

# Passchendaele 330

SPECIAL JOHN Q.  
MICHALSKI

ISSUE.

<sup>NO</sup>  
PVT. ~~LAST~~ CLASS

BULLUS O.  
BRUTETIN



((This has been reprinted from  
Electra (Blue 17.)))

What's this? Runestone? Keep guessing. Tell Si Tie? Good Lord, no! Think again. Yes, you've finally got it: this is the November 21, 1980 issue of Passchendaele, a 'zine devoted to the play of Diplomacy and published by François Guérrier, Box 32, Station 4, Ottawa, Ont. K1N 0T9. And yes, I do have a phone... it's 1-613-238-4128. This is Tetthauscrus Presses Publication 94.

This issue is dedicated to Eric Kirchner, who got a hernia while trying to lift Passchendaele 29, or so he says... By the way, Eric's got a COA, to: 308 Enchanted Way, Dal Rio TX78040.

Subscriptions to this 'zine are available for 10/\$5.00. I am the GM for 1976CZ, 1977AZ, 1978Q, R, 1979AC, AQ, HY, KH, as well as 1980. Steve Berrigan, 1391 Highgate Rd, Apt. 6, Ottawa, Ont. K2G 2T6 (1-613-829-7289) is the GM for 1980-U and 1980 HL.

Four game-openings are available for (Dip game), Bob Ahlson, Alain Martine, and Steve Colombo having paid up their game fee (which is \$5.00). I will be the GM for this game.

The prize game is almost filled up. Bob Ahlson, Alain Martine, Hugh Polley, and Blair Cusack are signed up. In addition, Steve Berrigan and Steve Guérrier are among tentatives, which means that there's only one spot left. The prize is \$200, which includes the game-fee and the prize (\$200 to the winner, and the game-fee amounts going to losers).

The standby list currently includes Bob Ahlson, Mike Cannon, Steve Colombo, Blair Cusack, Barry Hickey, Steve Hutton, Ron Kelly, Eric Ozog, Al Rodriguez, Nick Russen, Dave Tong, Dave Weatherhead and John Davies.

The response to the poll (cf., Passchendaele 29, p. 9) has been somewhat moderate up until now. In particular, few players have bothered answering the question relating to dead-lines. I mention this because quite a few players had been complaining about the "short" 4-week deadlines over the past year, but didn't bother voting on this question. Well, fellows, I suppose that this is your privilege, but kindly understand that if you can't be bothered with such surveys, then there hardly is any reason why I should be bothered with altering the present system... If you care not to vote, then I will have little choice but to infer that you are satisfied with the present system. And if such is the case, I'd be foolish to waste more time on the topic. Now is the time to tell me what you want, not later. Anyhow, the deadline for getting answers in is January 9, 1981.

Speaking of deadlines, you will indubitably notice the January 9, 1981 deadline for all games, which amounts to seven weeks. It has been my policy to give 6-week deadlines in December in the past, so as to compensate for the inevitable mail slow-down which accompanies the Christmas/New Year mail rush. I'm giving a seven week deadline this time around as a six week deadline would fall on January 2 and would therefore be inadequate. And presumably more people will get their orders in by the deadline with a week to spare.

Some general recommendations to the players: do your orders in by the deadline. Send your orders three weeks in advance, as you may expect a 14-20 day (if you're American) between mailing and delivery (if you're Canadian, the figure may be reduced to 7-12 days...). This is due to the afore-mentioned Christmas mail rush, and also to the fact that the Canadian posties will not work on December 25 and 26 and 31, as well as on January 1 and 2... Also, please do not count on reaching me via the phone, as I have no plans concerning my general whereabouts after December 15. I may not be around to receive your phone call.

**FOR SALE:** I have the following items for sale:

(1) "old" Diplomacy 'zines, collected over the past year or so. I'm trying to get rid of them as they take up too much space. They will go to anyone willing to pay the postage and making the best offer. The deadline for all submissions is January 9, 1981, at which time I will give everything to charity (or throw them out the window, or whatever...) if no one is interested. Please note that some of the 'zines are mutilated, as I usually tear off anything of interest to me for my files. Still, the remnants have some interesting reading

material plus the habitual game reports; the latter may be of some use to the novices, as careful scrutiny of game reports can sometimes give valuable lessons.

(2) wargames: I would be eager to part with "Canadian Civil War" (by SPI) for \$5.00 (retail value: about \$10.00, though I got it cheap... the retailer was equally eager to sell it to me as I am now...), and "Global War" (still by SPI) for \$5.00 (retail value: \$17.00). The games are in perfect condition, and in addition, the prices are negotiable....! Two wargames, going cheap!

Of course, any taker will have to pay the postage costs...

Some people have asked for my opinion on the recent Linsey/Caruso personality feud. Undoubtedly many of you who subscribe to American 'zines have read at least some excerpts of the feud, and are therefore familiar with the particulars of the case.

