

(incorporating LILLIPUT)

#58 10 November 1971

*****Circulation 104****



This is EREHWON, a Reform journal of postal Diplomacy* and 94 other theses. Its soul is not for sale to John Beshara for \$500 or any other amount. Subscriptions are 7/\$1.00. Back issues are 10¢ each in lots of 2 or more. This is Pandemonium Publication #419, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116; telephone, (714) 282-1921; member, NFFFGB, NFFGBDD, IFW, IFWDS, DA.

*DIPLOMACY is a trademark for a game invented by Allan B. Calhmer and copyright by Games Research, Inc., 48 Wareham St., Boston MA 02118. It is available from GRI, postpaid, for \$8.00. Toy discount stores carry sets for \$6.00--a fact I have been noting for some time and which GRAUSTARK seems just to have noticed. Try "Games '9' Us".

This issue is dedicated to Martin Luther, born 10 November 1483 and recently maligned in GRAUSTARK by one who is not even fit to kiss Luther's big toe. More than any man since Columbus, Luther made possible the Modern age. The insane jealousy of those who lack his great capacity to better the human condition is understandable.

MINI-EDITORIAL

The dedication of this issue to the founder of the Reformation is particularly appropriate. It has not been long since our own Martin Luther, Larry Peery, tacked VERITAS VINCIT on the door of the self-proclaimed Pope of Diplomacy, John Beshara. The struggle against his attempt to tell postal Diplomacy what to do has provoked great enthusiasm and support. The attempts by Beshara, Boardman, and their syncophants to discredit Peery are awesomely reminiscent of the frantic attempts of the porcine Princes of the Church to make Luther look bad. Their intents and methods are the same. So will be their results.

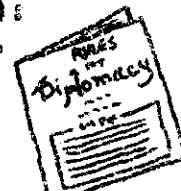
THE NEW RULEBOOK!

Yes, chillun, it is out. My copy arrived on 4 November. I am preparing a list of all postal GMs for Games Research, although I understand that many GMs have already received their copy. To anticipate requests, I do not have the facilities to provide copies to people, except insofar as GRI has agreed to provide copies for postal GMs. They are also selling copies of the new RB for \$1.00 each, which is considerably less than I had anticipated it would be, considering that it is the heart of the game.

Contrary to earlier statements, I have decided not to switch over to the new RB in any games currently in progress. Long discussions with John McCallum, Larry Peery, and others have convinced me that keeping things as they are would be fairer to the players. The new rules will be in effect for any new games begun, which will not be until 1972.

The new Rulebook reproduces the game substantially as it is played in EREHWON, DIPLOMANIA, or XENOGOGIC. Differences (keyed to my HRs):

19. Victory is achieved by possession of 18 supply centers.
22. Miller's Rule is used.
- 23b. This rule is not used, but also not forbidden.
- 23d. Same comment as above.
24. This situation is not covered in the Rulebook.
34. Many things noted here simply stressed things which were obvious in the old RB. Rule 34d is specifically noted in the new RB, while 34f is not mentioned.



1. SERENOIP & WILE IN WORRY are carrying games devoted to players who (a) joined postal Diplomacy in 1967 or earlier or (b) have won at least one postal game. Stand-by players are needed, but they must meet one of the above criteria. A special subscription rate to both at the same time is now being offered: 20 issues (10 of each) for \$1.

2. NEW GAMES IN ERHWON are a long way away. I have decided not to run more than 5 games at any one time. This means that at least 3 of the current games must end before I can open a new game. I anticipate we will be down to 2-3 games by mid-1972, at which time I will open new games.

3. THE BACK ISSUE SALE advertized in ERHWON 49 is still on.

4. SEVEN-GAME SUPERGAMES. I am convinced that the 7-player 7-game mini-tournaments which have recently become popular are in effect super-games, and that their composite parts do not rank as "regular postal Diplomacy games". Pending further review of the problem, I have decided not to include such games in the NUMENOR Rating System (see Announcement 10).

5. QUO VADIS. To correct any misapprehensions: Dick Vedder's variant game is available through me because Dick does not have time to run subscriptions, trades, and whatnot. It is not part of my general trade agreements, supersubs, or what have you (with a sole exception made in the instance of the Archives in Indiana). Those who wish to receive QUO VADIS will need to order it from me separately.

