

COMPLETE WANT ADS

THE CHICAGO DAILY NEWS

COMPLETE MARKETS

WEDNESDAY, NOVEMBER 14, 1934—TWENTY-SIX PAGES. THREE CENTS

FIND 'BABY FACE' WALL SHOT DEAD. BODY IN DITCH NEAR WILES CENTER

Identifies Three Dead Girls Agents' Slayer Fatally Wounded in Same Fray

WOMAN RECALLS VISIT TO HOME; NAMES NOT GIVEN

They kept Calling Him 'Jimmy' so he Shot Them Dead.

IS FIRST REAL CLEW

BY ROBERT J. CASEY.

Chicago, Nov. 13.—The first real clue in the slaying of three girls and the slaying of a man who was identified as the slayer, was given today by a woman who recalled a visit to the home of the slayer.

For the first time since Saturday night when their bodies were found in a ditch near Wiles center, Chicago, police have had a lead in the case.

The woman, who has been identified as the slayer's first real clue, was a woman who recalled a visit to the home of the slayer.

She said that she had seen the slayer at the home of the slayer.

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ENEMY NO. 1 FOUND DEAD



James 'Baby Face' Wall, slayer of three girls, was found dead in a ditch near Wiles center.

WALL'S PAL? 'THE SLEAZE'



There will be no issue of The Daily News tomorrow, Thanksgiving day.

NOTICE

Believed Left by Companions After Battle with U. S. Men.

TRAILED BY CLOTHES

BY CLEM LANE.

James 'Baby Face' Wall is dead of wounds he received from federal agents' bullets.

He was found in a ditch near Wiles center and Niles center.

The trail was clear. Slashes in clothes, a move away from headquarters, bullet wounds in the back, a move away from headquarters to Wall's identification was made through finger prints.

Attorney-General Henry S. Cummings at Washington announced that Wallace had definitely proved that Wall had been shot to death by bullets from a machine gun and shot guns in the vicious battle late yesterday at Barrington, Ill., in which Federal Agents Samuel Cowley and Herman E. Hulse had been slain.

At Barrington it was said the slayer was a 'big hood' who was a 'pal' of the slain men.

GUN BATTLE IS TOLD

Coroner's Jurors Hear Story of Cowley and Hollis Deaths.

Coroner's Jurors in Kane county and Cook county today heard the story of the deaths of Samuel Cowley and Herman E. Hulse, slain in a gun battle with James 'Baby Face' Wall, slayer of three girls.

The slayer was found in a ditch near Wiles center and Niles center.

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RACE RESULTS AT HOUSTON, TEX.

1st Wm. Wynn, 55.00; Comstock, 3.00; Will Hall, 8.00; ...

2d ...

3d ...

4th ...

5th ...

6th ...

7th ...

8th ...

9th ...

10th ...

SPORTS

★ ★ FINAL

RACE RESULTS

AT ROWIE, MD.

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CATHY'S RAMBLINGS 12

Yes, it's true. I am late. Very late this time. My typewriter is not helping me either. I think it's cold too. You see there is no heater down here in the basement where I'm typing. This makes it rather cold and my fingers are getting colder by the minute. But maybe I should stop mentioning how cold I am and instead tell you lot what has happened.

Well, the first big news is work. Work is part of the reason why I am late. Remember all those extra holidays I thought I would have? Well, I didn't get them. I had to work the last three Saturdays and work overtime in the evenings. Accounting firms amaze me. There are nearly 150 to 200 professional staff - accountants and about 50 staff support people to take care of them. It gives me about 50 bosses and each of them think they are the most important one. Now imagine, suddenly some of the support staff quitting and then some of them finding other jobs and quitting. Imagine others offered not enough pay and then pissing off. Then through in a move to a new building and the start of the busy season. Result? The result is chaos and panic thrown in for effect. Now I was working in Binding. A very important department in some degrees. We put together and send out the reports and statements. Without us, nothing would go out. We had enough work for three people, but my old boss Marty, had vacation during the holidays and left me with enough work for three people. Now right before she had left, I found out that the Head man in the Print shop, Bruce, had got a job as a computer programmer and was leaving in two weeks. No problem, that was great! Now at last I could move into the Print Shop! There was one small problem. There was one small problem. The other guy, who worked in the Print Shop - Craig - quit all at once. Not enough pay and no title. Bruce was supervisor to the department. This gave Cathy, all off one week to learn print shop, before the whole thing was handed over to her. Well, I had to stay in binding, didn't I? No one else could do the work and thus I tried to learn Print shop in overtime and on Saturdays. It couldn't be done you know.

Well, the main panic is over now. Kind of. I'm in print shop with a raise that is almost laughable. I have help. A guy by the name of Edwin, who I get to train. The other fun part is I've suddenly been given all the responsibilities of a supervisor, expect I get no extra pay and no title. I just get all the headaches and 200 people coming to me with work I don't have time to do, on machines that keep breaking down and other machines that I don't even know how to work. Oh, here's the good news, I'm going to try to print CR at work. This should save money and I might be able to either get larger or reduce my rate abit. Well, at the moment I freezing and I've got to try to warm up my hands. I'll be back in bit.

Well, here I am again. Warmer now for a few minutes. What else has happened. My poor little car. GB - remember, has been hit. No I wasn't in the car. I was at work and someone hit it. The passenger side is hit pretty bad. Can't Open the door on that side. And it's starting to rust away already. Then there is the salt. KILLER SALT, it should be named. It's bad enough trying to walk in this stuff. Ice is so wonderful to walk on, but then the salt will get your shoes too. Oh, If you could just see me. This kid who use to think cold was 60 F. Walking about the streets of Chicago. The slush up to her ankles and the wind blowing so hard that you have to hold your coat close with one hand and keep your hat on with the other. Oh, Chicago winters - how wonderful you are. Still if I can survive the 120 F of Phoenix summers and the -40 F of Chicago Winters, I can survive anything. Yes, even a Melinda Ann Holley stab.

Sports - well the big one is coming. Chicago once again choked. Chicago - city of the chokers. The Bears and the Cubs. I didn't really have my hopes up anyways. I knew they would choke. I have no favorite for the superbowl, so I'll leave the rest of you to talk about that on your own time.

What else has happened? The holidays went too quickly. Got to see some of our friends over that time. I saw Russ and Andy. You should have seen Russ and Andy setting up this train set. Just like a couple of little boys. Didn't get to go to any cons because of work. Eric went to Milwaukee and may say something about that in his bit. I'm not sure though. All in all, it was quite quiet.

I think I will end this section with a book review. I wanted to fit in hobby news, but I think I will do that on the next page with the letters. There also should be a bit about my FRUPing campaign I will start, but I'm limiting it to 5 players. Better for all of us. Now what book to review. I think I'll have a look and come up with something.

A Tapestry of Magics

By Brian Daley

This is the first book by Daley I have ever read. He does a combination of fantasy with a touch of science fiction thrown in. Normally, I don't like that style. I'm a pure fantasy lover, but Daley does a nice job of it. You have your hero, Crassmor. Your typical second son, that dad doesn't like and can't follow in his brother's footsteps. Worst, he doesn't like to fight. Thrown in the world of Singularity. A Place where all the realities join to and place Crassmor in the center of things. He becomes the unlikely hero and all is well. Sort of. The only problem is the story doesn't end. we get to wait to see if Crasmor will really win his father's favor and will he really get the girl he wants. All in all I enjoyed the story. It was simple, but keep moving. Crassmor's character was believable to some degree. He proves that men don't really like to go out and fight for right and honor. After all, a man could get killed by doing that and living is one thing Crassmor would like to do. It's worth a read for the setting and the character of Crassmor.

hobby news

Yes, Hobby news. Funny, I never thought that would be one subject I wouldn't want to write about. I must be getting old. It seems everyone I came into the hobby with are going away. Folks use to mean something to me. Now they mean nothing. Things are in a bad state now. I know I'm not the only one who is depressed by the whole state of affairs. I want to keep CR from being dragged down into the whole thing and yet I feel you should know something of what is going on. What makes me mad most of all is that the newcomers coming into the hobby are getting the bad end of the deal.