I usually don't give my opinion on any matter that involves hobby personalities, either directly or indirectly, but I will here given the, ah, exceptional character of the entire business. More specifically, I find this case to be exceptionally BO-RING, and even almost pointless. While I understand that personality feuds are an intrinsic part of the hobby, and that indeed several are entertaining, I see little value in this one. It is neither entertaining nor enlightening; the entire debate seems rather shallow in content to me.

I'll keep this short, especially as (a) I don't want to get involved, and (b) I don't intend Passchendaele to become a forum for hobby feuds and tirades, however indirectly. As I see it, the issues could be summarized to the following: (1) how vicious and evil Bruce Linsey is; (2) Bruce Linsey should be generally despised by the hobby; and, (3) Bruce Linsey is allegedly responsible of certain unethical acts, such as threatening John Caruso to earn a disreputable mention in the Novice Package, and expelling a player from a game for no substantiated reason. In other words, the basic goal here is not so much to discuss issues of substance as to simply do a bit (er... make this "a good deal") of mudslinging.

I personally prefer to dismiss the first two "issues" as trivial. Namely, Bruce Linsey could be as evil, vicious, etc. as he cares as far as I'm concerned, so long as he continues editing The Voice of Doom superbly and GMs his games adequately.

The last issue, however, seems to have more merit as it involves some fairly serious charges and could - wonder of wonders - develop into an interesting ethical discussion. But (unfortunately?), the debate doesn't seem to be going in this direction. Bruce Linsey has apparently promised to apologize for his threat, so this should take care of this particular dispute. And as for the other charges of unethical behavior, they have not been substantiated so far and, in my opinion, aren't likely to be in the future. So, even if the debate had some potential for turning into an interesting feud involving some general ethical principles, I regret to conclude that the debate lacks substance (at the very least, it could use some more of it...).

Some concluding remarks: I wish that some people would act more constructively, and I'm not necessarily referring to either Bruce or John (Caruso). Some people have added fuel to the fire by making some equally unsubstantiated charges about the personalities involved in the feud...

Enough fire and brimstone for this issue... in general, I don't mind personality feuds, but when they're boring I see no reason why even a relatively uncontroversial person such as I should fear saying so. That's the way I see it anyway...

Some of you perceptive souls may have noted the new (and finer) print in this issue. This is because I am now using a "new" typewriter, which types 12 characters to the inch (most typewriters - including my "old" one - only type 10). I am planning to continue using this typewriter for Passchendaele in future.

This has several advantages, both to you and to me. Using this typewriter, more stuff can be crammed within one ounce (the limit before I start paying more than 17¢ postage...) - so you get more every issue for 50¢/while at the same time I save money. So, you're happy, I'm happy, the world's happy. I can see two problems, though: this typewriter doesn't have a q-key, so I run into trouble when I want to write, say, Passchendaele \$30. And I hope reading the finer print won't be too much of a problem for some of you.

Cal White phoned me the other day, and wishes me to print a statement that he does not share Lee Kendter's assessment that most lost BNC game records were lost during his tenure as Boardman Number Custodian (cf., Passchendaele 29, pp. 36-39); Cal also opined that Everything wasn't really "skinny" under his tenure (cf. Passchendaele 29, p. 65).

So much for the meandering drivél...

#### Editorial Column II:

#### REFERENCE PUBLICATIONS

Occasionally, some people - especially newcomers - ask about "must" publications and good hobby literature. Sometimes they're only casually interested and simply ask which 'zines are good and which aren't. In these cases, they are generally satisfied with the general information given them by editors in their plugs of other 'zines.

But sometimes the inquirer is interested in more than just this. He may want to read the collector's items, or yet he may want to read all or some article-heavy publications. For these persons, I have prepared a listing of the most important "reference publications" they should get for their personal hobby library.

First and foremost, they should purchase the two books presently on the market: The Game of Diplomacy and The Gamers' Guide to Diplomacy. The first book, written by Richard Sharp, totals 150 pages, costs about \$13.00, and is available from Mark L. Berch, 192 Naylor Pl., Alexandria, VA22304. Although the book could have used a bit more of work, it contains a wealth of information on Diplomacy in general, tactics, variants, as well as seven lengthy how-to-play articles for each country (one per country, not seven per country, twit). An excellent buy for novices and veterans alike. The other book was written by Rod Walker and is available from The Avalon-Hill Game Company, 4517 Harford Rd., Baltimore, MD21214 for \$3.00. Contrary to The Game of Diplomacy, there's no hard cover on this one, but the contents (which, after all, is all that really counts...) are just as valuable. The thirty-five page long document presents a series of complete albeit succinct analyses of the game, with articles on various themes such as the elements of the game, strategy and tactics, how-to-play the different countries, Dippy terminology, the postal hobby, variants, tournaments, and clubs. Also present is a complete sample game. Rod's work is comprehensive and very commendable.

