

JIHAD is an amateur publication for the refereeing of postal Diplomacy(tm) games and other conflict simulations.

Published monthly by Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. JIHAD subscriptions are available from the publisher at an annual rate of \$6.00 (12 issues).

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#5  
Jihad!

Rod - Here's a sample copy of my new (well, almost new) zine. This is where I'm running two of my variants (CD II and North America: 2020) plus a section of Mercator III. Demand will determine whether or when others will start.

Also - see enclosed letter...

I hope you enjoy the zine -

Yours,  
Glenn

AS - ARDA - plugged on page 4. Gh

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Opening Guns

This issue of JIHAD contains several noteworthy features - or at least I hope they're noteworthy.

Foremost among these is the start of Diplomacy game #8001. This is JIHAD's first gamestart ever - and I'm glad it's happening. I was a little worried for a while...

Just as critical - though not immediately evident to a reader - is the fact that circulation doubled this month. I welcome each and every new reader, and hope that I will continue to supply and improve upon those things that caused you to subscribe.

On page 2 of this issue is the list of game openings - including another Diplomacy game and two more Dip variant openings. One of these variants, North America: 2020, will be published in next month's JIHAD. A background story on the variant starts elsewhere on this page.

Finally, there's more on the Journalism Awards...another Contest Corner...news of a challenge match...and other goodies that should keep you going for a bit, I hope.

On with the zine...

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THE BREAKUP OF NORTH AMERICA: HINDSIGHT

(This piece of fiction is written as a background for the Diplomacy variant game North America: 2020, and should under no circumstances be treated as an opinion, desire, or prediction of its author or of JIHAD.)

The breakup of North America, contrary to popular belief, was NOT a product of a single event - or even a single decade.

Indeed, many of the historical trends that led to the great war of 2020 had been identified from 40 to 50 years earlier...sometimes even longer. It is history's little joke that all of these "little things", none of which alone would have caused even a ripple on the great sea of humanity, combined through unfortunate coincidence to lay the foundation for armed conflict.

Many laymen continue to point to the California disaster of 2017 and assert that "This was the cause."

No way.

The legendary earthquake that spelled doom for millions (and created Terra's newest island chain) was no more the cause of the war than the price of hamburger at the local market.

When California sank, the divisions in America were already real and looking for a fight. California was a catalyst - not a cause.

Actually, if one single item could be called the cause of the 2020 war, it would have to be the large-scale population shift that became clear in the 1970's, as masses of people left the northeast United States for the "sunbelt" South and West.

The U.S. government did what they could to minimize the problems created by these shifts, but all efforts to support the Northeast against the triple ravages of rising energy costs, foreign manufacturing competition, and declining population served primarily to exacerbate regional differences that always existed in America.

Such simmering difficulties needed only a rallying point...

The Texas secession of 1999, although surprising to much of the world, was allowed to pass unchallenged. This was of course a reflection of Texas's unique status among the states - only Texas had the right to secede, granted at the time it entered the Union. Few would guess that Texas would point the path of the future so dramatically.

But Texas showed the way to others - and in the aftermath of the California disaster and virtual economic ruin, dissatisfaction evolved into open defiance. The states of the South, steeped in a tradition dating to 1861 and before, united for a second time under the "Stars

(Continued on page ?)

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Game Openings are presently available in the following:

A MIGHTY FORTRESS #8001 - Six players. Swider, Swartz, Higgins, Osborne, and Osmanson are registered.

Full Advanced Game rules will be in use, and the system will use just one mailing per turn.

CRYPTO-DIPLOMACY #8001 - Six players. Agee is registered.

This is an original limited-intelligence Dip variant. The main feature of this game is the printing of each player's orders in a code known only to that player and the GM. Cryptanalysis is therefore a needed skill for survival.

Other features of the design include a third unit type, free set-up and hidden deployment, and a non-player Italy controlled by player interaction. Each of these ties into the total design, which hopefully has the excitement of many "blind" variants without being as tough to GM - or as prone to adjudicational error.

DIPLOMACY #8002 - Seven players. Osborne is registered.

KINGMAKER #8001 - Five players. Osmanson, Pearson, and Osborne are registered.

Most Optional and Advanced rules will be used. Certain options from AH's published variants will be put to player vote.

MACHIAVELLI #8001 - Six players. Boudon, Osmanson, DelGrande, and Scott are registered.

Advanced Game rules with a bunch of options...the 1513 scenario will be used.

MERCATOR #8001 - Thirteen players - NEW OFFERING

Those of you familiar with Diplomacy variants probably recognized the name immediately...

