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Blood and Iron is devoted to multi-player wargames, especially
Diplomacy variants. Sub 7/\$1, single issue 2 8¢ stamps. BI is
affiliated with the Michigan Organized Wargamers and its games are
guaranteed against orphanization by that organization. Published
tri-weekly by Lewis Pulsipher, 423 North Main, Bellevue, MI 49021.
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MISCELLANEOUS

1. Here we are two weeks before DipCon in Chicago. If by some
amazing chance you don't have one of the fliers that describe the
thing, but you're interested, write International Game Show, 205 W
Wacker Dr., Chicago, Ill. 60606. I may make it there Saturday to
talk to people -- I wouldn't drive to the middle of Chicago to play
games!

2. Conrad von Metzke, who has done yeoman work as custodian of
the Boardman numbers and caretaker for orphan regular games, plans
to drop the latter chore by June 30. So far no one has stepped
forward to replace him. I wonder if some organization will take
over if no individual volunteers. The orphan game project is, in
my opinion, the most important single activity in Dippydom. How many
of the new "pro" players we've been getting would stay in Dippy if
orphans were not revived, as it was a few years ago? Guarantees help,
but only a small percentage of games are guaranteed, and so far the
IDA insurance project has been such a resounding failure that it is
being restructured.

3. A list of back issues of Blood and Iron, Supernova, and
my other zines which are still available from me, will be printed
in a week. If you want one, let me know and I'll include it with
the next BI. Supernova, which is my zine devoted to SF & F gaming,
is now 3, 22-page issues for \$1, or 35¢ per issue. #20, which will
be finished in July, will be the last of the old 15¢ format, six
or eight pages.

4. Recent publisher casualties are Steve Bell and Tony Pandin.
Pandin is in MOW, but his games were not guaranteed by MOW and
Conrad von Metzke will take care of them. John Lawrey's 73Kbu is
also orphan, but Conrad will take care of that; Lawrey remitted
a small part of the game fees to Conrad. Any GM interested in the
game should contact VM.

5. Conflict #5 has been delayed by a change to a new printer.
The issue should be in the mail by now.

6. MichCon II on July 15 in Detroit will include a Panzerblitz
tournament (prize Richthofen's War), NORAD and Assassin tournaments
(prize Dunkerque 1940 for each), an auction, many door prizes
including a Bataan game, and more. For information contact Paul J.
Wood, 24613 Harmon, St. Clair Shores, Mich. 48080.

7. Larry Peery, Box 8416, San Diego, Calif. 92102 is looking
for members for the Institute of Diplomatic Studies. \$10/year for
students, \$15/year regular membership. This includes a sub to
Xenogogic. During May and June new members get Who's Who in Postal
Diplomacy, which is separately available for \$1, though I don't know
who'd want it.

Larry is also working on a Strategy and Tactics of Diplomacy which will be over 100 pages, "lavishly illustrated", and will sell for \$5 (\$1 less for Institute members).

Finally, the game Nexus, National Executive Utility Simulation, is available from Larry for \$5. I guess checks should be made out to Institute for Diplomatic Studies".

8. I recently got a pre-flyer letter concerning the East Coast I convention. The organizers are looking for volunteers to help out. It will again be three days, with many events. Contact Lee Atwood, 40 Coe St., Winsted, Conn. 06098 for info.

9. The SICL has turned management of Gamers Guide over to the Amateur Gamers Association, which is a small group from Long Beach which is dedicated to amateur gaming, as opposed to SICL professionalism. Apparently the SICL could not satisfactorily provide material for the 'zine, and now R. Brooks Richardson, who is dictator of AGA, will be able to decide what will go into the 'zine. I hope this means that the ad rate will be reduced, and that there'll be more news and fewer articles, but I'm afraid GG will always be too expensive for many gamers at \$3 for 12 issues.

