



LORD OF HOSTS

Is devoted to variant Diplomacy. In these pages will be found Miller numbers and designators, variant game announcements and results, occasional articles and editorials, and (given a special request and a hefty bribe of \$3.00 per player, in addition to maintaining a subscription) games of variant Diplomacy. The price for subscriptions and back issues will be cost plus postage, rounded up to the nickel (so that I can produce additional copies). Offers to trade will be considered. Issues will be published at

least bimonthly; more frequently if there is sufficient material or games. Thanks are tendered to the IDA for their considerate subsidy of this effort. Miller numbers will be assigned on the receipt of a self-addressed envelope, postage in stamp or coin, gamemaster's name, magazine, year of game, type of variant, and list of players and countries; subscribers can if they wish forget about the envelope and postage and wait for the next issue. Anyone may reproduce an issue in its entirety; partial reprinting is permitted upon attribution, except for articles by other authors who herewith retain full rights to their own material. This entire effort is yours courtesy of Robert Sacks, 15-F Tang Hall, 550 Memorial Drive., Cambridge Ma 02139, (617) 494-8889.

No. 2

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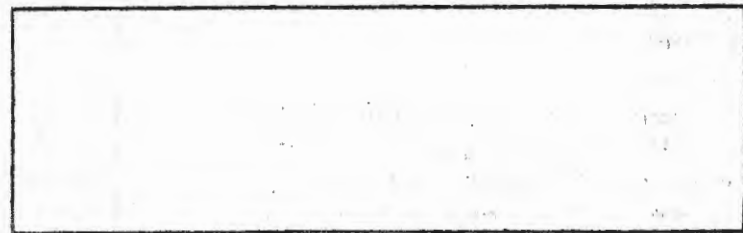
2 December 1974

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You are all cordially invited to attend the Third Annual Winter Wargaming Convention in New England (WinterCon III, see announcement on page 6). I will be managing the Diplomacy Tournament and the Variant Diplomacy Session. I don't know what the Session will consist of - bring your variants with you.

on page
() see game

Amt remaining
in sub:



FIRST CLASS MAIL

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 Associate-Michel Feron/Grand-Place, 7/B-4280-Hannut BELGIUM

- 1-Michel Feron assigns Miller Numbers for games in Europe, Asia, and Africa.
- 2-Back issues of the previous Miller Number 'zines THE CONNUBIAL CHILD MOLESTER and FAFHRD & THE GRAY MOUSER are available from Robert Sacks at 30¢ each. Back issues of LORD OF HOSTS #1 are available at 25¢ each.

KNOWN GAME OPENINGS

- J Antosiak/422 East Ave/La Grange Ill 60525 ANSCHLUSS GF \$4: YV
 P Berggren/Davistown Schoolhouse Rd/Orford NH 03777 GF \$2+\$2 if incorporated into TURNABOUT: Colonial, Gigaton Bomb; TURNABOUT/GF \$1.25+sub 2¢/page+postage: Middle Earth V
 F Davis/3012 Oak Green Court/Ellicott City Md 21043 BUSHWACKER: STANDBY \$3: Atlantica II; THE OLD MEN'S GAME (Age 24+, Permanent Address)-write for details
 D Efron/1823 Dacotah Dr/Windsor ONT CANADA N8Y 1S4 BRAINWAVE: GF \$3+sub \$3/yr: Hard Choice, YV
 R Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418 CARN DUM/GF \$5: Downfall of the Lord of the Rings..., Excalibur, War of the Roses, Westphalia VIII; STANDBY - sub 10/\$2
 M Homeier/238 N Bowling Green Way/Los Angeles Ca 90049 THE MASTER MACHIAVELLIAN/GF \$1+sub 12/\$2.50 or 24/\$4.50: 1701
 D Kadlecek/1447 Sierra Creek Way/San Jose Ca 95132 SPECULUM/sub 10/\$2 (Airmail 30¢ extra)/GF \$1.50+sub: Third Age II; GF \$2+sub: YV; GD \$1+sub: Scacchomacy
 F McIlvaine/144 Sackett Rd, Apt 6/Avon NY 14414 BINARY/GF \$2+sub 6/\$1 or \$3/yr: Third Age (send sub to H Riley/144 Lafayette Ave/Trenton NJ 08910)
 G Neiger/300 W 108 St/NY NY 10025 THE PLAYTESTOR/sub 10/\$1: 1618, 260 AD
 S Rosenberg/182-31 Radnor Rd/Jamaica NY 11432 THE POCKET ARMENIAN/GF \$5: YV
 C Sharp/506 West College Ave #3/State College Pa 16801 SLOBINPOLIT ZHURNAL/GF \$1.50+sub 1¢/page+postage: Slobbovia (in progress)
 S Solomon/17240 Lake View Dr/Morgan Hill Ca 95037 INFAMOUS/GF \$4 or sub 8/\$1.60: Gigaton Bomb, YV
 D Vedder/1451 N Warren/Tucson AZ 85719 QUO VADIS/GD \$2+sub 10/\$2: Downfall of the Lord of the Rings..., Excalibur (Airmail sub & Canada 30¢ extra)
 L Zehnder/PO Box 24872/Los Angeles Ca 90024 OBSESSION/GF 50¢+sub 12/\$2: Speculation, Switzerland

POLICY STATEMENT - To avoid duplication of effort, and to encourage people to subscribe to Diplomacy World and to the Variant Bank publications, (and to forestall unnecessary feuds and disputes,) LORD OF HOSTS will not review or comment on variants which appear in Diplomacy World or the Variant Bank publications.

