



# BUSHWACKER

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APRIL 1990

This is the 218th consecutive issue of BUSHWACKER, a Postal Diplomacy\*zine devoted to the play and reporting of Variant games, hobby news, and whatever else I feel like writing about. This is 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. Players, however, are urged to submit their orders by mail, except in emergencies. We are running down to a field in August 1990, but all games will be finished by me on a flyer basis after that.

\*Diplomacy is a registered Trademark for a game invented by Allan B. Calhamer, and Copyright by The Avalon Hill Game Co. of Baltimore, Md. "Bushwacker" is the name of a comic strip character I created 50 years ago this August. How do I know the date? I still have a cartoon in my files showing "Bush" promoting the candidacy of Wendell Willkie for President in the 1940 campaign. Yes, now it can be told. When I was 10 years old I was a (blush) Republican!

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NO MORE GAME OPENINGS. I can use Standbys in the "Ancient Empires" and "Five Italies" games. The cost is a Flat Fee of \$5.00 for newcomers, or \$4.00 for current readers. Any games still running after August will be continued by me in a flyer format. You don't have to worry about your game being orphaned. This Fee includes the cost of a set of maps/rules for your game. No sub required.

Anyone wishing to SUB for the remaining run of this zine, simply add 50¢ for every month between now and August 1990. You can also receive the remaining game reports, if you wish. This will also be at 50¢ per issue. Can't do it for less, as the Postal rates are going up to 30¢ an ounce shortly. SAMPLE copies are still 50¢.

We TRADE with many other zines on an all-for-all basis. These Trades will continue through August 1990 unless I specifically notify you otherwise. If anyone wishes to continue to trade for DIPLOMAG, the Mensa Diplomacy SIG bimonthly newsletter, after that, I'll be glad to oblige. At least one publisher has already said that's what he wants to do. I'll be subbing to other zines after that.

This issue contains reports on ATLANTICA III (1988AR oa01), ANCIENT EMPIRES (1989IR-ac10), and FIVE ITALIES (1990B ug12).

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THE NEXT PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION is cranking up. Each year, this Auction raises money to support hobby services, with no political strings attached. To get things started, hobbyists notify John Caruse of items they'd like to donate to the auction. These can be valuable or silly, but there's a preference for items that have some sort of connection with Diplomacy, no matter how tenuous. Don't send your items to John; just describe them, and, if applicable, set a minimum bid requirement. John will then prepare a catalog, and send a copy to every North American publisher, and to anyone else requesting one. Some publishers will reprint the catalog in their zines. Others will tell you how to get one. High bidders will be notified by John that they've won their object (or sub, or game fee, or whatever). (more)

Yes, free games and subs will be among the items in the catalog. There will also be further countries and spaces available for renaming on the PDORA Diplomacy Map. Last year, three Great Powers and 10 spaces were renamed, some for people, and others with funny names. I bought London, for example, and renamed it "Rax," the original family surname. One word of caution. If anyone offers you a "hobby office," ask what it is. Thinking this was just one of John's jokes, I bid and won on this item in 1989, only to find out later that the offer had come from Robert Sacks. 'Nuff said.

Please notify John of what you're donating by the end of April. His address: John Caruse, 636 Aster St., Norristown, Pa. 19401.

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ATLANTICON '90, BALTIMORE CONVENTION CENTER, JULY 13-15, 1990

This is the annual big East Coast gaming event. Preregistration by mail by June 23rd is \$14. After that date or at the door it's \$18. Single day admissions are \$10. ea. Of particular interest to Diplomats are the following events:

Friday, July 13th, ca 7:00 p.m.: Northern Ireland Dip Variant. Code: NY04. Fee \$3. GM: Brad Wilson. Paul Kenny's design, as played in STANDARD DEVIATION.

Civilization, Round 1. Code: CS01. Fee \$3. Top 14 players advance to second round on Saturday at 2 p.m. GM: Charlie Spiegel.

Saturday, July 14th, 12 Noon. Diplomacy Tournament, Round 1. Code: NY01. Fee: \$4. GM: Robert Sacks. Round 2 Sunday morning at 10 a.m. As Mr. Sacks has been ill, there is a possibility that someone else may serve as GM.

There will also be the usual Diplomacy Seminar and "Congress." However, the advance form does not show their time and place. These will be in the program you'll receive when you arrive. This is usually held on Saturday evening.

Official housing is at the SHERATON Inner Harbor Hotel. Convention rates are \$89/night Single or Double, \$99 Triple or Quad. Minimum stay of two nights required. Rooms available at these rates from Wed., July 11 thru Mon., July 16th. Cut-off date for these rates is June 19th. For reservations, call the hotel directly at (301) 962-8300, and mention you're attending AtlantiCon. You may be able to find less expensive rates at the nearby Days Inn Inner Harbor ((301) 576-1000) or Holiday Inn Downtown (1-800-465-4329). Or, consult your travel agent.