In addition, it might be a good idea to order the five Diplomacy Handbooks published over the years. The 1977 Handbook is available from Greg Costikyan, 1675 York Ave., New-York, NY10028 for a few dollars; the 1976 Publishers' Handbook is available from John Michalski, Rt. 10, Box 526Q, Moore, OK73165 (I forget the price, though...). And the other three Handbooks (and possibly some Publishers' Handbooks) are available from Mark L. Berch, 192 Naylor Pl., Alexandria, VA22304 (he'll probably lend them so you can make xeroxes - and I could always send xeroxes of most of the articles therein if you get desperate...). The 1973 Handbook features sixteen how-to-play articles; the 1974 Handbook features eleven how-to-play and how-to-publish articles; the 1975 Handbook contains five articles on play, postal rating systems, plus a myriad of other assorted materials; the 1977 Handbook, tons of material on variants and Diplomacy-related humour; and the 1976 Publishers' Handbook concentrated on a discussion of gamesmastering and publishing. Even if I disagree with some of the material therein (especially in the Publishers' Handbook), I can't recommend these fine publications enough.

And yet there is also An Introduction to the Strategy and Tactics of Diplomacy and the Novice Seminar Program, by Larry Paery and available from Steve Brooks, 3729 W. Cholla, Phoenix, AZ85029, for \$10.00. However, I have some reservations about this one, as I had sent Steve the required money months ago and have yet to hear from him...

So, for only about \$40.-45 (and perhaps even less...) you too can have a fairly comprehensive library of the old reference publications. Yet, there are other reference works, such as the hobby's main genzines and some good single 'zine issues. For instance, I'd recommend

that you order the complete Diplomacy Digest collection and subscribe to this fine 'zine (Mark L. Berch, 492 Naylor Pl., Alexandria, VA22304), with the same recommendation applying to Diplomacy World (Jerry Jones, 1854 Wagner St., Pasadena, CA91107; beware, however: Jerry seems to publish this 'zine somewhat irregularly). And there are editors that have published impressive single reference issues, such as The Pouch 53 (I think you can get xeroxes from Mark Berch, address above), Griffin 21 (I'm not even sure where you can get this one, though you might try Michael Mills, 1585 Quaker Rd., Macedon, NY14502) and Passchendaele 29 (I said so, that's why) and even perhaps no. 24 (these are available from François Guerrier, but I can't find his address right now - it must be around somewhere...). If you like game statistics, you could always order back issues of The New Statzman (Wick Bullock, 14 Nursery Ave., Halifax, West Yorkshire, HX3 3SZ, Britain; but you should be careful here too, as I'm told this 'zine has folded), Everything (subs are available from Bob Sergeant, 3242 Lupine Dr., Indianapolis, IN46224), and Terminus (this, along with old issues of Everything, is available from Doug Beyerlein, 640 College Ave., Menlo Park, CA94025).

But this is old stuff, with a few exceptions... The year 1980, however, has witnessed the production of an incredibly great number of "reference publications", such as a Lexicon of Diplomacy and Supernova. The following will be a review of these two fine publications.

The Lexicon of Diplomacy was published in June (or July?) 1980 by (try not to be astonished) Mark Berch, 492 Naylor Pl., Alexandria, VA22304, and totals 32 pages (but with the fine print and small margins this is the equivalent of about 39-41 "normal" pages....!). Included are capsule descriptions of scores of tactical ploys (e.g., the arranged stand-off), variants (e.g., Aberration), organizations (e.g., CDO, IDA, etc.), GMing and publishing idioms, strategic concepts (e.g., the sheltered power, BB/protégé, etc.), scoring and rating systems (e.g., ODDMOD), and a myriad of other items. The entries were alphabetized and numbered well over 450 entries. Although this Lexicon contains some errors (by omission or otherwise), the end product is nevertheless superb. And since Mark says he will print updates somewhat regularly, the Lexicon could well (if it already isn't...) a collector's item. The Lexicon was a truly significant project and a positive contribution to the hobby (though by no means vital...). Hell, he even mentioned me in several places...!

The Lexicon can be had by subscribing to Diplomacy Digest (just ask that he include the Lexicon with your sub), in which case it'll cost you only 90¢ plus the Diplomacy Digest sub (10/\$3.50). On the other hand, you may also order it individually for \$1.25. And stamps are accepted.

Supernova was edited by Bruce Linsey, Building 11, Apartment 21, Leisureville, Watervliet, NY12189 and is the new US Novice Package (available for a stamp to novices, and 75¢ to the others). The publication is 35 pages long, but since the margins are small, the pages oversized, and the print, fine, that is probably the equivalent of about 45 "normal" pages. Never has there been such a large and comprehensive Novice Package. This is functional, as it should help the average novice player, who can get very discouraged in his encounters with new hobby terminology and practices (No wonder some quit...).

Supernova starts off with an adequate introduction, and then discusses the mechanics of postal play. And then seven short essays follow, one for each country. Supernova also has an incredibly great number of articles dealing with subjects such as the history of Postal Diplomacy, reputations, after-stab strategy, the sheltered power, variants, first impressions, game-end philosophies, tactics, press, postal v. FTF, strategy, psychology, openings, a set of game-end comments, and more. This publication features the second widest variety of writers ever assembled (that I am aware of) in a single-shot venture (it featured 13; the record is 14).