GAME RESULTS

1972Jco. (Abstraction) Zine: Bushwacker. GM: Fred C. Davis, Jr

AUSTRIA-Greer (draw June 1917); ENGLAND-Sulfridge (draw June 1917); FRANCE-Cartier (out March 1915); GERMANY-Tilson; ITALY-Ryrie (draw June 1917); RUSSIA-Jurkovich, Johnson (from October 1915, out June 1916); TURKEY-Vane.

	1914	Sep	Dec	Mar	1915	Jun	Sep	Dec	Mar	1916	Jun	Sep	Dec	Mar	1917	Jun
AUSTRIA	4	6	7		9	9	10	11		11	12	13	13		12	13
ENGLAND	4	5	7		7	8	8	8		8	9	11	13		14	16
FRANCE	4	2	1		-											
GERMANY	4	7	8		9	10	8	8		8	7	5	3		2	1
ITALY	4	6	8		10	10	13	13		14	13	11*	9		11*	11
RUSSIA	5	7	8		5	4	3	2		1	-					
TURKEY	4	6	5		4	4	4	4		4	5	6	8		7	5

1973AZds. (Michigan) Zine: Yggdrasil Chronicle. GM: Paul Wood

BENZONIA-Bruce Martin; MARQUETTE-Al Burkacki; OTSEGO-Mike Bartnikowski (out F05)
SAGINAW-Robert Beasecker (tied S06); TAQUAMENON-Victor Ricci (resigned S02),
Tony Kniaz; WAYNE-Herb Barents; ZEELAND-Len Scensny (tied S06).

	01	02	03	04	05		1774	1775	1776	1777	1779	1779
BENZONIA	4	4	3	1	1	AMERICA	11	17*	22*	29*-1	29	34
MARQUETTE	5	4	5	8	8	BRITAIN	12	16	12	9*	4	2
OTSEGO	4	4	3	2	-	CREEKS	3	6	8 +1	9 +1	8 +3	7
SAGINAW	6	7	7	8	10	FRANCE	0	8*	12*-1	12 -1	18	21
TAQUAMENON	4	5	5	2	1	IROQUOIS	3	6	9 +1	9 +1	7	2
WAYNE	4	1	1	1	1	Captured	0	0	1 -1	3 -2	6 -3	6
ZEELAND	5	7	9	10	12	Neutral	43	19	8	2	1	1

1973Zdw. (1776) Zine: Tangelo Express. GM: Richard Hull until 75Su
Quo Vadis Dick Vedder

AMERICA-Steve Norris (won 79W); BRITAIN-Randolph Bart (drop 76F), Steve Brooks (res 77Su), Francisco Jauregui (res 77W), CD; CREEKS-Andy Fishman (3rd 79W); FRANCE-Bob Eckert (2nd 79W); IROQUOIS-Russel Tulp (res 77W), David Pengally (res 78S), CD.

NEW DESIGNATORS ASSIGNED

- fj. Militarism III (Lewis Pulsipher, Diplomacy World V 1 // 3 pp 14-15)
- fk. Jihad II
- fl. Collapse of the Dual Empire (Richard Wein, Bullcock spec. pub.)
- fm. Coup d'Etat (Chris Eyre)
- fn. Danelaw II (Colin Walsh, Quetzalcoatl)
- fo. Democratic (Gordon Walsh, Bolshevik Star 1)
- fp. Espionage (appeared in spec. pub. by Richard Sharp)
- fq. Futur War (Mike Sherrad, spec. pub.)
- fr. Guelph (Bob Bawtinheimer, spec. pub. by Les Pimley)
- fs. Intimate (Adrien Baird & Steve Doubleday, Dolchstoss XIV)
- ft. Irish (Colin Walsh, spec. pub.)
- fu. Lima II - Hemming Amendment (Liesnard & Macedoni, amended Hemming spec. pub.)
- fv. Mad (Jon Lovibond, Sun of Quetzal suppl. or Lemming Express 4)
- fw. 1000 AD (Quetzalcoatl)
- fx. Red October (John Robertson, spec. pub. by John Lettice)
- fy. Tadek (Steve Wyatt & Steve Doubleday, Orion 7)
- fz. Third Age II (Duncan Morris, spec. pub.)
- ga. 1648 (Greg DeCesare)
- gb. Hundred Years' War (Steve Doubleday)
- gc. Active Neutrals (Robert Sacks, Lord of Hosts #2 pg 10)

fh. Colonia - Created by Fred Hyatt. 8 powers (Netherlands, Portugal, and Spain instead of Italy and Germany) on a cylindrical map of the world. For the colonizing powers, half of the "home" supply centers are "colonial" centers which serve as "home" centers for whoever controls them. The map is rather beautifully done, although faint, and overcrowded in Europe. There are two special centers which if taken can be used as "home" centers by Russia, and one of which can also be so used by the Ottoman Empire. There are also four centers in the Pacific which are "impassable" to armies. No special rules. The only questions are size (50 centers needed for victory) and possible problems with the map. The variant is being gametested, and looks good.