You can pick up your material as early as from 2 to 8 p.m. on Thursday. Open gaming areas will be available on a 24-hour basis starting Thursday evening. The Exhibition area will be open 10 to 6 Friday & Saturday, and 10 to 5 on Sunday. Many parking lots are available west and south of the Convention Center. These are cheaper to use than the multi-storied garages.

To order your copy of the flyer, write to: AtlantiCon '90, P.O. Box 15405, Baltimore, Md. 21220. Phone: (301) 574-5066. The flyer includes an official registration form, including specific registration for each game you wish to play in. Advance registration guarantees your participation in a game unless it is cancelled, in which case you'll receive a refund when you arrive. Only one person may register on each form, so please make photocopies if two or more people wish to register as a group.

\* \* \* \* \*

ON THAT GERMAN-POLISH BORDER

East Germany is disappearing so fast that some people are saying that instead of a unification with the Bundesrepublik, there's going to be an Anschluss.

The status of the German-Polish frontier is a worrisome one. In 1945, when Stalin grabbed about one-third of prewar Poland for Russia, he insisted that Poland be compensated for this by being given German territory in what was then East Prussia, Pomerania and Silesia. Much of Eastern Poland, captured from Russia in a little-known war in 1919-20, was not really Polish. Some was ethnically Byelorussian or Ukrainian, and a bit in the north was Lithuanian. However, the area around Lwów (L'vov) was Polish, and should have remained in Poland. Nevertheless, one act of injustice does not justify another. That Stalin was allowed to steal parts of Poland should not have been used as an excuse to permit Poland to occupy what were then German areas as compensation.

Today, of course, most of the Germans who formerly lived in the areas given to Poland have moved to Germany. Some were forcibly evicted in the late 1940's and 50's. Others left voluntarily over the years as Poland's economy spiralled downward.

Three factors should be used in determining the proper boundary lines for any area. First, the ethnic makeup of the area as it now stands. Secondly, the geography. Are there any rivers, mountains, canals, swamps, etc. which provide natural boundaries? Third, and least important, who has historically owned the area. But only recent history is relevant. For the most part, claims prior to 1919 are irrelevant. If you go back far enough, virtually everybody can put in a claim for everything!

I saw a report stating that the only significant cluster of Germans in today's Poland was around Opole, a good 150 miles from the frontier. It would be helpful to see a county-by-county breakdown on what percentage of the population in areas near the German border may still be German. Such information would be most helpful in deciding whether any border changes are justifiable.

The new Polish-German boundary of 1945 was set at the Oder and Meisse Rivers. This, at least, made for a good physical boundary. However, something weird happened up north. Uncle Joe insisted that the port of Stettin (Szczecin) go to Poland, so the boundary crosses the Oder just south of that city, and a strip on the west bank about 10 kilometers wide was given to Poland all the way to the arm of the Baltic Sea called the Stettiner Haff. Poland was also given the island of Wolin, in the bay, plus the eastern sixth of Usedom. This latter island is famous because the V-2 was created and first flown from Penedmunde, a town at the extreme western end. Perhaps the Russians wanted some "friendly" territory on the island while they studied what remained of the V-2 works. Just east of a seaside resort called Seebad Ahlbeck, the original Iron Curtain clanked down, and Swinemunde became Swinoujście.

As a map freak, I've noted similar anomalies all over the world. In some cases, weird boundaries mark the high-water marks of advancing armies. In others, they are accidents drawn up in salons hundreds or thousands of miles away by diplomats having no knowledge of the real geography or ethnicity of the areas. This part of the German-Polish border is one of the worst such cases. Perhaps the Polish sensitivity to their western border is because they knew that this particular boundary could never stand up to a test of logic.

The logical solution would be to give the area around Lwów back to Poland, and then have Poland, in turn, cede all areas west of the Oder, including that speck of Usedom, to what is going to be a united Germany. There is also an anomaly in the far south, near Zittau, where a pseudopod of Poland sticks out between East Germany and Czechoslovakia. This, too, could be returned to Germany. These adjustments could be accompanied by a formal peace treaty guaranteeing the permanence of the rest of the border.

(more)

The treaty could include guarantees for the continued Polish access to the port facilities at Stettin, and for the protection of whatever Germans are still living in today's Poland. We would then have a logical geographic boundary between the countries.

Of course, I doubt that any appeal to logic will have much effect. But, if our politicians aren't smart enough to settle this boundary issue now, it's going to remain an unhealed sore, which may break out again sometime in the 21st century. Will we be smart enough to settle this matter now in a general peace treaty, or will we continue to bumble along ignoring it, leaving a potential flashpoint for future generations?

\* \* \* \* \*

It should also be noted that East Prussia was split between Poland and the USSR by an arbitrary and virtually straight line. The northern portion was made a detached part of the Russian Republic, rather than part of Lithuania. If Lithuania should now secede from the USSR, this Kaliningrad (Königsberg) area would be cut off from the rest of the Union. This could prove awkward, although there is no chance of the area going back to Germany. The "2020 Fantasy Map" reprinted last month in BUSH suggested that this province of Kaliningrad join a federation with the other free Baltic states. Presumably, Poland would continue to hold the southern half.

