



Hello.. and welcome again to another late CR. This is number 29 if you are counting such things. There are several excuses one being that I was broke and the other that I got sick with some kind of flue, but atleast here it is out atleast.

The cover is of Patrick Troughton by Karlton Clements. Patrick Troughton was better know as the Second Doctor on Doctor Who. But I will let Michael Hopcroft tell you about that...

GOODBYE TO THE LITTLE FELLOW by Michael Hopcroft

Patrick Troughton died on March 28, at a convention in Columbus, Georgia. He was 67.

Troughton was best known for his role as the second actor to play Doctor Who. He took the part in 1966 after the retirement of the first Doctor, William Hartnell, and played the part for three years until 1969. His Doctor was radically different from Hartnell's, but his cheerful, eccentric character quickly became one of the most popular Doctors, a distinction which has continued through five successors. Unfortunately, the BBC destroyed many of his episodes, but some have reached American syndication and have been shown in a few markets.

Troughton left the show to avoid being typecast as the Doctor, but was willing to come back for three reunion episodes. He had recently, become a popular figure at science-fiction conventions, where he was known for his charm and wit. He had a considerable reputation as a practical joker on the set, and his 'fued' with Jon Pertwee (his successor) grew to legendary proportions.

For most of his career, Troughton was a professional chameleon who specialized in character parts. His best known film work included roles in Jason and the Argonauts, The Omen and Richard III.

Thanks Michael for the article. I know those of us who like Doctor Who will miss Patrick. He is still one of my favorites even though there were so few of his shows to see.

DIPLOMACY NEWS AND STUFF:

I have a few zines about here that I need to give plugs to:

THE VORTEX: David Gorham, 806 South Euclid Street, Fullerton CA 92632

I've been getting samples of this zine although I wasn't quite sure what it was at first. David is currently running one Diplomacy game, but has openings for two regular Diplomacy games and one GUNboat game. From what I can tell he comes out like clock work and it's all done by computer. Even laser printed. The price for the zine seems a little high, but since when does a publisher ever charge the price the it costs us to print the zine? It's \$1.00 per issue or yearly for \$10.00 or two years for \$15.00. Game fee is \$5.00. If you want to play in a zine that comes out on time, but doesn't include all the chat stuff, then this is the place for you.

Not Up to Modern Graphic Standards: Michael Hopcroft, 2190 W. Burnside #108, Portland, OR 97210

Michael is new, but he has a lot of heart and energy. This will be a chatty zine and there will even be a bit of FRPping with a touch of Diplomacy feel. It's called Superdippers. It's kind of a super hero's but includes a Dip feel. Don't ask me how he will do it, but if I know Michael if anyone can pull it off than it will be him. His subs are 10 for \$6.00 and I don't know if he has a game fee or not. Michael any game fee? He has openings in Diplomacy, Gunboat Dip and Superdipper which I mentioned above. This may not be as smooth as the Vortex, but it will be fun.

THE PRINCE: Jim Meinel, P.O. Box 240003, Anchorage, AK 99524

This is not a new zine, but it's one that I haven't seen for awhile. Jim used to live in Seattle when I was there and we got together over at Tallman's and played dip. He was known to me as a demon in a business suit. Let me just say that he was a smooth talker, even more so than Tallman and me. Jim is an excellent GM and he does have a game opening that he is hoping to fill and he has a stand-by list that he would love to have some names on. His subs are \$5.00 for 10 issues and there's a \$5.00 game fee if you want to play dip. Deadlines are monthly and I think Jim will be on time as well. There is some chat as well.

DIPCON XX- MADCON V: Actually by the time you get this if you aren't already going then it may be too late. This will be held June 5th- 7th at the University of Wisconsin-Madison's Memorial Student Union. There will be five diplomacy rounds played, two rounds shall be minimum for awards. Rounds are scheduled to begin on Friday evening - 6:00 pm, Saturday: 9:00am, 1:00 and 6:00 pm and Sunday at 9:00 am. A Non-formal Titan tourney shall also be played with a maximum of 36 players at this event. If you live near Madison and still would like to stop by but need more info then contact Mark Frueh at (314) 832-1791. There are dorm rooms available. You might also try contacting Marc or Debi Peters for more info on the housing (608) 273-0983. We will be going this year just for Sat and Sun. Hope to see many of you there. It's a great chance to put some faces to the names and get some friendships started. The Mad group are great anyway.

Oh, Eric will be GMing a variant in this zine some time soon. You see he wants mail so bad that even game orders are better than nothing. So write to him and make his day! Or just address your orders to Eric instead of me. It will give him something to open up. You know how bad mail withdraw can be.

WORLD OF ORKNAIRE

As some of you know I will changing the system of this game over to individual turns. This will increase turnabout time a 100 time. Basically, I've been forced to face the fact that with my new job and all the extra things that go into living on your own, I just don't have the time to do a Orknaire turn. Not the way things are right now. I can deal with two to three page individual turns whenever you as players send orders in to me. You won't be getting 10 pages with everyone's actions and your own mixed in. Instead you will be getting 2 to 3 pages of just your own actions on 8 1/2 by 11 non-reduced paper. Basically you will be getting just about the same amount of writing as you did before, but you won't know what the other players are doing. You will send the orders in just like you do now, but you can inter-react with NP's only. The only way you can deal with a PC is by writing to that character and saying, "Hey, why don't we do this?" And then both of you send orders in to me stating that this is what you want to do. I will then send a sheet back to both of you saying what happened.

I think everyone will be happier with this system and you'll be able to get back into the game again. It's not easy to GM a fantasy role playing game, however, it became such a big task for me that I kept putting it off and saying, "I'll do Orknaire just as soon as I get caught up with these letter," Of course I never got caught up and that is why you are wonder if I just gave up. No I haven't given up. In fact, I will get it out before Dipcon. I know you don't believe it, but you see if I don't get it done by then a certain James wall will send his Thane after me. So I have an excellant motive and I want to switch things over as soon as I can. This will be the last awful turn that I have to do.

The events will be the same as you left them, but you can spend more time on your individual quests. Also, I'll be giving you hints along tthe way for things to do if you get tied down. I've played under several people using this format and I think it works quite well for for the players and the GM. I will make a list all all the current PC's and what is basically known about them. and the current address of the Player running them. Now, Shall we start?