Regarding 1885 (ff), please be advised that armies in Naples and Sicily do not support movement between the Tyrrhenian and Ionian Seas. Regarding Colonial Variant, please be advised that the otherwise apparently useless "transport fleets" are built in addition to, not instead of, armies and ordinary fleets.

Diplochess - Created by Edi Birsan. 2 players on a chess board with chess pieces and chess moves, but with simultaneous movement as in Diplomacy. Each chessman has a strength equivalent to its chess point value. Can't say much about this; a two player game doesn't involve too much in the way of Diplomacy. It might be worth playing as a lark, except that there is a more Diplomacyish variant, to wit

Scacchomacy or Fish's Delight - Created by Dave Kadlecsek. 7 players on a chess board with chess pieces and chess moves, but with two types of players: Color (Black and White), Men (Rook, Knight, Bishop, Queen, King). The two types have different victory conditions and different powers. The Colors control the pawns and can only loan supply centers to the other players. However the Colors can give orders for the pieces of the Men players; in conflict the fewer such orders given, the more likely the Color's orders have effect. The differing roles of the two types of players, the loaning of centers, and the conflict of orders create an instant and important reason for having Diplomacy which merely having 7 players wouldn't guarantee. Someone should play this; it might just be playable; if you're interested, contact Dave Kadlecsek.

Catspaw - Created by Ron Melton, Mike Ritter, and Kevin Rowland. Take any game of Diplomacy or any variant where you don't have enough players. Allow each player (including those wiped out) to write extra orders proportional to the number of centers he needs to win (for three men on a regular board use one third as the ratio) for the unordered units, with repeated orders allowed and invalid orders forbidden; an unordered unit follows whatever order he gets the most. Each player may write exactly one extra build order; retreats and removals for the unordered countries are handled in the same manner as NRR would be. Beautiful; try it the next time you're short of players.

Napoleon's Europe, 1795 - Created by Gerald Drews with Harry Drews. 7 powers (Spain instead of Italy) on a well-designed but different map. Victory is 17 of the 41 centers. No canals or special points, 5 double-coasted provinces. A perfectly straight-forward game with no special rules what-so-ever. This is a very beautiful and highly recommended game. I cannot begin to list its features as they're all on the map; I invite a design article like 1885 this issue.

My own variants - On page 10 we have my own first variant gc. Active Neutrals, first described in Pellucidar 13. Needless to say, I happen to think it is well worth playing, and I hope you all find it worthwhile. I have two games in preparation: "Ring Simulation" began as a Diplomacy Variant, but as more and more work is done on it, it is rapidly becoming a hex game with strength factors rather than a Diplomacy Variant; the second is "Baltic Diplomacy" although in the game testing sessions I have been told that it should be called Viking and that due to the elimination of all the single-occupancy rules that are so central to Diplomacy and the changed combat rule it cannot be called a Diplomacy Variant; I disagree, and I understand my decision is the one that counts, but I am not being arbitrary: it is a multi-person diplomatic game, anarchy set-up, armies and fleets, a Diplomacy-like map of Baltic Europe, and Diplomacy-like moves. Judge for yourself when it comes out.