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#### THAT NEW WORLD FOOTBALL LEAGUE

Our Overseas readers may be interested in knowing that the sites for the four European teams have been selected. They are: London, Frankfurt, Barcelona and Milan. The two other non-American teams will be located in Montreal and Mexico City. At this point, only two of the six American team sites have been selected. They are Miami and New York. To the best of our knowledge, cities have not exactly been fighting one another for the privilege of hosting teams. No American owners have yet been determined. I guess the other sites will depend on who steps forward with cash in hand.

London and Frankfurt are logical sites, since an important factor in team placement is going to be proximity to a major international airport. Barcelona has been selected because of the 1992 Olympics being held there. I can't say why Milan has been chosen over Rome for the Italian entry. Is there, perhaps, some interest in Amfoot in northern Italy, which may be lacking in the central region? I would have liked to have seen a second team in Britain, since there has been so much enthusiasm for the game there. I'd also like to seem a team in Baltimore, of course, since we lost our regular season team.

Play is supposed to start in the summer of 1991, if all goes well. It will be interesting to see comments on this in the British Diplomacy press. By the way, I'm told the abbreviation for this World Amfoot League can be pronounced "Waffle."

\* \* \* \* \*

CAN-CON will be held on the Scarborough Campus of the U. of Toronto, August 3-5, 1990. Preregistration fee is \$20/person. Housing is available in a block of five townhouses at \$28/night/person, meals extra. CAN-CON '90 is a Dip-only event, sponsored by the Canadian Diplomacy Organization (CDO). The Canadian Championship will be decided at this Con. Yanks are most welcome to participate.

For more information, including directions to the campus by car or public transit; or to register, contact: Douglas Acheson, Unit 5, Suite 330, 320 Yonge St., Barrie, Ontario, CANADA L4N 4C8. Make all "cheques" out to "Doug Acheson."

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BASEBALL WARZ - 1990 - FRED'S FEARLESS FORECAST

In 1989, we were correct in only 8 out of 26 cases in picking the correct finishing place for the baseball teams. Oakland was the only first place finisher we got right. We had picked San Francisco to finish 4th in the NL-West, and the Cubs 5th in the East. They both shocked everyone by winning. We almost picked Toronto for first in the AL-East, when we said it would be either Milwaukee or Toronto.

Having no sense, we are once more making a prediction for 1990. After this year, we will be able to enter the NORTHERN FLAME annual Baseball Contest quietly, instead of having to display our ignorance to the whole world in BUSH. Last year's final standings are shown in ( )'s for each team:

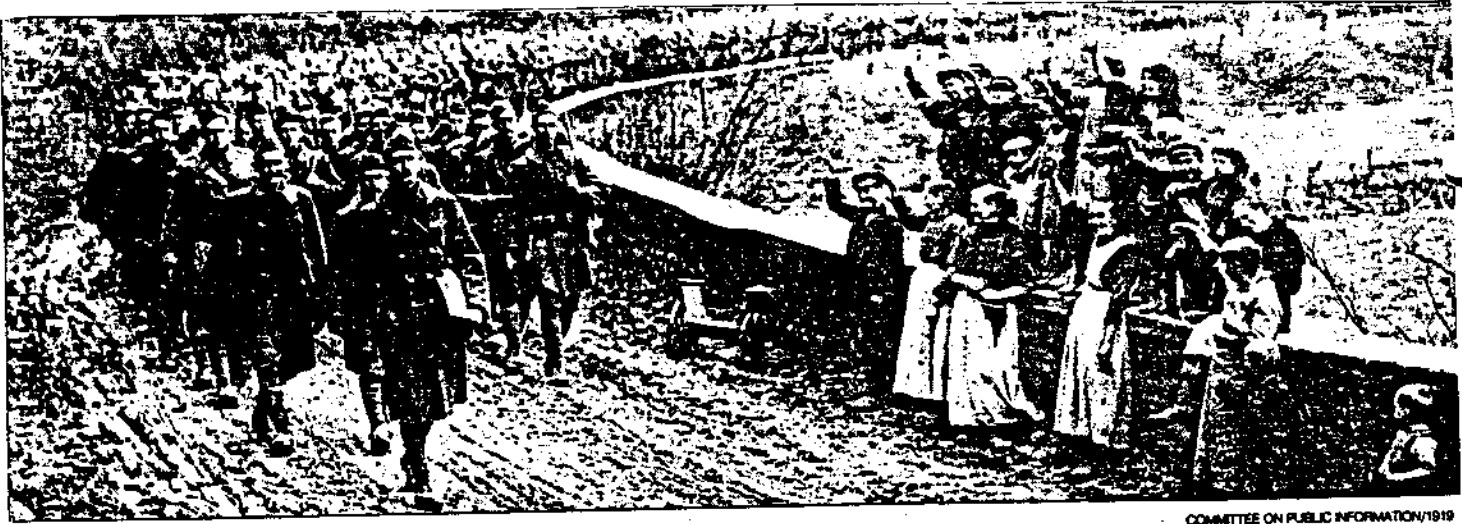
<u>AL EAST</u>		<u>AL WEST</u>		<u>NL EAST</u>		<u>NL WEST</u>	
	'89		'89		'89		'89
1. Toronto 2	(1)	✓Oakland (w)	(1)	1. N.Y. Mets 2	(2)	San Diego 5	(2)
2. Boston (w)	(3)	Kansas Cy6	(2)	2. St. Louis 6	(3)	San Francisco	(1)
3. Milwaukee 6	(4)	Calif.	(3)	3. Chi Cubs 4	(1)	L.A. Dodgers 2	(4)
4. Baltimore 7	(2)	Texas	(4)	4. Pittsburgh (w)	(5)	Cincinnati (w)	(5)
5. N.Y. Yanks	(5)	Seattle	(6)	5. Montreal 3	(4)	Houston	(3)
6. Cleveland 7	(6)	Minnesota	(5)	6. Philadelphia	(6)	✓Atlanta	(6)
7. Detroit 3	(7)	Chi Sox 2	(7)				