Albion

ADREAS DU HOY: Michael Hopcroft, 2190 W. Burnside, Apt #108, Portand, OR 97210
Adreas is a noble of the upper classes. His father is the Count of Hoy. He is a good looking man with the red hair that is common on Hoy island. He's known for his extreme sword skills and his naivete about the city. Strangely he is a good friend to both Brand and Malcolm.

THANE: James Wall, 514 E. Washington #1, Madison, WI 53703
Thane is a small man with a face of stone. His background is unknow. Recently he has been employed by one Lord Scanlan. A Petty Lord who thinks he is grander then he is. Thane runs a racket of childern who gain information for him. He inturns takes care of them and teaches them things.

ERIC-LOKI: Dan Scott Palter, 999 Central Ave #300, Woodmere, NY 11598
Loki is a huge man and is know to able to put a man out with any blunt instrument he can find. He is know as a drug dealer and an information getting. You can find just about anything from him if the price is right. His background, no one knows except that he is a bastard.

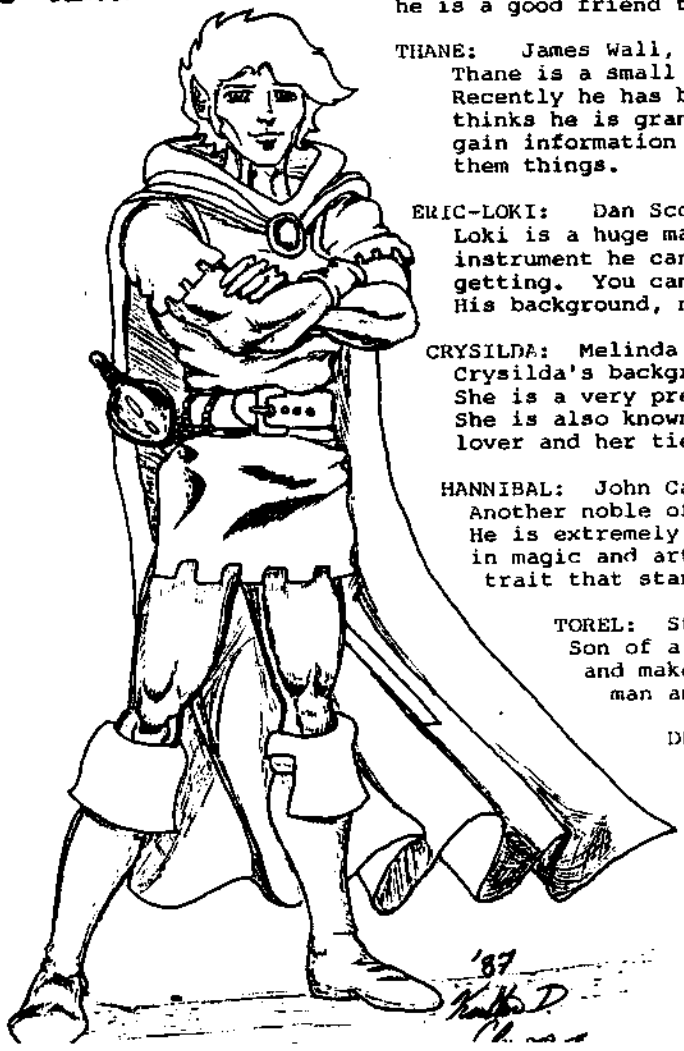
CRYSILDA: Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727
Crysilda's background in unknown though some think she is of noble birth. She is a very pretty woman and is known for her skills as a tracker. She is also known for her close ties to Albion- most say that she is his lover and her ties to Brand.

HANNIBAL: John Caruso, 29-10 164th St, Flushing, NY 11358
Another noble of the higher class. His father is the Marquis of Stroness. He is extremely skilled with weapons but has a strange side interest in magic and artifacts. He is closest to Brand and hates Malcolm. Another trait that stands out is his eyes, he has one blue eye and one green eye.

TOREL: Steven Courtemanche, 1021 Penn Circle #E402, King of Prussia PA 19406
Son of a poor noble. Torel hates the city and makes his living of off hunting and tracking. A Very honorable man and his word is as good as gold.

DEATH: Steve Langley, 2296 Eden Roc Lane #1, Sacramento, CA 95825
Second son of the Count of Westray. Death is an extremely good looking man with a stock of hair so long and it could be white. He is drinker and a ladies man. He knows some hunting, but usually talks his way out of any conflict. Good friends with Malcolm. Recently he was set up for crimes that the underworld did.

RICATH: Bob Laventure, 2744 Montague, Colorado Springs, CO 80918
Ricath is a half Orknaire/ half Britaine bastard. He has become very good both with his dagger and his ability to steal. He is quick and smart. Works for a locksmith in the market.



WORLD OF ORKNAIRE CONTINUES:

FABIAN BODICCO: Jack McHugh, 730 Union St. Apt #8, Allentown, PA 18101-2212
Fabian is the bastard son of a poor noble the Baron of Ronalsay. Living in Ronalsay in the far north gave him many skills and he able to deal with both farming and sailing and riding and fighting. He has come south to make his way in the world. He is very easy to get along with and has high standards about the world. Closest to Albion and Carmaira.

And so that is all of you. Sadly I couldn't fit all of this into one page. But Eric wanted some space and now I can give it to him. You will have no set deadline on the individual turns. I'll turn them about as quick as I can. If you want to do something with another PC then write to each other. Every turn I will have an update section, something like Michael Hopcroft's 'Time Lording it' in Life of Monty. This will give briefly what the other characters are up to and you can decide whether to help them or not.

So soon things will get back to normal again. No better then normal. I hope you will like the change.

ANNOUNCING....

Well, Eric wanted abit of space and here it is.....