For the rest of you, this game is essentially Diplomacy on a map of the whole world, with 13 Great Powers (the regular seven plus India, China, Japan, Brazil, USA, and Argentina) and 108 supply centers.

In spite of the increased size, though, the game only takes about the same length of time as regular Dip, thanks to innovative victory conditions that allow multiple wins.

I encourage every Dip hobbyist to give this classic a try. Gamefee will be \$3.00, including JIHAD's edition of the Mercator III rules.

NORTH AMERICA: 2020 #8001 - Seven players - NEW OFFERING

This game will be published in JIHAD #6 next month. It is another Dip variant designed by yours truly - the Great Powers are Canada, the Confederate States of America, the Kingdom of Deseret, Mexico, Quebec, Texas, and the good old U.S.A. A background article, "The Breakup of North America: Hindsight," is on page 1 of this issue.

A regular feature of this game will be occasional publication of game maps so readers can follow the game in progress.

Gamefees for all the above are \$2.00 (plus sub), except for Mercator which is \$3.00. Standbys are needed for all games except Kingmaker - just let me know if you're interested. No gamefee is charged to standbys.

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Some Philosophy

As you may be able to tell, I have a wide variety of gaming interests. JIHAD will mirror both my interests and yours - if you'd like to see a particular multi-player PBM run, let me know. If I have the game, and haven't reached what I consider to be my maximum load for this zine, I'll consider running ANYTHING that enough people want to play.

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1978 FK

BELGIUM CRUNCHED

Winter, 1905

Chicken Cacciatori Rides (Writes?) Again

Spring, 1906

Winter 1905

Austria (Ron Kelly): Even.

England (Dan Palter): Remove a yor.

France (Gerald Carne): Even.

Germany (Alan Dickinson): Remove a ruh.

Italy (Arturo Guajardo): Build f nap.

Russia (Eric Verheiden): Build f stp(nc), a war, a sev.

Spring 1906

Austria: a BUD s Russian a war-gal; f GRE s Russian f aeg-ion;  
a SER s a bud.England: f DEN s f hel-kie; f HEL-kie.France: a EDI holds; f cly-NWG; f lpl-WAL; f pic-BEL; a par-PIC;  
f ENG s f pic-bel; a BUR s f pic-bel.Germany: f hol-NTH; a bel\*holds.Italy: a TRI s a vie-bud; a VIE-bud; a ven-TYO; f ADR s a tri;  
f ION muddies the waters of international relations;  
f NAP s f ion.Russia: f stp(nc)-BAR; f swe-SKA; a nwy-SWE; f kie-BAL; a MUN-kie;  
a BER s a mun-kie; a war-GAL; a sev-RUM; a lvn-STP; a BOH-vie;  
a SIL-mun; f ARG-ion; f smy-EAS.

GERMAN a bel must retreat to hol, ruh, or otb.

Deadline for Fall 1906 orders is 10:30 p.m. EDT on Saturday,  
September 27, 1980. Press follows.

Roma to St. Petersburg - The Italian people call upon the famed Eric Verheiden to create a stalemate line that will save Europe from the Russians. Consider it a challenge, Eric!

Roma - Italy's favorite military officer, General Giovanni "Chicken" Cacciatori, has returned to the good graces of the Italian high command when he led a crack commando squad of Hazel Park Cub Scouts to capture the capital of Austria.

After his military trial last Fall, General Cacciatori was ordered to lead the scouts in search of the Turkish pirate fleet of Anita la Silenziosa, Anna the Silent. For nearly two months, the good general and his fleet of canoes drifted about in the waters of the Ionian and Aegean Seas. The general and his band finally landed in what is believed to have been Bulgaria, a province that reportedly remains loyal to the Turkish pirate princess.

Unable to locate Anna and fearing capture by Russian naval units patrolling Aegean waters, Cacciatori ordered his scouts to march north. Upon arrival at the Danube River, some of the cubs began to get homesick, so Cacciatori ordered them to paddle their canoes westward along the river. They passed through Budapest at night, arriving in Vienna the following dawn. Exhausted, hungry, and frightened, Cacciatori decided to surrender to the Austrians. He led his cubs to an Austrian sentry, who leveled his rifle at Cacciatori after recognizing his

(Continued on page 5)

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JIHAD Journalism Awards - revisited

After giving this program some thought for the past month, and listening to suggestions from a few subscribers, five categories have been established for this contest:

- Outstanding JIHAD Press Release
- Outstanding "Outside" Press Release
- Best GM's Press Release
- Special Award for Overall Achievement
- Worst Press Release

Each of the five winners will get a four-month sub/extension... or the inevitable gamefee in lieu of same.