In the AL East, there's no way that Baltimore can repeat the miracle of 1989. Last year, the kids didn't know they couldn't win. That should move Boston up a notch. Some sources are even predicting that Boston will win, but I'm sticking with the champs. I've seen predictions for Milwaukee of anywhere from 1st to 6th place, but I'll take the middle ground. The AL West is now baseball's toughest division. Can't see anyone beating Oakland, but K.C. may come close. Poor Minnesota, just 3 years away from a World's Championship, and now on the way to the cellar.

In the NL East, the fates won't allow the Cubs to win two years in a row. Any Chicagoan will tell you the Cubs are supposed to lose. The Mets should regain the crown they held in '88, and St. Louis is coming up fast. (Smile, Kathy). I predict the two great centers of Postal Diplomacy will meet in the NL Playoffs when San Diego upsets the Giants for the NL West championship. Some people are saying Cincy will finish third, but I don't believe they've recovered from the Pete Rose scandal yet, so I'm giving third place to my favorite NL team, the Dodgers.

In 1959, when I was still living in Chicago, the White Sox won the AL pennant for the first time since 1919. I jokingly stated that because of the Black Sox scandal, the gods had ruled that the Pale Hose could win the pennant only once every 40 years. It sounded funny at the time, but now that 31 years have gone by and the Sox are probably doomed to another year in the cellar, it looks like my prediction (curse?) may come true. So, write in your future book that the Chicago White Sox will not win another AL championship till 1999. At least, they will get their new stadium in time for opening day, 1992. Here in Baltimore, I predict the Oriole's new stadium won't be completed until around July 4, 1992. And, unfortunately, the people in charge have voted not to call it Babe Ruth Stadium, even though the Babe was born just two blocks away, and his father's tavern, where Babe worked when playing hockey, was located in the middle of what is going to be the outfield.

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COMMITTEE ON PUBLIC INFORMATION/1919

American "doughboys" march into Germany; World War I resulted from a number of factors in Europe that seem to be present again now.

# IS EUROPE RETURNING TO 1914 CONDITIONS?

By Gaddis Smith

**I**s a great wheel of history about to complete a cycle, returning Europe and the world to a political condition reminiscent of the late 19th and early 20th centuries?

The answer, on surface, seems to be yes.

Will a unified Germany, for the fourth time since 1870, bully neighbors and break the peace? Will suppressed nationalists and ethnic minorities provoke escalating violence? Will a desperate Soviet regime, losing imperial control, seek salvation by the sword?

Many in Europe and the United States are worried. The parallels of past and present are worth examining.

A century ago, a unified Germany was the most powerful and feared nation in Europe — and reunification is now on the horizon. The collapsing Russian and Austro-Hungarian empires, before 1914, proved incapable of containing political, nationalistic and ethnic unrest within their borders. The Ottoman (Turkish) Empire had collapsed altogether, leaving the peoples in southeastern Europe to quarrel among themselves and to embroil other nations in strife. Eastern Europe, with the confluence of old empires in dissolution and new aspirations for political and cultural independence, was a vortex of instability and danger.

Today Eastern Europe is also beyond control of imperial powers.

Germany, in 1914, was the greatest force on the continent, economically and militarily, but five other nations considered themselves major powers: Britain, France, Austria-Hungary, Russia and Italy. They maneuvered among themselves, mak-

ing and unmaking alliances, tempting or threatening each other to change sides in pursuit of political and military power. They employed secrecy both to confuse potential foes and to keep statecraft independent of public opinion.

In short, the world just before World War I was multipolar, reverberating with demands of ethnic and nationality groups, politically fluid, unpredictable and heavily armed. Russia was in decline. Japan was ascending. In Europe all eyes were on Germany — strong, assertive, ready to pursue national interest at the expense of others.

These conditions erupted in August 1914 into the hideous European war from which, in turn, flowed the Bolshevik Revolution, the rise of Hitler, World War II and so much of the death, suffering and waste of the 20th century. If one believes that history repeats itself and that conditions similar to pre-1914 are about to reappear, then the outlook for the 21st century is hardly happy.

But the differences between two eras are greater than the similarities. We have cause for hope — though not for euphoria.