AIR-SEA DIPLOMACY

This interesting Diplomacy variant uses the standard map and number of players, but incorporates two new kinds of units in addition to the usual armies and fleets: the airplane and submarine. A basic overview is planes may fly above provinces and render support to ground operations and subs may move below the surface of sea spaces. As you can see, stalemate lines become impossible to form, which will make for a faster end-game as well as spice up the tactical options. Created by Bernie Oaklyn in 1979, I'll be using his rules with minor modifications to be worked out by me and CR's guest GM and resident genius Dan Stafford. Complete rules will be sent out upon the game start-up. I've GMed as well as played this variant before- I think it is quite enjoyable to play and deserves to be resurrected. Besides, as Cathy says, I want to start getting mail again- I'm desperate, so even getting game moves in my mailbox is better than nothing. There may or may not be a gamefee- that depends on what your editor/my sweetie has to say and whether or not I can get space in these pages or go out on flyer. She's asleep right now and this rag has to go to the printer tomorrow, so we'll know next time. Sign up soon, I'm only running one at a time! --ERIC

1987 RUNESTONE TIME POLL BALLOT

- The Abyssinian Prince
The Alamo City Times
Alpha & Omega
The Appalachian General
Appalling Greed
The Armchair Diplomat
Barnaglieri
Blunt Instruments
Boast
Bushmancker
The Canadian Diplomat
Cathy's Asahlings
Chaseeunks
The Communist Diner
Costaguna
Diplomacy Digest
Diplomacy World
Diplomag
The Diplomat
The Diplomatic Rag
Flippy (Jim Bones' sime)
The Dragon's Lair
Europa Express
Everything
Foullletonist's Forum
Flick of the Wrist
Jol Si File
Foundation
Froboss
The Gezer's Zine (OT)
Gentleman's Agreement
Graustark
Mail Mail!
Hansard
The Home Office
House of Lords
It's a Trap!
Kaleas
Kathy's Kerner/Whitestonia
The King's Court
Know Your Enemy
Known Game Openings
Lifs of Monty
Lone Star Diplomat
Magus
The Messenger
Microphone
No Fixed Address
Ohio Acres
The Ophanage
Ouinlique
Over There
Paranoiacs' Monthly
Penguin Dip
(Blank spaces are for any I've neglected to list.)

INSTRUCTIONS: You may rate any publication substantially devoted to Diplomacy of which you have seen at least 10 issues since April 1, 1986, and which has been published in 1987. Rate each zine on a scale of 0 to 10 (0 being the lowest possible vote, 10 the highest). No fractions, please. Do not rate your own publication. Please rate North American zines only, though any readers living outside North America are welcome to participate.

1987 RUNESTONE SUBZINE POLL BALLOT

- At Your Service
Big Hits of Mid-America
Bottoms Up
Lebi's Filler
Ipidocus
Flat Bellum
Hare of the Dog
High Inertia
High Plains Game
Life Goes On
Magnificent?
Meeting of Minds
The Megadiplomat
The Helmsbone Herald
Only Yesterday
Out to Pasture
The President's Brain...
Semi-Instant Reply
Shadowplay
Submarine Warfare
Thrill of Agony, Victory...
(Tlaw) Lording It
The Book Report
Ereban
(Blank spaces are for any I've neglected to list.)

INSTRUCTIONS: The same as for the Zine Poll -- 0 to 10 scale, do not rate your own publication.

1987 RUNESTONE GM POLL BALLOT

Please list GMs alphabetically by surname, going down the columns.
Vote GM's Name Vote GM's Name Vote GM's Name

INSTRUCTIONS: You may rate any Diplomacy GM in whose postal game or games you were a player at any time after April 1, 1986, and under whom you played for long enough to gain an objective assessment of his or her competence as a GM. Gamemasters may not rate themselves. Rate each GM by NAME, not by sime. Distinguish between Ron Brown of California and Ron Brown of Canada if you vote for either or both. Again, the rating scale is from 0 to 10, with 0 being the lowest possible vote and 10 the highest. No fractions, please. Rate North American GMs only, though any players living outside North America are welcome to participate.

CONTEST FOR GERMAN DIPLOMACY SET

Yes, I would like to try and win the free, brand new German Diplomacy game!
Print neatly:
Name Phone (optional)
Address
The zine I predict will win the 1987 Runestone Poll is
Rules
1. You must vote in the Poll and correctly guess the winning zine to be eligible for the prize.
2. The winner will be selected randomly from among all eligible entrants. The random drawing will be performed by Nelson Reintman.
3. The winner's name will be published in The Green Shell Press! along with the Poll results.
4. People involved in collecting ballots for the Poll (Bruce Liney, Nelson Reintman, and Derek Cawel) are not eligible to win.
5. The winner will be notified and allowed, at his or her discretion, to take a U.S. Diplomacy set or a \$30.00 cash prize in lieu of the German Diplomacy set.

Send your ballot to Bruce Liney, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 (USA) or to Nelson Reintman, P.O. Box 203, Bownessville, NY 14026 (USA). Deadline for votes to Bruce is June 27, 1987. Deadline for votes to Nelson is June 20, 1987. All votes will be held in strict confidence. A voter list will be published again this year. IF YOU WIN TO RECEIVE THE POLL RESULTS BY MAIL, check this space and enclose \$1.00 U.S. (to Bruce Liney) with your ballot. The results publication is called The Green Shell Press! it will contain an in-depth statistical analysis of the voting and much more. Publication date will be in July. Indicate one way in which you participate in the North American Diplomacy hobby (sub to Zine III, play in game 1986YT, etc.)
Signature (if your ballot isn't)

LETTERS

Not too many this time, but I'll see what I got...

STEVEN COURTEMANCHE: As far as where the blame belongs on why it costs less to import an item than to make it, it belongs smack dab on us. Yes, we have brought this problem upon ourselves because of the lifestyle we lead. It is the best lifestyle in the world because we (as a group) have worked to make it so. The resources of other nations have helped to fuel our economy and now that there is competition for them we can't get them cheaply. This magnifies the problem of the disparity of wages between workers in the U.S. and in less developed areas. The wage cuts that went on in the past are a way of compensating for that disparity. I hurts but has to be done. ((Interesting... Just wondering how you feel about Unions? I have no love for them, but then I'm working for nothing and praying for a raise. So it goes... Can't have your cake and eat it too.))

DAN SCOTT PALTER: On Eric's field trip. Both countries would be better off moving the boundary South. Mexico would rid itself of some of its most discontented states and we would pick up some good real estate. For obvious reasons it won't happen until Mexico blows up, which looks like it is coming real soon now. The difference between what we've made out of Arizona and what Mexico hasn't made out of Sonora is not an accident. ((It's scary to think that there is such a hot spot on our border.))

STEVEN COURTEMANCHE: Oh Cathy, what about the statistic that, at least, half of all deaths are alcohol related. A drunk driver on the road scares me more than a sober one doing 65 mph though I prefer that he do 55. A car can be stopped much faster when it is traveling at slower speeds. Also, in wet weather, there is less chance on hydroplaning. I'll have to agree with Jack McHugh about the raising of the speed limit being a bad idea.