Good as it is, however, the document does have a few minor weaknesses. As I see it, the publication could have been better organized, though again that is a minor problem. For instance, I think that all articles dealing with après-stab strategy should have been grouped together (i.e., "Life After the Knife" should perhaps have been immediately followed with, "Stabbing and Revenge"...). Also, there's a bit of overlap; I understand that reading plural views can have its advantages, but then place yourself in a novice's shoes: he's trying to assimilate the basic principles, practices, idioms, etc. of the hobby. A long publication will perhaps give him trouble - so the work should have been kept shorter (while remaining comprehensive) by doing away with the overlaps.

And finally, I'm not sure that an anti-Oaklyn warning should have been included. I don't feel that hobby politics should be included with what is supposed to be a purely neutral and apolitical introduction to the hobby. Now, some may say that the hobby thinks this is a good idea, and what the hobby thinks should be included - after all, this is about the hobby. But not the whole hobby is convinced of Mr. Oaklyn's guilt. I could name at least two major publishers (and perhaps a few minor ones...) that aren't entirely convinced... but anyhow, Supernova is an excellent publication and an astounding contribution to the hobby in spite of its few weaknesses.

# THE GAMES:

1976CX, Fall 1916.

GUESS WHAT... GERMANY'S OUT!

England (Steve Berrigan): F Ion-Aeg; F Lvn H; F Den-Kie; F Hol S F Den-Kie; F Bal S F Den-Kie; A StP S F Lvn; F Bar-May; A Bur-Mun.  
 France (Eric Kirchner): F Tyn-Ion; A Pie-Tyo; A Bal-Bur; F Smy-Syr; F Adr S Italian A Ven-Tri; F Bas S F Smy-Syr; A Ruh S English A Bur-Mun.  
 Germany (Bob Acheson): No units.  
 Italy (Ron Kelly): F Apr S English F Ion (no such order); A Rom S A Ven; A Ven S French A Pie-Tyo.  
 Russia (Steve Hutton): A Lvn ret-fru. A Mun S F Kie; F Kie H (annihilated); A Boh S A Mun; A Tyo-Ven (ret - Vie, OTB); A Ber S F Kie; A Alb S A Tri; A Mos-Lon; A Syr S F Aeg-Smy (ret-arm, OTB); F Bla H; A Tri S A Tyo-Ven; F Aeg-Smy; F Gre-Aeg; F Con S F Aeg-Smy; A Fru-Lvn.

The deadline for Winter 1916/Spring 1917 is January 9, 1981.

## 1916 S.C. Chart:

England: Home, Hol, Den, Swe, May, StP, Tun, Kie (10). Build 2, as F Aeg was annihilated.  
 France: Home, Bel, Por, Spa, ~~Yap~~ (6). Remove 1.  
 Germany: ~~Kie~~ (0). Out. Ta, Bob.  
 Italy: Home (3). Even.  
 Russia: Mos, War, Sev, Bud, Vie, Tri, Rum, Gre, Ser, Bul, Con, Ank, Mun, Bar, Smy (15). Build 2-4 depending on the retreats, as F Kie was annihilated.

## Press:

Allied Command: You may as well resign, Steve ((Berrigan or Hutton?)). Now that Francois has a phone, no more mistakes. Improved communications will win the war.

1977AZ, Fall 1907.

FINALLY, ONE PLAYER'S OUT...! I WOULDN'T SLEEP TOO WELL IF I WERE FRANCE...!

Austria (Steve Berrigan): A Bud S A Tri; A Ven S A Tri; A Vie S A Bud; A Tri S A Ven.  
 England (Mike Carroll): F Ion-Nth; F Mid-Por.  
 France (Ron Kelly): A Pie-Ven; F Tun-Ion; F Tyn S F Tun-Ion; A Rom S A Pie-Ven; A Mar-Spa; F Nap S F Tun-Ion; A Par-Bre.  
 Germany (Randolph Smyth): F Hol-Bel; F Kie-Hol; A Boh-Gal; F Nth G A Den-Yor; A Gal-Rum; A Ruh-Mun; A Den-Yor; F Cly-Ipi; A StP H; A Ipi-Wal.  
 Italy (Steve Hutton): No units. A Non-existent-Nowhere. ((Even this fails, Steve...))  
 Russia (Bob Acheson): A Ukr S German A Gal-Lon; A Mos S A Ukr.  
 Turkey (Eric Kirchner): A Sev S A Rum; F Ion G A Alb-Apu; F Gre S F Ion; A Alb-Apu; F Aeg S F Ion; F Bla S A (decisions, decisions) Rum; A Rum S Austrian A Bud-Gal (no such order); F Adr S A Alb-Apu.

The deadline for Winter 1907/Spring 1908 is January 9, 1981.

