



THE WORLD NEWS & WAR REPORT



May 1971

No.1

This is the first issue of The World News & War Report, a monthly journal of Postal Diplomacy, published by the Prussian Guard. The Editor, GM, and entire staff is John Mensinger, 1320 Magnolia Ave., Modesto, Ca., 95350, 522-4747, 209. I am a member of the N3F Diplomacy Division, and the Diplomacy Association, and urge your active support of these two worthwhile Diplomacy organizations.

Fees: We were planning to have WNSWR fee's the same as the Journal's. However, due to increased postal rates, we are increasing our fees. All players must have a subscription to WNSWR which is \$1.75 a year. Game fees: Regular 7 man and 5 man Napoleonic games-\$1.00. Youngstown Variant games-1.50. If you are already in a WNSWR game you may deduct 25¢ from your game fee for second games. If you are a member of the Prussian Guard you may deduct 25¢ off the prices of games, and off the price of the subscription.

Trade Policy: WNSWR welcomes trading and will do it on an all-for-all basis.

Builds, Removals, and Retreats: These will be reported in WNSWR Bulletin, a publication that will appear when necessary.

Game Openings: Currently we are planning to start 2 regular 7 man games, 1 5 man Napoleonic game, and 1 Youngstown Variant Game. New games will be started as long as there is space available, and people to fill them.

Numbering System-We will use Boardman numbers to identify our games. Also used will be our own system. Regular games will be simply numbered, e.g., Game 1. Napoleonic games shall have the prefix N, e.g., Game N 1. Youngstown Variant games shall have the prefix Y, e.g., Game Y 1. And finally, the Evans Tourney games will have the prefix T, e.g., Game T 1. If this confuses you as much as it does me, well, there are always the Boardman numbers.

Move Notation: Moves shall be printed using the standard notation, that is, the first three letters of the province, except for the Nor ones, which will be written out in full. S means supports, C means convoys, and - means to. Moves that are underlined do not succeed.

Miscellaneous Garbage: I would appreciate any suggestions you people out there might have on anything to do with this 'zine. Your advice, ideas, suggestions, criticisms, etc., will be helpful. If you ever have anything you want printed in here (be it political, article, opinion, or whatever) please do send it in and I will try to put it in. Thank you.

House Rules: The House Rules under which all the games of this 'zine will be played are on the next two pages. Players are urged to follow them, and acquaint themselves well with them. They may seem kind of screwy, if so, please do write and say so. In fact, if you ever want to bitch about something, please write. Thanks.

House Rules

Procedural

1. Please get your moves, builds, removals, and retreats in by the due date.
2. Moves may be phoned in. However, there is the possibility that the GM may misunderstand them. And if this happens, there is no record of the conversation to set things straight. If this happens, the player is just out of luck. So, players are encouraged to send in written moves.
3. Please keep Diplomacy moves and Press Releases on separate pieces of paper from your personal correspondence with me.
4. When sending in moves, please have the following included: Country, Season, and number (both Boardman and WNGWR). The actual moves should be written clearly and legibly.
5. Missing two moves in a row, or three moves not in a row without a damn good excuse is grounds for replacement from the game.
6. Press Releases are encouraged. However, all PR's must be clearly marked as to place of origin. I reserve the right to censor or shorten any Press Release.
7. Mistakes will be made by the GM. Players are urged to tell the GM of such mistakes before the next issue comes out. If this is not done, and in the opinion of the GM the mistake is not easily correctable the mistake will stand.
8. Suggestions, criticisms, ideas, etc. regarding the above will be greatly appreciated.
9. All decisions of the GM are final.

Specific Interpretations of the Rules of Diplomacy

1. Except where stated below, the official rules of Diplomacy apply.
2. If a player doesn't send in builds, he doesn't get them. If he doesn't send in removals or retreats, those will be made by the GM for him.
3. To win, a player must control 18 or more supply centers for at least a year. If in a game no supply center has changed hands in two years, the GM may declare a stalemate and the player(s) with the most supply centers will be the winner(s). At any time during the game, if all the players remaining agree to it, the game may be ended and a winner announced.
4. "Koning's Rule" will be used. That is, if a unit attempting to enter a province is dislodged by an attack from that province, it's attack cannot stand off another unit attempting to enter it. Ex.-Germany-A Hol-Bel. France-A Bel-Hol, A Rhu S A Bel-Hol, A Pic-Bel.
 - A. "Well's extension" will be used. Koning's rule operates even if the dislodged unit was supported in its attack (if the entering unit was equally well supported).