The zine register is a matter I must bring up again. As far as I know this never existed to simply list all the zines in the hobby. It exists to allow publishers to have a listing for novices to get involved with their zines. It has never been something forced upon people. Generally, you would want to be listed and get new subbers if they found your statement interesting. Rod Walker serves as a listing of zines in Diplomacy World. Most of my new subbers have got my name from Rod's listing. I didn't send a listing in for the Zine Register. I didn't want to because I didn't want any more subbers. Now I find I will be listed anyways and so will everyone else. I don't care so much in my case. I will send samples and if I have to put a limit, I'll put a limit. But I do respect the right of a publisher who does not want to be listed in the ZR. That right no longer exists. Bruce will list everyone. Still the ones who are getting the bad end of the deal are the newcomers who wish to find what is listed. I don't like being caught in this mess, but I will finally send my stuff off to Bruce. I'm doing this not for Bruce, but for the people who sent it to me. Someone has to make sure it get's listed and I don't have the time. They wanted to be listed. Enough of that subject. I think, I'll continue with the letter column. Not much else to list at this point.

LETTERS

JIM BURGESS: I think you inadvertently discouraged us letter writers in the last 2 issues. You seemed to me to be closing off arguments rather than opening them up. You have to be controversial if you want a letter column, otherwise people get lazy as I'm being. ((You're not alone on how you feel. Look....))

BRIAN DOLTON: You want a letter column? yeah, well, fine: but from experience I can tell you they're by no means easy to start up or keep running - unless each issue contains a fair amount of stuff to comment. ...

But at this is all fine advise: what it does not do is help fill space in your next issue. In answer to what I do and don't like about the zine; I like the pleasant, friendly attitude (so unlike ; say VOD or NSWG, which I see at Glover's) and general chatty nature. What I don't like is that there's less chat, articles, etc than I like and your grammar, extraneous commas and lousy sentence construction! But then I tend to like grammar, and stick to the rules. Having said that, I notice I've started two sentences in this paragraphs with 'But'. No matter. Difference between here and there? I'd happily discuss this, though I fear it might lapse rapidly back into political debate! Concert and books and films and stuff - well, not surprisingly all that gets saved for Lokasenna.

((If any of you have ever seen Brian's zine Lokasenna, you would understand why he feels CR is skimpy. Nothing in the states could even compare to Lok, but then the US hobby never could compare to the British hobby. Over there chat is very big. Over here, games are very big. I couldn't even conceive of putting out something like Lokasenna. So I really respect Brian for what he does.

As to my grammer, most of this is because I write as I type. I do love commas don't I? It comes from learning that if you question whether there should be a comma or no comma, put one in to be safe. If I ever rewrote what I write my style would be much better. Someday maybe. Till then I torchure the John Kador s and the John Norris's of the world. Still, let's see what some of you have to say about yourselves))

DAVE GREENLEE: A bit of bio: I'm an attorney (you guessed!), and am in-house counsel for the world's largest independent beer distributor. We're also the nation's 22'd largest food service distributor. I grew up in a medium-sized Texas town (native Texan), attended the University of Texas at Austin for seven years (B.A., J.D.). My first full-time job was as a prosecutor (and later chief prosecutor) in Fort Worth Municipal Court, then private practice for a couple of years, and now this. In college, I founded the U.T. Tolkien Society and U.T. Science Fiction Society. I was fairly involved in sf fandom for a while, but gafiated when law school started and never went back (either to the fandom or, for that matter, the literature). Went back to being human after the first year of law school and during 28 and 38 years played some D&D and became a member of the Society for Creative Anachronism. The SCA was a good diversion, but I was too interested in historical accuracy and became disenchanted with them after graduating. About five years ago, I founded the Nonpareil Club, a scion society of the Baker Street Irregulars, which still meets regularly. About four years ago, I became interested in the War Between the States and both began studying it and became a Civil War reenactor. I occasionally play the Survival Game. Despite my warlike hobbies, I'm a liberal Democrat, semi-pacifist, anti-nuke, anti-imperialist, devout Christian Sunday-school teacher (Roman Catholic variety). What else? Oh else? Oh, I'm 34 and single, and a fanatic movie buff.

((Oh, Dave there is so much here I hardly know where to begin. Where where you hiding all this time? Don't you know I needed you about two issues ago? Interesting about the survival game. I've seen news bits about it and these people trying to say how it made people into killers. Making the use of guns seem like fun and shooting people as the right thing to do. I could have almost laughed. I think that using paint in a gun is not quite the same as a real gun. Personally, I think it would be fun to try it. Maybe Dave, you tell everyone else abit more about it next time. My information is rather limited.

The civil war. I had some interest in that area as well. My family fought on both sides. My Mum's on the South and my Father's on the North. I spent most of my time investigating the assassination of Lincoln. Interesting area. Anything you want to know, I know it. Oh, dear out of room again. this will continue on the next page with more of Dave and some of the rest of you too.

LETTERS CONTINUE

((Still me here. I love Fantasy stories myself and If I could ever spend the time and find a proof reader, I would love to write my own novel. Oh, well... You should get along right away with everyone in the hobby. Just wait.

Right, now why don't we look into the far corners of the world and find something just a touch different...))

LUKE CLUTTERBUCK: Hi! This letter concerns the esteemed hobby of postal diplomacy. It is not about a long lost friend of yours who was loast in the jungles of Borneo, nor is it a high security document about ANZUS (Australia New Zealand United States Treaty - which like most such treaties - is a complete sham) destined for the high eschellons (can't spell) of the Pentagon. No, indeed, this letter is boring.

((Um, what?! Hey, I like this guy, he spells like I do! Look this is not my fault! He's an inplant from Mr Thomas Tweedy! Tweedy is trying to make me think like he does. Never mind, I'm sending letters to Close and Allan, so you'll get yours Tweedy, just you wait.

Oh, Luke, well as you can see, I do run a zine and it does have Dip games. Sometimes, anyways...))

DON DEL GRANDE: Has there been a delay with Simon Billeness' zine lately? Or could the Subscription Exchange Service (or whatever that thing with Steve Knight is called) have taken the money and run? I sent \$20 for a sub to Flame (or Inflammatory Material, whatever it's called) which cleared my bank on September 27 - two months later, no issues. (I remember specifically asking for air mail delivery, so I doubt that it's surface mail delay.) What good is the ISS (International Subscription Service - that's it) if it take them months to get things done? (It would have been easier for me to find a Barclay's or Lloyd's and send a check in British currency to Simon)

((Well, Steve and Wallace or is that Doug? Oh, I don't want to get into that mess again. I expect the Problem is more at Simon's end. Has anyone seen Flame recently? The last issue I got was #6 and it was sent sea mail. Simon and I always had a loose trade agreement. Send a copy when you feel like it. Still, there should be some way to ckeck up on things. I know it works. Mike Dean and Trevor Mendham and Doug Rowling are here because of it. Could someone figure out what should be done in a situation like this? Don's Adress is 142 Eliseo Drive, Greenbrae, CA 94904-1339 USA. Thanks guys.))

STEPHAN DYCUS: Yes, we did meet at Indy Con; in fact, I played against you in the late Saturday night/Sunday morning gmae of Empire Builder with Brux, Barno, Scott Mercer and another person I forgot. I was the guy who kept trying to reach Los Angeles... In my FTF Dip Games (I was France 3 times) I was party to a 5-way, 3-way and 2-way draws.

