (1987AF rg06).

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CENTRAL MARYLAND had a slight earthquake on January 13th. It was only 2.5 on the Richter scale. Californians wouldn't even have noticed. As a matter of fact, we were in a movie theatre at the time, and didn't feel a thing. However, this was the same day that Douglas Wilder was inaugurated as the first elected black governor of Virginia. So, I said, "That was no earthquake. That was just Jefferson Davis turning over in his grave."

RESULTS OF THE 1989 NORTH AMERICAN VARIANT HOBBY POLL

Glenn Overby conducted this poll in his Variant zine, MONDOJ. While only 25 votes were cast, this isn't too bad for a first try. Hopefully, with more publicity, more people will vote next year.

The Top Variant Zines, in order of finish, were: BUSHWACKER (79 points), COMRADES IN ARMS (Tom Swider) (48 points) and THE HOME OFFICE (Fred Hyatt) (41½ points). THE CANADIAN DIPLOMAT, by Bob Acheson, finished fourth with 37½ points, but only because it only appears on about a 10-week basis. I'm sure it would have finished much higher if it could come out more frequently. (Thanks for the votes, guys).

The Best GM votes went to Fred Hyatt, Larry Cronin, Fred Davis and Bob Acheson, in order.

In voting on Best Variant, the top four were: Downfall (Hartley Patterson) (53), Woolwerth (Glenn Overby) (51½), Perestroika (a new design by Larry Cronin which most people haven't seen yet) (50), and Colonia (Fred Hyatt) (49 votes). Because players in these games did most of the voting, they were orders of magnitude ahead of any others. Gunboat, the biggest Variant in the hobby right now, finished 5th with just 17½ votes. My own Abstraction finished 7th, and my "1885" was 9th. Next year, there is going to be a separate category for Best New Variant.

The Top Five on Biggest Variant Personality were Fred Davis, Randy Grigsby (MNC), Lee Kendter, Jr. (NAVB), Tom Swider and Fred Hyatt. (Blush).

For a complete report, or to get on the mailing list for the 1990 poll, send a SASE to: Glenn Overby, P.O. Box 36983, Grosse Pointe, Mich. 48236.

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ONCE MORE, DEAR FRIENDS...

THE "LIFER" AWARDS are being presented by Don Del Grande in his zine, A SHARP MIND (formerly LIFE OF MONTY). This year's categories are:

HOBBY GENIUS - "the person most likely to win in 'Trivial Pursuit' or 'Jeopardy.'" BEST ZINE or SUBZINE for HOBBY NEWS.

ZINE/SUBZINE WITH BEST LETTER COLUMN. (If voting for a subzine in either of these two categories, please show the zine in which it appears.

BIGGEST HOBBY PERSONALITY.

BEST GAMING CON (not restricted to Diplomacy Cons).

TRUE HOBBY MASTERS SOCIETY. Four people have already been elected to lifetime membership in this society: Kathy B. Caruso, Melinda A. Holley, Bruce Linsey and Larry Peery. So, you don't have to vote for them. You may vote for other people, or you may vote for "None" if you don't want to add any new members to the group.

There is no formal ballot. Just write your candidates down on a piece of paper. You can vote for yourself, and may vote for as many candidates in each category as you wish. The zine or person appearing on the most ballots wins the award. Ties will share the award. Mail your votes to Don Del Grande, 142 Elisee Dr., Greenbrae, CA. 94904. Voting deadline is June 1, 1990.

In 1989, the Best Hobby News Award was a tie between DIPLOMACY WORLD and LIFE OF MONTY. The Best Letter Column laurels were won hands down by HIGH INTERTIA, a subzine in REBEL, which, unfortunately, folded in Dec. 1989.

Melinda Ann Holley was voted Biggest Hobby Personality. Melinda and Larry Peery were elected to the Hobby Masters Society. Oh, and there was a tie vote (just 3 votes apiece) for Hobby Genius between Fred Davis and Don Del Grande. A total of 21 votes were cast. If more zines will carry this news in 1990, maybe we can double that figure, in which case it might mean something.

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REGARDING THE "MACHIIVELLI" VARIANT

Machiavelli is a commercially produced game, originally produced by Battleline, but bought up by Avalon Hill several years ago. One glance at the map and rules shows that it is a Diplomacy variant. However, when the rules were written, the designers recognized that any repetition of the Diplomacy rules could lead to a copyright infringement. Hence, the rules were rewritten as if two lawyers were standing over their shoulders, to change words like "Supply Center" and "Supports" to other terms. You get the feeling of deja vue as you read them. (Those of us who produce variants for non-profit use merely have to incorporate by reference the regular Diplomacy rules, where they don't conflict with the special rules of the variant, but if you're going to go commercial with such a design, you either have to get special permission from Avalon Hill or do what the Battleline people did).