New Multi-player Games and Variants

Summit has been reissued, in a new format, by a subsidiary of Milton Bradley, and is available for \$8 in game stores. This game exhibits the highest physical quality I have ever seen in a wargame. The board is plastic-covered, and quite strong, in multiple colors. There's not much to it, of course, as a conic projection of the world (somewhat modified) is depicted with various conglomerate areas (western Europe, South America, etc.). Units are plastic, except for the I-beam currency, in six colors. 2-6 players attempt to gain control of minor-country areas, which yields points at game end. They also attempt to increase their industrial power through building mills. Mills can be converted to factories, which score points whenever a "World Census" card is drawn. Mills, factories, and military bases also yield three types of influence chips which can be used to disband enemy bases, driving them out of minor countries so that one's own bases and factories, etc. can be moved in. There's not much to the game, and unfortunately using the present rules it is stereotyped, cramped by the peculiar alliance structure which allows cooperation between allies, but no more than two players in any active alliance, and suffers from a large luck factor. At Grand Valley on May 20 we tried simultaneous movement, but more work needs to be done before a good game results. It would not be too difficult to play through a Diplomacy 'zine with correct alterations.

Atlantica II is a Diplomacy variant by Fred Davis. He has added a "high seas fleet" for each player at the beginning of the game, with a wide choice of sea spaces where each power can place its hsf. There's also an Atlantis supply center province in the Atlantic, located at one of six boundary intersections in that ocean. Players may move to the intersection in order to search for the province. The changes, plus a few board changes and standardization of the "around the world" rule, should go a long way to remove the division of spheres that was prevalent in Atlantica I. Fred also mentions that some players fail to employ army/fleets correctly, and that this may have increased the likelihood of draws in A I. Rules and map are 25¢ EACH from Fred at 5307 Carriage Court, Baltimore, Md. 21229. There's one spot left open in an A II game in Bushwacker for \$6.

Variant Diplomacy game designations

1973AAl. Twin Earths. Dean Schwass and Bob Matthews (carbon copy).

A-Tom Kistler, E-Blair Johnson, F-Bill Halsey, G-Dale Zahm, I-Bill Thomas, R-Paul Wood, T-Barry Eynon. Wood may have resigned almost immediately (I don't have the information yet); he was replaced by Len Scensny.

(1973ABdu). Ancient Hebrew Kingdom Diplomacy. Miles Smith, The Pouch.

East Manasseh-Duncan Smith, Gad-Bruce Wachtler, Judah-Marc Robinson, West Manasseh-Alex Katzoff. Local phone-game.

The active variant listing last issue should be corrected. 71Iv is over (reported in Everything 8 or 9). 73Kbu is an orphan (see Miscellaneous). I failed to list 69Qbh, Brave New World (BRAVE NEW WORLD).

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I don't have time to trace a map this time, but I do have some simple variants on hand.

Anarchy V Lewis Pulsipher

1. The rules of Diplomacy are used with the following exceptions.
2. Each player chooses his own three home supply centers (or however many the players decide to begin with).
3. Each player simultaneously picks one center; in case of conflicting choices, involved players simultaneously choose another center, until all have obtained one center.
4. This process is repeated until the correct number of centers has been selected.
5. The game begins with Winter 1900 builds.

Anarchy VI Lew again

1. The rules of Diplomacy are used with the following exceptions.
2. Players each simultaneously choose one center to begin. The game begins with Winter 1900 builds.
3. If two players choose adjacent centers, then all players have the option of choosing again until there are no adjacent starting centers, or until those who are still adjacent are content.
4. The first game year has only one move season, Fall 1901.
5. A player may build in any of his open centers (of course, he has only one in 1900), until he has five during a Winter move. He must then immediately designate three of those five as his home supply centers. This choice may not be altered.

Air-Sea Diplomacy I Buddy Tretick

((This game was published originally in early 1969.))

1. The types of units will be the Army (A), Fleet (F), Submarine (S), and Airplane (P); each will have equal attack and defense factors. The army, fleet, or sub may capture supply centers. Subs may move directly between the "ocean-bottom" and a coastal province; subs may not operate on top of the water. Neither subs nor planes may perform the convoy function. Planes are used for attack and defense, but may not capture supply centers.