((See, that's why I didn't remember you, I never remember the frogs. Anyway, now I know who you are. I was a wreck in that game of Empire builder. I still wonder what Commerical FBM games you are in. If you ever want to do a review of one of the games you are playing in, feel free to. I'll even give you sub credit.))

((If you haven't noticed, I've given up on any form of linking. Let's see what random bit I can fit in next. How about hearing from one of my brothers....))

MIKE DEAN: I've been thinking about your shortage of space in CR. Why don't you send out the chat part to everyone but do separate flyers for the games? (ies one sheet per game). I often wonder why this wasn't the norm - to be honest I hate reading other people's reports (so don't) - how much better not to even have to know they exist!!

((Actually, I do that at some times, but it can be quite an expense. I suppose there is kind of an unwritten law, that to have a game zine you must have games in it. Things are much more liberal over in Britain. We have some chat zines here. KK/W and EE, but by large there is little chat and mostly games. I should mention No Fixed Address as well. But, mike, why don't you tell us what you have been up to recently.))

Mike DEAN: Life at University goes on much the same as ever except being in Dundee, rather than on the other side of the Tay like last year, is a hell of a lot more convenient.

In fact, never before has my social life at University been so good!! So may parties this term that I've lost count - probably more than my last 3 years put together!

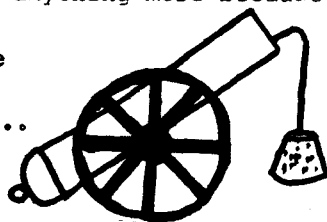
((So we see that some things are the same on both side of the Atlantic. I also we can find that moving is just as much a pain over there as it is over here. That was a link, but then I changed my mind. Not enough room left to get it all in. Let's turn to women instead...))

BRIAN DCLTON: Article on women in the hobby. It's something I often thought about over here, for various reasons. I'd like to see more women in the hobby, and I think it's more possiable these days. They can be attracted by the "chat" side of things while not being interested in the games. As for why few women play games - well, games are competitive in nature, and our current society says that men should be aggressive/competitive while women should be passive/yeilding. I could make this into a long spiel but I'll refrain - mainly due to lack of room.

((Kathy Byrne has written to me and says that she will write an article on this subject. Or prehaps I should say "Woman and Diplomacy" It should be interesting to see what she has to say. I will refrain from saying anything more because I said my bit last time.)) And now from Mr Don Del Dumb

IN CELEBRATION of the

latest hobby engagement.....



POP

The Government wants me to save the real ammo for emergencies - like when you & Eric actually do get married....

Land of Orknaire ~ a FRPing Game

The land of Orknaire is my attempt to create a fantasy role playing world. I will admit that 'Thieves' World, the series of books by Robert L. Asprin, was what inspired me to this project. I will take only 5 players. I'm keeping this limit, so the players will get the most out of the game and I will keep from going crazy. We will use the basic AD&D stats: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. To these I will add the following traits: Leadership, Faith and sociability. Leadership is your character's ability to influence others and gain their following. Charisma adds to this, but charisma is also physical looks too. A Character could have a high Leadership and a low charisma. This means that although the character isn't pleasant to be around, men trust him and will follow his suggestions if they have a low leadership. Faith is more your character's ability to believe that you can succeed at what you do. Whether this is because of your own skills or because of the aid of the gods that is up to you and your character. A person with a low faith, would have a tendency to not believe they could escape or survive bad wounds. A Person with a high faith would believe they could succeed at anything and overcome any odds. This is nice, but no matter how high your faith is, if you are sentenced to death, you will still die. Sociability goes along with Charisma and Leadership to some degrees. It is your character's wish to be about people and drink and sing and lust and all that stuff. It is how open you would be towards other character's and situations. However, this does not mean that the character is stupid. I don't care how high the character's Sociability is, he wouldn't walk up to someone hiding in the shadows with a knife and offer him a drink.

All of these traits go on a 1 to 20 scale. You will also get one weapon skill and one talent of your choice to start with. This is how you would set up your character. You would write to me and say that you want to join Orknaire. I would send you your basic stats. This will include all the character traits listed above. I will also tell you your family background. It would help if you tell me if you wish to be a male or female character. Then it goes back to you. You get 10 points to work with. You will already have one point towards your weapon skill and one point towards your main skill. With the 10 points you may change your character traits by adding points towards them. Increase your weapon skill or add more weapons. Give yourself other skills. Some examples would be, Riding, swimming, climbing, tracking, stealing, singing, boating, fishing, metal working, judged value, card skill, liar, drinking, weaver, hunter, etc. To make things simple, I'm using a scale from 1 to 3. 1 - you know how to do the skill or use the weapon, 2- you have some skill with the weapon or the skill, 3- you are an expert with the weapon or at the skill. This may seem a bit easy to some of you, but I won't be giving out points right and left and your character's are well known because they have skills and are known for them.

So now you have your character. Let's say he has the abilities to swim and fish and sail a boat. He's skilled with a long sword and knows how to use a dagger and a long bow. He is intelligent and strong and he has a high leadership, but he has little faith. He was the second son of a poor merchant and thus had to work for himself, but he got a good name for his skill and thus that is why he is a character in Orknaire. Now, you need to decide a few more points. I need a physical description of the character. Age, height, weight, hair and eye colour. Dress and weapon's worn. Anything that is different about your character. Anything that would make him stand out in a crowd. Anything that he would be known for. The more you put into your character, the more I can give you back. The final step is that your character has relationships and friendships with the NPC's in town. These are the character's I have created. Of course you will be attracted to those who have the same skills as you or think like you. I will let you know how your character feels about the NPC's and you may react with them from that. You don't know everyone's connections to each other, only what can be told from the way people act towards each other. What happens after this is all up to you, but I will help you along the way.

Now let me tell you a bit about Orknaire. The name of course is stolen from the Orkney Islands. In fact Orknaire is a group of islands, but they are large islands. They exist away from the main land and thus have a weak ruling class. The main King rules in the Mainland of Britiane and Orknaire exists with the leadership of a Baron. Baron Morcar rules. He is young, but a strong ruler in his way. His main concern has been to keep Orknaire separate from Britiane. Kirkwail is the capital and where Morcar lives with his family. You and the other characters live in Orphire. A town on the main island not too far from Kirkwail. It's main claim to fame is the church. A branch which has been burn down many times, but keeps coming back. Several old ruins of previous churches exist in the town. Morcar does not put much pressure on this town. He doesn't need to, the church itself takes care of his problems. Some say there is a curse on the town. Other's come to the town because of the mystery. Even the name of the town comes from it's past. Orphire coming from "or fire, we will prevail" The town is on the sea and has an active port. There is an island to the southwest of town that is a source of problems. No one is quite sure who or what exists on the island but the rumors include pirates, monsters and mages of high powers or even a gate into the land of faery. The town has it's normal market, port and the church. The slums seem to exist about the old churches. A problem for visitor's of the churches, but guards can be hired for the tour. There are nine islands to Orknaire this does not include the smaller ones. Your characters live on the main island. They have had little interest in the other islands up to this point or may just know about them from traders and stories. You are at the center of your world. It is said by the Bards that Kirkwail cries to all the other islands to come home. It is told that Orknaire was once whole, but evil ran through the people and interbreeding with the little folk brought strange creatures to the land. Magic ran amuck and order began to give way to chaos. The gates to faery were opened and time took new form. The gods finally intervened and blasted the land apart from its heart. That was Kirkwail. Most of the hybrids died, but some of the mixed blood survived and can be seen in the people today.