Look first at armaments and war. Before 1914, nations believed wars could be won quickly, easily and at great profit for the victor. The outcome would be determined by the weight and technology of weapons, the skill of strategists, the morale of troops and the effectiveness of diplomacy designed to isolate the foe. Germany over France in 1871, Japan over Russia in 1905 and, on a smaller scale, the United States over Spain in 1898 ("the splendid little war") confirmed this. By 1914, the European powers, arrayed in two alliance systems and fearful that unpredictable change might lead to national destruction, were as tense as Olympic sprinters waiting for the starter's pistol. The first side off the blocks would win, or so they believed.

The assassination of the heir to the Austro-Hungarian throne at Sarajevo in the summer of 1914 was the starter's gun. One after another,

European powers leaped into war. Germany and Austria-Hungary were allied in the center, with Britain, France and Russia arrayed against them. Ultimately Japan, Italy, the United States and many small nations joined the fray. In spite of the carnage, some powers a generation later were still ready to gamble on war, on the blitzkrieg and the surprise attack, to win a profitable victory.

The sequence of two world wars — really one war in two acts — yielded the Europe we have known since 1945: two blocs, a divided Germany, Communist repression east of the Iron Curtain vs. relatively free, cooperative nations in the West, with the preponderance of military power in the hands of the United States and the Soviet Union.

This was the dangerous and yet predictable Cold War. During those years, the major powers avoided war with each other. They found "limited" wars frustrating and unprofitable. Above all, the global scale nature of nuclear weapons undermined faith in the utility of war. That is the most important difference between the two eras and the major reason why current changes in Europe, resurgent nationalism and the possible reunification of Germany, need not be feared.

A second difference involves the relative disappearance of secret diplomacy. Democratization and modern communications have made it impossible for little groups of schemers to make commitments out of the public view. Woodrow Wilson exaggerated when he dreamed of a world made safe from war through universal openness and democracy. But he was not entirely wrong. War is much less likely when decisions are made in public and governments are responsive to the wills of their people.

Another difference is the role of the United States. Although about to become the world's most productive economic power in 1914, the United States played almost no role in the political affairs of Europe. In the Western Hemisphere, Americans

proudly proclaimed hegemony under the banner of the Monroe Doctrine, hypersensitive to real or imagined European intrusions — especially the sale of arms to any nation or group in the Caribbean or Central America not subservient to the United States. Today, the power of the United States is far greater than in 1914, but it has receded from the high-water mark of 1945.

The restlessness of nationalities in Eastern Europe may resemble that of a century ago, but condition now are less volatile. In 1914, there was no Poland, Czechoslovakia, independent Hungary or Yugoslavia as such. Bulgaria and Romania existed, but with boundaries in flux.

Today, boundaries are relatively stable. Nations, although dominated until this year by communism, have a long record of existence. It is true that national aspirations within the Soviet Union are intensifying and that no one knows how they will work out. Conceivably a post-Gorbachev regime in the Soviet Union might risk international conflict in order to divert attention from internal collapse. It is more likely that Mikhail S. Gorbachev and successors will continue to seek international stability so that they may better respond to internal difficulties.

One huge uncertainty involves the future of ideology. The collapse of the 19th-century European system bred powerful, sometimes inspiring, but more often malign ideologies: communism, Nazism, assertions of racial superiority, colonial liberation. These ideologies have been repudiated or have lost motivating force.

But can large groups of people act together in great enterprises — for good or evil — without ideology? And must ideology be sustained by conflict with an enemy? After 1914, the human race did not find an answer. League of Nations liberalism was a match for xenophobic nationalism, racism and totalitarianism.

What forms of ideology will develop post-1989? That is a more difficult, interesting question than simply asking whether history will repeat itself. It will not.

Gaddis Smith, a diplomatic historian, is director of the Yale Center for International and Area Studies. He wrote this commentary for the Los Angeles Times.

This was supposed to have been printed last month, but I ran out of space. - BCD.

January 28th, 1990

CHARACTER DIP - End game statement: France (Doug Acheson) (1987AFrg06)

Unfortunately, the nature of this game of Diplomacy (ie, variants also) is to go for the win. Along the way alliances are needed and are made & broken as diplomatically as possible.

This is the first game in which I've ever been faced with a serious decision on who to ally, as both Jeff Suchard & Ralph Baty proved to be very honest (?! in Diplomacy!) players. Logistics then had to be applied. Who could really know what character cards these fellows had? England was closer to France than Austria, therefore, much more of a threat, so an alliance was accepted with Ralph.

A credit to both these fellows for continuing to correspond with me when my writing to them was spotty at best.

1904 proved to be the acid test for the E/F alliance. Ralph proved to be a true ally when he had the chance of eliminating my position quite easily. From that point on, it was 'let's get Austria out of the picture as fast as possible'.

By 1907, Jeff's pleas and very accurate observations on the outcome of this game began to get through to me. It did indeed look like Ralph's England was going to get a textbook win unless stopped.

