

"and the basketball scores----U.S.C. 4, Cal Berkeley 1976543 in the first quarter..." "I know," said John playing for USC, "our whole team is on the bench watching the game on T.V...."

(for Match Game '77): We saw three \$60,000 homes today. Two were ~~by~~ adjoining the freeway((expressway)) and the third was by(on) the _____ *((off ramp!))

We thus dedicate the "watch for falling fork-lifts" issue of CENTURIOM...'
issue 30(thirty) Tarzana, California February 1, 1976
 1975EN (CO2) GREEK PARTISANS WATCH GAME CONTINUE DUE TO AUSSIES Fall 1910

AUSTRIA (Trenam): a vie-BUD, A GRE, A MOS, A LVN, A VEN, A APU, and F ION all Hold,
 a gal-UKR, A MUN s & A KIE g a ruh, A BER s a kie, A RUH s a mun

GERMANY (Zimmermann): F WES s ita f lyo, F HOL s A DEN-kie, A BEL s f hol

ITALY (Don Ditter): F SPA(sc) s F LYO h, A MAR s & A PIC s A BUR h, F TUN h

RUSSIA (Kovalcik): A STP s a fin, A FIN s a stp, F MID s ger f wes, F NAF s ita
 f tun

TURKEY (Diehl): F PIE s & F TUS s F TRN-lyo, F ROM s F NAP-trng, A ALB h
 s.c. chart(!)

a-bud, tri, vie, ser, rum, war, mos, sev, mun, bul, ber, ven, kie,
 GRE

g-den, lvp, lon, hol, bel
 i-tun, spa, mar, por, par, bre

r-stp, swe, nwy, edi

t-ank, con, smy, ~~xxx~~ gre, nap, rom

*no home centers to build in so will be one short.

14- build one
 5- build one*
 6- even
 4- even
 5-remove one

There were 3 yes and 2 no for the five way draw; 2 yes and 3 no for the 2 way A/T draw. Once more there is a proposal for both draws, due with BOTH your Winter 1910 and Spring 1911 orders. THERE WILL NOT be a seperation of seasons...

1975GK (CO3) DUETSCHLAND UBER ALLES NO IONGER IN THE BALTIC SEA... Spring 1909

AUSTRIA (Diehl): a mun-KIE, A BOH s a tyo-MUN, A PRU s a mos-LVN, a ukr-MOS,
 a tri-TYQ, a vie-GAL, a bud-RUM, f sev-BLA

ENGLAND (Bumpas): F BAR s a fin-STP, a kie (-HOL, CTB) g a bel-RUH, F NTH c
 a lon-DEN, f lvp-IRI, f stp(nc)-NWY, F SWE s f den-BAL

FRANCE (Mann): a mar-CAS, a bur-PAR, f spa(sc)-MAR, F WES s F NAF-tun

GERMANY (Nelson): A BER s austrian a mun-kie, f bal-den (-PRU, BOT, OTB)

ITALY (Behnen): a ven-PIE, F TUS s & F TRN s f pie-LYO, F ION s F TUN h

Summer and Fall 1909 due.....

1975GT GAME STATS Winter 1909

	01	02	03	04	05	06	07	08	
a-	5	5	4	5	5	5	3	2	1975GT. A-William J. McDonough, Jr.(droFO4), Wayne Callahan(ress07), Paul L. Clement.
e-	4	3	1	-					E-John Weswig(out FO4). F-William J. Adam
f-	6	8	10	13	13	14	17*	18	wins (win FO8). G-Jim Diehl(out FO5).
g-	5	3	2	1	-				I-Chris Bradshaw(droFO3), Eric Verheiden.
i-	4	4	5	3	3	3	2	2	R-Ted McDonald(drowO6), Dave Kadlecek.
r-	5	7	8	7	8	6	6	6	T-John C. Yontz.
t-	4	4	4	5	5	6	6	6	

One little press release:

CONSTANTINOPLE: Now wasn't that fun, Bill? It's too bad that we couldn't have had more conflicts together. You know what I mean: A few bounces here, a couple of disldgements there, and an annihalation every now and then. Nevertheless, your sarcastic comments made the game worthwhile. In fact, their humour was only matched by the typing. All in all, it was a soundly played game, and I should have sided with you before you were handed the game. But one gestion remains unanswered Bill, and I was wondering if you could andswer it. Since you and I were the only ones to stay in the game from the beginning, when do you want to round ~~up~~ up the original gang and play a real game of diplomacy.

TARZANA: However, John Weswig and Jim Diehl did stay on till their eliminations...

OH MY GHOD!!! It's a forklift that fell on Mr. Whipple.....