DAN SCOTT PALTER: Re McHugh: You are simply wrong on the 65 mile limit. Instead of silly and unenforceable limits on largely deserted rural interstates, let's try some real enforcement of 55 in the urban areas. 90% of the U.S. population lives in the metro areas. Not one state or city really tries to enforce 55 regardless of congestion. Enough said. Legal pollution is a menace to society. ((No matter who is right or wrong, we now have the 65 speed limit. Steven I agree with you about drunks and we have very hard laws in Arizona to deal with them. I have noticed a lot more people being stopped now that's there's the 65 and I can leave 10 min later for work!))

DON DEL GRANDE: I think there are two things Jack McHugh forgets about the new 65 mph limit. First, it only applies to areas outside of cities with populations of about 25,000 or more, where most of the traffic usually is; second, the speed limit for trucks is still 55. And although I am a Reagan fan, I do have some personal interests in the highway bill; as of this moment, I-580, which I take to and from work, is probably the only interstate in the country with Traffic signal. because the main section of the freeway is still being built. ((What do you expect for California? They're afraid it will fall into the sea or something.))

JOHN BREAKWELL: There was a lot of hassle over the Falklands game over here which I found hypocritical. I could play a game based on any other war/battle in history and nobody would raise an eyebrow. It seems you can't trivialise something people still feel strongly about. German's invading Britain? No problem. Sinking this country! No chance. Wait a few years and they'll be playing it at Games Fair.

The Price of Freedom should be regarded exactly the same. Nothing's so sacred you can't parody it- which is what a game really is, a parody of real life.

Cathy, aren't "bang-bang" game the most popular. Hack-n-slay is the most prolific style of play in RPG's and combat orientated games always go down well (eg Warhammer, Risk, Nuclear War, Kingmaker, Apocalypse). I thought most American companies would exist on their own market and the British market was a bonus? No? ((I'll let Dan answer that later and now more on the subject of killing things.))

DON DEL GRANDE: As for Dan Palter and the Price of Freedom: does he know the title for the game proposal that received the highest reader acceptance rating in the history of Strategy & Tactics? (I think it was called CASE Geld.) It also had to do with an invasion of America - by a victorious Axis in 1946 - and, after much debate, SPI decided not to produce what could have been its most popular game. However, this was mainly out of fear that many of the game's buyers, not having lived through WWII and the German and Japanese atrocities, were "Nazi admirers". Still, TPOF might tend to bring out the "get rid of the USSR before it gets rid of freedom" feeling in its players.)) ((Dan has an extremely long answer to all this, but I will try to edit it down.))

DAN SCOTT PALTER: Europe has always had a very odd mindset on the cold war. it was a good thing because it made the U.S. like them. It was a bad thing because it might be fought in Europe for real. Its a good thing because America could go isolationist and leave them to face the big bad bear alone. Fact is that while all nations are skitzy on their foreign policies the EEC countries would win the world championship in a cakewalk. In the late 70's they invent a threat called Russian SS20's. Claim that without U.S. theater missiles they are in danger. We agree to deploy theatre missiles. The European left goes crazy. Giant demonstrations. Waffling Government. We deploy on schedule. Prof of RR's fascist tendencies to a first strike etc. - forget that the whole deployment scenario was written by Jimmy the Cracker and Helmut the Schmidt. Now we offer zero option - missiles to go back to the states in return for a real Russian reduction of medium range missiles. Europe screams they are being abandoned. Wants to know what we are going to do about the short range Russian birds. Wants new American short range systems. Europe want as usual to blame America for there being unpleasant realities in the world. ((Darn, no more room. Well, maybe more on the next page if Eric doesn't wake up to type his bit.))

THIS IS ISSUE: 3

The President's Brain is missing !!

BRIEF ISSUE THIS TIME, Sorry, but I haven't the time to do much more at the moment - moving tires you out, studying tires you out, working eight hours per day tires you out, travelling 45min each way to work tires you out, typing issues of The President's Brain is Missing tires you out - need I go on?

Please note my change of address which is as follows:

Mike Dean, c/o 7 Kenmore Rd, CLECKHEATON, W Yorks, BD19 3UY, U.K.

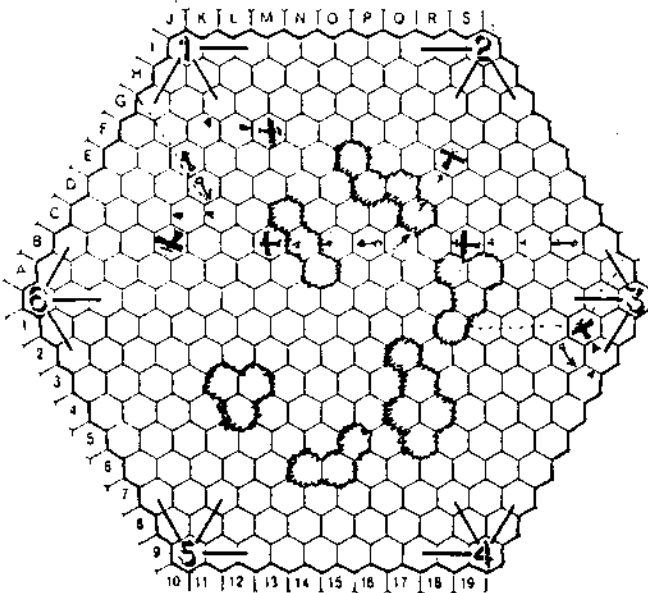
This issue sees the start of game 2 of Sopwith+, any takers for game three? N.B. All future games will be ordinary Sopwith for the time being, so that I can assess the effect the Sopwith+ rules have on the game. Presently I think they give the players too much freedom of movement, but I will await players comments at the game end stage before coming to any conclusions.

The job goes well, I am well, Helen is well, life in general goes well..

Aulus Plautius SOPWITH+ TURN 7

THREE NMRs ANNOY GM - PLEASE PULL YOUR FLYING HELMETS FROM OUT OF YOUR EYES AND SEND ME SOME ORDERS!!!

MEANWHILE GIMLET AND THE FLYING DOCTOR PART COMPANY AND WINGNUT FINDS HIMSELF ALL ALONE.



