

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

#8

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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Jihad!

Larry -

Yes, I'll have you, if you wish to play regular Diplomacy (or variant Dip, or anything else I offer.)

This is a copy of the latest issue of JIHAD per your IDS letter. I'll send along my house rules with my survey response in a week or so. I will reproduce the IDS QOP in the January issue, due out on 2 Jan 81.

I found your letter interesting - I look forward to seeing XENOGOGIC and the poll results.

Yours - Glenn Overby

Opening Guns

Hooray! The circulation of this zine finally passed the magic 50 mark this month (54, to be exact). This makes me feel good.

What makes me feel better are TWO gamestarts - Diplomacy 8002 on page 4 and Kingmaker 8001 on page 12. One game has ended, as well - the Warmonger orphan 1977 IT, which has been in JIHAD since issue #1, has concluded in an A-E-G-R draw.

What else can you expect this time? Let's see...there's a review of Gameshop Inc.'s Ace of Aces, one of the longest zine plugs in recent memory, announcement of some new game openings (probably the last non-Diplomacy openings for a year), information on a couple of different pbm opportunities, Contest Corner, and (naturally) the continuing saga of General Giovanni "Chicken" Cacciatori (page 11). Then there's more...

Off we go - into the wild blue yonder,
Whaddaya know! We're out of gas...oh, well...

ALL PLAYERS IN ALL GAMES remember that Christmas mail is sloooooow, so mail early and save yourself an NMR. (By the way, we had a ZERO NMR rate this month - congratulations and keep it going!)

Changes of Address

Gerald Carne (1978 FK) to 915 US 31 North, Unit 1; Traverse City, MI 49684

A Pox Upon Thee...

or a Plague, at any rate...

While working with the Metro Detroit Gamers staff at WinterCon IX, I met one of the emerging "personalities" in this hobby - Nikita Frobish, the outspoken sidekick of Marion Bates in Plague Times.

During the ensuing Friday evening over enchiladas and Mexican beer, I made one mistake, and helped in creating a monster.

I understand that Marion is going to give Nikita a subzine in PT (tentative title: Stab is a Four-Letter Word), and Nikita was trying to devise kinky ideas for his publication. (Anyone who saw PT #1 and Nikita's column knows exactly where I'm coming from...) We started discussing variants and variant rules at some length, and before you could say "Calhamer" Nikita was off and running with his first game opening...

the "Black Plague Deviant."

Scattered instances of sobriety enabled me to put together what I think this game will be composed of (warning: it's probably been changed several times already) -

- 1 - No "white" press.
- 2 - Players who fail to submit at least X amount of legal (i.e. "grey" or "black") press each season NMR.
- 3 - There will be some kind of random effects table causing plague in one supply center each turn, annihilating any unit therein and immobilizing adjacent units for a season.
- 4 - Spring Raid will be used.
- 5 - Who knows what else???

There won't be a gamefee, as this is definitely a for-the-heck-of-it sort of game. I'll probably play (though if Nikita follows through on his threat to credit me as co-designer, I'll reconsider...just kidding, Nikita...put DOWN that baseball bat...)

Anyone who thinks they might be in a strange enough mood to PLAY this thing - get a sample of Plague Times (address on page 8).

Game Openings are presently available in the following:

CRYPTO-DIPLOMACY II #8001 - Six players. Agee and Osborne are registered.

This is a limited-intelligence Diplomacy variant which centers around orders published in secret code - with design features to make the codes a bit harder to crack. (Do not confuse this design with the old John McCallum Cryptodiplomacy variant.)

DIPLOMACY #8003 - Seven players. Anderson, Carne, Steagall, and Stewart are registered.

Given the experience of the players registered, this would be a very good opening for novice Dip players.

INTERNATIONAL BOURSE - no limit on players. New offering.

INTERNATIONAL DIPLOMACY - Seven players. New offering. You may not play in the Bourse and play the attached Dip game.

These games will take a LONG time to start, as I'd like players from a minimum of four countries for the Dip game. The games will run on month-and-a-half deadlines, with the "odd" turns being published in the subzine PAX.

The Bourse, for those unacquainted with this unusual game, is an economic game attached to a game of Diplomacy. Players speculate in the currencies of the Dip countries, with prices rising and falling according to "market" pressures. At game's end, the number of units of each currency held are multiplied by that country's final supply center count, and the player with the greatest number of points wins. Thus, players try to back the strongest countries/players. As any veteran Bourse player can attest, this is NOT easy. It is, however, great fun.

KINGMAKER #8002 - Will open in a month or two, I think. This section will be the Shrank-Scott variant if sufficient interest exists.

MACHIAVELLI #8001 - Six players. Boudon, D'Alessandro, Del Grande, Osmanon, and Scott are registered.

Come on, now...just ONE more player is needed for the 1513 scenario, and there won't be a second section for a long time.

MERCATOR III #8001 - Thirteen players. Anderson, M. Bates, Del Grande, Mercer, and Osborne are registered.

No doubt I'll read tomorrow about someone else I haven't heard about yet, but I believe that this is the only section of this British design presently offered in the United States. From what I've been able to find out about actually played games, this is one of the best "large" variants ever designed, with very fluid action and many chances for creative stabs.

A MIGHTY FORTRESS #8002 - Six players. Bratcher, Davies-Morris, and Osborne are registered.

NORTH AMERICA: 2020 #8001 - Seven players. M. Bates, Osborne, Scott, Stewart, and Swartz are registered.

This Diplomacy variant was published in JIHAD #6 - I have copies available if you didn't get that issue.

The game is set in North America after the earthquake sinks California, Quebec and Canada part company, hovercraft become part of modern warfare, and economic chaos fragments the U.S.A.

THE SONG OF THE NIGHT #8101 - Five (?) players. New offering.

Mark Berch described this variant as "a complex mixture of Diplomacy and Dungeons and Dragons for 2-7 players." This Lew Pulsipher design doesn't bear too much resemblance to D&D, actually, but fantasy it is - and excellent fantasy at that.