6. THE ULTIMATE SUBSCRIPTION. Two of my 'zines are excluded from this arrangement. One is ERHWON, owing to the rapidly climbing circulation rate. The other is PONTEVEDRIA, since each issue repeats (in large) the previous issues and information already noted in ERHWON. I will, however, include copies if specifically requested to do so.

7. THE POSTAL DIPLOMACY RATING COMMISSION has just begun work. It is composed of Allan Calhoun, John McCallum, Walt Buchanan, Burt Labelle, Doug Boyerlein, Tony Fandin, and myself. Dick Miller of the Diplomacy Association was also asked to join, so that the Beshara faction might be represented, but characteristically failed to reply. The Commission may select a few more members as things proceed. Its purpose is to determine matters of fact with respect to postal Diplomacy games. It will determine whether such games should be regarded as regular or variant, and it will also settle disputes as to facts related to various games. The kinds of questions it which the Commission may deal with might be: "Did the GM play in his own game?" "Is a given player a close relative of the GM?" "Did the GM violate his own GRS in a given ruling or action?" "Was a given player placed in the game without his permission?" and so on. The Commission will not make recommendations as to which games as to which games ought to be rated; that is up to the criteria established by each rater. The Commission will, hopefully, be able to provide facts upon which raters can base their decisions. Those who wish to follow the PDRC's activities may subscribe to its journal if and when the question of who will publish it is settled (I'm putting out an interim PDRC BULLETIN @ 10¢ a copy).

8. CAEHTOR, my 'zine for Imperialism IX-R (The Peloponnesian War) badly needs stand-by players for its game. Subs are 10/\$1, and for s/b players this includes a free copy of the maps/rules. Is anyone interested?

9. NU, Chris Schlenker's minizine, is offering a section of my Roman Empire game, Briggens. If you are interested, write: Chris Schleicher, 5122 W. Jackson Ave., Chicago IL 60610.

10. NUMENOR 15, just out, contains two features of particular interest. One is a letter from Allan Calhamer on rating systems in general and the ANTARES system of Burt Labelle in particular. The other is the NUMENOR Rating System, a brand new rating list which covers, in this issue, most of the best-known players in postal Diplomacy. Subscriptions to NUMENOR are 10/\$1.50; single copies are 15¢.

11. GRAUSTARK will soon open new games, now that the Rulebook is out. They will be announced in issue #252, due out in a little less than 2 weeks. Despite John Boardman's ungenerous and untrue comments about my reliability as a GM and editor, I will resist the temptation to similarly libel him with the same illogic (I could point out, for instance, that his clear association with people who condone murder, arson, robbery, extortion, rapine, and war, so long as it is in the name of a Cause, makes his reputation as a GM suspect and you should avoid sending him any money.) In truth, however, there is no postal GM more respected than John, nor any so unfailingly regular, nor any so scrupulously accurate, fair, and impartial. The chief disadvantage of a GRAUSTARK game--and many people consider it the chief advantage--is its rigorous 2-week deadlines, every other Saturday, without fail. The games move like gangbusters and the competition is top-notch. GRAUSTARK's naive and fantasy-ridden political peripatations will cause any player with half a brain to snicker, since Boardman's position on the left exactly parallels that of Barry Goldwater on the right. But that is the charm of it--where else can one find a living counterpart to the theology of Lilliput? The games are without peer, save possibly in DIPLOPHOBIA, and you are well advised to join one. The fee may be around \$4--and would be worth it even at \$5 or \$6--and if GRAU runs true to form there will be a game for novices and perhaps one for New Yorkers and some "open" sections. Suggestion: send John 15¢ and a specific request for GRAUSTARK 252 by air mail. His address: 234 E. 19th St., Brooklyn NY 11226. I absolutely guarantee you will not be disappointed by a GRAU game.

12. ACHERON 10 has just been published, completing the transfer of the Diplomacy Division from myself to Tony Pandin. There is a long section on the history, function, and working of the Division, and those who are curious about it may obtain a copy from me for 10¢. Considering all the misinformation about the Division published by those who wish it ill, you may find this issue of ACHERON particularly interesting.