Once Avalon Hill purchased Machiavelli, there was really no legal need for this re-invention of the wheel. They could have rewritten the rulebook to incorporate Dip terminology. However, they chose not to do so, so Machiavelli continues to use its own peculiar vocabulary. I would guess that since most of the players are quite familiar with Regular Dip, the Diplomacy terms tend to creep into their correspondence.

Somewhere around 1980, the North American Variant Bank assigned the catalog number "pw02" to Machiavelli. "P" stands for "Portions of Europe," and "w" is the subcategory for Italy. This single number, sometimes called an "Arda No.," is meant to cover all of the several varieties of the game. I don't know whether a Miller No. has ever been issued for a Postal Machiavelli game in North America, but I know at least one such game has been played in Britain.

More recently, George Mann decided that there ought to be separate breakdowns for each of the several versions of the game which are playable. He has come up with a new classification system for Postal Machiavelli games, and encourages people to run such games. He started one Machiavelli game in his own zine, SON OF FLIP, which is divided into sections on Diplomacy and on (ugh!) wrestling. At least one other such game is now running in the U.S., as well as two in New Zealand.

George publishes news on Postal Machiavelli, including unresolved questions on the adjudication of the games, in a small zine called NICCOLO. I'm glad to report that there has been no animosity over this matter. George has remained in regular contact with the MNC's for North America, Randy Grigsby, and Australasia, Andrew England. If every would-be custodian were as polite and conscientious as George Mann, there would be far fewer feuds in the hobby. There are no problems with what he's doing.

I won't go into the details here as to how the various types of Machiavelli games are classified, but if you're interested in playing in, or just receiving information on this very well written variant, send a SASE to George at: 1701 NW 81st Way, Plantation, Fla. 33322, and ask for a sample copy of NICCOLO or SON OF FLIP.

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CANADIAN NEWS

There has been a change of command in the Canadian Diplomacy Organization (CDO). The new Coordinator (aka Imperator Absolutus) is Cal White, 1 Turnberry Ave., Toronto, Ont., CANADA M6N. Cal is replacing Doug Acheson. The two Committeemen are Bruce McIntyre of Vancouver, B.C., and Brent McKee of Saskatoon, Sask. For information on CanCon 90, or other Canadian news (e.g. Games Openings), write to Cal White. CanCon will be held in Toronto over the weekend of August 3-5, 1990.

ONLY WINTER IS PLAYED, AS FOUR POWERS REQUEST SEPARATE SEASONS.

		Current Strength
ANTIGONIA (Pankosky):	Build F Antioch	4 (+1)
CARTHAGE (B. Wilson):	No change	3 (—)
EGYPT (Baty):	Build F Alexandria, A Sinai	5 (+2)
MACEDONIA (Bargender):	Build F Athens, A Chalcidice	5 (+2)
NEW CARTHAGE (Cheek):	Build F Nova Carthage, A Lusitania	5 (+2)
ROME (Nash):	Build F Neapolis, F Rome	5 (+2)
SELEUCUS (Perlmutter):	No change	3 (—)

PRESS:

NEW CARTHAGE to Carthage: Out with the old; in with the new.

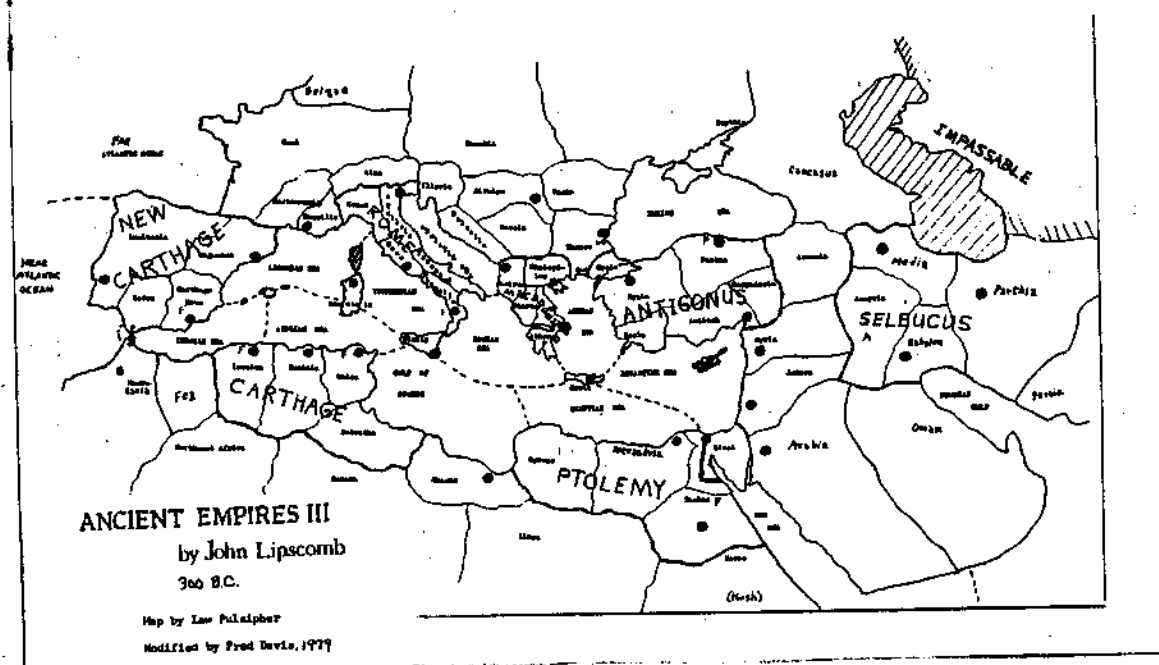
NEW CARTHAGE to Rome: Hope you've got enough salt!