Well, this is a game of shifting alliances and I decided that Jeff was right and we placed all our cards on the table. Unfortunately, an NMR proved to be our downfall as an alliance as I dragged my feet for one turn - 1908 - doubting the effectiveness of the A/F alliance. Just delaying an attack on England by that one year allowed Ralph to win.

Lot's of fun - thanks Fred for a different sort of Dip game. Well GM'd what with all the extra work it required to keep track of extra info on moves and units. Bravo to Ralph Baty, and to Jeff Suchard, an excellent rearguard action.

As for the game itself, I have no problems with it. It seems balanced, what with the provision of no more than 1 special unit per country use.

Thanks,

Douglas Wm Acheson



NEW RULER FOR ITALY "B". ITALY "E" PLAYER WILL RETURN NEXT MONTH.

Italy "B" (Effennel) is now being played by Andrew York, 2125 U.C. Blvd., #1407, Universal City, Texas 78148. Andy, if you want to rename your country to something starting with a "B," you may do so.

Ed Green had to rush to New York, where his brother was critically injured in an auto accident. Despite all of his troubles, he took time to write me and advise me of the situation. He also phoned me on March 30th to tell me that he will be back in the game for Spring 1902. Meanwhile, Tom Nash is acting as his substitute, and has submitted the Italy "E" Build orders for this Winter. Thankyou, Tom, for helping out in these circumstances.

	Current Strength
"A" RUFFY (Kendter): Build A Venice, F Naples A	5 (+2)
"B" EFFENNEL (York): Build A Rome B	4 (+1)
"C" CICERONI (Overby): Build A Rome C	4 (+1)
"D" DELI (B.Wilson): Build F Naples D	4 (+1)
"E" IMBROGLIO (Green): Build A Venice E (Substitute order by T. Nash)	4 (+1)

#### PRESS:

DELI to STUPID: This is a Deli run by Italian Jews, silly, er, Stupid. Kasher Chianti. and all the traditional treats like lex with tomato sauce, pickles with ravioli, and bagels parmesan.

SWITZERLAND: Boy, this is a strange view. Every way I look I see Italy. I wonder what is going on? It's neat being in a space without a letter after it.

RUFFY to GM: Wrong guess on the name. Want to try again?

GM: Well, at least not everybody built the same thing! I give up on the origin of your name, Ruffy. Perhaps you will enlighten us.

NOTES: Nothing more has been heard from Malc Smith, so after this issue he will go back to getting his Trade copies by Sea Mail. A player has suggested that the game would be improved if we made each Sardinia a Supply Center. This is probably right, but I presume that the game is too far advanced to make that change now. Tell you what: If every player includes a statement with his Spring 1902 orders that the Sardinias should be SC's, I'll add that change to the rules. If you vote "Yes" on this, you can send me contingent orders for any F which happens to be adjacent to any Sardinia; one for the rule passing, and one for not passing. You all just happen to have one F near someone's Sardinia.

Adding five more Supply Centers would raise the total to 26. The Victory Criterion would rise from 11 to 14. The game would last longer, and just might make it more interesting.

DEADLINE for SPRING 1902 orders and a Vote on the above, is MONDAY, April 30, 1990. Telephone deadline will be Sunday, April 29th, at 9:00 p.m. Eastern Time. Don't try to phone on Sunday afternoon. We'll be at the ballgame unless it's raining.

Bo Johnson of Madison, Wisconsin has signed up as a new Standby for this game. Thankyou very much, Bo. Since Tom Nash has been called, Bo will be the next person called if further back-up or Standby orders are needed here.



ANCIENT EMPIRES III - 1989IR ac10

FALL 263 B.C.

EGYPTIAN CHARIOTS OF FIRE KNOCK ASSYRIANS INTO DESERT, BUT BABYLONIANS HURL TRIREMES BACK INTO PERSIAN GULF. NEW CARTHAGE RECOVERS MAURETANIA. ROME BECOMES MASTER OF SIRMUM & IONIAN SEA. GREEKS & ANTIGONUS PLAY CAUTIOUS GAMES.

ANTIGONUS (Pankasky): A Armenia-Media. F Pontus-Euxine Sea. A Mysia (H).  
 (4) F Syria (H). ((Not an A, as reported last month)).  
 CARTHAGE (B.Wilson): F Aiolian Sea-Numidia. F Sicily (H). A Mauretania (H) /d/,  
 (3) (R) Fez (only space open).  
 EGYPT (Baty): A Arabia-Assyria. A Judea (S) A Arabia-Assyria. A Sinai-Alexandria. F Egyptian Sea (H). F Parthia-Babylon /d/,  
 (5) (R) to Persian Gulf (per orders).  
 MACEDONIA (Bargender): F Crete (H). A Epirus (H). A Messia (H). A Thrace (H).  
 (5) F Ionian (S) ROMAN F Tyrr-Sicily (NSO) /d/, may (R) to Athens, Adriatic, Sterea, Tarentum or Gulf of Syrtis.  
 ROME (Nash): F Neapolis-Ionian. F Tyrr (S) F Neapolis-Ionian. A Sirmium (H).  
 (5) A Illyria (S) A Sirmium. F Sardinia (S) F Tyrr Sea.  
 NEW CARTHAGE (Cheek): A Gabes-Mauretania. A NW Africa (S) A Gabes-Mauretania. F  
 (5) Ligurian Sea-Aiolian Sea. F Iberian Sea (S) F Ligurian-Aiolian. A Masilia (U) (H).  
 SELEUCUS (Perlmutter): A Media-Parthia. A Babylon (S) A Media-Parthia. A Assyria-Media /d/, (R) Oman (only space open).  
 (3)