B. "Turner's extension." If no unit follows the victorious unit into the province it vacated, that province is available for retreat by a dislodged unit.

5. An army being convoyed may progress by only one specified convoy route.

6. Exchange of Position. The following moves, and others like them are legal: France-A Bel-Lon, F Eng C A Bel-Lon, A Lon-Bel, F North Sea C A Lon-Bel. Italy-F Rom-Nap, A Nap-Rom, F Tyr C A Nap-Rom.

7. "The Gilliland Situation." A player may stand off an enemy attack against a province, containing a unit of his which is ordered to move but fails to do so, by means of ordering an equally well supported attack against the same province. A unit so ordered does not give up its claim to its original province if it fails to carry out its orders. Ex.-England-A Kie-Ber, F Den-Kie, F Hol S F Den-Kie, F North Sea-Den, F Hel S F North Sea-Den. Russia-F Ska-Den, F Bul S F Ska-Den, A Ber-Kie.

8. Comments, Suggestions, etc. on these rules will be gratefully accepted.

Some of the ideas of these House Rules are my own. The others came from Bob Frame's House Rules, which were inspired by the Limbourg Gazette's House Rules, which were copied in part from Rod Walker's Erewon, Revised Edition, November 15, 1968. To all these people, my thanks.

If you have any questions about these House Rules, please do write, and I'll do my best to straighten you out.

The Evans Tourney

Well, here we go. I would like to start by making it clear that you people in this tourney don't have to pay game fees, and only have to pay 1.50 for your first year sub. So, don't worry about what I said earlier under "Fees."

It has been suggested that 7 games are too many for this tourney. The reasons given to me by those people were: 1) 7 games is a lot of work. 2) 7 games aren't really necessary. 3) People say, "If you don't do this in Game III, I'm going to screw you in Game V." To these reasons I would like to add one consideration of my own. 4) 7 Games are a lot to GM. Because of these reasons, I'm in favor of reducing the number of games from 7 to 3. However, I'm not running this tourney for my benefit. I'm running it for you, and so, it is your decision. Would you please tell me whether you would like 7 games or 3. The majority shall decide. I might add that if this goes through, I'll just throw out 4 of the present games. The 3 I keep will be decided on the basis of fairness, that is I will try to see that no one player has a significant advantage because of the countries he has.

Game Roster

1. Mark Bird, Rd #1, Hinesburg, Vt., 05461.
2. Doug Burke, 804 Scranton Hall, I.U.P., Indiana, Pa., 15701.
3. Tom Eller, 31 Queensbury St., Apt. 4, Boston, Ma., 02215.
4. Larry Fong, 704 Alice St., Oakland, Ca., 94607.
5. Charles Reinsel, P.O. Box 36, Marienville, Pa., 16239.
6. Paul Rubin, 112 1940 Hall, Princeton U., Princeton, N.J., 08540.
7. Tom Wilson, 7556 Apperson St., Tujunga, Ca., 91042.

T 1

Spring Moves 1901

1971 AE

Austria-Hungary (Bird) A Vie-Gal, A Bud-Ser, F Tri-Gre.
 England (Burke) A Liv-Edi, F Lon-North Sea, F Edi-Norwegian Sea.
 France (Eller) A Par-Bur, A Mar S A Par-Bur, F Bre-Mid.
 Germany (Fong) A Mun-Ruh, A Ber-Kie, F Kie-Hol.
 Italy (Reinsel) A Ven-Tyr, A Rom-Ven, F Nap-Ion.
 Russia (Rubin) A Mos-St. P, A War-Ukr, F St. P (sc)-Gulf of Bothnia, F Sev-Blk.
 Turkey (Wilson) A Con-Bul, A Smy-Con, F Ank-Blk.

T 2

1971 AF

Austria-Hungary (Burke) A Bud-Ser, A Vie-Bud, F Tri-Alb.
 England (Fong) A Liv-Edi, F Edi-Norwegian Sea, F Lon-North Sea.
 France (Rubin) A Par-Bur, A Mar S A Par-Bur, F Bre-Mid.
 Germany (Bird) A Mun-Ruh, A Ber-Kie, F Kie-Hol.
 Italy (Eller) A Ven-Tyr, A Rom-Ven, F Nap-Ion.
 Russia (Wilson) A Mos-St. P, A War-Ukr, F St. P (sc)-Bot, F Sev-Blk.
 Turkey (Reinsel) A Con-Bul, A Smy-Con, F Ank-Blk.