SELEUCUS to New Carthage: Don't laugh, you effeminate, pantywaisted idol worshipper. We Greeks were reading philosophy when you people were painting yourselves blue and dancing naked in front of trees! ((Rest of Press saved for next season)).

BUSHWACKER: Did anyone notice that the countries with the longest names were assigned mostly to the players with the longest surnames, and vice-versa? This is called Planning Ahead.

DEADLINE for SPRING 263 will be THURSDAY, March 1, 1990. Telephone deadline will be Wed., Feb. 28th, at 9:00 p.m. Eastern Time. I have Spring orders on hand from three Powers. These may be changed, of course.

For Your Information, here's a copy of the Ancient Empires III map:



FIVE ITALIES - 1990 ??ug12 (Still awaiting MN)SPRING 1901

TWO ITALIES MOVE CLOCKWISE, THREE MOVE COUNTERCLOCKWISE, CAUSING CRASH IN PIEDMONT "B".
TWO ITALIES INVADED. ALL FLEETS PERFORM A STately MINUET IN TANDEM.

GM'S NOTES: Several players have named their countries, although not everybody followed the pattern of using their letter assignment as the first letter of their name. I'll show both the letters and the tentative names here. If every player names his country, and there are no further changes, I'll start showing just the country names in further reports, although the spaces will always be "A", "B", etc.

In case you're wondering, Malcolm Smith is the player of record for Italy "B". His orders arrived from Norway two days before the deadline, with an apology for not having written earlier or sent out an issue of his BOHEMIAN RHAPSODY since October. So, if you haven't heard from him, don't give up. I wish to thank Tom Nash for submitting back-up orders for Italy "B", which weren't needed.

"A" (unnamed thus far) (Kendter):	A Venice A-Piedmont A. F Rome A-TYS A. F Naples A-
(3)	Ionian Sea A.
"B" Effennell (M. Smith):	A Venice B-Piedmont B. F Rome B-TYS B. F NAPLES B-
(3)	Ionian Sea B.
"C" Ciceroni (Overby):	A Venice C-Piedmont B. F Rome C-TYS C. F Naples C-
(3)	Ionian Sea C.
"D" Deli (B. Wilson):	A Venice D-Piedmont C. F Rome D-TYS D. F Naples D-
(3)	Ionian Sea D.
"E" Imbruglio (Green):	A Venice E-Piedmont D. F Rome E-TYS E. F Naples E-
(3)	Ionian Sea E.

PRESS:

FROM THE PALACE OF RE VITO E. HACKENABUSH (ROME E): Let the games begin! And say the secret word and you won't get attacked!

DELI to Overby: Yes? Yes?

DELI to Italy A: Shall we dance?

Silly, Trite, Unfathomable and Puerile Italian Disinformation (STUPID) ((ITALY "C")):
Prime Minister Geo of the Third Republic has announced the government's intent to make "The Star Spangled Banner" the new national anthem. Asked for the reason behind this move, the PM responded, "First, we like the range. It takes an Italian opera star to sing it well. But, more important is the nice touch in the lyrics: Oh say can you 'C'?"

ITALY B to GM: I've had a few problems over the past few months (bits falling off the car, the house and me), and my energies were put into putting these in order. Hopefully, I can sit down this weekend and get the magazine out.

BUSHWACKER to Malc: We hope the doctors were able to glue back on the bits which had fallen off you. Sure hope they weren't important parts!

DEADLINE for FALL 1901 is THURSDAY, March 1, 1990, since February has only 28 days. The Phone deadline will be Wed., Feb. 28th, at 9:00 p.m. Eastern Time.

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"SET-UPS" PROVIDED. L.A. and Washington, D.C. Satisfaction guaranteed by the FBI. Call Rasheeda Moore, 169-DOXY.