MILLER NUMBERS ASSIGNED

4

- 1974Ofd (additional information), Thomas Galloway, Situation XX. Jack Bradley, James Bruun, Dave Vaughn.
- 1973Kbu is corrected to 1973Kcv. 1974Jdg is corrected to 1974Jfk.
1974Zfi is corrected to 1973DGfi, leaving a gap into which goes
- 1974Zga, Greg DeCesare, Novgorod. Aus-Mike Maple, Eng-Bob Haas, Fra-Al Burkacki Pol-Gerald Prokopowicz, Rus-Mark Magnotte, Spa-Tony Kniaz, Swe-Len Scensny, Tur-Tom Burkacki.
- 1974ABfj, Lewis Pulsipher, Blood & Iron. A-Bob Moore, E-John Baker, F-Scott Rich, G-Robert Blau, I-Stuart Schoenberger, R-Alvin Dziurzynski, T-Jim Cooper.
- 1974ACfk, Dick Vedder, Quo Vadis. Ara-Steve Norris, Byz-Mike Maple, Fra-Carl Fishman, Ger-Bill Linden, Ita-Bruce Chamberlain, Per-Andy Fishman, Vis Spa-Mark Gallow.
- 1974ADfh, Fred Hyatt, the playtestor. A-Bruce Chamberlain, E-Robert Goldman, F-Duncan Smith, N-Gene Prosnitz, OE-Mike Honig, P-Robert Reichel, R-Bob Lipton, S-Gil Neiger.
- 1974BAfs, Greg Hawes, Betelgeuse. I-Frank, R-Ross.
- 1974BBfs, Greg Hawes, Betelgeuse. A-Dave Brown, F-Ross.
- 1974BCfo, Gordon Neilson, Bolshevik Star. A-Iain McBay, Ronald Kelly, Mike Sherrad; E-Bill O'Rourke, Philip Smith, Graham Ramsey; F-Les Pimley, Gregory Ward, Rod Thomson; G-Geoff Corker, Colin Walsh, Dave Pink; I-Glyn Erasmus, Bob Harris, Dennis Robb; R-Steve Dunn, Steve Doubleday, Pete Swanson; T-John Robertson, Peter Charlton, Andy Davidson.
- 1974BDfx, John Robertson, Variety. Bolsheviks-Peter Charlton, Poles-Gordon Neilson, Finns-Roddy Thomson, Czechs-Les Pimley, Denniken-Hamish Wilson, Kolchek-Dennis Robb, Yudenitch-Allan Ovens, Allied Forces-Mike Sherrad.
- 1974BEfz, Ken Jones, Comet. Eri-Richard Scott, Rho-Rhodes, Roh-John Futch, Gon-Duncan Morris, Mor-Graham Buckell, Umb-Richard Sharp.
- 1974BFfz, ?, Court Circular. Eri-Alan Dicey, Gon-Chris Eyre, Mor-Gordon Beck, Roh-Dave Othen, Rho-Rob Saunders, Umb-Gill Wilkes.
- 1974BGfm, ?, Court Circular. A-Gordon Beck, E-Graham Peters, F-Tom Willis, G-?, I-Edwin Kirkwood, R-Rob Saunders, T-Dave Brown, BQ-Dave Othen, TY-Rob Lowe, Morocco-Andy Pfister, PO-Chris Eyre, SC-John Mostyn, ID-Peter Coates, BL-Alan Dicey, S-Dave Goodenough, Brezhnev Raok-Gill Wilkes, Albania-C Shepperd, RR-E Kookirinis.
- 1974BHfs, ?, Court Circular. A-Dave Brown, E-Gill Wilkes.
- 1974BIfz, Richard Sharp, Dolchstoss. Eri-David Allen, Gon-Mick Robson, Mor-Richard Donaldson, Rho-Michael Farmer, Roh-Mike Caswell, Umb-Gordon Beck.
- 1974BJfz, Duncan Morris, Frigate. Eri-Steve Doubleday, Gon-Mike Sherrad, Mor-Basil Purdue, Rho-Richard Scott, Roh-Richard Sharp, Umb-Norman Melvin.
- 1974BKfz, Geoff Challenger, Polaris in Frigate. Eri-Jim Miller, Gon-Clive Booth Mor-Duncan Morris, Rho-Douglas Pringle, Roh-Andrew Wright, Umb-Dave Pollard.
- 1974BLfz, Willy Haughan, Depth Charge in Frigate. Eri-Tony Sturt, Gon-Barry Garside, Mor-Ron Fisher, Roh-Pete Lindsay, Rho-Anne Peebles, Umb-Howell Davies
- 1974BKfs, ?, Hannibal The Cannibal. I-Dave Pink, T-Steve Wyatt.
- 1974BLfs, ?, Hannibal The Cannibal. E-Steve Wyatt, F-Geoff Challenger.
- 1974BMfp, Colin Bennett, OJ. A-Andy Davidson, E-Richard Sharp, F-Les Pimley, G-Mark Gleeson, I-Mike Sherrad, R-Andrew Holt.
- 1974BNfs, Steve Wyatt, Orion. E-Richard Sharp, T-Orme.
- 1974BOfs, Steve Wyatt, Orion. E-Baelz, T-Grose.

- 1974BPfs, Steve Wyatt, Orion. I-Coombe, T-Scott.
- 1974BQfs, Steve Wyatt, Orion. F-Brian Yare, R-Richard Sharp.
- 1974BRfs, Steve Wyatt, Orion. R-John Piggott, T-Pete Swanson.
- 1974BSfs, Steve Wyatt, Orion. G-Steve Doubleday, T-Les Pimley.
- 1974BTfs, Steve Wyatt, Orion. G-Thompson, I-Jarski.
- 1974BUfs, Steve Wyatt, Orion. F-Dave Brown, I-Adrien Baird.
- 1974BVfs, Steve Wyatt, Orion. E-Richard Sharp, R-John Piggott.
- 1974BWfs, Steve Wyatt, Orion. A-Les Pimley, I-Tim Baelz.
- 1974BXfs, Steve Wyatt, Orion. I-Nicky Palmer, T-Ken Jones.
- 1974BYfs, Steve Wyatt, Orion. G-Andrew Herd, T-Mike Sherrad.
- 1974BZfs, Steve Wyatt, Orion. E-Ray Pink, R-Nicky Palmer.
- 1974CAfs, Steve Wyatt, Orion. E-Andrew Herd, T-Pete Swanson.
- 1974CBfs, Steve Wyatt, Orion. A-Nicky Palmer, I-Adrien Baird.
- 1974CCfs, Steve Wyatt, Orion. A-Tony Hickie, I-Dave Allen.
- 1974CDfs, Steve Wyatt, Orion. I-Derek Orme, T-Ray Pink.
- 1974CEfs, Steve Wyatt, Orion. I-David Allen, T-Andy Davidson.
- 1974CFfs, Steve Wyatt, Orion. E-Brian Yare, F-Andrew Wright.
- 1974CGfs, Steve Wyatt, Orion. F-Andrew Herd, T-Geoff Challinger.
- 1974CHfs, Steve Wyatt, Orion. A-Les Pimley, E-John Coombe.
- 1974CIfs, Steve Wyatt, Orion. E-Adrien Baird, T-Steve Doubleday.
- 1974CJfs, Steve Wyatt, Orion. F-Dave Pink, I-Andrew Herd.
- 1974CKfs, Steve Wyatt, Orion. F-Dave Pink, I-Geoff Challinger.
- 1974CLfs, Steve Wyatt, Orion. F-Mike Sherrad, R-Richard Walkerdine.
- 1974CMfs, Richard Scott, Orion. R-Brian Yare, T-Steve Wyatt.
- 1974CNfy, Wink Thompson, The Incredible Tadek Diplomacy Reporting Machine in Orion. E-Tadek Jarski, F-Steve Wyatt, A-Steve Doubleday.
- 1974COfs, Steve Wyatt, Orion. F-Morris, I-Wright.
- 1974CPfs, Steve Wyatt, Orion. F-Greg Hawes, T-Ake Jonsson.
- 1974CQfs, Steve Wyatt, Orion. R-Pete Birks, T-Willy Haughan.
- 1974CRfs, Steve Wyatt, Orion. E-David Yule, T-Richard Sargent.
- 1974CSfs, Willy Haughan, Depth Charge in Frigate. G-Lindsay, R-Fisher.