T.S.AERONORT (KNIGHT) NMR!	P11(Q11)
A c A A	11d16a
GIMLET (NICOLL)	4pts F 4(E 4)
RW FR (LW)? A LT	12d 9a
GREEN BARON (GAUCHAN) NMR!	O13(N12)
A A A	8d16a
RATATOSK (NORRIS) NMR! (surprise,surprise)	J 7(I 6)
A A c A	10d16a
LT.LOUIS WINGNUT (BECKER)	4pts Q18(Q17)
LW LB A fL FR	12d10a
THE FLYING DOCTOR (C. OZOG)	K 5(L 6)
RT RT A	8d12a
CLOUD MOVEMENT FOR THE START OF TURN EIGHT IS DTN : 3	

NOTE: GIMLET MOVED "A" IN TURN PHASE AS HE ATTEMPTED TO DO A SECOND INTERMEDIATE MANOEUVRE IN THIS TURN!

PRESS:
WINGNUT - GREEN BARON: BETTER CHECK YOUR OIL, BARON!

Publius Ostorius Scapula SOPWITH+ GAME START GAME START

Right we are ready for Game 2 of SOPWITH+. Game fee of \$2 to Cathy for those who haven't already sent it. OK?

1. Doug Bowling, 228 Kinnell Ave, Cardonald, GLASGOW, O52 3RU, Scotland.
2. Bill Becker, 1515 Ridgewood, JENISON, MI 49428 USA.
3. Jim Nickel, 429 E Columbia St, Falls Church, VA 22046, USA.
4. Eric Ozog, P.O. Box 5225, Munds Park, AZ 86017, USA.
5. Dan Stafford, 357 Caruthers Rd., Tallmadge, Ohio 44278, USA.
6. Les Casey, 35 Nestow Drive, Nepean, Ontario, CANADA K2G 4E7.

And your cloud starting positions are:

I4,I5,I6,H5,H6 D8,E8,F8 J9,J10,K11,K12
P12,P13,O13 N15,M15,N16 N8,N9,N10,N8

Clouds will remain in these positions until the end of turn one. Thereafter they will be subject to the normal rules for cloud movement.

Incidentally, just to clarify matters, the number next to your name in the above list is the airfield from which your aeroplane operates. Allclear?

Right then, orders for turn one by the deadline given elsewhere in this issue. Happy shooting!

WAITING LIST:

SOPWITH: Kandy Grigsby, Bill Becker, Wallace Nicoll.
Fete Talk- please confirm by writing to me! 2/3 needed

DEADLINEDEADLINEDEADLINE
DEADLINEDEADLINEDEADLINE

JUNE 19, 1987 !!!

Bit cramped up,eh? See you next issue, Cheers, Mike

AND THEY'RE OFF AT LAST!!

Spring 01:

Russia-Crosby: F StP(sc)-Both, A Mos-Sev, A War-UKR, F Sev-Bla
 Germany-Laventura: F Kie-Den, A Ber-Kiem A Mun-Ruh
 France-Hopcroft: A Par-Bur, A Mar-Spa, F Bre-MAO
 Turkey-Ziezek: A Smy-Ank, F Ank-Con, A Con-Bul
 England-Barbehenn: F Lon-NTH, F Edi-NWG, A LVP=Yor
 Austria-McHugh: F Tri-Alb, A Bud-Ser, A Vie-Bud
 Italy-Dorneman: F Nap-Ion, A Rom-Apu, A Ven-Tyr

GAME NOTES: Just a warning kids, I have a tendency to be about two weeks late on turn around time. Don't panic if I'm late. I do get this out and I won't fold or anything like that. Just expect to play a mellow game. Please write orders on separate sheets of paper from personal letters, thanks!

PRESS:

ROME: "In an unusual arrangement popularly known as mafioso destiny, King Vittorio-Emmanuel III has delegated responsibility for both foreign and military policy to a non-noble family of Sicilians, the Satannis. When the patriarch of the clan, Supperibo Satanni, was asked what had brought about this historic power-sharing, he replied simply "We made him an offer he couldn't refuse." The documents detailing the transfer of control were made public to the press today, Saturday, June 6. They been written and signed in the unique red ink the Satanni family has traditionally penned their legal documents."

Austria-Youse guys: Hey how about a letter. ((Now that doesn't sound good! Get writing!))

Germany-Board: How come only 2 countries wrote to me. That's not very diplomatic of you. ((See Above))

Austria-Russia: Don't you ever write about Anarchy anymore Czar Joe? ((But this is Highland!))

Paris-London: I didn't move into the English Channel. See, I keep my word.

Italy-France: You edit Four zines?!? Ah well, maybe if I, too, were young and unemployed again.

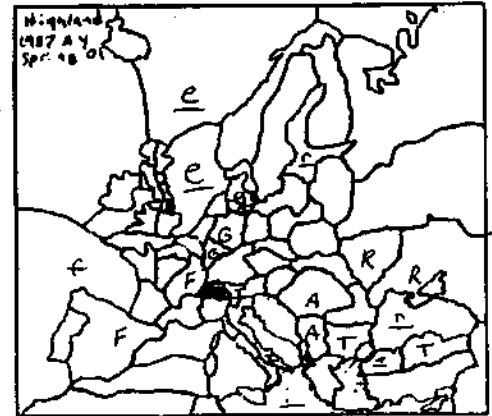
Paris-Rome: You did stay out of Piedmont, didn't you?

Belgium: This country today opened its gates for the 1901 tourist season. English, German and French nationals are all expected to swell the economy.

Paris: The French 1st Army began maneuvers in Picardy this week. The Prime Minister said today that millions of francs were being spent to equip the army with the best and newest French equipment.

DEADLINE FOR FALL 02:

JUNE 26, 1987!



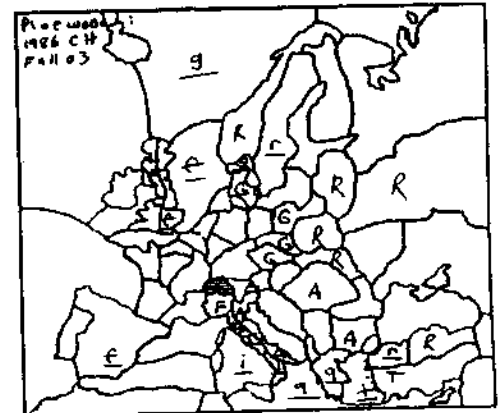
FRANCE GETS BIGGER AND HAS ITALIAN HELP!