ATLANTICA III - 1988AR oa01

MAY 1871

CANADIANS LAND IN BELGIUM, KARELIA. THE YANKS ARE COMING FROM THREE DIRECTIONS. ITALIANS LIBERATE PARIS. ENGLAND REGAINS LIVERPOOL AND NORTH SEA. GERMANS GET KICKED AROUND EVERYWHERE. FRANCE RETURNS TO LIFE.

ENGLAND (Wilson): F Irish Sea-Liverpool. F Hebrides (S) F Irish Sea-Lvp. F Skag-North Sea. F Norwegian Sea (S) F Skag-North Sea.
(4)
FRANCE (Gelt): A Brest (S) CANADIAN F Bay of Biscay-Gascony (NSO).
(1)
GERMANY (Cheek): A Picardy-Brest. A Paris (S) A Picardy-Brest /d/, (Annihilated).
(9) F Liverpool-Hebrides Sea /d/, (R) to Clyde (only space open).
A Berlin-Munich. A Switz (S) A Berlin-Munich /d/, (R) Burgundy (oso).
F Sweden-Skag. F Denmark (S) F Sweden-Skag. F Norway (S) ENGLISH
F Skag-North Sea. A Kiel-Holland.
ITALY (Kendter): A Piedmont-Switz. A Tyrol (S) A Pied-Switz. A Burgundy-Paris. A
(11) Gascony (S) A Burgundy-Paris. F GofLions-TYS. A/F Western Med-GofLions, A disembarks Marseilles. F Spain(sc)-Western Med. A Morocco-Spain. F GofCadiz and F Portugal (S) A Morocco-Spain.
CANADA (Acheson): A Siberia-Karelia. A Ontario-Alaska/Yukon Box. F English Channel-
(8) Wales. A/F MAO-Eng Channel, A disembarks Belgium. F London (S)
A/F MAO-Eng Channel. F Atlantis-MAO. F Bay of Biscay (S) F Atlantis-MAO.
U.S.A. (R.Brown): A Siberia-Poland. A Alaska/Yukon-Siberia Box. A Mo.-Minn. A Ga.-
(13) Magnolia. F Bahamas-Hispaniola. F SAO (S) F Bahamas-Hisp. F Bermuda-Bahamas. F Jax'ville (S) F Bermuda-Bahamas. F West Atlantic-Azores. F Chesapeake-West Atlantic. F Canary Is-Morocco. F Mauretania (S) F Canary-Morocco. F Suez/Indian Box-Ionian Sea.
C.S.A. (Palter): NMR. F Caribbean & F Cuba (H).

NOTE: Although France was in C.D., there is nothing in my HR's to prevent the former owner from returning to the fray. Thanks, John.

PRESS:

ENGLAND to Canada: O our Dominion, save us from the evil Germans!

GERMANY to Italy: Have fun while you can!

GERMANY to France & Italy: I will not allow Napoleon III to take refuge in the Vatican Embassy!

USA to ITALY: I prefer face-to-face negotiations. Meet you in Rome.

SUPPLY CENTER COUNT, ATLANTICA III, JUNE 1871: GAINS, ~~LOSSES~~

ENGLAND:	Edi, Liv, Iceland, Ireland	4 (-), No change
FRANCE:	Brest	1 (-), No change
GERMANY:	3 Home, Den, Hel, Norway, Sweden, DELIA, PARIS	7 (-2), Remove 1 (1 annihilated)
ITALY:	3 Home, Austria, Mars, Greece, Port, Spain, Tunis, PARIS, MAURETANIA, MOROCCO	10 (-1), Remove 1
CANADA:	3 Home, Atlantis, Greenld, London, Nfld., PEI, BELGIUM	9 (+1), Build 1
USA:	5 Home, Azores, Charleston, Jax'ville, Ky., La., Md., Minn, Richmond, MAURETANIA, MOROCCO, HISP.	13 (+3), Build 3
CSA:	Cuba, HISP.	1 (-1), Remove 1

(more)

I won't call for a standby player for CSA, since this Power is down to just 1 SC. If I don't hear from Dan Palter, the position will go into C.D.

We have another Proposal for a Two-Way Draw between USA and Canada. As can be seen, the proposal for a 4-Way Draw between USA-Can-G-I did not pass, although I must say it was popular in certain quarters.

DEADLINE for JUNE (Winter) 1871 adjustments, and Votes on the 2-Way Draw proposal, are due on THURSDAY, March 1, 1990. Giving you an extra day since February is so short. Telephone deadline will be Wed., Feb. 28th, at 9:00 p.m. Eastern Time. If everyone submits orders for JULY 1871, and no one objects, we'll also play that season. The Builds cannot affect the game, but the Removals might. Note that while the German A Paris could not (R) to Burgundy, the German A Switz. could.