(continued! on page 15)

Diplomacy 8002

GAMESTART

The following seven victims...er, players have signed up for JIHAD's second-ever game of regular Diplomacy:

- Austria: David Agee, Box 287, Hot Springs, VA 24445
- England: Tim Bates, 308 S Orange, General Delivery, Kalkaska, MI 49646
- France: Ned Nichols, PO Box 632, Plaistow, NH 03865
- Germany: Dennis Denfeld, 1564 SE Malden St, Portland, OR 97202
- Italy: Deane Sperdakos, 154 W 70th St #2D, New York, NY 10023
- Russia: Steven Davies-Morris, 174 Roanoke Rd #34, El Cajon, CA 92020
- Turkey: Debbie Osborne, 7804 Fenrod, Detroit, MI 48228

Players should commence negotiations immediately. I believe that all of you received JIHAD #6 with my houserules...if not, let me know.

Deadline for Spring 1901 orders is 10:30 p.m. EST on Saturday, December 27, 1980.

1979 HW

THE NAME OF THE GAME IS CONFUSION

Winter, 1902
Spring, 1903

Autumn 1902 - Italy retreated a ven-ROM, England retreated f lon-YOR, and Turkey retreated a bul-RUM.

Winter 1902

- Austria (Tom Thorsen): Even.
- England (Dan Palter): Even.
- France (Jim Moir): Even.
- Germany (Kevin Mooney): Even.
- Italy (Mike Steagall): Even.
- Russia (Ron Kelly): Builds f STP(sc), a war (failed because Turkish autumn retreat took a Russian SC).
- Turkey (Steve D'Alessandro): Even due to SC gain on retreat.

Spring 1903

- Austria: a VEN-pie; a tri-BUD; a VIE s a tri-bud; f GRE s Italian f bul (ordered to move); a SER s f gre.
- England: f yor-NTH; a lpl-YOR.
- France: f wes-MID; a spa-GAS; a MAR-pie; f ENG s English f yor-nth; a LON holds; f wal-IRI.
- Germany: a PRU-lvn; a GAL-ukr; a swe-FIN; f DEN-swe; a mun-KIE; f nth*nwy.
- Italy: a ROM-ven; a bul*gre; f ION s a bul-gre; f TYH (unordered) holds.
- Russia: a war s a bud-gal (no such unit); a bud*gal; f stp(sc)-BOT; f NWY-swe; f kie-BER; a LVN-pru; a UKR s a sev-rum; a sev-RUM.
- Turkey: a rum-BUL; f CON s a rum-bul; a ANK s f con; a arm-SMY.

German f nth must retreat to bel, edi, hel, hol, nwg, ska, or otb. Italian a bul and Russian a bud are both annihilated.

Deadline for Fall 1903 orders is 10:30 p.m. EST on Saturday, December 27, 1980. Press follows.

Ankara - An epidemic of "Green Plague" has forced the 1st Army to move to the north. A medical team has been rushed to the scene, as the 1st Army intends to eradicate the plague as soon as possible.

(more press on page 13)

A Mighty Fortress 8001

1532

WHEREIN the French get bounced twice; Suleiman and the Emperor patch up their differences and ally; the Pope plays banker, King Henry spends freely, and the Lutheran 'heresy' spreads through Germany...

Campaign Phase

- England (Don Swartz): 0914 1n; 1113 1n(aug3); 1208 1a; 1312 2a; 1708 1a; 1711 1a; 1811 2n(*); 1912 3a1n; 3005 1n(aug3).
- France (Steve D'Alessandro): 1504 2a; 1520 2a2n; 1713 1n(*); 1714 2a1n; 1815 2a; 2117 2a; 2223 3a1n; 2522 1a; 2723 1n(*).
- Hapsburgs (William Osmanson): 0329 1a; 0422 6n; 0927 1a; 1025 2a; 1424 2a; 1926 2a3n; 2211 3a; 2317 1a; 2418 1a; 2617 1a; 2730 1n; 3017 2a; 3331 1a1n; 3427 2a; 3412 2a; 3514 4a.
- Lutherans (Tom Swider): 2508 1m; 2509aBremen; 2511aMdgburg; 2611aAnhalt; 2712aHesse; 2814aHesse2m; 2901 1m; 2910 1m; 2911 3m; 3005 1m; 3013aMnsfld2m; 3111 1m; 3210aSaxony; 3212aSaxony1m; 3409aBrnswk; 3606 1m; 3709 1m; 3805 1m.
- Ottomans (Chuck Higgins): 3917 4a; 4021 2a; 4425 2a; 4431 2a1n; 4732 2a3n(3aug1); 4927 1n.
- Papacy (Debbie Osborne): 2411 1a; 2413 1a; 2612 1a; 2722 1a; 3120 1a; 3226 2a.

Combat - None (of course). Theological Debates - not yet possible.

Key to adjudications - a = army, n = navy, m = missionary, aug1 = 7-12 hex augmented move, aug3 = 13-18 hex augmented move, * indicates that unit had plotted move interrupted.

Thus - 4732 2a3n(3aug1) shows 2 armies and 3 navies in hex 4732, and that 3 navies used 7-12 hex movement this turn. 1713 1n(*) shows 1 navy in hex 1713 that was prevented from completing its plotted move.

Note also that all Lutheran armies show their points of origin.

Taxation Phase

- England - Dublin(1), Plymouth(1), York(3), London(6), Calais(3). Total 14,000 Crowns.
- France - Brest(4), Bordeaux(4), Rouen(3), Paris(2), Dijon(2), Marseilles(4), Edinburgh(1). Total 20,000 Crowns.
- Hapsburgs - Corunna(5), Madrid(3), Barcelona(4), Prague(4), Vienna(7), Antwerp(6), Naples(4), Palermo(2), Cagliari(1). Tot 36,000 Crowns.
- Lutherans - Bremen(3), Magdeburg(3). Total 6,000 Crowns.
- Ottomans - Buda(3), Belgrade(2), Bucharest(3), Constantinople(6), Athens(3). Total 17,000 Crowns.
- Papacy - Cologne(1), Mainz(1), Trier(1), Bologna(1), Ravenna(1), Rome(4). Total is limited to 6,000 Crowns by rulebook.