1977AZ 1907 S.C. Chart:

Austria: Home, Ven (4). Even.  
 England: Lon, ~~Por~~, ~~Por~~ (2). Even.  
 France: Home, Spa, Tun, Nap, ~~Por~~, ~~Rom~~ (7). Even.  
 Germany: Home, Hol, Bel, Den, Swe, StP, Nwy, Edi, Lpl (11). Build 1.  
 Italy: ~~Por~~ (0). Out.  
 Russia: Mos, War (2). Even.  
 Turkey: Home, Bul, Ser, Gre, Rum, Sev (8). Even.

Press:

Italian Government in Exile: After lying on his deathbed for months, the Premier of Italy finally died. ((Are we supposed to express relief? ))

1978Q, Winter 1908, by player request. BLEAH.

Austria (Oded Klinger): Builds A Bud. Has A Vie, A Tri, F Tus, A Bud.  
 France (Bob Acheson): Builds F Mar, F Era. Has F Mid, F Bre, F Naf, F Tun, F Mar, F Eng, F Lyo, A Bur, A Yoc.  
 Germany (Randolph Smyth): Builds A Ber. Has A StP, F Bar, F Bal, F Wes, A Gal, A Mun, F Bal, A Boh, A Ber.  
 Italy (Steve Colombo): Removes F Ven, apprehensively. Has F Nap, A Pis, A Rom.  
 Russia (Mike Carroll): NRR! GM removes A Ukr. Has A War, A Mos.  
 Turkey (Hugh Polley): Removes A Tyo. Has F Adr, F Aeg, A Sev, F Bla, A Ser, A Alb, F Ion.  
 The deadline for Fall 1909 is January 9, 1981.

1978R, Winter 1908/Spring 1909. RUSSIANS AND GERMANS CONTINUE THEIR PUSH THROUGH EUROPE.

France (Trevor Baillie): Removes F Bre. A Par-Gas; A Pic-Bur; A Mar-Pis.  
 Germany (Shelley Foster): Builds F Kis. F Nth-Eng; A Bur S A Gas-Mar; A Ruh S A Bur; A Mun S A Bur; F Mid S F Nth-Eng; F Spa(sc) S A Gas-Mar; A Gas-Mar; A Bel-Pic; F Kis-Holz A Tyo S Russian A Tri (no such order).  
 Italy (John Lipscomb): F Nap-Tyn; F Tyn-Tun.  
 Russia (Hugh Polley): Builds F StP(nc), A Mos. Plays one short. F Wes S F Tun; A Sev-Rum; A Bud S A Sev-Rum; F Tun S Italian F Nap-Ion (no such order); A Tri-Ser; A War-Mos; A Ven S A Vie-Tri (no such unit); A Gal S A Sev-Rum; A Ukr S A Sev-Rum; A Mos-Sev; F StP(nc)-Bar; A Vie-Tri (no such unit).  
 Turkey (James Clarke): A Sev ret - Arm. Removes F Por, F Con. A Arm-Sev; A Ser S A Rum; F Adr-Ven; F Ion-Tun; A Rum S A Ser (ret - Bul, OTB); F Hla S A Rum; A Alb S A Rum (impossible).

The deadline for Fall 1909 is January 9, 1981. Two players have proposed a RG 2-way draw, so please vote on this (an abstention is the same as a yes). Also, would Eric Ozog kindly submit standby orders for France in case the player of record doesn't send in sub money? You're 2 issues in arrears, Trevor, so I must do this; please do send in money.

1978S game-and comments:

Frank Halica (Germany, draws): I am very pleased with my one and only venture into postal Diplomacy. Many thanks and congratulations to John Lipscomb who proved to be an excellent, unwavering ally. Congratulations also go to Bob Acheson who hung in there right to the end against insurmountable odds.

I came into the game with the conviction that it could be won or drawn without stabbing, which, to my pleasure, proved to be right. Right from the start John and I banded together and decided to share the spoils. What was reported to be a stab of France by Germany was not really so. France at that point had agreed to move according to our wishes but then

moved elsewhere. Because of the resultant lack of trust we decided to wipe him out.

((I guess it all boils down to the definition of a stab, then: to me, a stab is any attack made without prior warning... there are different kinds of stabs, some due to mistrust, others to greed, etc., but all are still stabs... ))

Austria's biggest mistake was his hate for Italy. Wipe out Italy at all costs. Cut off the nose to spite the face! That and lack of coordination with Turkey caused its downfall. Some interesting press, though, Curt!

The game is a lot of fun but it does take time. There are so many things to do with so little time to do them. Make peace, not war. There is already enough conflict in the world without us adding to it. ((Good grief... ))

John Lipscomb (England, the other drawee): The game was pretty hectic to begin with; at least, there was a lot of letter writing. After a while it died down a bit. I enjoyed playing with Frank Haika as an ally. John Kalley and Bob Acheson also played their positions well.

I received the following number of letters from each other player: Austria (Curt Gibson) - 17; France (Robert Paquin and Blair Gussack): 1 or 2 and 3 respectively; Germany (Frank Haika): 25; Italy (Bob Acheson): 1; Russia (Raymond Couture): 13; Turkey (John Kalley): 7.

1979AC, Winter 1907/Spring 1908.