In APRIL '71, we failed to underscore the Italian move "F Gulf of Cadiz-MAO." Fortunately, both Italy and Canada caught this error. Our apologies.

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GAME OPENINGS

"From Sea to Shining Sea." Gunboat playtest of a new 5-player North American variant designed by Ron Zalewski and Glenn Overby. Both will run sections of the game on 3-week deadlines, after which adjustments may be made to the design. Game Fee is \$10. to enter three such gunboat games. This fee includes sending you a full-size map for FTF play. To sign up, contact Ron Zalewski, 102 Edwards, #4, Del Rio, TX 78840; or Glenn Overby, P.O. Box 36983, Grosse Pointe, Mich. 48236.

MEGALOMANIAC, by Rich McKee, P.O. Box 831, W. Chatham, Mass. 02669. Has several more openings in "Youngstown XII," the 12-player global version of Youngstown, the granddaddy of all variants. Write for sample copy. Game will be run in a subzine called THE WAR CORRESPONDENT, by Chris Warwick, 317 Fairmount Dr., Edgewater, Md. 21037. Rich also needs one or two more people to start a Regular game.

DIPADEEDOODAH, Phil Reynolds, 2896 Oak St., Sarasota, Fla. 34237. Has openings in "Minimalist Dip" (\$3). Only 7 spaces on the board, each containing an Army. Should be short and sweet. Also, "Fog of War" (\$5). This is a limited intelligence game, where you get only partial reports from the GM. And Phil plans to playtest a new "African Dip" variant, based on a map of Africa, Arabia and adjacent seas. (\$5). Also, if you'd be interested in a "Machiavelli" game, Phil would like to hear from you. He'd want to hear from at least 5 people before taking any further action.

GET THEM DOTS NOW, Lee Kendter, Jr., 264 Spruce Ct., Bensalem, Pa. 19020. "Land Bridge Dip II," using Standard board with no seas or F's. Spaces are connected by Land Bridges. Also, he needs 14 more players for a game of "17-Player Anarchy." Each player is assigned two SC's at random. I'm in such a game in CANADIAN DIPLOMAT, and can assure you it's very interesting (and confusing). Send \$1 for sample issue.

ARK, a zine running "Empire Builder," by Eric Brosius, 41 Hayward St., Milford, Mass. 01757. He's now offering to run a "speed game" of "British Rails." "Speed" means that the time to run a game will be cut from four years to less than two. Not Dip, but we do have some railfans among us. Send 50¢ for a sample copy.

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CHARACTER DIP END-GAME STATEMENTS. Players, Standbys, and a few special people will receive an insert here with page long back-to-back statements from Ralph Baty and Jeff Suchard (England & Austria). Anyone else wanting a copy may send me a SASE.

Character Dip

ENGLAND (Ralph Baty) (Winner):

I felt this was an interesting variant. I think there is much potential for this game. I believe the hypnotist was the most valuable piece. I used mine successfully at least three times against three of my opponents. With the hypnotist in action I didn't have to worry about what the victim unit was going to do. I already knew. My hypnotist came early and I stationed it in the North Sea to fend off any incursions before they became serious. From here it was used twice, I believe, against Germany. Once to order a German free unit into a Russian land mine I suspected was in Denmark (how else can one destroy one of those things?). After a time I realized that no one was attacking England, so I moved my hypnotist into the Baltic. There it ordered the Russian minelayer to eat one of its own mines and self destruct. I couldn't have done that except that the Russian unit moved adjacent to the hypnotist after I told him not to go there. However, the most enjoyable use was to order the Austrian double strength unit back into Warsaw, where in the next season it was gassed. While in civil disorder it was dislodged by my double strength unit and since it received no orders it was annihilated. Setting up that action was the most fun I had in the game. Other units were powerful, also. The next two were the gasser and the miner. Most people seemed to be afraid of the gasser, so I used it only sparingly hoping people would forget which one it was. The miner protected my southern flank for most of the game by placing mines from Picardy into Austria. I had told Italy not to move his last unit in Paris to Picardy. I do not understand why people don't believe me in this game. When he blew up, Italy was out of the game. The rest of the line lasted until the very last when Austria killed one unit in Munich followed by another successful incursion in the Fall. Unfortunately for that unit, my hypnotist was in Kiel, so if the game lasted into another season, that Austrian unit was destined to go back into Austria where the last land mine was placed. Did anyone else notice that each of the five survivors owned one supply center in Turkey, Bulgaria and Greece? That seemed a bit unusual to me.