I'll be putting together a panel to sift through the nominations and select finalists for the ballot. If you're interested, let me know.

Nominations are open now, and will remain open until January 10, 1981. Please send copies of your favorites to me - and include a short description of any pertinent background that contributes to the merit of your nominee(s).

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How to Pronounce Zine

As related in last issue - and in Envoy 2/7 - everyone seems to be taking sides on the pronunciation of "zine". Indeed, the publications I received this month seemed to make a point of mentioning which way the publisher prefers - whether rhyming with lean or fine.

Being a man of direct action...and working full-time across the street from an institution of higher education...I discussed this burning crisis with members of the English faculties of the University of Toledo and Wayne State University.

The consensus was a victory for neither side, although all who were polled agreed.

According to these erstwhile authorities, zine rhymes with lean IF AND ONLY IF preceded by an apostrophe (i.e. 'zine) so that a derivation from magazine is implied. Otherwise, normal grammatical rules would take over - and zine would then rhyme with fine, thanks to the final e.

Therefore, in spite of the approximately 2-to-1 vote I saw for "zeen", the majority blew it this time.

(However, it may be argued that in conversation it makes NO difference at all, since the presence or absence of an apostrophe is not apparent from context.)

(Which came first, anyway...the chicken or the egg?)

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Speaking of Zines...

More zine reviews for those who care - and those who don't, too -

ARDA - published by Rod Walker, 1273 Crest Dr, Encinitas, CA 92024. The quasi-official voice of the North American Variant Bank, ARDA is an infozine dedicated to the renaissance of Diplomacy variants in North America. Of special interest is the periodic catalogue of NAVB holdings (currently \$1.10). (I really didn't know how many there were...) Subs 5¢ per page plus postage. Published on an as-needed (i.e. irregular) basis.

THE SHOGUN'S SWORD - published by Tom Swider, 1183 Robinson Hill Rd, Endwell, NY 13760. TSS may be the most fun of all zines to read - although sometimes the contents "bite". Tom has been described as an "insane, creative genius," and that's on the mark, too. Runs Dip, KM, Machiavelli, others. Subs 12/\$5.00, game fee \$1.

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GAMESTART - Diplomacy #8001  
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JIHAD's first gamestart is finally a reality (Hooray!) with the registration of seven players for a game of regular Diplomacy. The players and their country assignments are:

- Austria - Larry Boudon, Box 27527, River Station, Rochester, NY 14627
- England - Dennis Denfeld, 1564 SE Malden St, Portland, OR 97202
- France - Alan Dickinson, 19762 Olympia, Detroit, MI 48240
- Germany - Jack Brawner, 2745 58th Ave South #260, St. Petersburg, FL 33712
- Italy - John Daly, Rt 2 Box 136-M5, Rockwell, NC 28138
- Russia - Roy W. Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235
- Turkey - Al Pearson, Rte 1 Box 177B5, Kearneysville, WV 25430

House rules for postal Diplomacy are presently under revision, and will be sent to each player under separate cover.

Deadline for Spring 1901 orders is 10:30 p.m. EDT on Saturday, September 27, 1980. I wish each of you the very best of luck. Sharpen your knives...

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Of Wooden Ships and Orphans

It appears that at least two other games are on the way to the pages of JIHAD.

In mid-August I received a short letter from Ter-Ran publisher Steve Heinowski asking if it would be possible for me to GM a challenge match of Wooden Ships and Iron Men...he asserted that a prominent zine publisher was "ducking" said challenge for want of a GM.

Naturally, I couldn't resist this opportunity - so I fully expect to start the great Publisher's Challenge WS&IM next month in JIHAD #6. The tentative lineup includes John Caruso of Whitestonia and Roy Henricks of Envoy, in addition to Mr. Heinowski.

Within a day or two of that letter, I received a phone call from Jack Brawner of Flying Dutchman fame. He's in the process of folding his zine, and asked if I could pick up one of his Dip games...

I'm hoping to hear from Jack any day now - especially since one of the games has been restarted in Richard Kovalcik's Tetracuspid.

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1978 FK Press (continued again this month)

Italian uniform. Cacciatori fainted dead away. Upon recovering consciousness, he discovered the sentry had fainted as well, surrendering the city to Cacciatori's cub scouts.

General Cacciatori has been given command of the Viennese occupation army for his heroic actions.

From the French President - The Republic of France has recently gone through a period of civil strife and turmoil. However, Peace and Justice have triumphed, and a new order has been established. Let the world bear witness that the Republic is healthier and stronger than ever before!