PRESS:

SELEUCUS to New Carthage: Excuse my remarks; they were directed at Old Carthage.  
 SELEUCUS to Egypt: Normandy or Gallipoli? Your choice, you twisted denizen of inbred hippe worshippers. You're so low you'd need a ladder to kiss the underside of a scabb. I may go down under your hordes, but one day, revenge!

UTICA to New Carthage: Oh, really. You again. Here's to our death!

UTICA to Egypt: Help!

UTICA to Seleucus: Don't die yet. Wait till I do.

BUSHWACKER: Furry, I always th<sup>u</sup>ght Utica was in Upstate New York, near Syracuse. But, they tell me that Syracuse is in Sicily.

SUPPLY CENTER COUNT, ANCIENT EMPIRES, WINTER 263: GAINS, ~~LOSSES~~

ANTIGONUS:	3 Home, Syria	4 (—), No change
CARTHAGE:	3 Home, SICILY	4 (+1), Build 1
EGYPT:	3 Home, Arabia, Judea	5 (—), No change
MACEDONIA:	3 Home, Crete, Thrace	5 (—), No change
NEW CARTH:	3 Home, Masilia, Mauretania	5 (—), No change
ROME:	3 Home, Sardinia, Sirmium	5 (—), No change
SELEUCUS:	3 Home	3 (—), No change

NEUTRAL: Charax

SINCE THERE ARE NO ADJUSTMENTS for six of the seven Powers, I believe we can safely play WINTER 263 and SPRING 262 together. Carthage, Egypt & Rome may make orders contingent on the Retreat of the Macedonia F Ionian Sea. New Carthage may make orders contingent on location and type of Carthaginian Build. So, DEADLINE for WINTER 263 and SPRING 262 orders will be MONDAY, April 30, 1990. Phone deadline is Sunday, April 29th, at 9:00 p.m. Eastern Time.

ATLANTICA III - 1988AR ea01JULY 1871

PEACE IN OUR TIME. NEW WORLD BRINGS OLIVE BRANCH TO OLD WORLD.

The vote on agreeing to a Two-way Draw between USA and Canada was unanimous. Accordingly, the game officially ends with the June 1871 builds. I wish to thank Glenn Overby for offering Canadian moves, but Doug Acheson was able to get back into the game for the conclusion, with an apology for having missed the last move due to personal circumstances.

I agree that it was a mistake on my part to grant USA a 5th Home Supply Center, enabling it to start the game with 6 units on the board. In future games, the Wild West space will be eliminated, both as a Home and a neutral SC. This got USA off to too good a start, especially when he was able to gain an alliance with Canada. However, the draw would not have been so easy if it hadn't been for all of the NMR's by other players. Samuelson's abrupt resignation as Eng. was critical, and this was not helped when his replacement, Brad Wilson, NMR'd in Nov '70. Subsequent NMR's by France and CSA, and by the original Canadian player, Steve Smith, didn't help things. And George Kilmer's NMR in January '71 began the start of Germany's downfall.

One player complained that the New and Old Worlds are too far apart. My contention is that if players would use the land and sea boxes, they'd find the back doors to Europe and America open. Both USA and Canada had begun to exploit that passage as the game ended. American and Canadian Armies were descending on Europe, and Canadian Fleets had occupied London and Wales. I once took over Italy around November 1870 in a game, played the boxes, and converted a losing position into a 2-way Draw.

I am considering adding Mexico as an 8th Power, to provide for four Powers on either side of the Atlantic. Any comments on that idea are welcome. We would have to suppose that the Emperor Maximillian was able to maintain his throne in Mexico City, and build up the country into a major power by 1870. Since Austria-Hungary no longer exists in this game, this gives press writers a new chance to add Hapsburg Press to their repertoire once again.

ATLANTICA III SUPPLY CENTER COUNT:

	1870					1871	
	Start	June	Sept	Dec.	Mar.	June	
ENGLAND (Don Samuelson) <sup>1</sup> .	4	5	5	4	4	4	
(Brad Wilson):							
FRANCE (John Galt):	4	5	4	2	1	1	
GERMANY (George Kilmer) <sup>2</sup> .	4	7	7	11*	9	7	
(Robert Cheek):							
ITALY (Lee Kendter, Jr):	4	6	9	10	11	10	3rd place
CANADA (Steve Smith) <sup>3</sup> .	4	6	6	7	8	9*	Won, 2-way Draw
(Doug Acheson):							
USA (Ron Brown):	6	10*	10	11	13	16	Won, 2-way Draw
CSA (Dan Palter):	4	3	4	3	2	1	

\* Playing one unit short

1. Samuelson resigned w/ May 1970 orders. Brad Wilson took over June 1870.
2. Kilmer resigned Jan. 1871. Robert Cheek took over Feb. 1871.
3. Smith NMR'd out Nov 1870. Doug Acheson took over w/ Nov. 1870 Standby orders.