AUSTRIAN STALINGRAD IN ITALY!

Austria (Bob Acheson): A Alb-Tri; A Boh S Turkish A Sil; A Fle-Tus (ret - Ven, OTB); A Ven-Apu; F Rom S Turkish F Ion-Nap (annihilated); F Mar S A Ven-Apu; A Tyo-Pie.  
 England (Steve Colombo): A Fin-StP; F Nth-Way; F NAT-Way (impossible); F Bot S A StP-Lvn; F Bar S A Fin-StP; A StP-Lvn.  
 France (Steve Berrigan): F Tus S A Mar-Pie; F Tyn-Rom; A Ruh S German A Mun; A Bur-Mar; A Mar-Pie; F Nap S F Tyn-Rom.  
 Germany (Roy Norton): A Mun S A Ber; A Ber S A Mun; F Bal-Pru; A Kie S A Ber.  
 Italy (Dan MacLellan): F Tun-Ion; A Apu-Ven (annihilated).  
 Turkey (John Lipscomb): A StP ret - Mos. Builds A Con. A Nwy-StP; A Pru S A Lvn; A Sil S A Pru; A Lvn S A Pru (ret - War, OTB); A Mos S A Nwy-StP; A Con-Bul; F Aeg S F Ion; F Eas S F Ion; F Ion C Austrian A Alb-Nap (no such order).

The deadline for Fall 1908 is January 9, 1981.

1979HY, Fall 1906.

TURKEY TO MAKE A COME-BACK?

Austria (Mike Carroll): A Tri S A Tyo-Ven; A Tyo-Ven; A Gre S F Aeg-Bul(sc); A Bud-Rum; A Ser S A Bud-Rum; F Aeg-Bul(sc).  
 England (Bob Francis): F Hel S F Hol; F Bal-Ber; F Nth S A Hol; A Kie S F Bal-Ber (ret - Mun, OTB); A War H; A Bru S F Bal-Ber; A Hol H; F Wal-Iri; A Yor-Lpl; F NAT S F Wal-Iri; F Eng-Mid.  
 France (James Clarke): A Pic S A Bel; A Gas S F Bre; F Iri-Lpl (ret - Eng, OTB); A Bur S A Bel; A Bel S A Pic; F Bre S A Pic.  
 Germany (Eric Ozog): A Ber-Kie; A Ruh S A Ber-Kie.  
 Italy (Steve Hutton): A Gre ret - Alb. A Sil-Pru; A Boh-Gal; F Bul(sc) H (annihilated); A Ven H; A Alb-Tri.  
 Russia (Barry Hickey): A Rum-Bul (ret - Sev, Ukr, OTB).  
 Turkey (Bob Acheson): A Smy S F Ank-Con; F Ank-Con.

The deadline for Winter 1906/Spring 1907 is January 9, 1981.

1906 S.C. Chart:

Austria: Home, Ser, Bul, Rum, Gre, Ion (7). Build 1, as played one short.

1906 S.G. Chart cont'd:

England: Home, Nwy, Swe, StP, Mos, War, Den, Hol, Kie, Bar, Mun? (11? 12?). Build 2, whether A Kie ret - Mun or ret - OTB.  
 France: Home, Spa, Por, Bel (6). Even or build 1 depending on the retreat.  
 Germany: Kie, Mun?, Bar? (1? 2?). Remove 1 IF England retreats A Kie - Mun; otherwise even.  
 Italy: Home, Tun, Gr? (1). Even, as F Bul(sc) was annihilated.  
 Russia: Sev (1). Even or build 1 depending on the retreat.  
 Turkey: Smy, Ank, Con (3). Build 1!

Press:

Ankara-Myth: You wish! ((??))

Berlin-London: Eric the Good, Eric the Kind, the new leader of the flailing German nation, now decrees that the former God of Mystery has been thrown out in the gutter. Germany will fight the English until the end.

Berlin-World: Look at all those scattered Italian units! It appears that when Steve Hutton talks, nobody listens.

Sevastopol-London: Please write.

Sevastopol-Turkey: Hope this helps you get Con.

Rome-Ankara: Of course he plans to divide the centres evenly - why shouldn't he? I mean, just because he keeps them all he will win the game is no reason for him to get greedy.

Rome-London: If your navy is "comin' down" his ass, maybe he's not the one who's going to eat shit!!!

Rome-Naples: That's a good idea:

An Ancient Myth (Part II): And so it happened that Barry, god of semen, Steve, god of growth and vigour, and Mike, god of war, were all trying to ravish Roberta, goddess of frigidity, while Roberta, goddess of water, and the god of mystery were attempting kinky sex with James, god of very shallow water. But then, Mike, god of war, decided that Barry, god of semen, should have no part of Roberta, goddess of frigidity. So, he attacked Barry with an axe. This left Steve, god of growth and vigour, with a difficult choice to make. Steve was a very peaceful god who had no hostile intentions on any of the other gods. He wanted only to be able to have 1? supply centres and enjoy them in peace and harmony with the other gods. But now, in order to grow and remain vigorous, he would have to join in the war between Barry and Mike. This difficult decision (which side to join) was made much easier by the fact that Barry, god of semen, was constantly beating off when he should have been ravishing Roberta, goddess of frigidity. So, Steve, god of growth and vigour, and Mike, god of war, joined forces to ravish Roberta and fight Barry. This, it turned out, was a fateful decision for them. For, at the same time, Roberta, goddess of water, and James, god of very shallow water, were having an aquatic honeymoon and, with the help of Steve, god of growth and vigour, and Mike, god of war, were taking on the god of mystery. Roberta, goddess of water was also clearing the white "snow" from some of Barry's estates.