2. A "space" takes on a new form: what was once the Ionian Sea (Ion) now becomes the Ionian air-space (Ion-A), and Ionian sub-space (Ion-S). Munich (Mun) also has a Munich air-space (Mun-A). Control of spaces is the same as in regular Diplomacy. A sub may attack from Eas-S to either Eas, Ion, Ion-S, Aeg, Aeg-S, Syr, or Smy.

3. A grounded plane is not destroyed or captured if attacked without additional defensive support (army or fleet); however, the plane must be retreated to the nearest unoccupied space or occupied space belonging to the same major power if another plane is not in the space and if it is within two spaces.

4. A plane may "fly" a total of four spaces: either two out and two back; or three out and one over...any combination, but may only land as specified in the paragraph preceding this one. If a plane is launched to attack a space, finds one or more planes defending that space, the attacking plane simply reduces the defense by attacking only one of the defending planes.

5. Economic restrictions. At the start of the game, each county has 21 economic points (Russia has 28). You may build at the rate of four points per unit with following restriction: only one fleet or army in a space; only one sub or one plane in addition to an army or fleet per space. There will be Winter 1900 optional builds. At the end of Autumn retreats, the player adds up all centers and multiplies by 7 points per center...and may build any unit at a cost of four points per unit. You accumulate what you don't spend.

I have reprinted this complete with ambiguities. For example, if subs can't "operate" on the surface, how can one attack Eas? Solve the problems whatever way you prefer. I believe at least one postal section of this game was started, but abandoned.

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In the past it has been my policy to list all variant Diplomacy openings. In the future I will not list openings under GM's who have either not cooperated with me, or whose capabilities or reliability are in doubt. I will also occasionally recommend specific GM's who have been especially capable in the past. As always, this list includes North American games only. A list of variant (and regular) openings in other 'zines is available from Conrad von Metzke, PO Box 8342, San Diego, Calif. 92102 for a stamped, self-addressed envelope. In the list variant name is followed by 'zine name.

Atlantica II. See page 2.

Germany vs. the World. Anschluss, Joe Antosiak, 422 East Ave., La Grange, Ill 60525. Fee \$3.

Youngstown Variant. Stench, Herb Barents, 157 State St., Zeeland, MI 49464. \$2 game deposit (that is, a fee refunded if you don't drop out or resign) plus sub (9/\$1, 19/\$2, etc.). MOW guaranteed against orphanization.

Youngstown Variant revised (OBB's replaced by sea spaces), Southeast Asia '56, 149BC. SPQR, James Massar, 127 N Emmons St, Dannemora, NY 12929. Sub (7/\$1) plus \$1 plus \$3 game deposit.

Kriegspiel Diplomacy. Yggdrasill Chronicle, Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080. \$2 plus sub (14/\$2. MOW guaranteed. There's also a Michigan Diplomacy game open, but hurry.

Winter 11-man variant and old rulebook 5-man game (not Calhamer 5-man). FREE! The 'zine is Gargoyle, Fred Winter, 5912 Sugarbush Ct. Greendale, Wis. 53129. He also needs replacements for Winter 9-man game.

Barents, Antosiak, and Massar will GM almost any multi-player game if enough people express interest. If you have a favorite variant which isn't being played, write one of these guys.

THE CALHAMER AWARDS VOTE BALLOT

CATEGORIES

1) Best Publication

Albion, Graustark, Impassable, Ethil the Frog, Hoosier Archives, Costaguana, On les Aura, Arrakis, Midwestern Courier, The Rigot, Armadillo, Platypus Pie, Everything, The Arena, Saguenay, Rename, Claw and Fang, Carbon-13, Les Liasons Dangereuses, Blood and Iron.

2) Best Gamesmaster

Conrad von Metzke, Mark Weidmark, Don Turnbull, Walt Buchanan, John Boyer, Richard Hull, Don Horton, Fred Winter, John Boardman, Brenton Ver Ploeg, John McCallum, Charles Reinsel, John Leeder, Ray Bowers, Edi Birsan, Don Miller.

3) Best Variant Zine

Bushwacker, Blood and Iron, Shaaft, Tangelo Express, El Dorado, Brave New World.