Orknaire - CHAPTER ONE

The next part will give you some clue as to the characters that exist in Orknaire right now. Your characters are known to them. Some of them you like and some of them you don't like. At the start, the Player Characters will be neutral to each other. You know each other, but have no cause to like or dislike each other. What happens after that is up to you. But for now, let me go away and bring you into Orphire and meet the characters there. Let me make one thing clear. You will get the chance to see how these characters think. I do this because, they are well enough known that many people know what they are thinking. They still have things to hide and I will not reveal those things to you at this point. Trend gently, and remember long life to Morcar, death to the King and beware the Gods.

The Red Lion exists on the sea and close to the second ruin of the Church. Which church, no one knew. There were so many of them and most destroyed by fire.

Malcolm sat in corner of the Red Lion tonight. A Table for one. He wasn't exactly thrilled with being here tonight. Given a choice, he could think of many places he would rather be. One of his favorites being the warm bedroom of Allissa. Curse all of his luck, or lack of it at this point. He looked down at his drink. Bitter ale that cost the last of his coin. A Black mop of hair fell into his eyes. He could still see through the hair, two cold black intense eyes looked about the room. It was full tonight. He shook his head. The black locks of hair, fell out of his eyes and settled into a random pattern about his shoulders. He never really bothered with his hair. It was more trouble than it was worth and besides the women of the town told him it gave him a rogue look. He pulled the sleeve of his grey leather jerken over his wrist. A Bad scar was there and he didn't like to remember where he got that scar. Bad luck, always bad luck. He leaned back against the wall, blending into the shadows there. His left hand played with the dagger at his waist. The dark eyebrows drew together as he looked about the room.

By the fire sat, Ablion. The minstrel was telling another tale about the fourth church. About him sat ignorate visitors. A sneer formed on Malcolm's lips. The fools must be from the mainland. They don't even know a half breed when they see one. The minstrel smiled his brilliant smile. His eyes seemed to angle up even more than they did naturally when he smiled. He wore a cap on his head. And blond hair fell to his shoulders. All in Orphire, who were native, knew that under the cap and blond hair, pointed ears could be found. Albion was lithe of body and his fingers were as quick as a thief. Few could hate the half breed, even Malcolm found it difficult to hate him. However, tonight the strangers would buy Albion his food and drink, while Malcolm had nothing. Albion, might share, but who wanted to beg from the half-breed?

Carmaira was here tonight. Her hair was as black as Malcolm's but large blue eyes replaced Malcolm's black eyes. She had a youth with her. A fair haired boy of about 14 or so. He followed her like a little puppy. What could she be up to? Malcolm watched her walk to the bartender and talked to him in hushed tones. She took off her black cloak to reveal a blue dress that fit tightly on her slender body. The boy scrambled to her side to take the cloak from her. Malcolm smiled. Oh, Carm, you always were so good with effects. One can hardly notice your daggers. She turned her head and saw Malcolm in the corner. She smiled at him and walked towards his table.

"Malcolm the Grey, what brings you in tonight? Nothing going on at the gambling house? Oh, I see you are lacking your sword. Too bad, I might have had some normal work for you." Carmaira smiled at Malcolm, while she made her point clear.

Malcolm remained calm and smiled his black smile right back at her. "Yes, abit of bad luck at the moment. But still there are other services I can preform or has your taste changed to little boys? Funny, you didn't complain the last time I was in your service."

"Your mind always seems to work in one direction. Should I tell Allissa about your offer? No, do take your hand off your dagger, Even I have a heart. Do me one service and I'll make sure you get a meal tonight and some wine to drink instead of this poor ale. You have friends and I need a good swordsman or thief. I will pay. Will you do that for me?" Her blue eyes were very serious.

Malcolm, rather liked her that way. Malcolm tipped his head to the side. The raven locks falling over his face. He lifted a deft hand to push the locks out of his eyes and then he touched Carmaira's arm ever so lightly. He noted the way her body leaned over the table, showing more of her than she may intended him to see. Slowly he lifted his eyes from gazing at her breast and looked her in the face. That beautiful face. "Are you sure, you don't have any other services I could provide for you?"

Carmaira pulled her arm away and placed it around the fair boy's shoulders. "No, Malcolm, that time is done with us. Do not open old wounds. Will you do as I ask?"

"I'll do it Carm, but why? and who is this boy? What is going on?"

"The boy is called Hector. That is all you need to know. Find me the men."

She walked away and left Malcolm staring after her. Others had noted the exchange. One was Raven. Raven was not not noticed much. Such was what she liked. Even Malcolm hadn't noticed her. She was a small thing, with short brown hair and brown eyes. She wore pants and good leather shoes and gloves. She had a dagger and a short sword. They meant alot to her. Raven had to fight for everything she got. She looked at Malcolm with a mixture of love and pity. He had saved her as a child. He was a big brother to her. But only when his luck was good. While she held onto steel for her life, he sold it right and left. Always risking and testing his luck. She would play guide tonight. Maybe for the newcomer, who listened to Albion. She could offer Malcolm a place, but not now. He made some deal with Carmaira and he wouldn't go now. What could she do?

The door opened and a large figured walked in. A Cutless was at one side and a long sword to the other side. A dagger strapped to one arm and one to his leg. His bearded was pleasant to look at. Brand even walked with some grace with all of his weapons. He saw Albion and smiled at him. Trend, always seemed on fire. His red hair and red cloak. He placed his cutless on the table. A symbol he was looking for men to hire. Everyone sat back and wanted to see who else would show tonight...

Dear Chicago,
 Thanks for a sold out show. And for those
 of you who couldn't get tickets for this
 show, we promise we'll be back again
 in the spring. See you then.
 With great affection,

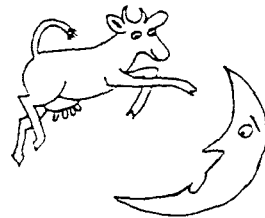
U2

U2

SPRING DATES TO BE ANNOUNCED SOON

DIPLOMACY BY MOONLIGHT

Brought to you by the Hobby Burnout: Eric Ozog



U2 came to Chicago on December 11th, and Cathy & I being the loyal fans that we are, were there of course. They put on one great show which the Sleaze would have loved. He was willing to make the 7 hour drive from Columbus, but the tickets sold out too quickly.

The Aragon Ballroom in Chicago at one time was used for dancing during its elegant days gone by, now it lives for rock concerts. There is no seating on the hardwood main floor, which means standing in the crush of bodies for the length of the show if you wish to stay close to the stage. If you're short you're in trouble. A couple of the many shorter girls were hoisted on their boyfriends' shoulders. There is seating in the balcony, but we'd have to arrive hours early to get a good seat- impossible when you have to work.

I was surprised by the age of some of the fans, many looked only 10 to 12 years old. Most were the clean-cut suburban types in their later teens, conservatively dressed. This concert also had its share of the geeky new-wave types, as well as ordinary people in their 20's and 30's.

U2 took the stage by storm with their opening song "11 O'Clock Tick Tock," followed by "I Will Follow" and "Seconds." They also did "Gloria" off the October album. All the songs on side 1 of *Unforgettable*

table *Fire* plus "Bad" and "MLK" off side 2. Cathy jumped up and down when they played her favorites "Sunday Bloody Sunday" and "New Year's Day." My favorite is "Unforgettable Fire."

The sound quality was excellent, loud but not harsh. The Edge's guitar work was sharp and clear. A couple times he sat at the keyboards to hit the keys while keeping his guitar strapped around him as if he didn't want to part with it. Bono's voice has the same intensity live as it does on the recordings. He talked to the audience more often and more intelligently than some other singers I've seen. He even went out of his way to warn Cathy of the impending harsh weather during the "Electric Company" instrumental, "And the Chicago winter is coming!"