At this point, something very devious happened. Barry, god of semen, agreed to sell his soul to Roberta, goddess of water, in return for a Consumers' Distributing vibrator. This shocked the gods, even Francois to whom kinky sex was second nature. Very seldom, on Olympus, had a god ever sold his soul for the purpose of being able to sit in the corner and play with himself while the business of fighting and raping was going on in the "real world". The gods then had to decide, "whether it is nobler in the mind to suffer the slings and arrows of outrageous proxies, or to take arms against a sea of troubles (English fleets) and by opposing, end them." With this bit of pseudo-Shakespearian drivel to drive them on, the gods and goddesses decided to co-operate against Roberta, goddess of water.

End of Part II.

1979KH, Winter 1904/Spring 1905.

THE HUNS WAKE-UP.

Austria (Alan Turner): Builds A Vis. F Gre S A Ser-Bul; A Alb S F Gre; A Ser-Bul;

1979KH cont'd:

A Rum S A Ser-Bul; A Pie-Tyo; A Vie-Boh.

England (Steve Hutton): Builds F Lpl. F Tun S F Naf-Wes; F Naf-Wes; F Mid S French F Por-Spa(sc); A Bre H; F Nwy-Nth; A StP S German A Mos (no such order); F Eng-Nth; F Lpl-Nat.

France (Eric Ozog): Removes A Pic. F Por-Spa(sc); A Gas S F Por-Spa(sc).

Germany (Claude Gauthier): F Swe-Ska; F Den-Ska; A Bur-Par; A Ukr S A Mos-Sev; A Mos-Sev; A Mun-Tyo; A Sil-War.

Italy (Thom Burnett): NMR! A Mar H; F Spa(sc) H (ret - Iyo, OTB); A Gal H; F Nap H.

Russia (Steve Berrigan): A War-Mos; F Sev-Rum (ret - Arm, OTB).

Turkey (Bob Acheson): A Bul H; F Aeg-Ion; F Rom-Tyn; A Con S A Bul; F Bla S A Bul.

The deadline for Fall 1905 is January 9, 1981. Could Steve Colombo please submit standby orders for Italy?

1980 U, Fall 1903. GGM: Steve Berrigan, 1394 Highgate Rd., apt. 6, Ottawa, Ont. K2C 2Y6.

Austria (Tony Schafer): F Gre ret - OTB. A Bud-Vie; A Gal-War.

England (Bob Acheson): F Nth-Den; F Ska S F Nth-Den; F Nwy H (ret - Nth, OTB); F Nrg S F Nwy.

France (Barry Hickey): A Bel-Hol; A Pic-Bel; F Eng S A Pic-Bel; A Mar-Bur; A Par S A Mar-Bur; A Spa-Gas.

Germany (Steve Hutton): A Ruh-Kie; A Bur-Ruh; A Mun S A Bur-Ruh.

Italy (Al Hoffman): A Tyo-Vie; A Tri S A Tyo-Vie; A Ser-Bul; A Alb-Ser; F Gre S A Ser-Bul; F Ion-Aeg.

Russia (Claude Gauthier): F Sev S A Rum; A Rum H; A StP-Nwy; F Den-Ska (ret - Hel, Bal, OTB); F Bar-Nrg; F Swe S A StP-Nwy.

Turkey (Dave Weatherhead): F Bul(sc)-Con (annihilated); F Con-Smy; F Ank-Con.

Thanks go to Ron Kelly for his unused standby orders. The deadline for Winter 1903/Spring 1904 is January 9, 1981.

1903 S.C. Chart:

Austria: Bud, War, ~~Vie~~, ~~Boh~~ (2). Even, as F Gre ret - OTB.

England: Home, Den, ~~Nwy~~ (4). Even or build 1 depending on the retreat.

France: Home, Spa, Por, Bel, Hol (7). Build 1.

Germany: Home (3). Even.

Italy: Home, Tun, Ser, Tri, ~~Vie~~, ~~Bul~~, ~~Gre~~ (9). Build 3.

Russia: Sev, Mos, StP, Rum, Swe, ~~Nwy~~, ~~Den~~, ~~War~~ (6). Even, as played 1 short, or build 1 if F Den disbands.

Turkey: Home (3). Build 1 as F Bul(sc) was annihilated.

Press:

Rome-Constantinople: Don't take it personally.

Rome-Paris: So much for the Aryan race, heh?