Diplomacy Phase

Areas Changing Hands: England - Denmark (from Neutral); France - Savoy (N); Hapsburgs - Portugal(N), Switzerland(N); Lutherans - Brandenburg(N), Nuremburg(N), Ansbach(N), Augsburg(N), Munster(N); Papacy - Genoa(N), Venice(N).

Areas Converted to Lutheranism: Augsburg, Munster, Denmark, Ansbach, Danzig, Posen, Konigsberg.

(continued next page)

Cities Newly Occupied/Controlled for Tax Purposes: England - Copenhagen; France - Turin; Hapsburgs - Zurich, Geneva; Lutherans - Augsburg, Nuremburg; Papacy - Genoa, Venice.

Cities Uncontrolled for Tax Purposes: Florence, Lisbon, Milan, Sienna, Stockholm, Wittenburg.

Diplomatic Pouch

ISLAMIC/CHRISTIAN TREATY OF 1532

Whereas: The Hungarian people have shown that they are not worthy followers of the Islamic faith, and
 Whereas: The soldiers of Allah have suffered long in attempting to bring the wisdom of the Prophet to the peoples of Austria and Hungary,
 Furthermore: The Christian Emperor and the Prophet's Magnificent Servant desire to firmly establish a border between them in Eastern Europe,
 Therefore, be it agreed that:

The Ottoman Empire disavows all claim to Hungary, Vienna, and Prague and recognizes the present border between Hungary and Islam, The Holy Roman Empire recognizes the Ottoman claim to Buda, Belgrade, Athens, and Constantinople and the present border, and Charles V cedes Sardinia and Sicily to Suleiman.
 (Signed by Suleiman I and Charles V)

Charles V has ordered the payment of 2,000 Crowns to Suleiman from this turn's taxing of cities ceded to Suleiman above.

To His Regal Majesty, King Henry VIII of England, Defender of the Faith And Prince of the Church Militant, from His Supreme Holiness, Pope Clement VII, Vicar of Christ and Spiritual Lord of Earth, shall be granted the sum of Five Thousand (5,000) Crowns; said sum to be repaid within a ten (10) year period. Further, that said Henry, King of England, shall build for said Clement, Pope of Rome, a fleet, bearing such expenses as such a building would incur for England. Said fleet is to be built and delivered to a Papal port by the end of the tenth year of this loan. To this we do set our Hands and seal this agreement.
 (Signed by Clement and Henry VIII)

Expenditure Phase

	England	France	Hapsburgs	Lutherans	Ottomans	Papacy
Start 1532	7,000	10,000	18,000	4,000	9,000	6,000
Taxation	14,000	20,000	36,000	6,000	17,000	6,000
Gen Movement	- 5,000	- 7,000	-12,000	- 2,000	- 6,000	- 2,000
Aug Movement	- 6,000				- 3,000	
War						
Combat						
Replacements						
Mercenaries	-10,000		-20,000			
Transfers	+ 5,000		- 2,000		+ 2,000	- 5,000
Start 1533	5,000	23,000	20,000	8,000	19,000	5,000

R & R Phase

Nothing this turn. Mercenaries purchased will appear in 1533, may move in 1534.

GM Notes - Good heavens! I'll try to shorten the adjudications later if possible, but it takes a LOT of space and a LOT of time (over 2 hours) to work up a turn correctly. Watch it on your order writing - it's easy to leave out (or misnumber) hexes in giving unit routes. DO NOT submit conditional orders based on diplomatic agreements - Diplomacy comes AFTER campaigning each turn!! (continued on page 7)

What do YOU think of the Class of 1980?

The comments that followed this year's North American Zine Poll conducted by John Leeder were many and varied. One of the stronger trends that emerged, though, was a feeling that the poll reflected some kind of "decline" in the quality of zines when compared with days gone by.

Personally, I think that many of these comments have been made by those who long for the mythical "good old days" (sounds a lot like Reagan voters on November 4th, doesn't it?), and I couldn't disagree more. Apparently zines have changed (evolved, if you will) over the course of time, but the direction of that change is open to question.

Therefore, I announced in JIHAD #7 last month that I'll be doing a feature article on the Class of 1980 - all (or as many as I can) of the zines that published issue #1 this year.

In order to make this survey as complete and interesting as possible, I'm asking for all you readers out there to help out in two ways:

First, I'd like your opinions - even a sentence or two - on any Class of '80 zine which you're familiar with...the more you can manage, the better;

Second, even if you don't write any comments at all, I'd like you to give a numerical rating to each of these zines as well - provided that you've seen the zine, that is. I think we'll use the Leeder Poll scale - from 1 (da pits) to 10 (can't live without it).

So you've got plenty of time to respond, I'm extending my original deadline for submissions from Dec. 20 to JANUARY 15th, 1981. Watch for the article in the February issue of JIHAD!!

In order to get you started, here's a list of a dozen members of the Class of '80 that first come to mind - alphabetical order, of course -

- | | |
|--------------------|-------------------------|
| Appalling Greed | Life of Monty |
| Black Frog | Lone Star Diplomat |
| Born to Dip | Mike's Mag |
| Invasion | Plague Times |
| Jihad | The Power and the Glory |
| Just Among Friends | Torpedo |

Furthermore - I will award a six-month sub extension or two gamefees (one if the game is The Song of the Night) to the person who submits the best commentary for this feature.

I'd like to make a tradition out of this - so let's all pitch in. After all, in a few years you'll be able to look back and say "I remember when that thing got started, etc. etc."

Also - any plugs you can manage would be GREATLY appreciated...

A Mighty Fortress 8001 (continued from page 6)

Remember that alliances must be concluded to run from a specific date to a specific date, and that parts of any alliance text may be kept secret until events require release of same.