The People of the Republic of France, and her British and Iberian subjects, would like to express at this time their desire to see Peace and Justice reign throughout Europe, so that all of Europe may enter with France into a new era of prosperity. We hope that such republican desires are not antithetical to those of the imperialist governments which now dominate Europe. We would like to urge the formation of a Pan-European organization dedicated to these causes of Peace and Justice. We offer Paris as the headquarters of such an organization.

(Continued, one last time, on page 7!!!)

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1977 IT"FLYING DUTCHMEN" ON THE LOOSE  
Ghosts of Austria's Faded Glories?Winter, 1907  
Spring, 1908

Autumn 1907...German a sil retreats to BER.

Winter 1907  
-----Austria (Ron Kelly): Attempts to build f tri - Even.

England (Steve Decker): Build a edi, a lon.

Germany (Arturo Guajardo): Even.

Russia (Arnold Trembley): Build f sev.

Spring 1908  
-----Austria: f tri-adr (no such unit); f NAP s f ion; f ION c a alb-apu (impossible); a alb-apu (no such unit); a apu-VEN;  
a ROM s a tus; a TUS s a pie; a GAL s Russian a sil;  
a TYO s a pie; a PIE s English a bur-mar (not so ordered);  
a BOH s Russian a sil.England: a edi-STP; f NWG c a edi-stp; f BAR c a edi-stp; a por-SPA;  
a FIN s a edi-stp; f LYO s German a mar-pie; f TUN s f wes-tyh;  
f WES-tyh; f TYH-tun; a BUR s German a mun; a lon-BEL;  
f ENG c a lon-bel; f bal-LVN.Germany: a BER s a pru; a PRU s English f bal-lvn; a MAR-pie;  
a KIE s a mun; a MUN hangs tough against Austro-Russian  
aggression.Russia: a gre-SMY; f AEG c a gre-smy; a WAR-pru; a SIL s a war-pru;  
a UKR-war; a MOS s a ukr-war; f sev-BLA.Deadline for Fall 1908 orders is 10:30 p.m. EDT on Saturday,  
September 27, 1980. Press follows.Hazel Park to Alexandria - I know, I know...you're just trying to keep  
me on my toes, right? I thought so...

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I Can't Believe It Dept.Have you ever played in a "pick-up" game of Diplomacy? You know,  
the kind where a bunch of people are around and someone suggests "How  
about playing thus-and-such," and presto, a game of thus-and-such gets  
going?

Inconceivable, you say?

I didn't think such things happened, either.

Nevertheless, last Saturday I played in such a spur-of-the-moment  
game at the new Detroit Gaming Center.DGC, as it is better known, has been in existence since July 1st.  
It is a membership club (\$40/yr) located in a 6,000 sq. ft. former  
office in downtown Detroit. The Center has seventeen rooms (presently  
9 are in use while 8 are being remodeled) and is open about 55-65 hours  
each week for all types of gaming - wargames, role-playing, chess,  
backgammon, Monopoly, etc.So when 10 or 12 people (including a few non-members who paid the  
usual buck-a-night fee) were between games Saturday, it only took about  
15 minutes to start up a Dip game - instead of the usual phone calling  
for days in advance to get seven players together. Truly a nice change.(By the way, I pulled Austria-Hungary and settled for a four-way  
with Russia, France, and JIHAD subber Debbie Osborne as Italy. In a  
p.b.m. game, I might have gone on for a two-way with Russia, but we  
were well into the night at that point...sob)

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BREAKUP... (cont. from page 1)

and Bars," while the powerful organizing influence of the mushrooming Mormon faith proved the key to the West's union as the Kingdom of Deseret.

Oklahoma and New Mexico, devoid of Confederate tradition and Mormon influence, asked instead to join with Texas in a new confederation...and the partition of the United States was complete.

The split of Quebec from the rest of Canada in 2006, of course, had little to do with the above - but was instead the culmination of the separatist dreams of many French Canadians dating from the 1950s and earlier.

Surprisingly, the final split between English and French cultures had been peaceful - until chaos south of the border infected the whole continent with an "everyone for himself" view of foreign relations.

Thus we have our progression from three stable powers to seven shaken nations. Yet the political background doesn't give us a clear picture of the 2020 war without considering other aspects of the conflict in North America.

Militarily the great war was almost an historic atavism. Atomic weapons - the scourge of the 20th century - never saw the light of day. Indeed, strategic bombing of any kind was virtually nonexistent - for although all nations fought with fervor and not a little skill, each power secretly longed for a return to something approximating the three stable powers of pre-1999 years. Therefore, mass destruction of cities and civilians worked against everyone's interests. Nobody wanted to reunify a decimated nation if they could have a relatively unscathed one instead.