In the mid-game some talk was made of a two-way draw with Austria and England. Had this been an ordinary game I may would have accepted the draw. But, it was too much of a challenge to try to destroy the Austrian double strength unit with the combined punch of the hypnotist, gasser and others. I was not sure then that I could win, I really wanted to play the variant a bit longer.

I half expected France to attack me toward the end of the game, even though I was of tremendous help to him in extricating Italy from his parlour. I was completely honest with him as to where I was going, and where I was putting my mines while in France. Perhaps it was those mines which kept him from joining Austria against me earlier. I would like to think that it was my honesty and my withdrawal when I probably could have attacked him and won the game earlier. I personally do not believe it is necessary to make agreements then turn around and break them. I agreed to help France with Italy if he would help me against Austria. Part of the deal was nonaggression which was reinforced when I retreated my unit from the English Channel, much to the concern of Austria.

I did play-test a version of this variant, even though I am not very attracted to the face-to-face game. I modified the rules to include only 7 [I think 8 or 9 would have been better] different attributes: 1 double on attack (strong attack), 2 double on defense (strong defense), 3 double on support (strong support), 4 hypnotist, 5 double move (quick), 6 amphibious(goes anywhere), and 7 normal(ho-hum). I had various selections available for the group, and they voted for these seven. All selections were made by the players when they built the unit, and they had to use all seven before they could reuse any of the attributes. We made little stickies for the seven attributes and put them on the units as they were built. When the player used his seven, then a new set of seven was authorized. The fact that the attributes were public meant that we could not use secretive attributes like invisible units or miners. I think the game played much better with the public attributes and the fewer number, it was easier to GM, and it was fun watching ones opponents concern when one managed to get a double attacker and double supporter adjacent to their home supply centers. Having two hypnotists adjacent to one another would make them almost invulnerable to successful attack. I tried to pick attributes which are approximately equal in strength in their own unique way. I believe the hypnotist was too powerful in comparison to the other attributes even though one was allowed to hypnotize only once every other move. We had interesting discussions of how to allow two double movers to go through the same space, or conflict with other units. We decided that a double mover would conflict with any other unit anywhere along its path. Two double movers could go through the same space if one did it on their first move and the other on the second. We never did decide what would happen if two hypnotists tried to hypnotize each other, it never came up.

Fred,

Here is my endgame statement for Character Dip. Austria (Jeff Suchard)

To paraphrase Napoleon, victory goes to the side that makes the least mistakes. This was my first PBM Dip game, but I won't use that as an excuse. I made mistakes, and so did many others. In the end, England's steady, though not spectacular, play assured him the win.

Early on, things went very well for me. I used information from Turkey to get 3 centers in 1901, and then allied with Italy against Turkey. Unfortunately, Italy made some bad moves (such as supporting a unit of mine that didn't exist) and soon fell to France and me. Russia, too, was ineptly played, allowing me to gain another 3 centers in 1903. At the same time, Germany messed up. He consistently ordered units in Berlin to Denmark, not realizing that the Baltic Sea intervened. This and other mistakes let England demolish Germany out of hand.

By this time Turkey and Russia had very few units. These could only annoy me, and I wanted nothing better than to mop up the East Med without pestering anyone else. England and I had an agreement to split the board with 17 centers each, though of course we each planned a stab. It was England who stabbed first. That in itself was a good move since I was busy with Turkey, Russia, and France. But what I couldn't understand was Ralph's reason for the stab: He said he wanted to "experiment". France was completely undefended and was occupied against my forces. England could easily have annihilated France and pulled a victory, or at least a draw, in only a few seasons. But instead he chose to see what would happen if we fought. I decided to defend against France, who had a valid reason for fighting me. I tried to convince France of the need to ally with me against England, since I would not allow the English experiment to go as planned.

I NMR'd twice at the worst possible times, and I am very sorry for this. I was extremely busy these last few months, but this is really no excuse. It amused me though, that England only made progress against me when I NMR'd. In fact, when I failed to send in retreats and lost 3 units, he heralded this event as a great victory, as if he caused it.

France finally saw that his only chance was to ally with me, but we both made mistakes. My failure to send in Spring retreats was fatal. France also made the mistake of not pressing England hard enough once he decided to change sides. He should have taken Brest back ASAP so he could build fleets vs. England. And he was also too timid about the English mines along his north-east border. Mines are a perfect opportunity to get rid of those less-than-essential units, and possibly get a real bonus when the unit is rebuilt.

The final, and perhaps best, example of how the mistakes of others let England win was in the final season. France and I had had lengthy discussions of how best to fight England, but what had not been clearly defined was the role of our units in Heaven. I had suggested that France attack English home centers while I'd attack in the East. Somehow we both ended up in the middle- that's how the Heavenly unit bounces.