The duplication of 1974BK & BL fz & fs has been called to the attention of the Associate Custodian and we hope to publish a correction. An arrangement has been worked out whereby the Associate Custodian can directly assign Miller Numbers for games which originate in Europe, Asia, and Africa. The Associate Custodian assigns all numbers in 1972 beginning with AO, in 1973 with DH, the B, C, and D series in 1974, and all the even (A, C, E, &c) series for future years.

I have an editorial comment to make about Intimate Diplomacy: I fail to see how a game with two players is a multi-person diplomatic game, and I seriously suggest that all 2-man games cease to be considered diplomacy variants. I will be placing this question before the IDA Variant Committee (if the IDA still has such a committee, otherwise the question will go to the Officers for Variant Diplomacy), and you are all invited to comment.

WINTER CON III

The Third Annual Winter Wargaming Convention in New England

To be held on the second floor of the Student Center at MIT, Cambridge, Mass., across the Charles River from Boston, Saturday & Sunday, January 18 & 19, 1975.

Doors open both days at 8 am. Convention closes Sunday at 7 pm.

Local Arrangements available.

Events to include

2 days of Miniatures, both Armored and Naval

2 day 2 round Diplomacy Tournament

2 days of Open Gaming

2 days of MIT's own Tactics Pi (Blitzkrieg carried to an extreme)

1 day 3 round Stalingrad Tournament

1 day all day Starlord Game

Richtefen's War Variant

Saturday night Diplomacy Variant Session

MIT's own Dippy-Hill (a cross between Diplomacy and Avalon Hill gaming)

Drang Nach Osten Demonstration Game

Triplanetary

Dungeons and Dragons

Tom Eller's Manassas

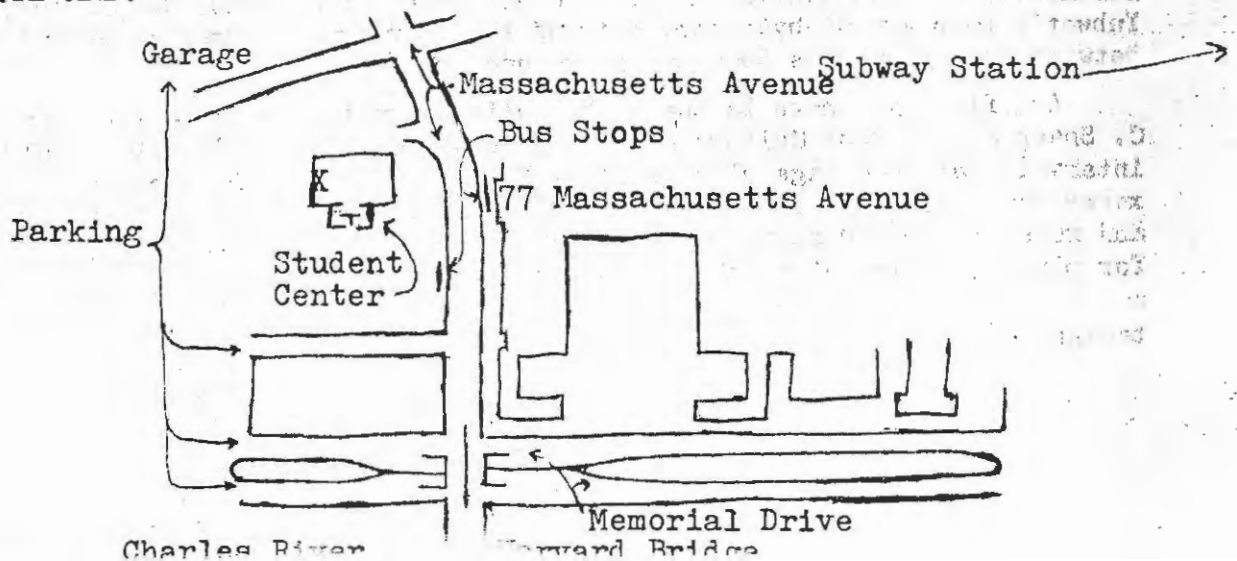
PRIZES will again be awarded for competence, participation, and attendance.