The only truly interesting innovation of the conflict was the first large-scale use of hovercraft in warfare. It started as a hesitant experiment on all sides, but early successes paved the way for more daring operations over both land and sea. Only the very limited numbers of such craft available in 2020 kept the hovercraft from becoming a more decisive facet of the strategic conflict.

Certainly no paper of this short length could hope to tell the whole story of the breakup of North America. However, it is hoped that a greater degree of understanding of this important set of events will arise among the readers of this paper...

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1978 FK Press (second continuation, from page 5)

Finally, we would like to announce that the pleas of the Belgian people have not fallen on deaf ears. France fully intends to free the Belgians from their Hun occupiers.

Roma to the North Sea Triangle Squabblers Club - Wake up, gents.  
There's a Bear knocking on Central Europe's door.

Hazel Park to Roma - Knocking, you say? I think the bear has busted the bloody door down...

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Another Plug or Two...In Advance!?!

One game and one zine have come to my attention in the past month which bear watching - though neither is out before the public yet.

JUST AMONG FRIENDS will be out in October - a new Dip zine by Al Pearson (address under Dip #8001 start). He promises a fair mix of games and articles, and I truly expect great things from this one...

THE MORROW PROJECT - January? release by TimeLine Inc. This role-playing game is the best I've seen (sci-fi, that is) since GDW's Traveler. I'll be reviewing (previewing??) this one in JIHAD #6 or #7...



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JIHAD Contest Corner

Al Pearson was the only person to come up with last month's answer of 44 Turkish openings meeting the proper conditions. I think he said that he'd take a Kingmaker entry as his prize...I'm sure I'll hear about it otherwise. Right, Al?

This month's contest is an exercise in probability which was used in the 1974-1975 Michigan Mathematics Prize Competition for high school students.

Mr. A and Ms. B agree to meet at a certain train station between noon and 12:15 p.m. Mr. A can afford to wait up to 6 minutes for Ms. B, while Ms. B can wait as long as 9 minutes for Mr. A. However, neither can stay past 12:15 p.m. Express as a percentage their chance of meeting.

(This problem has long been a favorite of mine - I went on from it to become the only person from my school ever to win a prize in the annual contest.) (End of ego-trip)

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By the way, the usual prize of a two-issue extension or a free game entry applies to this contest as well...

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More Zines...

LIFE OF MONTY - published by Don DelGrande, 142 Eliseo Dr, Greenbrae, CA 94904. This is a new zine sprinkled with a liberal dose of Monty Python-type humour - and openings in Dip, K&W, Third Reich, and Empires of the Middle Ages. Mention JIHAD with any response, please...Subs are 12/\$6.60, with NO gamefees.

KRIEGSRAT - published by Bonnie Tyler, 3541 Kenora Dr #C-2, Spring Valley, CA 92077. The newsletter of the National Wargaming Alliance, KRIEGSRAT generally includes 2-3 features on gaming and/or military topics in each bimonthly issue, together with regular columns and club business. Available through membership in NWA - \$5/yr for new members, \$3 for renewals.

(By the way, I'm NWA member 013 and a regional coordinator for seven states. I'll be pleased to tell you all about it if you're interested...)

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Looking at Next Month

As far as I'm concerned, the big story next month will be the publication of North America: 2020. I first started to design this variant almost a year ago, and it gives me a great deal of satisfaction to see it finally in print. (Gee whiz, I didn't really mean to inflict my ego upon you twice in one page...)

Other fun stuff should include another gamestart (A Mighty Fortress, perhaps?) plus the WS&IM grudge match and successful placement of yet another orphan.

Naturally, I don't intend to skimp on articles and other features in JIHAD #6 - but I'll make you wait in eager anticipation...or maybe that's bored slumber...for the contents of same.

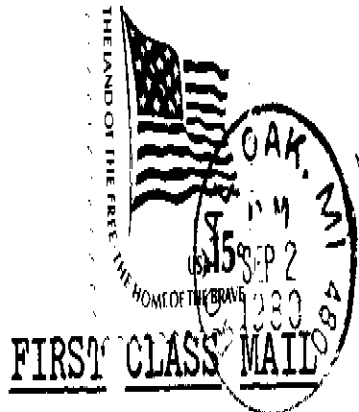
I'm pleased to see this zine growing while maintaining its standards of quality...next month's may go 12-16 pages. That's a long way from two Xeroxed sheets.

Have fun between now and then. Don't forget to stab hard!

GLENN E. OVERBY II

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