13. ADDRESS CODES. The letter beside your name on the envelope is there to indicate why you got this issue. "P" means you are a player in the 'zine; "S", you subscribe (the following number is the last issue on your sub); "C", you invented Diplomacy; "M", you sell Diplomacy; "PX", you were a player, but were eliminated, and your game is still continuing; "SS", this is a sample copy and an invitation to subscribe; "T", we trade; "T?", would you like to trade?; "T???", are we trading or aren't we?; "XXX", this is the last issue unless you (subscribe)(renew trade agreement or confirm it)(meet your next game deadline)

DIPLOMACY AND THE LAW
Revisited



While there has been some reaction to the tentative ideas adumbrated by Larry Peery, and published here and elsewhere. The tendency of Games-masters to reject the notion that those who paid for a game own it is understandable--especially in authoritarian types like Boardman. But the

reasons offered smack more of hysteria than logic.

The main objection offered, which is rapidly gaining the status of a shibboleth, is the notion that if the players own the game, they have the power to vote a premature end to it (thus depriving the eventual winner of his victory) and other wicked and pernicious things. I suppose this can only be explained as a willful disregard for what the word "contract" means. Just as the GM has contractual obligations to the players, they have obligations to him. For one thing, in contracting for the game, they accept the obligation to play in it until it reaches a proper conclusion. The question of the players voting to reach decisions arises in the following ways.

First, the GM wants to submit some decision he would otherwise make by fiat to the players. He may, for one thing, be uncertain as to what decision to make, and asks the players to guide him.

Second, the GM violates the terms of the contract. He may fail to continue the game, the most common form of GM contractual violation. The players are then justified in seeking a new GM. Or the GM may continue the game but not with reasonable dispatch. Games in LA GUERRE, for instance, have been moving at about a game-year every six months lately, and in such an instance, the players are perfectly within their rights in seeking a new GM. Or the GM may violate his own HRs or may otherwise waltz on the agreement. In 1971BL (formerly "1971BG"), Gamesmaster Beshara organized a game on the condition it be published by Larry Peery in JERRYVARA, and then broke his word by pre-emptively moving the game to another 'zine. The players sought, and obtained, a new Gamesmaster.

The players, in contracting for a game, have accepted the House-Rules of their Gamesmaster. The fact that a GM may remove players for cause is not proof that the players do not own the game; it merely reflects the fact that the HRs govern them as much as the GM.

The point Peery has made is very simple: a Gamesmaster does not own the games he administers, and may not do with them as he pleases (abandon them, ignore them, manipulate them, &c.). He is bound by agreement to the players and is committed to running the game under certain procedures, without favor, in a reasonable time--and if he does not, the owners of the game can then (and only then) take their property to another administrator. The wickedness of this escapes me.

THE D.A. CONSULTANT PROGRAM Round III



[In EREWON 51, I discussed and condemned certain aspects of the DA's "Consultant" program, particularly the shroud of secrecy which surrounds its every aspect. In EREWON 54, I published a letter from Howard Latin of New York which defended the program, but nevertheless made constructive suggestions for correcting some more flagrant abuses. That these suggestions have been ignored by Chairman Beshara goes without saying. I have now received an even more vehement defense of John Beshara's answer to the Bavarian Illuminati. It comes from Kathryn Passenheim, 5952 Castleton Dr., San Diego CA 92117. Here, too, are suggestions for improvement, and no doubt the implied disagreement with the Fount of All Wisdom will cause severe heart palpitations in the Barad-Durchester.]

I have read with interest your series of articles on the Consultant program of TDA. There seems to be only one problem: all of the articles about the program have been by expert players rather than by novices. The situation reminds me of the Greek philosophers who theorized about the number of teeth the horse had without bothering to look in the horse's mouth.

Herewith the horse (novice) speaks: " [Isn't it nice to have an articulate woman in the hobby for a change? She plays a good game, too. But Kathy, those were mediaeval monks discussing Creek philosphers, who disagreed on horse's teeth, and a young monk suggested they go out and count teeth in a horse. He was dismissed from the meeting. I will resist the temptation to draw the obvious parallels.]