4) Best Single Press Release

- a) "Col. Popogord's Son and the Noble Platypus Hunt" (Costaguana 16-8)
- b) "Scorpio-China NYD 4671" (Costaguana #10)
- c) Conrad von Metzke's in Stab #96, 1971DN
- d) Grafeti #9, pg. 10 (from a Third Age variant game)
- e) Edi Birsan's "Down dark causeways" - the breakup of the Sea Lord and Madame Birsane (Hoosier Archives #102 - 1972CR)
- f) Conrad von Metzke (press source not given)
- h) John Boyer's "The Light Blue Sopwith over Tyrolia" (Jastrzab 16-72AX)
- i) Brenton Ver Ploeg's "The Rise of the Erection of Von Plog" (Hoosier Archives - 1972CR)
- j) John Koning's "Tales of Middle Earth, Chapter 3" (Jastrzab - 72Dcx)
- k) La Guerre (single press release in)
- l) Len Lakofka's "The Fall of the House of Ver Plug" (Hoosier Archives 1972CR)
- m) Doug Beyerlein's in Stab #96, 1971DN ((there is no g)

5) Best Series of Press Release

- a) The "Platypie-Ploegpie" series from 1971BA
- b) Series entitled "Encyclopedia Galactia" by John Piggott (Grafeti 72FL)
- c) Steve Langs (Boast 71DX)
- d) "The Dreammaker" by Len Lakofka (Impassable 72CJ)
- e) "The Fall of the House of Ver Plug" by Len Lakofka (Hoosier Archives)
- f) "Madame Birsane and the Sea Lord" by Edi Birsan (Hoosier Archives)
- g) "Tales of Middle Earth" by John Koning (Jastrzab - 72Dcx)
- h) "The Rise of the Erection of Von Plog" by Brenton Ver Ploeg
- i) La Guerre (best press release in)
- j) "Kovaliev and his nose" by Mark Kindrachuk (Saguenay 72DA)
- k) Graustark- 71EC
- l) Mad Policy - 73D
- m) "The Emperor Kohn series" by Reg Forester (Saguenay - 72J)

6) Outstanding Game of Regular Diplomacy

1972CR, 1972BD, 1969BO (GM Terry Kuch), 1971EH, 1972AI, 1971BC, 1971EN, 1972AP, BDC 4 (in War Bulletin), 1973A, 1972FO.

7) Outstanding Variant Game

1973Bdj, 1972Dcx, 1969Ccb, 1968Rbu, 1972Zbu, 1972Gcz, "Reinsel's U.S. Diplomacy game".

8) Outstanding Player

Walt Buchanan, Rick Brooks, Yuichen Chan, Brenton Ver Ploeg, Edi Birsan, Mike Rocamora, Len Lakofka, Fritz Mulhauser, Buddy Tretick, Conrad von Metzke, Doug Beyerlein, Mike Lind, Tom Tillipaugh, Dave Kincade, Brian Yare, John Smythe.

9) The McCallum Award for Meritous Service (SIC - prob. means Meritorious)

Conrad von Metzke, John Boyer, Buddy Tretick, Edi Birsan, Don Turnbull, Ray Bowers, Rod Walker, John Boardman, Don Miller, Walt Buchanan, Harold Naus.

10) Best Variant Designer for the Year

"1721", "1776", "Anarchy IV", "War of the Rings II", "Scotice Scripti III", "Davidstown", "Black Hole Diplomacy", "Diadochi II", "Americana 1860", "Everywhere Diplomacy".

Voting instructions

All postal Diplomacy players are eligible to vote. Only one vote per category is allowed. Make your choices legible, please. To be counted, votes must be sent to: John R Biehl ALS-IDA on or before June 15, 1973.

4002 W 32 Ave.

Vancouver 8, B.C. Canada

The bottom third of the page has been printed with Biehl's address. Since surface mail to Canada is very slow, ballots should be sent air mail. Since the ballot became available so late, John will probably accept ballots after the deadline. Just circle your choices, fold this ballot, stamp, staple, and mail.