The Cost: 2 days -- \$4.00; 1 day -- \$2.50. 50¢ off for Preregistration (which means Prepayment; money will be refunded in the event of blizzard). 50¢/day discount for Convention workers, MIT-SGS members, members of the American Wargaming Association or its affiliates, and members and project workers of the International Diplomacy Association. Preregistration: Checks should be made payable to MIT-SGS. Preregistration and all questions should be addressed to: Robert Sacks, Secretary Convention Committee

15-F Tang Hall, 550 Memorial Drive, Cambridge Ma 02139

Preregistration guarantees participation in one chosen activity; some of the activities are limited and will be filled on a first come first served basis. When you preregister include your name, address, preferred activities, which days you will attend, and any questions you may have (local arrangements, transportation, additional events, any details whatsoever), and your money!

CONVENTION SITE MAP:



A Welcome to Slobbovia

by the Grand Patriarch

Slobbovia!! Where Diplomacy has only the military rules and orders and the thrill of wiping out six other people; where countries are few and far between, and their identities set for you by history; where the Diplomacy player is stuck with the geographic framework of the real world; where in regular Diplomacy moves sometimes interfere with the actions of press:

in Slobbovia, none of this applies.

Slobbovia is not a game for someone who wants the fame and recognition of the ratings, victory parades, the accolades of others, for it is absolutely impossible to win at Slobbovia- the rules won't allow it!

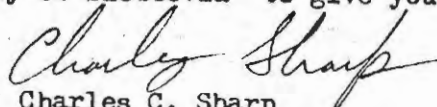
Slobbovia is not a game for the "Empire Builder", who likes to amass great serried ranks of fleets and armies, and conglomerates of provinces all leaping to his bidding, for Slobbovia makes it too easy for someone else to take all that away from you.

Slobbovia is not a game for those who like to play the moves alone, for the moves are only a very small part of Slobbovia.

In fact, a definition of Slobbovia is mostly to be found in an old Slobbovian phrase: "strakh and strumph". Strumph is military power: the traditional goal of any normal Diplomacy game. Strakh is what Slobbovia is all about. It is playing the game as if the press were as important as the moves, and moving as if the press events were as binding as a move with eighteen supports!

Slobbovia is, therefore, a game for writers. The history of Slobbovia is now in its 38th game-year, and in that time the Slobbovian Empire has varied from two to twenty-five provinces. There have been over thirty separate states in Slobbovia, and there are nine now (up from three just three game years ago). There have been wars between the Gret Families, the Vurklemyers, Gregovitches, Strakenviches, and between the races, the Venturians, Huns, Rabbitanians, Pameranians, Slobbovians, Rumpletitsvicklians. There have been civil wars like the Trad-Mod War in Slobbovia or the First War of the Valgorian Succession in Valgoria. There has been the growth of the Holy Slobbovian Church, the migrations of the cronks, the search of Garbage Man and Tanteau for the Midnight Environmentalist and TORCON. There are the depredations of Thesaurus Rex, the monster that destroys anyone with a vocabulary of less than 20,000 words, and the dread monks of Mafang Fubar, practitioners of the ancient Slobbovian art of self-defence- Mung Fu (fighting with body odor). There are the great cities: Strakenville, Nova Slobbovia's St. Waldo'sburg, Gregorgrad, Kopperplug, Yubwet's Deep and Vichysoisse, site of the abortive Vichysoisse Summit between Czar Raoul the Rude and Aleksander of Valgoria.

And finally, there is the Slobinpolit Zhurnal, available from Charles C. Sharp at 506 West College Ave #3 State College, Pa 16801, at monthly intervals for 1¢ a page plus postage. Published monthly by photo-reduced xerox and photocopy, this 'zine chronicles all the history of Slobbovia and runs about 6000 words of press per issue. There are always openings for players- take out a sub plus \$1.50 for the New Player's Package and a copy of "Boleski's Unconcise History of Slobbovia" to give you the background. It's a fine madness.



Charles C. Sharp
Boris Sharposhnikov,
Boris I

Grand Patriarch of the Holy Slobbovian Church

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Introducing "1885," a 9-man variant by Fred C. Davis, Jr.

Assuming that you want to play on a map of Europe, the big problem with a 9-man variant that is anywhere near realistic is what time period to use. Some 9-man variants have merely drawn some lines on Spain and Sweden and let it go at that. Others, like Rod Walker, have invented a fantasy world inhabited by "hopeless losers" like Poland and small tough countries like Israel. I have tried to find a time period in which it still could be realistic for Spain and Sweden to be considered great powers. At first blush, it appeared that this would require a starting date of no later than 1820, shortly after the Treaty of Vienna. But an 1820 date has several drawbacks. First, the Turks still controlled vast stretches of the Balkans. Second, Germany and Italy didn't exist as such. Third, the scenario would be restricted to sailing ships, and I wanted to use steamships.