"As I understand it there are two main objections to the Consultant program. One is the possibility that a Consultant will use a novice to "get back at" some other player in the game for past animosities. It seems to me that the possibility is very unlikely. In the first place a Consultant cannot request that he be assigned to any specific Novice nor to any specific game. The complete player list is available when the Consultant assignment is made (by a disinterested third party) and it is obvious that when assignments are made, every effort will be made to keep known feuders out of the same game. As a back-up protection, the Gamesmaster of the particular game in question can refuse to allow a Consultant if he believes that it will give a player undue advantage or he can request that a change of Consultant be made if it appears that a feud between a Consultant and any other player is developing." [That's nice, except that we have Chairman Beshara on record as saying that the GM is not to know who the Consultants are, either. If he did, that would be some protection. The Consultant assignments are apparently made by Chairman Beshara, who is hardly a disinterested party, since he collects grudges the way most other dogs collect fleas. How do you know a Consultant cannot pick up a particular novice in a particular game? If you know this, then you know more about the way the program works than most other people, since Chairman Beshara has yet to reveal such arcane secrets.]

"The second objection that seems to bother people is the possibility that the Consultant will do the actual playing for the novice rather than merely giving him advice on the potentialities of various moves. I think we can all agree that those of us who indulge in Diplomacy as a hobby are blessed(?) with greater than average egos. This quality in itself helps prevent one player from using another. We just won't be put on the sidelines! In addition, a novice cannot count on having the same Consultant for successive games. As each of the recognized experts in Diplomacy has a distinctive style of playing, it would be very obvious if the style of playing of a novice changed noticeably from game to game. Although as far as I know no specific limit has been placed on the number of times a novice can request the services of a Consultant, such a limit would also encourage a novice to play his own game. If one can count on help only so long, one is better off practicing under supervision in anticipation of soloing in the immediate future. My own suggestion would be that any novice may have the services of a Consultant (never the same one) no more than 5 times." [That would indeed improve things, especially if the GM were told who Consultants were and allowed to reject those who might exercise an inimical influence on the game. As things stand, one very biased person decides these things in complete secrecy.]

"As a novice I find that the advice of a Consultant, particularly in the realm of interpreting the significance of the moves of other players, a great aid in planning my own moves. In addition, there are certain peculiarities of postal Diplomacy that are not evident in face-to-face play. A consultant can ease the transition very well. For best results it seems to me that a Consultant's advice should be in the form of: "If I were moving I would...because.... However, you can also...and this will probably happen....". In any case, the Consultant program is too valuable to torpedo just because there will be some abuses. Nothing that is good does not have

that problem." [I am glad to see an admission that abuses are possible. There is one plain fact about all this. I could claim that the Consultant program is a Beshara plot to manipulate games. You could claim it is manna from heaven. There is no way to prove either of us right or wrong because the whole thing is hidden behind an Iron Curtain of secrecy and stealth. We do know that prominent players who disagree with Chairman Beshara have deliberately been excluded from acting as Consultants. I'd be willing to bet that one Consultant is Dick Miller, whose experience in postal Diplomacy is limited to doing what Beshara tells him to do. I am further moved to wonder if a novice in a game in XENOGOGIC, or some other 'zine edited by one of Beshara's legion of critics, can obtain a Consultant? You're in a XENOGOGIC game...did you get a Consultant? I am also moved to wonder how a novice feels about this if he does not care to join the DA, and thus cannot have a Consultant, and is playing against Consultant-ridden players in, say, ATLANTIS? One can easily adopt the view that the Consultant program is nothing more nor less than a device to force all novices to join the DA or else. But making any valid judgement at all, favorable to the program or unfavorable to it, is simply not possible without knowing how it works. In my opinion, therefore, the Consultant program is a worthless, evil scheme so long as it remains enshrouded in secrecy and is forced to operate through stealth and deceit. If it is something to be proud of, let us see it in the open, and then let judgement be made of it on the evidence. Insofar as I am concerned, there is nothing healthy about something which needs to be hidden.]

and the spirit of god moved upon the face of the waters, and brought forth:
THE GAMES

1970AI -- TSAR MIKHAIL V ASSUMES THRONE OF ROMANOV?!