AIR MAIL

John R. Biehl ALS-IDA

4002 W 32nd Ave.

Vancouver 8, British Columbia, CANADA

AIR MAIL

Variant Rules Available

Don Miller, 12315 Judson Rd., Wheaton, Md. 20906. Some of these may no longer be available. Orders under \$2, add 25¢. I will list 'zines followed by rules contained in each.

Diplomania 11 (Anarchy I, Chaos) 20¢. Supercal 1 (Anarchy I) 20¢. Supercal 10 (Anarchy I) 25¢. Supercal 11 (Anarchy II) 25¢. Diplomania 4 (Anonymity, Middle Earth II, Mythomacy I (orig. map) 20¢. Dipsomania 1 (Anarchy II, Economic I, part I Microdiplomacy, map Miller 9-man game) 25¢. Diplomania 8 (Economic I, 3X3 Team, 3X3 team with wild-card player) 35¢. Dipsomania 7 (Economic II, Lebling Variant, 3X3 with Wild-card II) 25¢. Need Econ I to understand Econ II rules. Diplomania 16/17 (Foundation Game, Hyperspace II) \$1. Fantasia 2 (Indianomacy II) 25¢. Dipsomania 2 (Part II Microdiplomacy) 20¢. Fantasia #1 (Mordor Vs the World I) 25¢. Fantasia 8 (Mordor Vs the World II (also need MVTW-I) 25¢. Diplomania 24/25 (Mordor vs the World IV) 75¢. Diplomania 27 (Para-time I) 40¢. Diplomania 28 (Scotice Scripti II) 40¢. Now what did I miss? In Dipl 8 there's also a revised map for Mythomacy I. In Dipl 11 there's also rules to Miller 9-man game.

Jihad, Diadochi I, Diadochi II, 8¢ stamp each from Dick Vedder, 11940 Adorno Pl., San Diego, Calif. 92128.

Atlantica 25¢, Youngstown Variant 25¢, AHKD 15¢, Middleast (poor printing) 10¢ from Mark Weidmark, 528 Park Cr., Pickering, Ontario, Canada.

Every back issue of Tangelo Express contains the rules for at least one variant. Contact Richard Hull, 4720 Cloyne Apt 2, Oxnard, Calif 93030 for availability.

Winter 11-man game is free from Fred Winter (address previous page). The Winter 9-man game may also be available.

Michigan Diplomacy is 15¢ from Paul Wood, 24613 Harmon, St. Clair Shores, Mich. 48080.

Middle Earth Diplomacy II and Middle Earth Diplomacy IV are 20¢ each from Chic Hilliker, Box 1195, Bloomington, Ind. 47401.

SE Asia '56 and 149 BC are 15¢ each from James Massar (address previous page).

Slobbovia is available from James Titchie, Box 878, Killarney, Manitoba, Canada.

Air War Diplomacy and Colonial Diplomacy are 10¢ each from Dave Staples, Box RR 1 Box 120, Fargo, ND 58102.

Dalarna II is available from John Leeder, Box 1606, Huntsville, Ontario, Canada.

Viking Diplomacy is 15¢ from Jim Ronson, 864 Ingersoll Court, Carkson, Mississauga, Ontario, Canada.

Scotice Scripti III and 1721 are 25¢ each from John Boyer, 117 Garland Dr., Carlisle, PA.

Finally, my own stuff. Hyborian Age Diplomacy 20¢. Interstellar Diplomacy I and II (in Supernova 2) 20¢. World War IV Diplomacy 15¢. 1776 in BI 15, with corrections in 18, 30¢. Time-shift Diplomacy and Anonymity III in BI 17 for 15¢.

I haven't included descriptions this time because there are just too many variants, and most have been described in past issues of BI.

The number of variant openings is smaller than it has been for over a year and a half.

IDA Comments

Here we go again with an off-the-top-of-the-head "article".