Summer 03:

Turkey retreats A Con-Smy,

Fall 03:

England-Nickel: A Lon-Yor(dis, ret: Wal, oth)
 Turkey-Vaporis: A Smy H, E Aeg S A Smy
 Italy-Rush: A Rom S French A Pie-Tus, F Tyh S A Rom,
 F Ion-Nap
 France-Hood: A Lvp-Yor, F NthS F Eng-Lon, F Eng-Lon, A Pie-
 Tus, A Mar-Pie, F Spa(sc) H
 Austria-Gonsalves: F Adr-Ion, F Gre S F Adr-Ion, A Tyr S A Ven,
 A Ven S A Apu-Rom, A Apu-Rom, A Bul S F Gre,
 A Ser-Bud
 Russia-Johnson: F Con S A Ank-Smy, A Ank-Smy, A StP-Lvn,
 A Mos S A StP-Lvn, A Gal S A War, A War H,
 F Swe S A Nwy, A Nwy H
 Germany-Gavrilovic: F Den-Ska, F Nwg-Nwy, A Kie-Den, A Sil-Boh,
 A Ber-Sil, A Pru S A Ber-Sil



GAME NOTES: Please note the following change of address: Michael Vaporis, 304 Williamsburg Dr. Export, PA 15632

Winter 03 Supply Center Chart:

England: 0 = out Turkey: Sym = 1, remove 1
 France: Home, Bel, Spa, For, Lvp, Lon = 8, build 2
 Germany: Home, Den, Hol, Edi = 6, even
 Austria: Home, Bul, Ser, Gre, Ven = 7, even
 Russia: Home, Rum, Ank, Con, Nwy, Swe = 9, build 1

Italy: Nap, Rom, Tun = 3, even

Press on the next page.

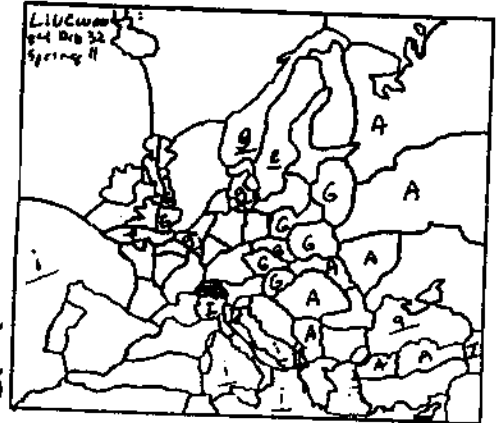
AUSTRIA DEFENDS AND ITALY ATTACKS

WINTER 1910 :

Austria: A Nwy Ret StP, F Con Ret Bla, A War Ret Ukr
 Germany: Build A Ber, A Mun ((Note: Austria was even if he did not retreat otb. if he retreated otb, he would play short. Sorry for confusion))
 France: Remove A Lon
 Italy: Build F Nap, A Rom

SPRING 1911:

ENGLAND: NMR! F Swe H
 FRANCE: NMR! F Eng H
 Germany: F Nth-Lon, F Yor S F Nth-Lon, A Bel H, F Nwy H, F Den H, A War S A Pru-Lvn, A Pru-Lvn, A Tyr-Vie, A Boh S A Tyr-Vie, ABer-Pru, A Mun-Sil
 Austria: A Bul-Con, A Ank S A Bul-Con, F Bla S A Bul-Con, A Lvn-Mos, A Vie-Gal, A Bud S A Vie-Gal, A Ser-Rum, F Adr-Tri(dis,ann)
 Italy: F MAO F, F Lvp-Wal, A Gal-Rum(dis,ann), F Nap-Tyh, A Rom-Nap, F Apu-Adr, F Ion S F Apu-Adr, A Tri-Alb, A Ven-Tri A Pie-Ven, A Smy-Arm, F Con-Bla (dis,ret: Aeg, otb)

GAME NOTES:

Concession to Germany failed. Proposed next time. I/G draw. Would the two two unknow stand-by's please stand-by for England and France. I owe you my thanks!

PRESS:

Aus-Ita: Don't let your ally get too greedy now.

AUS-GM: I love it when a woman says please. ((Oh, really and what else do you love?))

Aus-Ita: If you decide to move against the German, I'd have no problems joining.

Deadline for Summer 11 and Fall 11 is

JUNE 26, 1987

RUSSIA AND ITALY FRIENDS? WHILE GERMANY AND RUSSIA BOUNCE!!

GAME NOTES: There should not have been Ger A Pie last time. The correct position were Italian A Tyr and German A Mar. Everyone caught it. I hope this is right this time!

Fall 1910:

Italy: F Tyh & Russian F Ion-Tun(dis,ret: Nap, oth), F Rom & F Tyh, A Boh-Mun, A Pie-Tus, A Vie-Tri
 Germany: A Mar-Pie, A Mun-Tyr, A Kie-Mun, A Ruh S A Kie-Mun, A Ber-Sil, A Lvn-StP, F Bal-GOL
 England: F Tus-Rom, F Gol-Tyh, F Tun & F Gol-Tyh, F Naf S F Tun, F WMed S F Gol-Tyh, F Bar S F Nwg-Nwy, F Nwg-Nwy, A Swe H, F Ska S A Swe
 Russia: A Fin S A StP-Nwy, A StP-Nwy, F Both-Swe, A Mos-StP, A Ukr-Mos, A War-Lvn, A Sil & A Boh-Mun, F Ion-Tun, F Aeg-Ion, A Ser-Tri, A Rum-Bud

Winter 1910 Supply Center Chart:

Italy: Home, Vie, Tri = 5, even or remove 1
 Germany: Home, Den, Hol, Par, Mar = 7, even
 England: Home, Bel, Nwy, Swe, Bre, Par, Spa, Tun = 10, build 1
 Russia: Home, Ank, Con, Smy, Gre, Ser, Bul, Rum, Bud = 12, build 1

PRESS:

Lon-GM: How do I love thee, let me count the ways, listen sweetheart, how about a break in my moves? ((Why it sounds like you have all the moves already!))

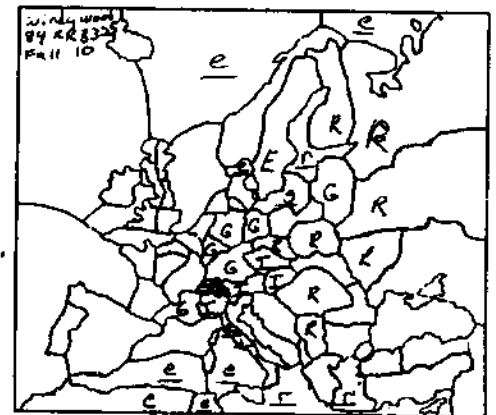
Italy-Germany: Panzer, Schmanzer, I can stop you for years (Cathy? Cathy!?), but I can't stop your daddy. (A certain flair for the obvious wouldn't you say? Perhaps if I'd played better?) ((Or had a less greedy ally!))