Some dicey interpretations on taxation - the Lutheran MUST OCCUPY Stockholm and Wittenburg before he may collect taxes from them. ANYONE taking a neutral must occupy the city therein to start collecting tax. I'll back these up on request - this has run on too long as it is.

Deadline for 1533 orders, including diplomatic papers, is Wednesday, December 24, 1980.

Merry Christmas to you all - I'll be working up 1533 on Christmas Day - lucky me...

Still Making Your Christmas List?

Consider a gamezine...for the right person, including yourself, a gift that will please the giver (and bring to mind the recipient) all year long.

Actually, the above paragraph provides a convenient cover for doing something I've contemplated for quite a while. Twenty-five zines are plugged in this issue - every zine for which I presently have a confirmed sub or trade arrangement. Regardless of what else may be said below, including anything I implied inadvertently, I can recommend all the zines on this list.

I offer a special Merry Christmas wish to every publisher below... without you and our dozens of kindred spirits who write these rags, there wouldn't be a hobby.

(PS - After you read this, be sure to check out the Contest Corner on the last page.)

- PLAGUE TIMES - published by Marion Bates, PO Box 381, Kalkaska, MI 49646. Digest sized/offset printed/monthly. This is a promising newcomer with unique feature articles (such as "Interview With A Dead General") and openings in Diplomacy, Kingmaker, Third Reich, and the Deadman Diplomacy variant. Subs 12/\$6, gamefees \$2-3.
- JUST AMONG FRIENDS - published by Al Pearson, Rte 1 Box 177B5, Kearneysville, WV 25430. JAF has one very noteworthy feature - "Diplomacy Doctor", a tongue-in-cheek column on the mental and physical maladies suffered by Diplomacy players. Diplomacy is the game in this zine - openings are available. Subs 12/\$4, gamefees \$2. Letter sized/ditto/monthly.
- LONE STAR DIPLOMAT - published by R. Michael Conner, 3214 Beverly Road, Austin, TX 78703. Letter sized/photocopy/monthly. It may say photocopy in the description, but many of us were fooled. This zine has the best physical quality of anything going. Openings in Diplomacy. Subs 10/\$4.50, gamefees \$3 plus \$1.50 refundable deposit.
- ARDA - published by Rod Walker, 1273 Crest Dr, Encinitas, CA 92024. Letter sized/mimeo/irregular. This is the publication of the North American Variant Banks, and is a goldmine of information on variants. A catalogue of available Dip variants was published in issue #2 - available as a back issue for \$1.10. Subs 5¢ per page plus postage, no games are run here.
- INVASION - published by Bruce Schneier, 455 E 17th St, Brooklyn, NY 11226. Letter/mimeo/twice monthly(?). This zine appears on my doorstep very frequently. It has a high article content (including a lot of political material - in fact, Bruce published a special election issue). Openings in Diplomacy, Machiavelli, and Kingmaker. Subs 3/\$1, gamefees \$3-4.
- DIPLOMAG - published by Fred C. Davis, Jr, 1427 Clairidge Rd, Baltimore, MD 21207. Letter sized/mimeo/bimonthly. This is the newsletter of the Mensa Special Interest Group for Diplomacy. Fred's brought in a LOT of new blood through this work with Mensa, and this zine is what brings the members together - and into the hobby. Available only to Mensa members who join the Diplomacy SIG.
- MIKE'S MAG - published by Mike Scott, 1726 Cypress Circle, La Verne, CA, 91750. Digest/offset/five-weekly. No Diplomacy in this warehouse zine - but there are a number of other things, such as Rail Baron, Conquistador, Machiavelli, and variant Kingmaker. Openings in Rail Baron and Russian Civil War. Subs free to players, gamefees \$3.
- ODE - published by John Marsden, 6, Mauldeth Road West, Manchester M20 9WB, UNITED KINGDOM. This is a pretty new trade, so I've only one issue to draw impressions from. However, 28 pages is a lot of reading - and the articles and letter column are different and fascinating. Write John if you're interested - remember both the slowness and expense of overseas mail when you do.