I haven't said much about IDA (International Diplomacy Association) for some time in BI. A reader complained about the "public polemics" of past issues, but primarily I've just been waiting to see what would happen following the election of BirSauron and company. IDA (or rather, the IDA Council, which amounts to the same thing, doesn't it?) appointed Len Lakofka Ombudsman despite his very questionable record and his failure to even attempt to defend himself. Member interest seems to be low (Birsan told me, when I sent him money for back issues of the Council Courier, that I was the only member who had done so). However, the IDA is doing something besides publishing Diplomacy Review. IDA has taken over the Calhamer Awards, though I frankly think they did a shit job. IDA has established a replacement player pool which has already been utilized in at least one case. Apparently the Diplomacy Handbook will be done by DipCon. Doug Beyerlein has suggested a vacation from postal Diplomacy during one month of the year, and IDA is acting (in a way) on that suggestion. Unfortunately Edi has not yet sent me the next batch of CC's, so I'm not fully aware of what IDA plans. Perhaps everything is in abeyance until the "General Meeting" at Chicago. I do know that Edi has used the CC to ram through, as much as he can, whatever measures he favors. The Council is voting to prohibit comments by the CC typist (Edi) when ideas for bills are introduced, presumably to decrease Edi's "power" to influence.

A Calhamer Award ballot is enclosed. The due date is the 15th, but since the ballot was distributed with so little time before DipCon, I think John Biehl will accept ballots after that date. Sign your ballot, and use air mail, since surface mail to Canada is quite slow. GM's were supposed to receive the ballot on May 26, but mine was postmarked the 28th and arrived June 1. I will reserve most of my comments concerning the awards until after the voting, but if I can I'll work something up to pass out at DipCon (if I go).

Beyerlein's belief seems to be that many persons involved in postal Diplomacy finally drop out because the constant pressure gets to them, and that if a month was designated during which postal Diplomacy activities stop, people who might otherwise drop out would be able to recover (these are my words, not Doug's). Some people seem to think that a summer month would be best, but I believe that the period from Thanksgiving to Christmas, when mail service is terrible and many people are occupied by finals and the usual Christmas bustle, is the best period for a "vacation". I lengthen my deadlines during that time anyway. I think that many people realize that they have limitations, and don't need a "vacation". They keep their activity level well in hand. Postal play is so slow without delays that I question the wisdom of stopping play during the summer. Summer is also convention time, and many people involved in gaming other than Diplomacy just aren't going to be able to escape it during the summer.

If no one volunteers to take over the Orphan Game project (the most likely outcome), it will be interesting to see whether IDA will do so. IDA attempted to help in this direction with its game insurance plan, but the insurance fees are too high for most GM's, and the fee schedule for reimbursing "stepfathers" of orphans was

unfair and laughably inflexible.

I don't normally say "we" when I refer to IDA. Though I am a member, I do not consider myself part of the IDA establishment which makes the decisions. I am more a supporter of IDA than most people; one can disagree with certain aspects of an organization and still support it in others. However, I resent the inference in the latest Diplomacy Review that I, or any IDA member-publisher, support IDA simply because I am a member. A list of IDA member publishers was printed, followed by: "...We have printed this list to demonstrate that the IDA has the support of many publishers both large and small. This sort of sophism does not help advance Dippydom.

(Let me note for the record that Supernova is not a Diplomacy 'zine. The game has not been mentioned, as far as I can recall, in the past four or five issues.)

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Stan Wrobel is attempting to revive 1970Dcf, Aberration IV. In the next issue I am going to reprint the A IV rules, since Stan will almost certainly need replacements if the game continues at all. If it does, though, it'll be free.

72.23h 1940 Placements

USA(Eynon) 1-Cze, 1-Pol, 10-Bri. FRA(Sleight) 6-Bri, 5-Ita, 3-Pol, 9-Rus, 3-Cze. BRI(Caton) 6-US, 6-Fra, 6-Ger. RUS(Van De Graaf) 16-Ger, 8-Cze, 8-Fra. GER(Roseman) 25-Ger, 7-Bri.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA				15	10				2				
FRA				6	5			5	5			9	
BRI					U	U+6	U+16		U				6
RUS			C		8	8	16				C		
GER	C	C		7		U+10	43			C		U+4	

Todd Roseman will be on vacation for a month beginning June 15. Therefore the final deadline for the final attacks of this game will be six weeks from now (exact date announced next issue). However, if everyone submits attacks by June 29 (there's a chance that Todd can do so), then I will finish the game up in the next issue.