Spring 1906: This is the reprint of SREHWON 56.5 which was promised, but not delivered, in #57. Gary Jones, having missed a second consecutive deadline, is replaced as Russia by Mike Monahan, effective in Fall.

AUSTRIA (Power): A Gal-Sil.

ENGLAND (Garland): A Lon-Yor, F bel-Nch S by F Ska.

FRANCE (Lissandrello): F Eng-Lon/S by F Wal, F Tyr & F Tun S ITALIAN F Ion, A Man-Ruh, A Bur-Pic, A Hol H, A Tyr S ITALIAN A Ven.

ITALY (Warden): F Ion H, F Nap-Apu, A Ven S FRENCH A Tyr.

RUSSIA (~~18788~~): NMR, F StP(nc), A Mos, A War, A Bud, A Ukr, F Den, A Swe, F Cly, A Vie, A Ser, A Kie /h/, F Aeg /h/ /a/.

TURKEY (Nash): F Smy-Aeg S by F Bas, A Con /h/, A Tri-Ven S by F Adr & F Adu, A Ser-Alb, A Bul-Ser (no A Bul).

1970AX -- NO MOVES, JUST PRESS RELEASES...

TIRANA, ALBANIA: Field-Marshal Steven C. Shortstuff, Commander of the pygmy army that has captured Albania, has decided to accept military advice from a noted German statesman, J. Wilhelm Halfbright. "Senator Halfbright was once on the Reichstag Foreign Relations Committee, and I highly respect his advice," said Shortstuff. "Unfortunately, he has the habit of going for my neck whenever he sees me. Oh, well, I suppose we all have our little hang-ups."

IKIPU, PODERKAGG: The local offices of Glubbdruhb and Felerabend in this small town near the Albanian border has confirmed the delivery of 10,000 pygmy campfollowers to the Pygmy Army under Marshal Shortstuff (who immediately sequestered several for himself). Also delivered were 250,000 pictures of Sarah Bernhardt in a "scanty nightgown" (it goes down only to her ankles). One reporter asked local Director Quintus Fatuus Demens why the pictures. "Well, they wanted hang-ups, did they not?" he replied.

"No," corrected Assistant Director Qrbftlsbgxp, "those are pin-ups!"
 "So? They hang 'em up on the wall, don't they? They're hang-ups,"
 screamed the Director.

"Pin-ups!"

"Hang-ups!"

"PIN-UPS!" shrieked the Assistant Director, lashing his tail. In the resultant fight, Qrbftlsbgxp devoured Director Fatuus, thus effectively ending and winning the argument, and becoming Director, all at the same time.

BUDAPEST (Byzantium Press): It has been discovered that the Mad Duke Monohan had bitten himself and taken to his bed. The Royal physician and veterinarian predicts a long period of indisposition. The Mad Duck suffered this unfortunate accident while engaged in a fit brought on by not taking Byzantine advice. Regent Ivan Latinus showed little apparent concern, expressing the view that one dim-witted Austrian is as good as another.

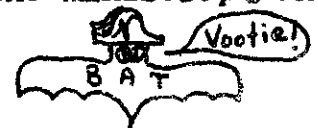
ANKARA: Elrond, Last Emperor of Doomed Byzantium, gazed fearlessly into the Showdown to the north. Clear in his Elven sight were the dozens of subway mouths fronting the Black Sea. Hordes of hulking palid goons who had never seen the light of day shambled out displaying the foul runes NYC hung around their unwashed necks. Leading them was a stomach-turning parody of a man. Latinus had once been a proud and stiff-necked lord. But the fell cunning of Borin had corrupted him and now he was no more than the mouth of Bedpan who was the mouth of Borin. While he no longer realized it, his very thoughts were controlled from the grim fortress of Barad-Durchester.

Byzantium was doomed, but its resistance had drawn the Dark Lord off balance. The crushing hammer blow launched in blind rage had drained his forces and even Barad-Durchester trembled to the wrath of the West. Latinus stood a blank hulk as his masters withdrew their control. His thin-spread western and northern flanks were on the point of collapse, but Latinus stood with a trickle of green slime threading from his slack mouth.