- TOUCHE - published by Ramon Lazaro, 401 8th Ave Apt 5, Brooklyn, NY 11215. Please DON'T write him for information, as he's informed me that he's not looking for expansion at this time. This zine runs a nice variety of games, though, and I'll plug it again if Ramon wants to increase circulation in the future.
- THE TETRACUSPID - published by Richard Kovalcik, Jr, 9 Ladd Place, Watertown, MA 02172. Letter/computer printed/four-weekly. This zine has been around a while, and runs regular Diplomacy exclusively. Sub rates are the lowest around - 1¢ per page plus postage. Gamefees \$2 plus \$3 refundable deposit.
- WHITESTONIA - published by John Caruso, 42-34 Saull St, Flushing, NY 11355. Letter/photocopy/monthly(?). Anyone familiar with W can tell you about Kathy's Korner, the STRANGEST letter column in this beloved hobby. A zine that makes a specialty of not taking itself too seriously. Openings in Diplomacy and Wooden Ships and Iron Men. Subs 10/\$4, gamefees \$2.
- BUSHWACKER - published by Fred C. Davis, Jr, 1427 Clairidge Rd, Baltimore, MD 21207. Letter/mimeo/monthly. Fred is a prolific variant designer, and this zine reflects it - only Diplomacy variants are run here. There's usually interesting reviews and/or political tidbits in each issue as well. Openings in 1885 II at present. Gamefees are \$7, which includes a sub for the duration of your game.
- THE TORONTO TELEGRAM - published by Bill LaFosse, 15 Cory Circle, Trenton, Ontario K8V 5W7, CANADA. Letter/mimeo/frequency questionable. Bill's zine is pretty good reading (all reading, in fact - the game adjudications are "outside" the zine), but my last issue was July, 1980 - actually published in September due to circumstances he described that need not be repeated here. I hope that his present lateness is rooted in these problems and not a potential fold. No openings listed.
- THE SHOGUN'S SWORD - published by Tom Swider, 1183 Robinson Hill Rd, Endwell, NY 13760. Letter/mimeo/monthly. Tom has been described as an "insane, creative genius", and I too subscribe to this view. TSS has a great variety of consistently above-average writing - in spite of Tom's highly-touted "Endwellian Society of Mediocrity." Openings in Kingmaker, Dune, Samurai (appropriately enough), Nuclear Destruction, Delayed Stab Dippy, and Grand Tournament Dippy. Subs 12/\$5, I think, and gamefees are \$1.
- TER-RAN - published by Steve Heinowski, 1630 W 28th St, Lorain, OH 44052. Letter/ditto/four-weekly. Steve's zine defies classification. However, it's almost always good for a laugh or six. Steve also takes pride (justifiably) in his GMing, and serves as Avalon Hill's coordinator for rated multi-player games. Openings in Diplomacy and unusual fantasy and tactical games - write for details. Subs 4/\$1 or so...gamefees unknown.
- THE DOGS OF WAR - published by John Daly, Rt 2, Box 136-M5, Rockwell, NC 28138. Letter/mimeo/every 24 days. Highly recommended. John Daly may be the best GM in the business. Dogs is expanding its article content and has also added a letter column. No openings at present in this Diplomacy-only zine, though John did say "maybe in February." Subs 10/\$3.50, gamefees (when there are openings) \$2.
- ENVOY - published by Roy Henricks, 128 Deerfield Dr, Pittsburgh, PA 15235. Digest/offset/monthly. This was the first zine I subbed to, and still remains my favorite. Roy runs more games at present than any TWO of the other zines in this list COMBINED. Definitely a player's zine...although Roy will be resuming some of the other goodies after he is settled from his recent "relocation". Openings in Diplomacy, Distaff Diplomacy (all women), Deadman Diplomacy, Grand Tournament Diplomacy, Kingmaker, Rail Baron, After The Holocaust, AREA-rated Dip and KM, and probably other stuff I missed. Subs \$0.03125 per digest-sized page plus postage (minimum \$5), gamefees \$2-4.50.

(continued on page 10)

RUNESTONE - published by John Leeder, 121 19th Ave NE, Calgary, Alberta T2E 1N9, CANADA. Letter/ditto/weekly(!). Why a weekly zine, you may ask? Answer: so John can stagger his deadlines, ranging from four weeks for all-Canadian games to six weeks for worldwide games. My most recent issue is #305, which makes Runestone second only to Graustark in number of issues published. Openings in Diplomacy (including a worldwide game and French-language games) and the variant Gesta Danorum. Subs 2¢ per page plus postage, gamefees ???

SAINT GEORGE AND THE DRAGON - published by Bob Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224. Digest/offset/five-weekly(?). Bob's plugs have netted me more subscribers than anyone else's...I guess this means that SOMEBODY reads his zine. No openings at present, though new games will be started on a 1 for 2 basis. Runs regular and variant Diplomacy. Subs 10/\$4.50.

DIPLOMACY DIGEST - published by Mark Berch, 492 Naylor Pl, Alexandria, VA 22304. Digest/offset/monthly. DD is an infozine (no games) which presents mostly reprinted articles about Diplomacy drawn from an extensive archive of zines. Mark's triple issue #34/35/36 is the much talked about Lexicon of Diplomacy, a great reference for Dip players. Subs 10/\$3...the Lexicon can be purchased as a back issue for \$1.25.

CHEESECAKE - published by Andy Lischett, 3025 N Davlin Ct, Chicago, IL 60618. Letter/offset(?)/five-weekly. Regular Dip only - plus "the water rat's" weird sense of humor. Andy's issue #14 was the consummate warehouse zine (ask around), but more normal(?) issues do have a letter column as well. No openings listed. Free to players - obviously a labour of love.

EVERYTHING - published by Bob Sergeant (address above) on behalf of the Boardman Number Custodian: Lee Kendter, Sr., 4347 Benner St, Philadelphia, PA 19135. Digest/offset/irregular. Statistics freaks, take note. This zine is the official BNC zine, and includes all numbered games started since the previous issue plus game reports on all completed games for which information is available. Subs are 3¢ per page plus postage - payable to Lee Kendter, NOT Bob.

WHY ME? - published by Lee Kendter, Sr, 4347 Benner St, Philadelphia, PA 19135. Letter/mimeo/four-weekly(?). Probably the most appropriately titled Dip zine in the hobby, with a great reputation for reliability. In spite of Lee's bemoaning a "lack of material", it usually reads well. No openings - runs Diplomacy and blind Dip. Subs 10/\$4.

VOLKERWANDERUNG - published by Bob Arnett, 1500 Waterway Circle, Chesapeake, VA 23320. Digest/photocopy(?)/monthly. The pages of this zine are jammed (quite literally) with hobby articles of all kinds - some written with tongue planted FIRMLY in cheek. No game openings at present, although Bob's trying to get some of his games on 3 week deadlines to leave room for a Dip opening or two. Subs 10/\$6.

and finally, last but not least,

LIFE OF MONTY - published by Don Del Grande, 142 Eliseo Dr, Greenbrae, CA 94904. Letter/mimeo/monthly. The Monty of the title is Monty Python, and Don's sense of humour has the same kind of unique bent. A new zine with promise. Openings in Diplomacy, Pythonic Dippy, Kingmaker, Empires of the Middle Ages, Crescendo of Doom, Dallas, Third Reich, and Wreck of the B.S.M. Pandora. Subs are 55¢ per issue, and gamefees are zero to subscribers.

How many of you caught my transposition of the words giver and recipient at the start of this article? Raise your hands...for shame, for shame! Certain of you readeth not this fine publication...

* * * * *

I typed the Christmas List early in November. To those pubbers I've started with very recently - Sorry about that! You'll get yours, too.

1978 FK

CONCESSION FAILS

Fall, 1907

West Fights to the Last...Cub Scout?!?