One of the fans brought a homemade U2 banner. It was passed to the front of the stage where Bono took it, placing it around his shoulders. He also popped open a bottle of Champagne, spraying the audience.

The fans sang along with a few of the songs without any prodding from Bono, although at one time he tried to get a chorus going which failed utterly. Then it seemed he decided to let the fans sing when they wanted which worked out for the better. Chicago folk like to do their own thing.

On their second encore, U2 closed with "40." The fans kept singing "How long to sing this song" long after the band left the stage and the lights turned on. It kept up all the way to the doors except when it degenerated to mooing where people felt like cattle, stampeding their way out of the crush of the ballroom.

No booing surprisingly at the end of the concert, which seems to be all too common at most shows where the audience doesn't feel the show was long enough. U2 put on a relatively short show, roughly an hour and 45 minutes. It seems to me bands (with the exception of Springsteen) don't want to WORK for their money anymore. I think the fans were let down a little bit by not getting a third encore, but they accepted the end without a single boo, jeer or grumble. True U2 fans to the last. All in all the show was worth it, I think we'll see them again this spring.

 YES IT'S TRUE I'm risen from the dead and DBM is back, now as a subzine lasting 1 or 2 pages, exactly the way it was when it first began. So all of you who have placed bets with Tallman can collect if you've picked the right date. Now I don't know how long my latest rush of industriousness will last, so don't get hyped up. I guess I'll include DBM in CR on a semi-irregular basis whenever I've anything interesting to write about or you folk out in Dipland send in something. If none of that comes about there's always the Dip-Con Committee Correspondence (the hobby's Watergate scandal) to run. So I suggest Berch, Davis and Walker get cracking on some neat S&T articles to send me so I forget I have a whole set of their conspiracy papers too.

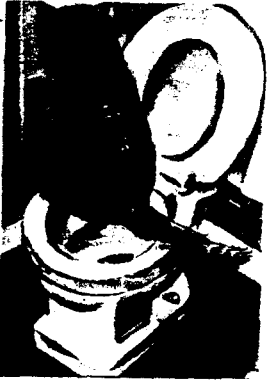
 I'M COMPILING A LIST of the U.S. hobby's "Old Guard." So far included in alphabetical order are Mike Mazzer, John Michalski, Bob Olsen, Eric Ozog, Keith Sherwood and Dan Stafford. Actually this new elite group can be called "The Second Six" or perhaps "The In-Seven" if we add Jim Burgess- I'm asking for the other five to vote on it because he is a Jim-Boob. I don't know if this list is complete, can the other five shed some light on who else belongs? What is it we have/had in common anyway?

 THE MILWAUKEE NEW YEAR'S CON was a good time. Chris Ryan (local maildrop) and I drove to Paul's to party with him and the Mad-Lads for the weekend. Chris is somewhat experienced with Dip, he was at a couple Rusnakons, Indycon I and Madcon II. He has a good grasp of the game, but he doesn't have the steel trap mind of the hardened veteran yet. In the first game of the con he played Austria, ordering only one of his two allowed builds for three winter seasons in a row. This caused Austria to go down the tubes and prompted James Wall to coin Ryan's new nickname: "Short Circuit." Bzzzzzzzzzt!

Rauterberg's nickname was changed to "Road Worm." I used to call him Rottenbog or Rootbeer, but this new name has much more class. Paul explained about a party in which a girl asked another, "What's that guy's name again, Roadworm?"

In the second Dip game, Wall, Paul and I formed a Western Triple which concluded in an E/G/F draw respectively. Marc Peters (Russia) was fighting mad as usual and Dale Bakken (Italy) was trashed as usual. Chris (Austria) learned his lesson and survived with 5 or 6 dots. Mark Luedi (Turkey) mostly stayed quiet, picking up dots here and there. We made a deal which he followed through on but I didn't. Had I gone along it would have been the first time we'd ally in years. Instead I stuck with the triple, especially since James was bullying me into submission. James negotiates from a position of strength; Tie Ozog in a chair and make him look down the barrel of a gun to keep him in line. Allen Wells did the same thing to me at Gen-Con East's Dip tourney in July of '81. Strongarm me till I bleed and can't stab. It prevents Terry Tallman's "Ozog Triple Flip" in which I switch alliances three or more times.

Paul's roommate Gary is an absolute nut, and is like Paul in many ways- including looks. Gary boiled some Mexican mushrooms and drank the potion to experience some bizarre visions, but it seemed he wasn't satisfied with the potency.

DBM-47FOR THOSE LONELY OLD
MEN AND THEIR CATS**TRAIN YOUR CAT TO USE A TOILET!**

Eliminate messy, smelly, expensive litter box forever! Cats naturally want to be neat and clean, so it's a simple task to teach your fussy feline to use the toilet. Specially designed training "seat" and included herbs attractive to cats do the trick. After a brief training period your cat will automatically use the toilet without any aids or special devices. It really works. Instructions included.

No. GB476 Cat Toilet Trainer
Was \$4.98 NOW \$3.85

Paul told me he did 'schrooms once and described his experience, "It was if I was inside a 16th century French provincial painting." His roommate's motto, "Go to bed, wake up dead!"

I picked up Milton Bradley's new game, Conquest of the Empire. Mark, Paul, Chris and I tried it out. The game is based on the early Roman Empire, with 2 to 6 players attempting to knock each other off to become the Emperor. The game looks more impressive than it actually is, I believe it to be MB's marketing strategy to lure the buyer in with all the realistic looking molded plastic pieces. The gameboard is a map of Europe broken into provinces similar to Dip only they are given Roman names. Each player controls a Caesar and a home province, using the military to take over neighboring provinces. These provinces raise "Talents" (revenue) to build additional infantry, cavalry, catapults, galleys and cities. I find the game entertaining but the combat system is too primitive and always gives the attacker the advantage. The Sleaze is already working on a variant to make the game more playable- he was suckered in also and does not want his \$22 to go to waste.

Russ has been acting goofy lately saying he might give up FTF for a long while and probably wouldn't show in Milwaukee. Paul told me the Mad-Lads just passed a resolution (MLR #12) which condemns Rusnak's obnoxiousness, stating he should turn it down for benefit of those with thin skins and sensitive ears. The Mad-Lads wanted Paul to act as their spokesman. Paul wasn't too thrilled with the idea but went ahead anyway. What resulted was a pissed off Russ (for a very good reason). Russ made up an excuse for not going to Paul's because he had to help paint a friend's house. A lame excuse at best for this is the dead of winter. Hard to paint when you can sell your fingers as popsicles to the Good Humor Man.

Now listen up, you Mad-Lads. You here can't tell Russ to shut up. Getting Russ to cool it is about as difficult as bringing a nuclear reactor to a cold shutdown. His radioactivity is an integral part of his personality and should be promoted, especially when he is dialing while under the influence to abuse Woody. We need Rusnak's Big Mouth in the Midwest Mob and not this wimpy Mad-Lad "behave yourself, Russ" bullshit. Don't chase Russ out so he can form his very own "Obnoxious Clique" with Kathy Byrne. Think what havoc that would wreak if those two decided to get together.

Sunday night the eight of us went to a steakhouse in Paul's neighborhood. On the walk back I spotted Rusnak's black car (still Booperized from the PudgeCon trip) and its owner a few steps away. So he decided to come after all. The Mad-Lads started chanting, "Rrrrrrusnak Rrrrrrusnak Rrrrrrnak!" I guess that is a form of apology.

Back inside the warm house Rich Delzer, Chris, Lueds and I played Titan while Russ and the others played Survive (a get-your-people-off-the-sinking-island-before-the-island-blows-up game by Parker Brothers). Later Russ and the Mad-Lads went out to a bar before Russ headed back to the flatlands.