Elrond smiled. His work was almost done. It was not given him to topple the Dark Tower, but he had weakened its supporters. The Mad Duck Monohan who had been controlled through Latinus, would be child's play for the forces of men. Now was his time to leave Middle-Earth.

GENEVA: Alberic of Turin, lounging in beach pajamas near the lake, grinned at his disciple. "It is of course natural for Elrond to blame Latinus for his defeat and to look forward to Latinus' defeat at other hands. It was not difficult for me to set in motion the forces of the early Russian juggernaut and then to see that they were dealt a decisive counter-blow. It is much the same technique I used in the Shepherd's Crusade, which I both preached and organized, in which I was also responsible for its total and overwhelming defeat. It was, after all, not for nothing that I made myself the 1st, 5th, 7th, 10th, and 12th Jewish Popes. I often wonder what the Hanseatic League would have done without me--besides make a profit, of course." And with that, Alberic returned to the manuscript on which he was working, entitled, Mein Kampf.

tantantarah, tantantarah, tzing-boom!
 THE ADVENTURES OF BAT-MAN



Chapter 2. The Thing behind the door towered over BAT-man. Of course so would anyone who was too tall to be in a circus side-show, so that fact is not important. Except for dress, it was a duplicate of Mr. John J. Tantrum. It wore yellow klunky boots; its spindly limbs were covered by lavender panty-hose; it wore a green bikini bottom, three sizes too large; its pot belly was covered by a red vest, complete with watch, chain, and fob;

- 1402 Infektius, son of Parsimonius II
 1402-1413 Trikinosis, son of Counc Epsom, son of Parsimonius I
 1413-1442 Pandemonium II, son of Trikinosis
 1442-1445 Parsimonius III, son of Pandemonium II
 1445-1481 Salome I, wife of Parsimonius III, daughter of Giustini I Borgia, First Count of Lurch, and of Belladonna, daughter of Acrophobius I. [It is from Salome I that all future Dukes and Kings of Poderkagg are descended.]

By the time of Pandemonium I, Poderkagg had reached very nearly its present limits (see map, EREHWON 39), lacking only its detached dependency, the Autocephalous County of Lurch, which was added during the reign of Pandemonium II. Poderkagg had thus achieved control of all the territory on the outer fringes of Albania which no one else wanted. Within this territory was sustained an advanced and highly diversified economy. In 1390 the population of Poderkagg was 25,000 souls; in 1410, 513,844; in 1423, 59,806; in 1427, 1,925,765; and in 1431, 8026. These figures do not reflect vast population shifts, but rather the fact that the Bureau of the Census simply made up any figures it felt like.

In addition to the burgeoning tourist industry (which was originally created to gloss over the real reason for the presence, at various times, of Huns, Vandals, Goths, Avars, and Mongols in the country), the Poderkaggian economy was sustained by a variety of highly technical industries:

1. Pig Raising. This industry was centered at Pigburg and Cinniačin-Cin, in the west. Unlike pigs the reader is no doubt familiar with, Poderkaggian pigs are lean, aggressive, ferocious, athletic, and carnivorous. It is an extremely dangerous occupation to raise pigs in Poderkagg, since it is never quite certain, as between pig and pigherd, who will eat whom. Some Poderkaggians keep hunting pigs, watchpigs, and other types. There are of course police pigs, and travellers lost on the slopes of The Blather-skate have often been rescued by the St. Bernard pig, a large woolly type habitually carrying kegs of absinthe.

2. Sheep Herding. This highly speculative industry is centered in Sheepville, in the northwest. Aside from suffering habitually from acne, psoriasis, dandruff, male-pattern baldness, and other skin diseases, most Poderkaggian sheep are black. Such wool as is produced, if the tangles can be got out of it, is therefore almost worthless. Most Poderkaggian wool is sold to the Church, for vestments, and to the Mafia, for shirts. Poderkaggian sheep, rather than bleating softly, make a noise which is akin to the sound of a mad bull elephant in rut, which explains why most shepherds in the country lose their sanity after 10 years on the job.