Austria (Ron Kelly): a BUD s a tri; f GRE s Russian f eas-ion; a TRI s Russian a boh-tyo.

France (Gerald Carne): f lyo-TYH; a RUH holds; a BUR s a ruh; f nth-HOL; a BEL s f nth-hol; f nwg-CLY; f eng-NTH; a EDI holds; f LON s f eng-nth.

Germany (Alan Dickinson): a hol*holds.

Italy (Arturo Guajardo): a tyo*tri; a VEN s a tyo-tri; f NAP s f ion; f ion*s Austrian f gre; f ADR s a tyo-tri.

Russia (Eric Verheiden): a KIE s a mun; a BER s a kie; a SIL s a mun; a MUN s a boh-tyo; a VIE s a boh-tyo; f bal-DEN; a swe-NWY; f nwy-NWG; f BAR s f nwy-nwg; f SKA-nth; a SER s Austrian a tri; f eas-ION; f ABG s f eas-ion; a gal-RUM; a boh-TYO.

Supply Center Chart

Austria bud gre ~~gre~~ tri (3) even

France bre mar par spa por lpl edi lon bel hol (10) build 1

Germany ~~gre~~ (0) OUT

Italy rom nap ven tun ~~gre~~ (4) even

Russia stp mos war sev rum ank con swe smy nwy kie ber den vie bul ser mun (17) build 2

German a hol and Italian a tyo are annihilated. Italian f ion may retreat to alb, apu, tun, or otb.

Gerald Carne's address has changed - see page 1.

Deadline for Winter 1907/Spring 1908 orders is 10:30 p.m. EST on Saturday, December 27, 1980. Press follows.

Paris - A French fleet has been dispatched to aid the brave Italian navy in its efforts to free the peoples of the Mediterranean from Russian hegemony.

Roma - General Giovanni "Chicken" Cacciatori announced to a startled nation that he is resigning his commission in the Italian army and retiring to manage a chain of pizzerias.

Rumors abound throughout the capital that Cacciatori was dismissed by the Joint Chiefs-of-Staff because he cowardly gave up Munich to the Russians without a fight. Others assert that Cacciatori was not dismissed and that the Joint Chiefs implored the hero of Vienna's Boy Scout occupation to stay on and serve in Italy's time of need, but these also asserted that Cacciatori turned down the Joint Chiefs and the nation because he is petrified of fighting Russians.

Unfortunately for Cacciatori's business schemes, he was put in charge of three pizzerias near the Austrian province of Trieste, however one of his pizza stands was destroyed by an untimely earthquake and the other was obliterated by Austrian artillery fire. That left Cacciatori with only one small pizza stand to manage, and not much of a prospect of profit. When the Italian people heard of his dilemma they flocked to his one remaining stand and gave him all their business. In honor of the tremendous sales the pizzeria has been renamed and is now known throughout Italy as "Cacciatori's Last Stand."

St. Petersburg - The peace-loving Russian people have agreed to return the Italian boy scouts recently found hiking through Bulgaria by means of the normal diplomatic Channel. Unfortunately, as it seems to be currently occupied by a French fleet, we have resolved to make a slight detour through the Norwegian Sea. Will the French fleet there please go elsewhere? Thank you.

Hazel Park to St. Petersburg - Mommas, papas, and den mothers of our humble community thank the Tsar and the Russian people for the safe return of our Cub Scouts. We knew all along that (continued page 13)

Kingmaker 8001GAMESTARTTo All Who Shall See These Presents, Greetings

Here begins the saga of JIHAD's first game of Kingmaker. The six (not five) persons who have registered for this epic should receive house rules for KM with this issue of the zine. For the benefit of non-players, I will mention that the following rules are in use in addition to Avalon Hill's Basic Game rules:

Optional - Initial Placement, Commission, Ambush, Optional Parliament, Return From Parliament, Optional Victory Conditions.

Advanced - All except Advanced Battle.

Special - 1. The Nobles Killed table will be used for Battle, Siege, and Ambush resolution only. The Loyalty Table will not be used.

2. All cards are distributed concealed to players. While cards played will be identified with the nobles receiving/using same, the ownership of nobles by specific players will remain secret.

OPTIONS---Listed below are six options which may be used in this game. All of these options are found in Avalon Hill's additional card set, and also are described in the General, Vol. 14, No. 2. Please vote on these options with your set-up...four votes in favor will mean that the option will be used.

1) Combat at Sea

2) Royal Death card (1) - Causes the death of a randomly determined royal heir. May only appear for this purpose once per game.

3) Gales at Sea card (1) - Causes all ships at sea to be lost with all hands aboard.

4) Catastrophe card (2) - While in effect (1 or 2 turns), all strength given to a noble by office, bishopric, or title is lost and does not count. Affects all nobles in play.

5) Treachery card (2) - The player who draws one of these cards must forfeit (one or two) Crown cards from his hand to the Crown deck.

6) Vacillating Allegiance card (4) - AS AN EVENT, causes player drawing to lose the services of one noble for one turn. IN COMBAT, causes one noble to switch sides or return home prior to resolution.

THE PLAYERS - Scoundrels, brigands, and riff-raff playing:

David Agee, Box 287, Hot Springs, VA 24445

David Anderson, 3281 Goldner, Detroit, MI 48210

Kevin Mooney, 216 Charles St, Westfield, NJ 07090

Debbie Osborne, 7804 Penrod, Detroit, MI 48228

William Osmanson, 1015 Union St, Morris, IL 60450

Al Pearson, Rte 1 Box 177B5, Kearneysville, WV 25430

THE INSTRUCTIONS - Players will find their initial Crown card deal on the inside front cover of the zine. I have dealt seven cards to each player instead of six, because it is my experience that six-player games tend to start slowly due to faction weakness. Hopefully the deal will help alleviate this problem.

Deadline for set-up orders - which should include your Crown card allocations, initial locations of all nobles, and a name for your faction - PLUS your option votes - is 10:30 p.m. EST on Wednesday, December 24, 1980.