I have carefully followed the map changes in the Atlas of World History, to see when the Ottoman Empire was pushed back to its current corner of Europe. The Standard Diplomacy board is wrong, by the way. Although the game starts in 1901, the boundaries shown on the board are those of 1913. (This is why Abstraction begins in 1914). Southern Serbia and northern Greece (i.e. Macedonia) were under Turkish rule until 1913, as was Albania. I finally settled on a starting date of 1885, because in that year Bulgaria became free, and the Turks were driven out of the areas called Serbia and Split on my map. This enables us to use the same Austro-Hungarian boundaries as are shown on the Standard Diplomacy map, although legally Bosnia-Herzegovina (Split) was only occupied and not annexed to the Empire at that time. "Split" in this game is the same province as "Zara" in Abstraction. The name was changed because you can still find Split on the map, whereas Zara has been renamed "Zadar".

Psychologically, Spain was still considered a Great Power in 1885. Look at the fuss made over the visit of members of the Spanish Royal Family to the Chicago World's Fair in 1893. Many years ago, I had the opportunity to look at the First Edition of Flottes de Combat, printed in 1897. This is the French equivalent to Jane's Fighting Ships. I was particularly interested in how they rated the Spanish fleet vis-a-vis the United States, since this was just a year before the Spanish-American War. It was amazing to see the Spanish ships extolled for their virtues, and the U.S. ships downgraded, to the point where the reader would assume that the fleets were of equal strength in 1897. Well, if naval scientists thought Spain was that powerful in 1897, the belief in Spanish power would have been even stronger in 1885. So I can include Spain with good logic.

As for Sweden, what can I say? Everyone agrees that she was a Great Power in the period from, say, 1600 to 1815. It is also true that both the Swedish navy and air force were considered to be among the best of all the Minor Powers in the 1930's and 40's. I don't have much data on the pre-dreadnaught era of the 1880's and 90's, except that the Swedes built some good coast defense ships and gunboats in that era. By analogy, I have concluded that the plucky Swedes would not have been an easy pushover in 1885. Anyway, the 9th Power simply has to be Sweden for this game.

Several interesting concepts have been incorporated into "1885" in an attempt to equalize the starting positions of all the Powers. Note that Ireland has been added to compensate England for the loss of her traditional build in Norway. *Basque compensates France for the loss of her Iberian builds. Morocco gives Spain an easy Tunis-type build. Egypt is a plum for Turkey to counterbalance a stronger Austria. Siberia is passable, and Persia is both passable and a Supply center. Many new land operations can develop between Russia and Turkey. The Swedish boundary has been extended across Lapland to touch Russia, allowing more interplay in that region.

*Ed. note: Basque was removed from the map.

Under the Domino theory, one change on the map often requires another. While the peripheral Powers are being given these new goodies, the Central Powers are cut off, and would soon die if left unchanged. Accordingly, I've followed the suggestion made by several people and given the two Central Powers, Germany and Austria, a 4th unit each, so that they start out in a better position. With Sweden now a Great Power, Germany is totally surrounded, and probably won't get its traditional build in Denmark. Therefore, a unit in Dresden is vital. Poor Austria gets a new unit in Cluj (that's "Transylvania" in Abstraction) to make up for the loss of an automatic build in Serbia. Also, dead center in the board, Switzerland is both passable and a Supply Center, where it can be taken by France or Germany, or even Austria.

Turkey has four Supply Centers, but because of its corner position, she begins the game with only 3 units. It was found that if the Turks had an Army in Macedonia at the start, Austria was doomed. The missing Turkish unit can be reconciled with her role as "The Sick Man of Europe" in 1885. Thus, 3 Powers start off with 4 units each (including Russia, of course), and the other six, all peripheral Powers, begin with three.

Another new concept is that of permitting certain Powers to build units in certain areas outside of the homeland. This has been done to increase the flexibility of the response of these Powers to their needs. Spain is greatly strengthened by being able to build fleets in Portugal, for example, where they can threaten England. Likewise, the Swedish ability to build fleets in Norway is a powerful tool.

There are also three "Build Centers" on the board, where units may be built even though they are not Supply Centers. These are Archangel, Sicily, and the Levant. The ability of the Russians, Italians and Turks, respectively, to raise new units in these provinces makes for greater flexibility.

I am indebted to John Boyer for the concept that it is not absolutely necessary to make each Great Power have the same number of provinces for them to be equal. Of course, we've always had Turkey with only 5 provinces in the Standard game, but that was always looked upon as an exception to the rule. In Abstraction, I advanced to the point of giving Austria one more province than all of the other regular Great Powers. In "1885", I've given Sweden only 5 home provinces, while Austria has 8 and Italy 7, because these appeared to be the right number of spaces for these Powers. Thus, I've broken out of the old mold which said you must have "two provinces for every home Supply Center."