I have really enjoyed this game; moreso when I was winning of course, but that's to be expected. I have a suggestion that the Right-Hand-Rule for retreats be used after Spring turns in cases when retreats aren't included with the orders. It seems better to me to err on the side of retaining unwanted units than to cripple a player for a lapse of memory.

My apologies to Doug for forcing his hand; and congratulations to Ralph.

CHARACTER DIP - 1987AF rg06 (England & Austria on sep. pg.) END-GAME STATEMENTS

ITALY (Brad Wilson): Moral of this story: don't hook up with a "passive" ally. I fixed Italy's star to Austria's wagon, as Jeff wrote to me and was friendly, while Doug Acheson (France) didn't write, and was hostile from the word "Go".

I had some good cards, but given the all-out war France hit me with, they rarely mattered. An NMR or two didn't help - and neither did Austria. Suchard wrote notes that seem like he's interested in helping, but when push came to shove, I don't think he actually helped me once against France or gave me a build in the anti-Turkish war. Given that Austria was gobbling up weeful Russia, letting me take a dot or two to stop France might have been a good investment. But, he didn't, and I was overwhelmed by France. That meant that Austria couldn't advance through the Med, and his fate was sealed by England's fine play and Germany's quick demise.

Ralph Baty, a tireless writer, certainly deserved to win. Jeff got what he deserved for being selfish and short-sighted. As for Doug (France), I guess he just outplayed me. I was hardly brilliant. So goeth Italy.

As for the game itself, I think the Heavenly units are too powerful. They should be allowed to support into faraway spaces, but not to drop into them. I'd favor a ban on use of the cards in 1901, fewer or no Heavenly units, and more "small" powers for the various units.

TURKEY (Robert Cheek): 1. Units that can move only from one space to another are useless (such as special Fleet jumps).

2. Why not allow players to pick which starting piece has which power? For me, the pieces were never in useful places.
3. Hypnetist only every other turn very useless. Replace with something else. ((I think England may disagree with you here - Ed))
4. Regular units wasted in this game. ((But if every unit has a special character, doesn't that spoil some of the confabulation which is built-into the game?))
5. Perhaps a solution to the problem in #1 is to allow a unit to jump to the designated space from anywhere on the board. Perhaps there could be F jumping from any Atlantic sea space to any other, or any Med sea space to another.

ADDITIONAL COMMENTS BY GM:

My reason for not allowing a "Right-Hand Rule" retreat following the Spring seasons was to try to create a greater number of destroyed units, so that more Character cards would be issued the following Winter. What I didn't foresee was that in some cases, the loss of a unit without a (R) order in Spring meant that the country would lose a SC in the Fall, and would not get to build another unit in the Winter. Maybe the use of land mines and some of the other characters would provide enough turnover without this forced OTB Retreat. But, in any case, I plan to allow players to deliberately allow their units to be removed from the board, if they wish, in order to try their luck at getting better units on the next draw. Sort of the way you throw cards away in poker in hopes of getting a better hand.

One idea I had would be to allow each country with at least 3 units on the board to deliberately remove one unit at the end of the Fall move, to try to get a better character. I suppose most people would remove an Ordinary unit, although in some cases the various "jump" units were worthless to powers like Turkey. The voluntarily removed unit could not, of course, claim a new SC for its owner on the Fall move. What would you think of this idea?

(more)

CHARACTER DIP (Cont.)

So, when I find the time to do so, I'll see about making a few changes in the rules. I'm thinking that, as in Vacation Dip III, the special characteristics should not go into effect until Spring 1902. Or, at least, the Heavenly units should be prevented from moving to Heaven until that season. I do want to keep the Heaven concept (Card #8), but if the name bothers people, I'll change it to "Hyperspace." I think it's important to have six such units allowed, since that way nearly everybody will have one such unit. I might allow each country to choose a character for one of its units.

I am thinking of eliminating Card #14, the Invisible unit, and Card #18, special F jumps, and replacing them with other small but more useful characters. I found the adjudication of the whereabouts of an Invisible unit caused a lot of work for the GM.

When I finish this, I'll send draft copies to all of the current BUSH "Character Dip" players and standbys for their comments, even if you're no longer on the mailing list, as I'd like to have your opinions on these changes. Thankyou for your comments on the game. If anyone would like to add something, I'll try to print it next month.

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PREDICTIONS FOR THE 90's

The Soviet Union will return to the name "Russia," after spinning off several of its current "Republics" in the Baltic and Central Asia.

"Karl Marx Stadt" in East Germany will revert to its pre-1946 name of "Chemnitz."

Japan will pass up Russia as the world's No. 2 Superpower.

East and West Germany will come to some sort of a confederation, and Germany will be the leading state of Europe outside of Russia.