I strongly encourage all players to exercise maximum creativity in creation of their faction names and press.

Good luck to all...Merry Christmas...and God Save The King!!

1980 IF

Winter, 1901

- Austria (Larry Boudon): Even - has f ALB, a VIE, a SER.
- England (Dennis Denfeld): Builds f EDI, f LON - also has f NWG, a NWY, f DEN.
- France (Alan Dickinson): Builds f BRE, a MAR, a PAR - also has a BEL, a SPA, f POR.
- Germany (Keith Mercer): Builds a MUN - also has f HOL, a BUR, a BER.
- Italy (John Daly): Builds a VEN, f NAP - also has f TUN, a TYO, a TRI.
- Russia (Roy Henricks): Builds a STP, a WAR - also has f SWE, a LVN, a PRU, f RUM.
- Turkey (Al Pearson): Builds f SMY - also has a BUL, a CON, f BLA.

I have Spring 1902 orders on file for Italy, Germany, and Turkey. Press submitted with combined Winter/Spring orders has been held up until Spring adjudications are printed, so I don't prejudice anyone's position.

Deadline for Spring 1902 orders is 10:30 p.m. EST on Saturday, December 27, 1980.

1979 HW Press (continued from page 4)

Paris - Eminent fashion designer Pierre Le Fuque has just returned from a very successful showing of his latest creations in military attire at London. Pierre says, "Eet was verry exciting, now I am off to Vienna with a thousan' more "models" wearing the latest een infantry uniforms!"

Ankara - After the long lull in the fighting, troops are being rushed to all borders to repel the invaders. (Who, we don't know.)

1978 FK Press (continued from page 11)

our little boys' trip to Europe would be exciting, but we REALLY hadn't expected combat!!

Paris - Reports have reached Paris that throughout Western Europe the valiant citizenry is preparing itself for the onslaught of an attack from the imperialistic, expansionistic Russian government. In order to help protect the people of Holland, a French fleet has been dispatched there. Is ours to be the fate of the Scandinavians, Germans, and Eastern Europeans? Shall we, too, fall victim to aggressive Czarist policies? NO!!!

WS & IM Challenge Press (continued from page 3)

L'Caruso to EMS Bradshaw - What happened to Banacszak? Must be a new tactic called hide and seek. That or sneak attack.

Admiral's Log - HMS Bradshaw:

The French are lost before we engage. The tactics are reminiscent of Trafalgar, where my brother-in-arms Lord Nelson found a collection of enemy ships rather than a fleet. I will be merciful and give them an opportunity to strike before their poor seamen die of their Admirals' terminal stupidity.

It looks like Jack Masters beat me to the punch on a "Christmas List" like the one in this issue - his Black Frog #23 is a Christmas Gift Catalog, and one of the funniest zines of the year! (Right up alongside Andy Lischett's Cheesecake #14, and that's HIGH praise...)

Game Review: Ace of Aces

The game is called "the surprise hit of Origins." Omni magazine, the slick-paper SF rag published by the Penthouse people, called it "one of the top ten games of 1980" - on a list dominated by electronic gadgetry. Its third printing this month is larger than the first two printings combined, and at gaming functions all around you can hear the game's most distinctive testimony: "It's the only wargame my wife'll play with me."

This is Ace of Aces, a horribly addictive little game from Game-shop Inc., 46 Dougherty St, Manchester, CT 06040...and one of the most innovative and enjoyable wargames ever to hit the shelves.

Since I don't expect you to accept all this glowing praise on faith, I'll explain the game first with my very own one-paragraph class on "How to Play" Ace of Aces.

First, turn to page 170 of your little book. (There are two books, one Allied (Sopwith Camel) and one German (Fokker dri triplane)). The picture on this page is what you see from your cockpit. Next, pick your maneuver from one of the 25 little arrows on the bottom of the page. When both of you are ready, each of you tell the opponent the page number under your maneuver. Turn to the page your opponent called and check your current maneuver for a new page. Your opponent will do the same - and voila! you're both on the same page with a new picture and a new situation. If there's a T under the page number, you're tailing the opponent and receive an advantage - if your picture shows blazing guns, you score $\frac{1}{2}$ hit at long range, 1 hit at medium, and 2 hits at close. Now pick maneuvers again and repeat until one of you takes 6 hits (R.I.P.) or combat breaks off.

That's about it. It takes less than ten minutes to learn the "Beginner's Game" (which is unfortunately named - it can be a great challenge for "experts", unlike many beginner's games) and the result is a game that's never the same twice and can be played out in about thirty minutes.

The key to the game is the set of over 400 pictures drawn in pairs - each pair showing the same situation from the two opposing perspectives. Thus, if one player sees his opponent directly in front of him, with his back to the player's blazing guns (ouch!), the other book will show your tail assembly as you look over your shoulder - to see the foe blowing you to pieces.

Lest anyone think the game is unrealistic - your fears are not necessary. The game has intermediate and advanced versions as well, some of which use an eight-page pamphlet of charts and tables with six-sided dice for various functions. There is also a complete campaign game set-up (which can be played a battle at a time without long set-up and tear-down periods) and rules for handling multi-player games.

Perhaps the best feature of all these rules is that the age-old tradeoff of realism vs. playability can be made by the players. The beginner's game is quick to learn and to play, while the advanced game is a detailed simulation of World War I aerial combat - and it's easy enough to play by your own favorite hybrid rules, such as basic maneuver with advanced fire and the campaign variable set-up table or whatever suits your fancy.

Finally, there's a Beginner's Guide to Flying, which discusses all the maneuvers found in the game, and a fair amount of background matter on the planes and the men who flew them. Both features add to the player's ability to relate to - and learn from - the game.

Designer Alfred Leonardi has achieved a triumph in game design - rarely do we find games that break new ground so dramatically while still remaining comprehensible to the general public.

If my enthusiasm has transmitted itself to you - you can order Ace of Aces from the above address for \$13.95 + \$1.40 postage and handling. Most wargame dealers should have it in stock, too.