I had a cold that weekend, and Rich Delzer gave me good drugs for my stuffed up nose. They worked surprisingly well despite my green blood. He also talked about a Milwaukee fencing tournament he participated in and showed me his gold medal. A fencing tournament involves judges determining which contestants have fenced the most (quantity, quality and \$ amount) stolen goods within a 24 hour period. Delzer said he and Konrad Baumeister fence together all the time, and that Konrad is becoming quite prolific, especially since he can get more than enough goods to fence from his fathers firm. Here Konrad graduates with honors from Georgetown, then he hangs out with this Delzer character and look what happens. I'd try fencing also, Rich, but I'm busy these days with the steal business at the South Chicago Works.

Chris and I drove home on Monday morning. I was told my cold-induced snore kept everyone up during the night and Wall came to the conclusion these FTF gatherings are just "slumber parties for adults." Could well be.

GAME STUFF

International Dip 1981 HS

"It's Not Dead Yet"

Summer/Fall 1906

And NOW THE POWERS ARE MORE EVEN!!!!

Summer 1906: Austria retreats A Rom-Apu

FALL 06:

France - Pearson: F MAO-Bre, F GOL-Spa(sc), F Tun H, F Rom & A Tus, A Tus S F Rom, A Pie-Mar, A Mun-Kie, A Ruh S A Kie-Hol, A Kie-Hol

England-Groome: A St Pete-Fin, F Bar-Nwy, F Den S Russian A Ber-Kiel(nsm), F Hel-Hol, F NTH S F Eng-Bel, F ENG-Bel, F Iri-MAO,

Russia- Palter: F AegS Aust F Ion(otm), F Bal S & Pru-Ber, A Pru-Ber, Ber-Mun, A Sil S S Ber-Mun, F War-Mos, A Gal-War

Austria-Davies: A Gre-Bul, A Apu-Rom, A Nap S A Apu-Rom, A Boh-Mun, A Ven-Pie, A Tyr-Ven, F Adr S A Tyr-Ven, F Ion-Tyr

Winter 06 Supply Chart:

Austria: Home, Ser, Gre, Ven, Nap, Bul = 8, even

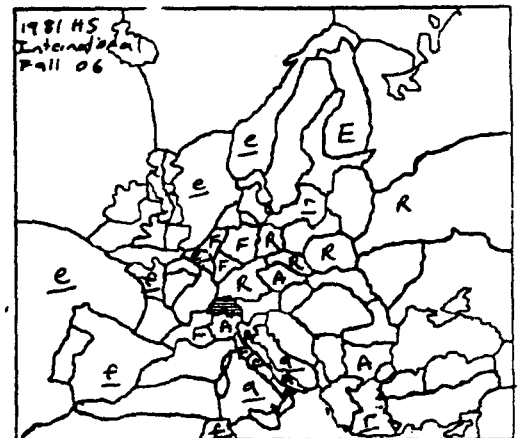
Russia: Mos, War, Sev, Rum, Ank, Smy, Con, Ber, Mun = 9, build 2

England: Home, St Pete, Nwy, Den, Bel, Swe = 8, build 1

Russia: Home, Spa, For, Kiel, Hol, Rome, Tun = 9, even

DEADLINE FOR WINTER 06/SPRING 07 is FEBRUARY 28, 1985!!!

All of the draws failed! No new ones were proposed. Welcome back to you all from the long break. I hope we can keep things moving now. Thanks to sticking through this with me!!



GM Cathy Cunning
1526 N. Lawler Ave.
Chicago, IL 60651

the game stuff

International Dip 1984 X

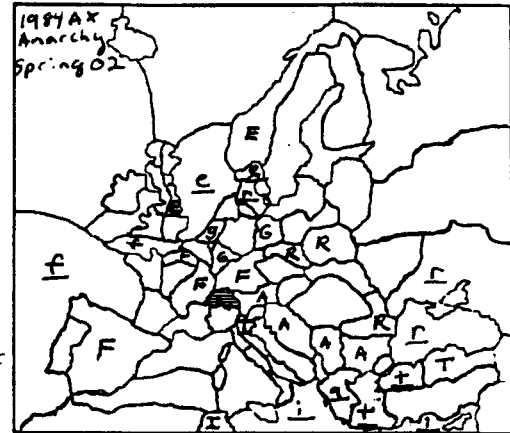
ANARCHY

Spring 02

HERE COMES THE FROGS, HERE COMES THE FROGS!!

SPRING 02:

- France-Norris: F Bel-Eng, F Bre-MAO, A Spain H, A Par-Pic, A Mar-Bur, A Mun-Ruhr
- Germany-Hanson: A Ruhr-Mun, F Hol-Kiel, A Ber-Kiel
- Turkey-Acheson: A Bul-Rum (dis, ann), F CGN-Bla, A Ank-Arm, F Aeg-Con
- England-Cartier: F Nwy-Ska, A Lon-Nwy, F NTH C A Lon-Nwy, A Lvp-Yor
- Austria-Rogerson: A Tri S A Vie-Tyr, A Vie-Tyr, A Bud-Ser, A Ser-Bal, F Gre-Aeg
- Russia-Holley: A Rum S Austrian A Ser-Bul, A Sil-Ber, A War-Sil, F Bla S A Sev-Arm, F Sev-Arm, F Swe-Den
- Italy-Allan: A Ven H, A Tun H, F Ion-East Med, F Nap-Ion



Game Notes: England did build a Army in the winter. Please remember the map is only a guide, but not the rule.

PRESS:

- Germany: Huh? What? You didn't tell me that ont only was Germany the worst position in this game, but that also he had been writing the most press. Thanks a lot, Cathy... ((You're welcome. Now if you like Turkey, I've got some other games, you can play in))
- Huntington-Memphis: Sorry to see you go. ((Poor, Melinda, now who can shestab))
- Turkey-Con: Lady, you're going to pay
- Russia-GM: A little bit is all I need. If I let them have everything, thse mere men wouldn't stand a chance. ((They don't stand a chance now!))
- Germany-Russia: Sorry, but up here we have no cotten fields. We got corn fields. We got bean fields and beet fields. In a couple of months we'll have snow fields. But no cotten fields.
- Rus-Tur: Me, aggressive? Acheson, how could you think such a thing? Don't you trust me? ((Ch, Melinda, leave the poor guy alone. He's got enough problems now. Just look at where he lives))
- New Germany-Old Germany: Don't worry about upholding the honor of the South; I'm from South Minneapolis
- ???: It could be worse. It could be raining,,,,,Ooops, I said it.) ((Or snowing and snowing...))
- London, Reuters: "Tis the season to be jolly, Lets go get _____." _____ Old Diplomacy song.

DEADLINE : for Fall 02 is FEBRUARY 28, 1985

Send orders to Cathy Cuning 1526 N. Lawler Ave. Chicago, IL 60651 USA

Regular Dip 1984 AC

WETLANDS

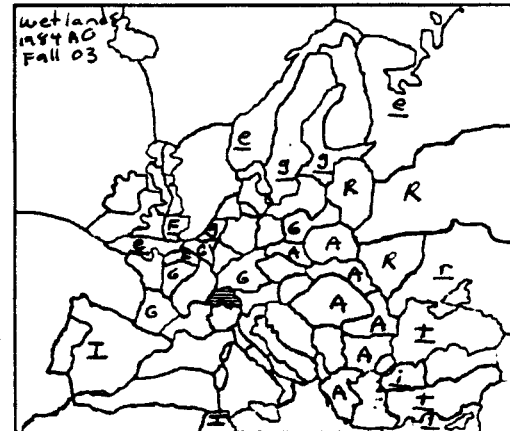
Summer/Fall 03

TURKEY AND FRANCE STILL HOLD ON!!!