I hope that these changes have equalized the chances of the 9 Powers. I realize that Italy has gotten less out of this than anybody else, having gained only the option of Sicilian builds and the removal of the Austrian fleet from Trieste. This is why I've given Italy the option of starting out with either a Fleet or Army in Rome at the start of the game. (Italy does not have to reveal which until the first move). Hopefully, she can play the power broker between the two Mediterranean Powers on either side of her. She has a chance for both Greece and Egypt. Opinions on whether France and Italy are too weak, or other countries too strong; or other comments on the rules and map, are solicited.

The pre-dreadnaught era was a fascinating one in naval circles and in world politics. If we ever run a section of "1885," there should be some good press releases. Again, my thanks to Rod Walker, Fred Winter, John Boyer, and everyone else who ever invented a Diplomacy variant, for giving me some inspirations.

Oh, the name? Well, everybody else has begun to name their variants for the game year in which they begin, so I decided to do the same thing.

1. All rules of Regular Diplomacy apply except as noted below.
 - a. The 1971 Rulebook will be used, with modifications b and c following.
 - b. Verheiden's rule: A convoyed attack may not affect the convoying fleets. Similarly, self-dislodgment prohibited is to be liberally interpreted to protect beleaguered garrisons.
 - c. A convoyed army may be sent along a particular convoy route.
2. Every minor power begins with a unit in it, according to the schedule below. Every major power player will also play for one or two minor powers, according to the schedule. Each power, major or minor, will be played separately - with separate supply center counts and with separate status regarding self-dislodgment; a minor power could win; a minor power once wiped out cannot be brought back any more than any other power; a major power can wipe out its associated minor powers, and vice versa.

Schedule

Austria	A Belgium	F Portugal
England	A Greece	
France	A Rumania	A Sweden
Germany	A Bulgaria	F Tunis
Italy	A Holland	F Norway
Russia	A Serbia	
Turkey	A Denmark	A Spain

3. House Rules

- a. Preference Lists will be used.
- b. Press and all moves since the previous issue of Lord of Hosts will be carried in the next issue of Lord of Hosts. All moves except the moves due immediately before an issue of Lord of Hosts is published will come out by carbon copy.
- c. Deadlines for Spring and Fall moves will normally be three weeks, and for Winter adjustments (when there are adjustments) two weeks. First move deadlines will be four or five weeks.
- d. A player who misses two consecutive moves will be dropped and replacements will be asked for. General Orders may be submitted, but if used it is still counted as a missed turn.
- e. The Gamemaster is the final judge of all questions, and reserves the right to be arbitrary on questions of misconduct.

4. The Participants for 1974AEgc

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5. Initial moves are due Noon, Saturday, 11 January 1975. Remember to **send in** orders for your associated minor powers. The name of the game is "Active Neutrals", and the first turns' moves are crucial in determining which of them stay in the game - one of them might even win, which it can't do if it's wiped out in Spring 1901, can it?

What is all the shouting about? Surely in a game where six of the players portray monarchs and the seventh a President only because nobody in France could agree on which royal house should reign, democracy is not a serious rallying cry. While very little can be said for the absolute monarchs who blundered into the Great War, they did have a certain noblesse oblige that is absent on a consistent basis from the voting rabbles which replaced them.

Of course democracies are needed, especially after an especially bad experience with another form of government. As the Supreme Warlord of an absolute monarchy and empire, Winston Churchill, once said, democracy is the worst form of government save all others ever tried. So how do you have a democracy? Well you have votes, elections, referenda, and plebiscites, lots and lots of them. And how do you make sure that these are valid, especially when the votes are taken by mail? Fortunately, democracies have been around long enough that this much is known: either the voter signs in person at a polling place, or he signs the envelope in which the ballot is sent. Democracy is not possible when an anonymous person can forge ballots. I personally find it absurd that people are publicly afraid that they will be driven out of the hobby, no matter how much they deserve it. Ostracism is a democratic procedure and fortunately this is not a democracy.

There are areas where voting is absolutely inappropriate. It is never actually appropriate, but we can try to ignore non-extreme cases. Democracy is after all the right of 51% of the people to vote the other 49% to death. Some people have noticed the problem I am about to attack, and you will no doubt hear more about this in the future, but I feel that the most dangerous blight on the postal diplomacy hobby are the virulent extensions of democracy known as the Beyerlein Player Poll and the Calhamer Awards. THEREON, THEREFORE, WE, ROBERT EDWARD SACKS, IN ALL OUR OFFICES AND CAPACITIES, AND FOR OUR FRIENDS AND COLLEAGUES, DO DECLARE PERPETUAL WARFARE. GOD SAVE THE TSAR.

To implement the foregoing declaration, all publishers, and any other interested persons are invited to: a) submit a proposal for the name of one or all of the awards listed below; b) inform me of whether they will manufacture and distribute ballots and therefore wish to be informed of the nominations for the awards listed below; c) submit nominations for candidates for one or more of the awards listed below.

The seven most hated persons in the hobby.
 The worst publication.
 The worst new publication.
 The worst reliable gamemaster.
 The least reliable gamemaster.
 The worst single press release.
 The worst press release series.
 The worst regular game.
 The worst variant game.
 The worst variant design.
 The worst player.
 The least meritorious contribution.
 The worst article.

Please respond to Robert E Sacks, 15-F Tang Hall, 550 Memorial Drive, Cambridge Ma 02139, on or before February 28, 1975.