Rus-Ger: Time to stop waltzing - why don't you hit England?

Italy-Russia: This is a classic example of "he who trusteth firsteth and mostesth gets all the marbles." I'll try to keep you afloat. ((You're such a nice person!))

Italy-England: My sword.

Russia-England: Is Germany going to stab first or will you beat him to the punch.



1985 AP

WIRED

Fall 1906

GM: Dan Stafford
357 Caruthers Rd
Tallmadge, OH 44278
(216) 633-6826

AUTUMN 1906: ITALY A tri R VIE
FRANCE F mid P POR

FALL 1906: GERMAN COMEBACK, RUSSIAN ELIMINATION!

TURKEY(Bevis): A GAL S A bud-VIE, P SEV H,
P ADR C & P APU ~~g~~ & A TRI ~~g~~ A ALB-ven,
P EAS S P AEG-lon.

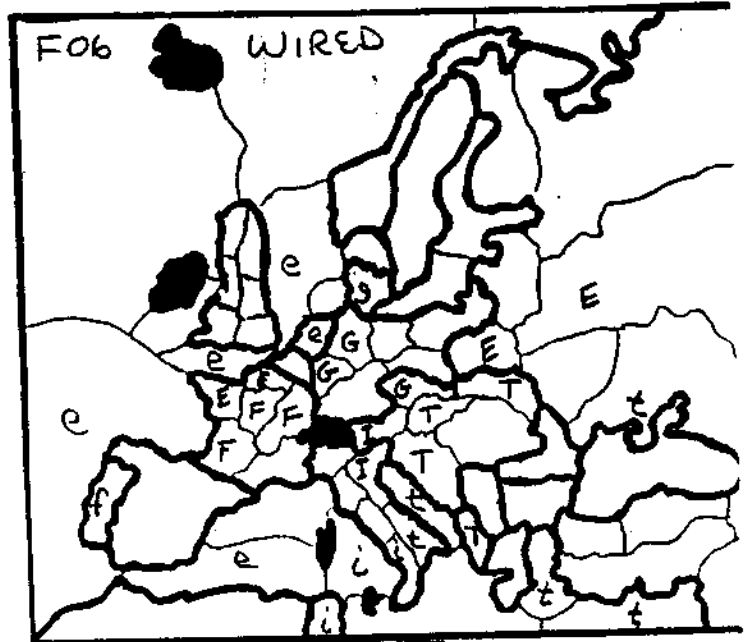
ENGLAND(Bowen): A MOS S A lvn-WAR, P iri-MID,
P ENG S A BRE S A bel-PIC, P mid-WES,
P HOL ~~g~~ P NTH-bel.

ITALY(Crosby): A TYO S A VEN ~~g~~ P NAP-apu,
P TUN S P TYN-lon, a vie-tri D ANN.

FRANCE(Acheson): A pic-PAR, A BUR-bel,
A GAS-spa, P POR-spa/n.

GERMANY(Hood): P kiedEN, A ber-KIE,
A mun-BOH, A RUH-hol.

RUSSIA(Nickel): A war-PRU.



Thanks to Stephen Dorneman for unneeded standby order.
Thanks to Jim Nickel for playing out the Russian position.

TUR: Ank, Con, Smy, Bul, Gre, Ser, Rum, Sev, Bud, TRI, VIE (11) has 9
ENG: Edi, Lon, Lvp, Nwy, ~~Wid~~, Stp, Bre, Mos, HOL, WAR (9) has 9
FRA: Mar, Par, Por, Spa, Bel (5) has 4
GER: Ber, Mun, ~~Mun~~, Swe, KIE, DEN (5) has 4
ITA: Nap, Rom, Ven, ~~Tri~~, Tun, ~~Tri~~ (4) remove 1
RUS: ~~War~~ (0) OUT

Deadline: JUNE 24, 1987

AT YOUR SERVICE

SECOND SERIES #4

Published by D.S. Palter, C/O Bucci Imports Ltd., 999 Central Ave, #300, Woodmere, NY 11598 -
Telephone 516-295-5855 Home number (emergencies only) 516-432-6497 / warning and disclaimer -neither
my office staff nor my housekeeper are trained GM;s If I get it and can read it I'll use it. However,
I expressly take no responsibility for mistranslated, garbled, lost or forgotten messages. This means
you. There are no exception - one of my many terminal errors on TPD was to permit any violation of
this rule.

Corporate disclaimer: I write this in my private capacity. Neither West End Games nor Bucci Imports
nor any affiliated corporation or other business entity takes any responsibility for anything contained
herein. Indeed, West End repudiates in advance anything I may have to say about anything. For more
on this get holly at a game show and mention the words "shit" or "shinola" to her. Then Duck...

GMing Style: I GM here as I Gm in real life. My inspiration comes from both my personal experiences
and from Greg Costikyan's Ongoing body of work. The GM is the Narrator and has an obligation to
keep things going. Travel schedule permitting I will adjudicate as soon as I get a response from
anyone the same as when GMing in person I will respond to the first player to open his/her/its mouth.
The key is travel scheduled permitting. If no one sends anything before the next deadline (either
before or after the next trip) The GM does something to keep the adventure running. Also do be aware
that I tend to make paranoia less deadly than the official West End Version. So it goes.

Cuba as Sov Gurkhas

Keeping up with Fidel's latest deployments was an old TPD feature. We'll try it again here by reader
request. I've left off the footnotes as the only requester so far knows the source list: Best
Best estimates of current deployments taking into account that for Cuba there is little real line
between civil and military deployment.

Angola -45,000
Mozambique-900

Tanzania- 200
Uganda -100

Ethiopia/Erriterra/
Greater Somalia28,000(note this is the
guess I best believe)

Libya-1,800
Algeria/Sadr-1,000
Cape Verdes-20

North Korea-900

Guinea-Bissau-30
Guinea- 20

Sierre Leone-50
Burkina Fasso-100
Togo- 70

Dahomey-70
Congo-1,900
Ghana-600
Principe and StThome-25
Malagase Republic-80
Soviet Union-4,000

Seychelles-40
South Yeman-2,200

Iraq- 300
Syria-2,200
Lebanon-400(Not these may be
govt. approved) actually Cuban

Afghanistan-400
Laos-800
Cambodia-400
Vietnam-900
East Germany-3,500

Continued on next page!