SUMMER 03: France: A Bur-Pic, Russia: A Rum-Ukr

FALL 03:

- Turkey-Acheson: F Black-Con, F Smy-Aeg
- France-Edwards: A Pic-Bre, A Par S A pic-Bre (dis, ann)
- Russia-Hurst: A Lvn-War, F Ukr S A Lvn-War, A Most S A Lvn-War, F Arm-Sev, F St Pete (nc)H (Dis, Ann)
- England-Holley: A Lon-Bre, F Bar-St Pete(nc), F ENG C A Lon-Bre, F Nwy S F Bar-St Pete(nc)
- Germany-Corbin: F Both S English F Bar-St Pete(nc), A Pru S Austria A Gal-War, F Den-Swe, A Bur-Par, A Gas S A Bur-Par, A Mun H, F Kiel-Hol, A Bel-Pic
- Austria-Lucas: A Rum-Ukr, A Bud-Rum, F Gre-Aeg, A Sil S A Gal-War, A Gal-War, A Bul S Italian F Con
- Italy-Courtemanche: F Con S Russian F Arm-Ank(NSM), F East Med-Smy A Tun H, A Mar-Spain



WINTER 03 SUPPLY CENTER CHART:

- Turkey: Ank, Smy = 2, even
- France: Brest = 1, even
- Russia: Mos, Sev = 2, remove 2
- England: Home, Nwy, St Pete = 5, Build 1
- Italy: Home, Spain, Tun, Con = 6, Build 2
- Austria: HCom, Gre, Ser, Bul, Rum, War = 8, build 1
- Germany: Home, Den, Hol, Bel, Swe, Par, Mar = 9, Build 1

DEADLINE FEB. 22, 1985 ; Winter/03, Spring 03

GM: Cathy Cuning
1526 N. Lawler Ave.
Chicago, IL 60651

A Concession to Germany is proposed. Please vote with your next orders. NVR = no

PRESS:

- DDT-GM: It may not be for long, but I always was a good KINGMAKER player! ((We'll miss you!))
- Lon-Mos: In order to influence a game, you have to stay in the game. Who knows? I may quickly follow you out!
- Eng-Fra: In a little while I probably will be in your Adidas!

more games

WETLAND'S PRESS CONT.:

Italy-Russia: I hear that there is a large amount of Sanguia still in Spain. The Frenchmen were only interested in the mustard that the Spaniards had to offer so they left the stockpile relatively untouched. I will crook my elbow in fond remembrance of our campaigns together.

QM-DDT: So nice to visit. Any vodka left?

EL Duce-DDT: Yes, it is true that the Kaiser has you both right where he wants you both. Unfortunately Austria is fighting the wrong person.

The Curia-Moscow: Stop Trying to bury your sorrows in pizza. There is only so much dough in Italy and you are driving up our prices.

London-Rome: Ha! It's a little known fact that Tom has bionic teeth! You should see my poor bruised little toes...

SAAVIK-Ragmuffin: Did you see the look on the faces of those skiers as we passed them out on our toboggan? One would think that they owned those trails. A few of them were probably enemy agents who were frustrated as they tried to keep up with us. You must admit that a toboggan ride is much more cozy than a ride than the slopes on a pair of skies. As for being cooled off, nothing a short stay in the sauna shouldn't cure or a hot tub for that matter.

Ragmuffin-Saavik: Let's make it the tobaggan run. I love to cuddle when it's cold! And you know I get cold when the thermometer dips below 55!

Italian Ambassador-Hydra-headed Monarch: I'll leave your ancestors out of this if you stop trying to stop my press machine.

Rome-Berlin: Thank you so much for Marseilles but on the way through my generals lost a few thousand Lira at the tables. So, I decided that they would be better off in Spain.

Gascony: Hey Heinz, Second bricage on it's way to Paris! Wait till they find out we took all the girls with us.

AP) The French Foreign Legion decided that if they had to die, then they might as well die in bed. The bordellos of Paris never had such a thriving business. The Madoams tried to keep the Germans out of the city limits because so much money was flowing into their coffers and the Germans were broke after their stay in Monaco.

(London): Her Majesty's government wishes for the speedy recovery of DDT. His presence has been sorely missed.

Rome-Budapest: The Italian ambassador has some very sharp words to tell the Hydra-headed Monarch. There is such a thing as free speech and the people of Italy do not like their freedoms trampled, even by an ally. Further efforts on your part to hinder our dissemination of information could be the basis of a breakdown in relations.

Rome-Con: It is quite possible that besides doing some manipulation in my own right, I too have been manipulated. How else would you think that I am still at a paltry four units in 1903? They may feel sorry for me and let me have a few centers this turn. ((I do believe you guessed right!))

Gunboat Dip 84 Crb32

DEADWOOD

Summer/Fall 03

THINGS ARE STILL ABOUT THE SAME HERE!!

Summer 03: England: F Nwy - NTH

FALL 03

Austria: F West Med-Tun, A Gal-War

Russia: F St Pete, F Nwy S F Ska-Swe(dis,ret-Bar,otb), F St Pete S F Nwy, F Mos H, A Bud-Gal, A War S A Bud Gal(dis,ret-Pru,Lvn, Mos, Ukr, otb), A Vie S Turkish A Alb-Tri

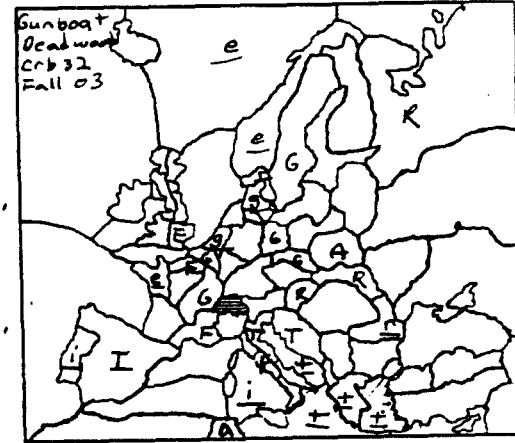
Italy: F Tyh-Nap, A Mar-Spa, F Por S A Mar-Spa

England: F NTH-NWY, F NWG S F NTH-NWY, F Bre-Pic, F Spa(sc) S Aust F WMD(otm, dis, ret-MAO, WMD, GOL, OTB), A Lon H.

Germany: A Swe S English-F Nwg-Nwy, F Den S A Swe, F Hol S A Mun-Bur, A Mun-Bur, A Sil S Aust A Gal-War, A Kie-Ber

Turkey: F Adr S A Tri-Ven, A Tri-Ven, A Alb-Tri, F Ion-Nap, F Aeg-Ion, F Bul(sc)-Gre,

France: A Ven-Rome, A Bur-Mar, A Pic-Bre



WINTER 03 SUPPLY CENTER CHART:

Austria: Tun, War = 2, even

Italy: Nap, Port, Spain = 3, even

France: Par, Mar, Rome = 3, even

England: Home, Nwy, Bre = 5, even

Russia: St Pete, Mos, Sev, Rum, Bud, Vie = 6, remove 1

Germany: Home, Den, Bel, Hol, Swe = 7, even

Turkey: Home, Ser, Bul, Gre, Tri, Ven = 8, build 2

PRESS:

Ank-Mos: Overall, we have the upper hand. I'll move to Tyo as soon as I can and begin supporting you to Mun.

Darboystafford: I assume you are England, Russia or Turkey. They have the highest winning percentages in Gunboat. Go Ratings!

ENG-Turk: So Germany is a Linsey toady, so what? As Former Tretick Toadies (though Uncle Bernie was never a tenth as bad) let's treasure a swiftly vanishing breed. When he finds out what he's supporting, his bitterness will be all the greater.