3. Goat Grazing. This is centered at Goatgrad, in the east. It is done almost entirely on flat land, since Poderkaggian goats, unlike normal goats and Poderkaggian pigs, are extremely fumble-footed and clumsy. It has also been observed that Poderkaggian goats smell worse dry than most goats smell wet. The local goat's milk is famous for being bad. It is so bad, in fact, that it sours even before it leaves the animal, and Poderkaggian goats are thus the only goats in the world to yield yogurt directly. The industry has of course modernized quite a bit by now, and today in Poderkagg one can see thousands of goat tenders out in the field, each with a supply of waxed cardboard cups with fruit in the bottom, milking the goats. This is done under the direction of the President of the Poderkagg Yogurt Company, I. W. Yami.

Poderkagg's modern diversified economy was, however, the source of much civil strife in the country, as we will see.

Next issue: Alberic of Turin and the Shepherd's Crusade.

and now Hannibal runs out of elephants in HOW TO GIVE CARthagINIANS A THOROUGH THROUNCING

Chapter 11 (The Second Punic War) Part VIII. (Ahrydd Pedant)

When Hannibal left Spain in 218, he told his brother Hasdrubal to look after things and to reinforce him in Italy later. After several unsuccessful attempts, Hasdrubal finally got into Italy with a considerable force and 10 elephants. He was met at the Metaurus River in 207 by the forces of C. Claudius Nero, who is not who you probably think he is.³⁴ He is nonetheless still worth remembering.³⁵ He defeated Hasdrubal and cut him and his army to pieces.³⁶ Men then had Hasdrubal's head gift-wrapped and thrown into Hannibal's camp, as a kind of hint as to what happened.

Eventually, P. Cornelius Scipio, son of P. Cornelius Scipio and grandson of P. Cornelius Scipio, decided that enough was enough. In 202 BC, he invaded Africa and marched on Carthage. The government immediately recalled Hannibal. Back home with a plentiful supply of elephants, Hannibal took a leaf from old Fabius' book and began following Scipio from place to place. The Romans were very glad to get Hannibal out of Europe. It is said that he nearly depopulated Italy during his stay there. This is an exaggeration, but you can't say he didn't try.

Scipio soon got very tired of being followed around, so he stopped and dared Hannibal to fight. So they fought. At Zama. I should explain that there are three Zamas. One was Zama Major, or Jama. The second was Zama Regia, or Ksour Toual Zouamoul, or Kartlami, or something like that. The third was the Zama where Hannibal and Scipio fought, which was not called Zama at all, but Livy Naraggara, on the Bagradas River, which has nothing to do with the Livy we all know and love. Hannibal was defeated by his own elephants and Scipio's cavalry, thus losing on the first army he had ever faced which was smaller than his.

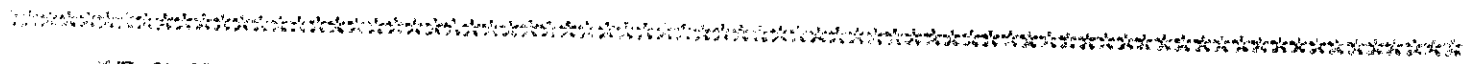
Hannibal managed to escape to Carthage, where he entered public life. He was later forced to flee, however, when the Romans demanded his person. He took poison and died 19 years after Zama, at the age of 64.³⁷

³⁴ Emperor Nero's real name was Lucius Domitius Ahenobarbus Claudius Drusus, and not Nero at all. The reader should note, however, Emperors Claudius, Caligula, and Tiberius, all of whom were named Nero.

³⁵ In the States of Alabama, Louisiana, North Carolina, Tennessee, West Virginia, and Wisconsin, there are cities named Nero. I'll wager not one of them is named for C. Claudius Nero.

³⁶ You may be wondering what happened to Hasdrubal's elephants. Well, I'm going to tell you anyway. They ran amuck and had to be killed by their drivers. Never trust an elephant.

³⁷ He was playing Hide-and-Go-Seek with some Romans at the time. It should be noted, in fairness, that Hannibal had been running around the Mediterranean basin, to Macedonia, Pergamum, Syria, and other places, trying to convince everyone in sight that they should attack Rome. This was making the Romans very nervous. The Seleucid King of Syria put Hannibal in charge of his navy. This was a mistake, because how could he use his elephants? Hannibal was very frustrated because no one would listen when he told them Rome was trying to take over the entire civilized world. Well, the idea was just silly!



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