PRESS not used. Advise me if you want any of it printed with your end- (more)  
game statements.

I do feel that there was still potential life in this game. If England, Germany and Italy had formed a solid three-way alliance, they could have withstood the forces coming down on them from North America. However, there was a movement to end the game, which could not be denied. The sudden ending also saved CSA and France from being annihilated, which certainly would have occurred by September 1871.

So, I would appreciate End-game Statements from at least the top three players, plus anyone else who'd like to submit one. I would prefer typed statements, which are ready to print, for anything longer than one paragraph. The DEADLINE for such statements will be FRIDAY, April 27, 1990.

\* \* \* \* \*

#### MORE EUROPEAN NEWS

My thanks to Thomas Franke of Germany and Per Westling of Sweden for this information.

For the Scandinavian area, the BNC is Thomas Franke, who is also BNC for all German-speaking games in Europe. Miller Nos. for Scandinavia will be issued by Andy Bate, the MNC for the British Isles, as there are not enough variant games being played there to warrant a separate category. At one point, I had said that Thomas Franke was the MNC for Scandinavia, so I want to correct that misinformation.

Jaap Jacobs is the BNC for all Dutch-language games in The Netherlands or elsewhere. Holland has the block of letters SA-SZ for Dutch Regular Diplomacy games.

A Scandinavian Variant Bank is being established by Per Westling. This will include both English and Swedish rules, with Per translating some English-language games into Swedish, and some original Swedish designs into English. He also publishes a very fine zine called LEPANTO 4-EVER, which is mostly in English. If you're interested in Trading with him, his address is: Rydav. 246 c:16, S-582 51 Linköping, SWEDEN.

\* \* \* \* \*

THE TAPED INTERVIEW with me made by Mark Nelson at World DipCon I in Birmingham in July 1988 has finally been printed. It was originally going to be published in both an American and a British zine at about the same time, but plans fell through for U.S. publication. Mark publishes a regular Dipzine called THE YORKSHIRE GALLANT, but this came in a thingle with no name. It came with something called THE MOUTH OF SAURON Vol. 6, with a subzine called ASTERION 6, but I don't know whether it was supposed to be part of these zines or is standing alone. (They are stapled separately in the mail packet I received).

Some of the material in the "Interview" is obsolete by now, and the historical background I provided is mostly off the top of my head, without reference to files. Nevertheless some people may find it of interest. I don't know whether Mark has sent copies to any other American publishers. If anyone wants a copy from me, I'd have to ask you to send me \$1.20, as this runs over many, many pages.

Much of the material concerns my memories of the early days of the Postal hobby, from the time I entered it in 1968 to about 1981, when the ARDA or NAVB Catalog system was established for all of the world's known variants. There are some very complimentary things said about people like Don Miller and Conrad von Metzke, and some rather uncomplimentary remarks about Mr. Sacks. With the Great Variant Split apparently fading, things that were said in July 1988 may no longer be true today.

(over)

There are still several typographical errors in the text, even though I was sent a draft copy and send back a beatload of corrections. Michael Hepcraft's name is misspelled "Hepecraft," for example, and in one sentence I am still quoted as saying "whilst," although I'd advised Mark that Americans never use that word. However, these are minor points. The article does give you a snapshot of how certain people felt about the Postal hobby in mid-1988.

\* \* \* \* \*

I've also received a copy of GLOBETROTTER, which is a U.K. publication for advising Brits on how to get to World DipCon II in Chapel Hill, and information on the Con itself, and the expenses involved. This is put out by Peter Sullivan, who is coordinating the collection of funds in Britain, and may lead the British delegation when they descend upon us next June. A very nice job, Peter. Be sure to ask someone to inform the local MacDonald's to stock up on extra tea for the occasion. And if any of you arrive in Baltimore, I'll be glad to point you to a nearby shop which carries British, Australian and other foreign beers by the can or bottle.

\* \* \* \* \*

Stephen Dorneman conducted a survey of his PENGUIN DIP readers (which includes SF fans as well as Dippers), and found some interesting replies:

The average age of his respondents was 36 years. (Probably higher than the average). 36% had a graduate degree or some graduate school work. 60% had either a bachelor's degree or some college credits, and only 4% had just a H.S. diploma. 88% have travelled outside of the country of their birth. 60% own their own personal computer. (You see why I feel obsolete). 60% are cat fanciers; only 32% prefer dogs. (We have a cat). 76% wear glasses or contacts. (Only 76%! High I.Q. and myopia are on the same chromosome, probably physically adjacent, which is why most bright people are nearsighted.) Their favorite color is blue by a wide margin (40%). (Me, too. There is a book called The Luscher Color Test which explains why brainy people like blue.) 48% considered themselves overweight. (That's the hobby occupational disease).

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