T 3

1971 AG

Austria-Hungary (Eller) A Vie-Tri, A Bud-Gal, F Tri-Alb.
 England (Reinsel) A Liv-Edi, F Edi-Norwegian Sea, F Lon-North Sea.
 France (Wilson) A Par-Bur, A Mar-Spa, F Bre-Mid.
 Germany (Burke) A Mun-Ruh, A Ber-Den, F Kie-Hol.
 Italy (Fong) A Ven stands, A Rom-Nap, F Nap-Ion.
 Russia (Bird) A Mos-Ukr, A War-Gal, F St. P (sc)-Bot, F Sev-Blk.
 Turkey (Rubin) A Con-Bul, A Smy-Ara, F Ank-Blk.

T 4

1971 AH

Austria-Hungary (Fong) A Vie-Tri, A Bud-Ser, F Tri-Alb.
 England (Rubin) A Liv-Yor, F Lon-Eng, F Edi-North Sea.
 France (Bird) A Par-Bur, A Mar S A Par-Bur, F Bre-Mid.
 Germany (Eller) A Ber-Ele, A Mun-Bur, F Kie-Hol.
 Italy (Wilson) A Rom-Nap, A Ven stands, F Nap-Ion.
 Russia (Reinsel) A Mos-St. P, A War-Gal, F St. P (sc)-Bot, F Sev-Rus.
 Turkey (Burke) A Con-Bul, A Smy-Ara, F Ank-Blk.

T 5

1971 AI

Austria-Hungary (Reinsel) A Bud-Ser, A Vie-Bud, F Tri-Alb.
 England (Wilson) A Liv-Edi, F Lon-North Sea, F Edi-Norwegian Sea.
 France (Burke) A Par-Bur, A Mar stands, F Bre-Mid.
 Germany (Rubin) A Mun-Ruh, A Ber-Mun, F Kie-Hol.
 Italy (Bird) A Rom-Apu, A Ven-Ele, F Nap-Ion.
 Russia (Eller) A War-Ukr, A Mos-Sev, F St. P (sc)-Bot, F Sev-Rus.
 Turkey (Fong) A Con-Bul, A Smy-Ara, F Ank-Blk.

T 6

Spring Moves 1901

1971 AJ

Austria-Hungary (Rubin) A Bud-Ser, A Vie-Tri, F Tri-Alb.
England (Bird) A Liv-Edi, F Lon-North Sea, F Edi-Norwegian Sea.
France (Reinsel) A Par-Bur, A Mar S A Par-Bur, F Bre-Mid.
Germany (Wilson) A Ber-Kie, A Mun stands, F Kie-Hol.
Italy (Burke) A Ven-Tyr, A Rom-Ven, F Nap-Ion.
Russia (Fong) A Mos-Ukr, A War-Gal, F St. P (sc)-Bot, F Sev-Blk.
Turkey (Eller) A Con-Bul, A Smy-Ank, F Ank-Con.

T 7

1971 AK

Austria-Hungary (Wilson) A Bud-Ser, A Vie-Boh, F Tri-Alb.
England (Eller) A Liv-Yor, F Lon-Eng, F Edi-North Sea.
France (Fong) A Par-Bur, A Mar S A Par-Bur, F Bre-Mid.
Germany (Reinsel) A Ber-Kie, A Mun Ruh, F Kie-Den.
Italy (Rubin) A Rom-Apu, A Ven stands, F Nap-Ion.
Russia (Burke) A War-Gal, A Mos-Ukr, F St. P (sc)-Bot, F Sev-Blk.
Turkey (Bird) A Con-Bul, A Smy-Arm, F Ank-Con.

There were no retreats in any of the games.

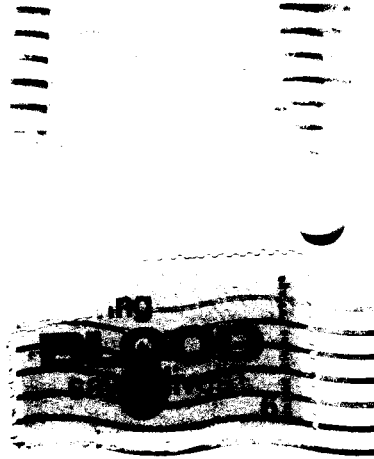
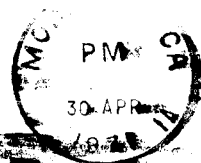
Moves are due May 31, 1971, a Monday.

Well, that does it for this month. As it's 12.00 at night now (actually 11.59), I think I'm going to call it quits for now, until May 31st. Good Luck, and Thank God, Good Bye.

Sincerely

Here + ISI

Dear Rod,



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First Class

Return Requested

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