Game Openings (continued from page 2)

The Song of the Night is part of the paperbound Diplomacy Games and Variants, published by Strategy Games Ltd. of London and copyright 1978 by Lewis Pulsipher - which creates a problem. I won't violate anyone's commercial rights by bootlegging copyright material, so I couldn't Xerox the rules and map to run a section. However, I've been sold on this game for a long time...soooooo...

The gamefee for S.O.N. will be \$6 until January 15th, then it will go up to \$7.50. I have purchased five copies of the needed book from Lou Zocchi, and your gamefee will include this \$5.50 reference. I realize that I may take a beating financially on this, but that's a gamble I'm prepared to accept.

Gamefees for all games are \$2.00 plus sub with the following exceptions:

Mercator III is \$3.00 - it costs me \$1.05 to make up and send out a set of rules and maps.

The Song of the Night is \$6.00, which includes the book Diplomacy Games and Variants, necessary for play. If you have the book by some stroke of fortune, the gamefee is \$2.00.

Always submit a country preference list with your entry.

Standbys are needed for all games except Kingmaker and The Song of the Night - let me know if you're interested. No gamefee is charged.

DO NOT SEND A GAMEFEE FOR INTERNATIONAL DIPLOMACY AT THIS TIME. Just inform me of your interest - I'll be in contact with potential players.

What happened to Imperium Romanum? No interest. I thought it was there, but it wasn't. I'll continue to work on a pbm system, but it's no longer a priority item.

If you have a favorite pbm multi I'm not offering, speak up!! I can only offer ONE more game (other than continuous Dip openings) and still have what I think is sufficient time to crank this out.

JIHAD Journalism Awards

There's still plenty of time to submit your very favorite press items for consideration in this year's Journalism Awards contest.

In the February, 1981 issue of JIHAD, a ballot will appear with the best nominees from multi-player pbm press releases in these four categories:

- Best Press Release of 1980 - JIHAD
- Best Press Release of 1980 - any zine
- Best GM Press Release of 1980
- Worst Press Release of 1980

Winners will receive a six-month sub/extension, or equivalent value in gamefee credits.

Procedure - To nominate a release for award, mail a copy of same together with the name of the writer, the zine in which it appeared, and the name and address of the submittor to me so I receive it by January 10, 1981. Also indicate the category of said nomination.

A committee of hobbyists will examine the submissions, and recommend three to five nominees in each category for the ballot in JIHAD #10. The nominees receiving the most votes shall win the awards, which will be announced in JIHAD #11 the following month.

A set of not more than three successive releases with a common theme may be treated as one for awards purposes.

Finally - if your nominee is dependent on an understanding of specific background in the game, be sure to include context for your favorites.

Contest Corner

The October election contest had a predictable result - nobody came close! However, several entrants did better than the so-called professional pollsters.

David Anderson wins our political special with his prediction of 382-156 for Reagan, barely edging Fred Davis who had it 369-169. Dave has taken his prize to enter Kingmaker 8001 (which started this issue).

There is no winner in the November contest, as nobody gave a completely correct answer to ANY of the three questions. Mike Scott did manage to get #2 half right - which was a good score.

I'll help make all of your dented egos feel better this time, though - this one's easy!!!

The Christmas List on pages 8-10 of this issue is arranged in a very precise order. You need to know that I typed it on November 10th. The first person to tell me the rationale behind this order will win FOUR issues of JIHAD or a \$2 or \$3 gamefee.

Additionally - Life of Monty is NOT listed in sequence. There is a very specific, if somewhat obscure, reason behind this. If the winner supplies the correct answer here as well, I'll double the award.

Finally, a bonus prize of one \$2 or \$3 gamefee will go to the person who can fit JIHAD into its proper position in the list.

The St. Valentines Day Massacre

No, I'm not going to write about execution-style murders...

The Massacre, as it is affectionately known, is actually a coast-to-coast road rally without ever leaving the dining room table. Players follow convoluted route directions through a Rand-McNally road atlas (provided) in an attempt to discover the answers to about 100 questions pertaining to what you "see" enroute. (Average scores: about 50% wrong!!! It's not a pushover - out of 1800+ entries in 1980, nobody scored a perfect score.)

Massacre takes anything from 10 to 200 hours to complete - you have two months to finish and submit your scoresheets. Trophies are awarded to the top 10% of each class - total novices are scored over a shorter course and ONLY against each other, so your chances are as good as the next man's (or woman's).

Team competition is also permitted - this is a good way to learn the little tricks of the contest.

If you're interested, the place to write is Massacre, PO Box 378, Murrysville, PA 15668. The contest fee is \$19.50 including first class mail of all materials. I've competed the last two years, and can't recommend it highly enough.

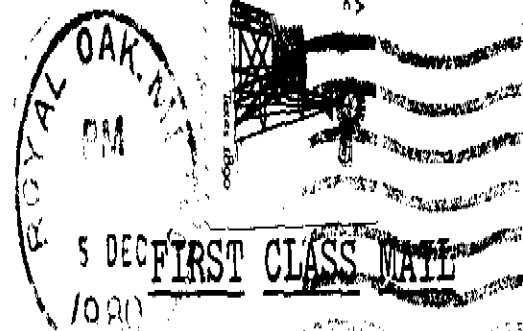
(If you're interested in competing as part of a team, let me know BEFORE you enter. I wouldn't mind having a JIHAD team (two of us were in last year), and my last team did finish 6th in class, so by all means write! I'm planning on improving my 237th overall this year.

Looking at Next Month

JIHAD will ring in the new year with a contributed column (sorry, it's a surprise), a review of The Hammer of Thor, the "World's Toughest Diplomacy Quiz" in Contest Corner, and the usual group of games (including new gamestarts?) and odds and ends. Don't forget your Class of 80 and Journalism Awards contributions, either. Both of these items need your help for success.

Have a very Merry Christmas - see you next year!!!

GLENN E. OVERBY II
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Larry Perry

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SAMPLE