With the collapse of Great Power dominance, a lot of suppressed territorial squabbles will be revived, similar to those of the pre-1914 era. Examples: Hungary vs. Romania for control of Transylvania; Greece vs. Bulgaria for control of parts of Thrace. Does this remind you of a certain game we play?

Regardless of whether they live in Russia or Turkey, the Armenians will continue to be persecuted by all of their neighbors.

Puerto Rico will become the 51st American State. D.C. will not.

Quebec will become an independent nation.

Some form of National Health Insurance will come into being in the U.S.

Baltimore will get a new NFL football team.

(Remember, you read this first in BUSHWACKER!)

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RECOMMENDED: "GLORY," the movie. Some of the battle scenes in this film are among the most realistic I've seen filmed. There is some resemblance to "Gallipoli" as the men of the 54th Massachusetts are thrown away in a futile charge on a virtually impregnable fortress. Military stupidity has always been with us. The film also shows good insight into race relations at the time. Too bad the history of this action was forgotten for 125 years.

IT'S MILLER (AWARD) TIME AGAIN

The following Memo has been received from Ron Cameron, Hobby Awards Custodian. The Deadline for nominations is March 15, 1990:

IT IS MY PLEASURE TO ANNOUNCE THE OPENING OF NOMINATIONS FOR THE HOBBY'S 1990 AWARDS. I HOPE YOU WILL CONSIDER NOMINATING SOMEONE YOURSELF, AND WILL ENCOURAGE OTHER HOBBY PEOPLE TO DO SO AS WELL. Nominations are solicited for four awards:

DON MILLER MEMORIAL AWARD for hobby service during the year 1989. This is the hobby's most prestigious award and past recipients include some of the hobby's most distinguished members. Anyone who has made a major contribution to the improvement of the hobby in the past year is eligible.

ROD WALKER AWARD for literary excellence is given to an individual or individuals who have written about the game or hobby with exceptional achievement in the past year. A copy of the item for which the individual is being nominated should be included with the nomination.

JOHN KONING MEMORIAL AWARD for outstanding play of Diplomacy in any form (e.g. PBM, PBEM, TOURNAMENT, etc.) during 1989. The reason for the nomination should also be included.

MELINDA ANN HOLLEY AWARD for outstanding female participation in the hobby. The females' activity/affiliation should be mentioned with the nomination.

Nominations will be screened by a committee in the event more than five (5) are received in any particular category---I certainly hope there are. Ballots will distributed after March 20th to as many publishers and hobby members as possible. Please also feel free to volunteer for service on a committee, if needed. Award recipients will be announced at DIPCON XXIII and presented with a personal plaque, as well as their name(s) engraved on the various perpetual plaques. Donations to cover expenses are requested and checks or cash should be enclosed with your nomination. Make checks payable to Ron Cameron or Fred Davis, Jr.

YOUR COOPERATION AND PARTICIPATION AND FINANCIAL HELP IS VERY, VERY MUCH APPRECIATED! ! !

/s/ Ron Cameron, 7821 Bouma Cir., La Palma, CA. 90623

You don't have to make a contribution to make a nomination, but it sure would help. As Treasurer for the Awards Committee, I can advise you that we were operating in the red in 1989 until October, when the final contributions were received here.

It is my personal opinion that no special "female participation" award is called for in the hobby, any more than we need an award for "black" or "Canadian" participation. Several ladies have been nominated in the past for Miller, Walker and Koning Awards, including some by me, and at least one has won such an award (Daf Langley won the Walker Award in 1986).

Be that as it may, I hope you will actively participate in this year's Awards program. When the ballot is established, a copy will appear here in BUSHWACKER for you to use. You do not have to participate in every category. Traditionally, there have been more votes in the Miller Award category than any other, since everyone has a fair idea of who has helped the hobby in the past year, while many of us may not be familiar with good writers or good players.

ZINE REGISTER #15 NOW AVAILABLE

This Register is dated December 1989, but arrived four days after I'd mailed the January BUSH. Typographically, this is one of the most professional-looking publications to ever appear in the hobby. The reviews of more than 100 publications are both honest and humorous. A complete list of hobby Custodians and services is also provided. Some Overseas zines are also listed. The alphabetical breakdown makes it easy to find a particular publication. A veritable goldmine for novices and anyone interested in an overview of the entire postal field.

To order your copy, send \$1.50 to: Tom Nash, 5512 Pilgrim Rd., Baltimore, Md. 21214.

* * * * *

We now have a form for registering for DipCon XXIII/ World DipCon II. However, we've already run to 12 pages, and just don't have room to print it here. We'll do so next month. Remember, the dates are June 22-24, 1990, in Chapel Hill, N.C. It will be a Dip-only con (plus Titan, Railway Rivals, etc.), but as the national ORIGINS tournament will be held in Atlanta, some 350 miles away, the following weekend, you might want to think about attending both.

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