AT YOUR SERVICE CONTINUED:

Guyana-40
 Surinam-10
 Nicaragua-9,500

Panama-60
 Guatemala/With Rebels- 40
 Peru with Rebel- 10

Chile with Rebels - 0-10

Obviously some of these figures are Harder than others. The number in the Sov Union relies on notoriously slanted reports from emigre presses and mostly with originals in languages I don't read. I'm therefore dependent on digests I cannot always trust. Similarly there is question whether there actually are Cuban forces in Afghanistan. I believe the sources that claim them out of a general belief that going back to Vietman, Fidel has gotten his troops into action wherever it would serve the interest of his masters in Moscow. Mostly just to get them combat experience. Contrawise (pun intended), while there is no doubt of a Cuban presence in Angola/Cabinda, there is little agreement as to the size or as to how many of the Civilians really qualify as soldiers for export. I tend to the high side of the realistic estimates for the reasons I won't bore you with at this time. In Indochina I tend towards the median. In Mozambique I'm on the low side of the believers. Welcome to the real world, gents and gophers.

THE GAME:

Sydney and Ms. Nazi babbles at once. The man in Black ignores them. He walks over to the far wall. A computer console arises from the floor. The man in black begins inputting. Sydney and Ms. Nazi stop talking and scamper over to see what he's doing. Mr. Man in black is inputting termination order for Sydney and Ms Nazi as hopelessly defective. They grab him and in the struggle are thrown against the floor. The man in black inputs again and a flexiglass wall descends separating Sydney and MS. Nazi from the man in Black. The Computer asks them, "why have you been bad this time?" Sydney shouts out his loyalty. Ms Nazi tries to Kill Sydney. The Computer... a Giant wall of noise cascades into the room. Everybody is knocked out.

TravelSchedule:

I will be in trade show mode from now through the end of April, but with intermittent breaks. E.G. Easter weekend where except for some West Edn meetings I believe that I am off. I'm in the office the first week in May, then abck to Europe for a Week. So unless, I get some magical response level from the three current players. The next issue will be a ballpark of May 20

BOOK REVIEW

DARKOVER NOVELS

by MARION ZIMMER BRADLEY

I say the "Darkover novels" for in the past month or so I have read about six or seven of them and find it hard to deal with each one on an individual scale. There is one thing that is wonderful about the Darkover novels. You can read just one and it will stand on it's own. Unlike series, the Amber books come to mind, when you are dying for the next one, you can read just one and it will stand on it's own. Mind you, I didn't stop.

There are certain periods of time that Bradley will use in her books. I suppose that I really like the second Terron age that involves Regis Hastur the best. Her book, "Heritage of Hastur" really shows Regis as he growing up and the changes that happen in time. Now incase you have never read a darkover book, I should explain the setting. It is a mixture of fantasy and science fiction. Darkover was founded by a group of Terrans, who got off course and crashed. They found they would have to try it on thier own with thier own skills and gave up all the technical things they brought with them. They were forced to breed for greater numbers and there were many 'red-headed scots in the first group. Things got passed down, but the blood got mixed as well. They delevoped mental power -telepethy. Many talents were breed for during the age of Chaos. Too much inbreeding hurt the lines and hurt the powers. But this brings us up to the current time that I like. Now the Terrans have found Darkover again. And the locals don't believe that they are from the same source as the Terran intrudors. The old houses want to keep things just as they are and other forces are trying to get Darkover to open up to the Trading world. The powerful houses have very few of thier number left and the Towers are barely running with just enough members to run them. I would suggest reading the "The Heritage of Hastur" for the understanding of this period.

Then I guess the order would go something like this: The Planet Savers, The Bloody Son, The Sword of the Aldones or Sharra's Exile, and the World Wreckers.

It is impossible to compare these books because the writing still is so different in each one. The Planet Savers and The Sword of the Aldones were written when Bradley was very young and she never expected the whole Darkover series to follow. What's interested is to note how everything fits together in the end. In Heritage, Regis has visions of the future. All of which are events that take place in books that were already written. I found them all to be enjoyable and interesting. you don't have to go in the proper order, but it might make things less confusing in places.

CATHY OZOG
P.O. BOX 5225
MUNDS PARK, AZ 86017 USA



FIRST CLASS

Steve Knight.
2732 Grand Ave S. #302.
Minneapolis, MN
55408

SUB ENDS:

ms. 36

This is the "late as usual but nice" version of Cathy's Ramblings #29

Editor: Cathy ozog P.O. Box 5225, Munds Park, AZ 86017 (602) 286-9009

Guest GM: Dan Stafford, 357 Caruthers Rd, Tallmadge, OH 44278

The Prez's Brain is Missing: Mike Dean, C/O 7 Kenmore Rd, Cleckheaton, W Yorks, BD193UY England

At Your Service: Dan. S. Palter, 999 Central Ave #300, Woodmere, NY 11598

Cover & Orknaire Art: Karlton Clemonts

Person who wants lots of letter real bad: Eric Ozog

DEADLINE: June 26, 1987 for most games. See your own game.

GAME OPENINGS:

Sopwith: GM Mike Dean: Waiting list Randy Grigsby, Bill Becker, Wallace Nicoll and Pete Tulk. need two to three more. Game fee \$2.00 to me.

International Diplonacy: GM: Cathy OzogL \$5.00 Game fee. Signed up Les Casey, Rany Grigsby, Michael Vaporis and Pete Tulk. Could use another american and another Brit. This will start whenever one of my current games ends or when this is filled.

STAND-by LIST: Michael Gonsalves, Jim Nickel, Michael Hopcroft, Richard wheet, Steve Rush, David Hood, David Peirce, Robert Greier, John Davies, Jerry Lucan, Robert Acheson, Derwood Bowen, Jim Burgess, D.S. Palter, Melinda Ann Holley, Jeff Bevis, John Crosby, Jack McIlugh. Please let me know if you want on or off this list.

SUBS: 10 issues for \$7.00 for North America and \$1.20 for the Brits - that's per issue.

NOTE TO YOU:

This was delayed a few days due to printing problems. Sorry!
Steve - have you folded? I haven't seen an issue for ages.