France-Germany: "PEACE!!" Your back is safe, concentrate on your Russian enemy, I have enough to do to get my homeland back

DEADLINE FOR WINTER 03/SPRING 04

FEB 22, 1985

The Stand-by for France is now playing France. Thanks

DEADWOOD PRESS CONT.

Lon-Ber: Russia is ours? Please inform him of this -- he's doing a lousy job of rolling over.
Lisbon-Toa/father: Master, Where are you?
Tallman: I would just like to announce that I completely support Mike Ehli for Hobby Sex God. Aside from John Michalski, there is no other candidate.
Alexandria: Won't somebody please open my mail?
Lisbon-Wes: How can he support you to where you already aren't and he already is?
Ehli: "Hey, Baby, how's it going?" (Typical smooth HSG Fatter)
Lisbon-Tri: I'm clearing your path to Sweden.
Budapst underground -Italy: I've seen the light! I'll support your fleet wherever it is, if England will move to Lyon and leave portugal alone. Maybe we can stem the yellow peril.
France-Board: "What did I get myself into?"
Tunis: The Turks are leaving! The Turks are leaving!
Austrian Bandit Troup-Germany: Mercenary unit for hire cheap! Must provide supporting center.

Gunboat Dip 84 DRB 32 LIVEWOOD Fall 03
 Another one goes to sleep!!!!

FALL 03 :

Germany: F Den S F Swe-Ska, F Swe-Ska, A Ber-Kiel, A Pru-Sil, A Hol H, A Mun H.
 Russia: A Mos-StP, F Sev S A Rum (otm), A Rum-Ser, A Sil-Ukr(nsu), A War H (nmo)
 France: F MAO-Iri, F EnG S A Pic-Wal, A Pic-Wal, A Spa-Gas, A Bur S A Bel, F Beh S A Bur
 Austria: A Tri-Vie, F Bul(sc) H, A Bud-Vie, A Ser & F Bul(sc), A Alb-Gre
 Italy: F Emed-Smy, A Syr S F Emed-Smy, F Ion-Reg, A Tyr-Ven
 Turkey: A Con-Smy, F Aeg-S A Con-Smy, F Black-Bul
 England: NMR! Would the unknown standby please stand-by for England?
 F Lon H, F Ska H (dis, ret- NTH, Otb), F StP(inc) H, A Fin H, F NWY H.



WINTER 03 SUPPLY CENTER CHART:

Turkey: Con, Ank = 2, remove 1
 England: Home, Nwy, StP = 5, even
 Germany: Home, Hol, Swe, Den = 6, even
 Russia: Mos, War, Sev, Rum = 4, even
 France: Home, spa, Por, Bel = 6, even
 Austria: Home, Ser, Bul, Gre = 6, build 1
 Italy: Home, Tun, Smy = 5, build 1

DEADLINE FOR WINTER 03/SPRING 04 IS FEBRUARY 22, 1984 !!!!!!!
 Cathy Cuning
 1526 N. Lawler Ave.
 Chicago, IL 60651

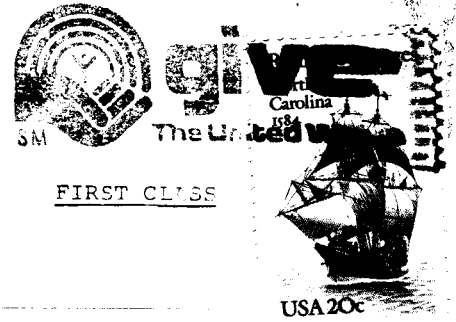
PRESS:

Germany: You bet I don't like the Brits.
Turkey-GM: If I pretend to not realize that "t" in the E Med is supposed to be a "i", will it get me anywhere? ((Doesn't look like it. At least not in this game.))
Russia-Cathy: If you're going to use maps, get them right! Shouldn't the Italian army in Ven be in Tyr? And shouldn't the fleet in Fum be an army? ((It should be right this time))
Arkattrra-France: Tyrant! The Moors are invaded again! And what's the idea placing "T" after "I", huh?
Italy-Austria: Can I have all of Turkey? Oh, Please, please, please!!
Russia-A/I: Italy can be LOADS of help. Besides, you don't see any Russian fleets in the Aegean, do you? By the way, A, the number was 67.
Italy-Austria: Not that support into the Aeg does you a whole lot of good.
France-Italy: I'd like to keep the peace, hence my move to Gas rather than Mar. I know I'm not getting a build this season, so I have't left it vacant for that!
France-Russia: Why not do something positive. like setting up to kick England out of St. Pete or Turkey out of the Black Sea?
Russia-Germany: How about a pro-agression pact against Austria? They might just get here first. Looks like you and France are on your own against England for the moment. Then again, every little bit helps..
France-Germany: Great stuff (sarcastically), I said you could have Scandinavia and here you are doing your level best to get kicked out.
France-England: Did I guess right? ((Hm, well I think we'll have to wake him up to find that out.))
Southlands-Northlands: I like it when the poor oppressed English take dots from the big, bad, foul-mouthed germans. If only the ignorant French could do the same. We are on your side sir! But, please write some press for a change!
Russia-Cathy: You and Eric are engaged, huh? That's simple to fix - there should be a knob on the door just above the handle; now turn it until the word engaged is replaced by vacant, and then turn the handle to open the door and get out. ((Very funny, but be careful! People can tell who you are from that silly sense of humor that you have.))

Gunboat Dip ? WINDYWOOD Spring 02

To the players: You will find this enclosed with the zine. I misjudged my space. Still maybe some day I will get it right. I don't know why you haven't gotten a number yet. I'll have to check into it. bye!

FROM CATHY CUNNING
1526 N. Lawler Ave.
Chicago, IL 60651 USA



FIRST CLASS

Sub ends TO:

ROD WALKER
1273 Crest Drive
Encinitas, CA 92024



"Maurice finds the full moon a welcome break from marketing consultancy."

This has been Cathy's Ramblings #12
Written by Cathy Cuning and column by Eric Ozog
Cover Art by Eric Ozog

We can be found at 1526 N. Lawler Ave., Chicago, IL 60651 (312) 237-4650 that's the phone
Dan Stafford, 58 W. 9th, Apt E., Columbus, OH 43201

Game Opening!!!

Regular Dip: GM Dan Stafford: Alan Stewart, Richard Anderson, Dave Greenlee, Melinda Ann Holley and John Crosby are signed up. Only 2 short. Game Fee is \$4.00

World of Orknaire: Fantasy Role Playing game. Five openings. No game fees at this point. I want to see how this will go. The cost will probably be in stamps for return mail.

NEW SUBBERS: (This is for George Graessle)
Richard Anderson, 925 Guerrero #1, San Francisco, CA 94110
Alan Stewart, 702-25 St. Mary Street, Toronto, Ontario, M4Y 1R2, Canada
Dave Greenlee, 504 Chimney Roack Road, Everman, TX 76140

Stand-By List: Bob Olsen, John Davies, Chuck Doehrer, Jerry Lucas, Don Swartz, Roy Henricks, Robert Tcheson, Derwood Bowen, Jim Burgess, Alan Stewart, DS Palter, Melinda Ann Holley, Tom Hurst, Jeff Bevis, Scott Hanson, John Crosby, Kieth Anderson, Ken Corbin, George Graessle, Stephan Dycus. Please let me know if you want on or off this list and thnks at all of you!!!!

Well, I just wanted to take amoment and thank all of you who sent words of congraulations to me and Eric and thanks for the Christmas cards. Let's make 1985 a better year!!!

DEADLINE FEBRUARY 22, 1985 and who knows this time I might only be a week late...

Subs: \$7.00 for the U.S. and Canada \$1.20 per issue for Britain and places like Australia and Greece

NOTES:

Rod - I am going to send you a letter later -