1980 HI, Fall 1901. GGM: Steve Berrigan, 1394 Highgate Rd., apt. 6, Ottawa, Ont. K2C 2Y6.

Austria (Alan Turner): F Alb-Gre; A Ser S F Alb-Gre (ret - Alb, Bud, OTB); A Boh-Mun.

England (Dan Palter): F Nth-Bel; A Yor-Nwy; F Nrg C A Yor-Nwy (impossible).

France (Steve Colombo): F Mid-Por; A Gas-Spa; A Pie-Ven.

Germany (Bob Acheson): F Den-Swe; A Ruh-Hol; A Kie-Ber.

Italy (Mike Carroll): A Ven S A Tri; A Tri S Turkish A Bul-Ser; F Ion-Tun.

Russia (Steve Bergstrom): A Sil-Ber; A Sev S F Rum; F Rum H; F Bot-Swe.  
 Turkey (Dan MacLellan): A Con-Bul; A Bul-Ser; F Ela-Rum.

Note from Steve: "I will refuse all registered mail in future, as I work all day and have trouble going to the Post Office to sign the forms; send your mail by special delivery, and it will go just as fast; or yet, send your orders as soon as you get the 'zine - you can always change them later - and this will be as good a NMR insurance as any... Also, any set of orders without signature, date, or game number will be chucked in the garbage."

The deadline for Winter 1901 - and Spring 1902 if no one objects - will be January 9, 1981.

#### 1901 S.C. Chart:

Austria: Vie, Bud, Min, Gro, Tri (4). Builds 1, or 2 depending on the retreat.  
 England: Home, Bel (4). Build 1.  
 France: Home, Par, Spa (5). Build 2.  
 Germany: Ber, Kie, Den, Hol, Min (4). Build 1.  
 Italy: Home, Tri, Tun (5). Build 2.  
 Russia: Home, Rum (5). Build 1.  
 Turkey: Home, Bul, Ser (5). Build 2.

Swe and Nwy are still neutral. What an aggressive bunch you are...!

#### Press:

Russia-Germany: Your ass is grass and on the lawnmower.  
 Berlin-London, Moscow, and Vienna: There seems to be a problem here.  
 Berlin-Vienna: Better watch your own back door before you worry about mine.  
 Berlin-Moscow: Guess that explains the lack of letters; if you can't write, try printing.  
 Berlin-Constantinople: Drop me a line. I'm sure that we have areas of mutual interest.

Two-Jima, Winter 1900 in limbo. A player requested an extension so, as explained last issue, I'll grant it. The new deadline for Spring 1901 is January 9, 1981. Some of you are lucky a player requested an extension, because you'd be NMR...! Send your orders in to me (François).  
 Positions:

Austria (David Barker): A Vie, A Bud, F Tri.  
 England (Julian Presbar): A Lpl, F Lon, F Edi.  
 France (Bob Francis): A Par, A Mar, F Bre.  
 Germany (Blair Cusack): A Ber, A Min, F Kie.  
 Italy (Al Hoffman): A Rom, A Ven, F Nap.  
 Russia (Bob Acheson): F StP(sc), F Sev, A War, A Mos.  
 Turkey (Deane Sperkados): F Ank, A Con, A Smy.

I would like to attempt an experiment in this game, whereby I'd make one addition to the adjudicational system, i.e., in addition to the usual moves and underlining, I'd use capitals to indicate where the unit is after its move, and small letters to say where it was before its move. Examples:

F ANK-Bla would mean that the fleet is still in Ankara after attempting its move;  
 F Ank-BLA would mean that the fleet is in the Black Sea after its move;  
 F Ank H would mean that the fleet is dislodged - the retreat options would then be written in CAPS.

The old underlining would continue to express failure for a given move. This system is very simple, and has been used for quite some time by a few successful U.S. GMs; the system has the advantage of being particularly unambiguous. Anyhow, if it works well here (say for a period of 5 game-years), I'll start using it for all my other games. I just hope I don't forget using the new system when it comes to adjudicating the game (I'm very forgetful...).

Oh my, my, what should I do with this space? Oh yes, I just remembered a small joke: An engineer is being interviewed by a train company employer in view of getting a job. The personnel manager asks, "Suppose you're on a train, going at 90 mph. Then, you see another train 50 ft. away, on the same track, coming at your train at 90 mph. What do you do?"

"Hum, I'm not sure, but I think I'd call my sister."

"Your sister???"

"Yeap."

"Why?"

"Well, y'see, my sister ain't never seen a train wreck before."

Well, that was a stupid joke, wasn't it? Well, what do you expect me to do? If you don't send in your stuff, then you'll just have to bear with mine...

Well, OK, that wasn't fair: many of you did send in letters (mostly short letters discussing the last issue), and I do have some ready for print. But not in this issue: I'm determined not to go over the one ounce limit this time around. But presumably some more people will send printable material yet, so that I may be able to print a short Christmas gala issue in late December. But then again, I might not, so don't count on it...

Fine Jig-a-Do!

François.

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