73.2h 1936 placements

USA(Caton) 4-Bal, 2-Pol. FRA(Roseman) 3-Als, 3-Rhi. BRI(Sleight) 1-Aus, 1-Bal, 1-Als, 1-Cze, 6-Ger. RUS(Kelly) 2-Bal, 2-Rhi, 4-Cze. GER(Capolongo) 1-Aus, 4-Rhi, 3-Pol, 5-Als, 3-Rom.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Rom	Rus	US
USA			4						2				
FRA	3	2								5			
BRI	1	1	1		1		U+6		1	1			
RUS			2		5				2	2	3		
GER	5	6					5		3	6	3		

Read the note below 72.23h. The same applies here. If not all the moves are in by June 29, I'll hold off until the following issue. Ron Kelly missed last time because he did not realize that I require a note even if no attacks are ordered. I don't want a country to be without direction for more than one phase of a 12 phase game.

73Adi, Winter 1902

As I was collating the last issue I remembered that Dean Schwass had phoned in his orders while I was at the dorm switchboard some weeks ago, and I failed to put them on the move sheet. His move was A Ber (H), F Spasc-Mar, and he is entitled to one build. All players were notified in a letter.

Sleight: Build A Vie.

Jordan: F Bre (R) ob. Build F Swe.

Wood: Even.

Eynon: Even.

Hull: Even.

Schwass: Build A Spa.

Keller: Build F Rom, F Por. Note that Keller has six centers, but is entitled to two builds, not one, since he had four units.

Steve Langs, 106 Nettles St., Battle Creek, Mich. 49015 will take over for Barry Eynon, effective immediately, while Barry is working at a camp and out of touch for the most part until mid-August

ALL PLAYERS NOTE. COA: Barry Eynon, Camp High/Scope, Sheridan Rd., Clinton, Mich. 49236.

The deadline for Spring 1903 moves is June 29 at noon.

4000AD; Fall 4002

Algol(Langs) 3(AR-2), 8(AY-1). Builds 2

Antares(Roseman) 4(LR-1). Builds 3

Pavo(Stump) 2 Alge*Den (Impossible, not in same sector), 4(GR-1). Builds 2.

Regulus(Wood) 7(CY-2)-Mer, 5Mer*Pol. Builds 3.

Positions after builds.

Algol: 1 Men, 1 Ald, 6 Alg, 3(AR-2), 8(Ay-1).

Antares: 1-Thu, 1 Rut, 8 Ant, 5 Veg, 4(LR-1).

Pavo: 3-Alin, 8Pav, 2 Fom, 1 Alge, 4 (GR-1)

Regulus: 8 Reg, 2 Avi, 3 Adh, 5 Pol, 2 Mer.

Todd Roseman will be on vacation for a month beginning June 15. I am asking John Cleaveland, 257 South 46 St., Philadelphia, PA 19139 to submit moves for Antares in case Roseman is unable to. Deadline for Spring 4003 is June 29 at noon at Bellevue.

(Aboard the experimental 10-mile long space ship PSS DEAF SMITH somewhere in hyperspace). The Captain stared bleakly out of the star window. He wasn't looking at anything. He was just thinking. Thinking about the 1000 men that were killed when the sub-main star-board engines blew up in their faces. He was also thinking of the east port induction coils that had fused together in a lump of shapeless metal. He wanted to cry. P.S.S. DEAF SMITH was a failure, too hastily rushed into completion at the start of the war. ((I'll have to hold the rest of this, and another PR, for next time.))

If I do make it to DipCon I'd like to talk with any variant nuts, multi-player game nuts, and BI readers. If you see a 6'7", 215 pound guy with short hair, long sideburns, and a combination Fu-manchu--goatee, then it's probably me.

Lewis Pulsipher

423 North Main

Bellevue, Mich 49021

First Class

First class

Return requested

RICHARD HULL
4720 CLOYNE APT #2
OXNARD, CALIF. 93030

