

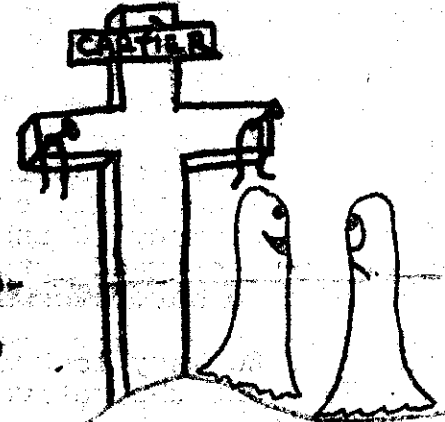
WILE 'N' WORRY

KEEP LEFT

16 January 1972

30

THE BAVARIAN ILLUMINUTTI



"It's in case he doesn't publish."

Oh, my god! Run!! Hide!!! Oh, well, it's too late. This is WILE 'N' WORRY, WILD 'N WOOLY's daughterzine. The game fee is \$4 (\$3 to members of the NFFGDD or the IFW or new Diplomacy organization now being formed to do what the so-called "Diplomacy Association" failed to do). Subscriptions are 10/91. Back issues are 5c each in lots of 2 or more and 3c each in lots of 5 or more (available: 1-29). Stand-by positions are available under the provisions of House-Rule 13. This is Pandemonium Publication #444, edited and published by Rod Walker, 4719 Felton St., San Diego CA 92116; telephone, (714) 282-1921; member, NFFGDD, IFW.

NEW GAME!!

1972D

Winter 1900. Yes, you poor fools, you sent me goday (snack, drool), and now you are stuck in a game. Well, don't say you weren't warned (after all, did not The Beshara tell you not to join my games? didn't Herr Doktor Apersman tell you I can't be trusted?). Well, now you're for it. And you are now...

- AUSTRIA: Charles Welsh, Box 3197, Brown Univ., Providence RI 02912.
- ENGLAND: Merrill Ansher, 13102 Middlevale Ln., Wheaton MD 20906.
- FRANCE: John Biehl, 4002 W, 32nd Ave., Vancouver 8, B.C., CANADA.
- GERMANY: William Atzeberry, 3535 Cambridge Dr., Springfield OH 45503.
- ITALY: Werry Torres, 13604 Spinning Ave., Gardena CA 90249.
- RUSSIA: Steve Cartier, c/o Dan Alderson, 6720 Day St., Tujunga CA 91042.
- TURKEY: William H. Osmanson, 1015 Union St., Morris IL 60450.

SPRING 1901 ORDERS are due on Thursday, 2 March 1972.

Player	1	2	3	4	5	6	7
Cartier	R	f	g	t	e	a	i
Torres	L	f	e	r	g	a	
Osmanson	T	a	g	e	r	f	i
Atzeberry	G	e	f	a	i	r	
Biehl	e	f	t	g	r	a	t
Welsh	e	r	g	i	t	a	i
Ansher	E	g	r	f	a	i	t

Country assignments were on the basis of the preference lists indicated on the left. The MAJASCULE letter indicates the country assigned. The unique first choices (G, I, R, T) presented no problem, and Biehl received his 2nd choice (F). But the other two who chose England were in trouble, because whichever of them did not get England would have to take Austria, which both had made lower than 4th choice (see HR 4). There seemed no equitable way to resolve this dispute, save to flip a coin, which I did. Merrill Ansher won the toss (I tossed for all three players who chose England, by the way), and there you have it.

You should each--either previously or with this issue of WNW--have received a copy of my 15 December 1971 House-Rules. If not, please write immediately for a copy. Good luck to you all.

JOHN McCALLUM'S LETTER (continued): "Not one of the accounts [of Waterloo by Napoleon] ever showed that a shred of blame attached to the commander-in-chief who issued orders to Ney, Grouchy, and Soult, and who had appointed them all in the first place. As has been well said, his accounts tell us more about the character of Napoleon than they tell us about the Waterloo campaign.

"My account of game 1966C that you published in [WNW] #27, which stated that I was interested in seeing how far a triple western alliance could be carried, was correct so far as it went. However, I suspect that I was not completely blind to all strategic considerations. A war between France (Wells) and Germany (Cline, then Naus) was very much to my advantage; at least it was to my advantage so long as they were more or less equal--for one of them to have overwhelmed the other would have been a disaster so far as any hopes of my winning the game were concerned. It was precisely at the moment that Germany looked as if he might overwhelm France that I took Denmark. No doubt the motives which Charles Wells thought he discerned were really there.

"Charles' further point, in the continuation of his letter, about the defensibility of the Western Front, is very well taken. On the German side I don't think that it is true that even if the front is pushed well back it can still hold. But on the French side the line Brest-Paris-Gascony-Marseilles can hold moreover unless outflanked by fleets; moreover, the possibility of counter-attack is retained by France. This is a remarkable recreation of historical reality. Of course, the actual Western Front was not nearly so far back as that, but conceptually we had much the same thing. German troops occupied parts of France continuously from August 1914 until the armistice. But only twice in that period was there any serious danger that the line could not be held, once prior to the battle of the Marne, and again in the last German gamble in 1916. Calhmer is a genius, beyond a doubt.

"A naval outflanking of the Western Front is another matter. In 1918 Naus, as Germany, retook Denmark and built a fleet for it. I think it could have been highly useful to him, if used on the flank of the position, either in the Channel or in the Mid-Atlantic, or in one after the other in succession. Instead of this ~~Mal~~ sailed it through both those bodies of water into Portugal. This gave him, of course, for one season, an additional center. It was, however, the one move that really surprised me in the game, as I think the fleet would have been far more effective as a right flank extension of his western front. However, by that time, we were all so afflicted by war weariness that I am surprised there weren't many illegal orders.

"P.S. The only people to be associated with this game from opening gun to final whistle are Wells and myself. We have now each said our piece, I twice. You would almost think you were back in 1965 or 66 when every game was a new and exciting adventure. On second thought, the game was 1966C, so we are back in 1966."

[Thank you, John, for a most interesting letter. I would like to thank Charles Wells for his contribution as well. This has been an interesting discussion. If either of your gentlemen--or any other person--wishes to continue it, you may be assured of a forum in this 'zine. \*\*rcw\*\*]