1975Xcv (CY1) I*D HATE TO BE INBETWEEN ITALY AND RUSSIA... Winter 1907

- CHINA (c.d.):removes a anm. has A TIB (1)
- ENGLAND (Fujihara):f edi r-YOR. also has F CAM (2)
- FRANCE (Diehl):a mar r otb. removes f tim, a lib, a sahl has F MID, F BRE, A BUR, A PAR (4)
- GERMANY (Mann):b F BER. also has A KIE, A BEL, A LVP, A RUH, A MUN, A SAX, F SKA, F EDI, F SWE, F ENG (11)
- INDIA (Verheiden):has F BMA, F CAL, A JAV (4, one short)
- ITALY (Schuetz):b F MOG, F NPA, A VEN, F ROM. also has A MAR, A TRI, A SER, A SUD, F SPA(sc), F ION, F ADE, F RED, F WIN, F YEM, F JOH, F EGY(nc) (17, oneshort!)
- JAPAN (Behnen):has F SJA, F TON, F ECH, F SIA, F SCH, A OSA, A SIK, A VTN (8)(see below)
- RUSSIA (Kendter, Sr.):b A WAR, A MOS, A OMS.also has F NWY, F IRE, F PEK, F BUL(Ec), A STP, A KOR, A KAN, A TIB, A VLA, A HAN, A IRA, A TUR, A SEV, A UKR, A RUM, A CLU(19)
- TURKEY (Kadlecek?):nmr. F YEM, a bul, & a cal r OTB. remove a dec. has F EMED, F PER, A BAG, A GRE, A JOR, A SMY (6)

Spring 1908 is due. Orders are on fiel for...all but India, Japan, Russia, and Turkey

1975HK (c07) ENGLAND RULES NOT MUCH:TURKEY RULES MUCH MORE Fall 1907

- ENGLAND (Diehl):A FIN-swe, f nwy-NTH, F ENG-pic, F IRI s F NAT-mid, f bel h(-HCL, OTB), f swe-SKA, F STP(nc) h
- FRANCE (Weinstock):A BUR s a pic-BEL, a par-GAS, A BRE-pic
- GERMANY (Schuetz):a ber h(-KIE, OTB), A MUN-boh, A RUH h
- ITALY (Kelly):F MID ~~s~~ fre f bre-eng((france doesn't have a fleet!)), F MAF s & F WES s f mid, A VEN u, A DEN-swe, A TYO s tur a vie-boh/nso/
- TURKEY (Bumbas):a rum-BUD, A VIE s a gal-BOH, a tri-TYO, a bul-SER, f trn-LYC, f lyo-SPA(sc), f ion-TRN
- RUSSIA (Fujihara):A MOS h, A SIL s a pru-BER, A WAR s a sil s.c. chart

- s-edi, lvp, lon, ~~hol~~, nwy, swe, ~~ber~~, stp, (hol) 6-remove two*
- f-bre, mar, par, ~~par~~, por, BEL 5- build one**
- g-~~ber~~, mun, (~~hol~~)(KIE) 2-remove one***
- i-ven, rom, nap, tun, tri, den, (~~hol~~) 7- build one****
- r-mos, ~~ber~~, sev, war, ~~ber~~, BER 4- even
- t-ank, con, smy, rum, bul, gre, ser, bud, VIE, SPA 10- build two

the retreats make this very difficult.
 if eng f bel r CTB...than eng removes one if ger a ber r otb ger is even
 if eng fbel r hol than eng removes one if ger a ber r-kie ger is even
 if ger a ber r-kie ita is even/ ifger a ber r-kie and eng a bel r-hol than
 **due to being one short. germany removes one

Autumn and winter are due...should be made conditional on the retreats.

1975HZ (C11) AND THE SCORE--WEST THIRTY; EAST THREE!!!! Fall 1907

- ENGLAND (Fujihara):f mid-NAT, F ENG, F NTH, F SKA all h, a nwy-STP, a mos-UKR, a lvn-MOS, A SEV-arm, A RUM-bul, A ARM-ank
- FRANCE (Diehl):F PIC, A VEN, F BRE, A SPA, A BUR all h, F ICN s a alb-GRE, F EME s a syr-SMY, A SER s a alb-gre
- GERMANY (Yontz):A KIE s F DEN h, A MUN h, A TRI h, A WAR s & A BUD s a gal, A GAL s a war, A VIE s a bud
- ITALY (Behnen):no units.
- RUSSIA (Kelly):F BLA-ank
- TURKEY (Kendter, Sr.):A BUL ~~s~~ f gre, f gre(-AEG, OTB) ~~s~~ a bul, F CON-ank s.c. chart

- e-edi, lvp, lon, bel, nwy, swe, stp, mos, sev, rum 10- evne
- f-bre, par, mar, por, rom, nap, tun, ven, ~~ber~~, ser, GRE, SMY 11- build one
- g-ber, kie, mun, den, hol, war, vie, bud TRI 9- build one
- i-~~ber~~ 0- out

r-ank
 t-con, ~~any~~, ~~etc~~, bul
 *unless f gre r otb, than even(was one short)

1- even
 2-remove one*

Winter 1908 and Spring 1908(that should be winter 1907) are due. Also due is a 3 way E/F/G draw proposal---ALL MUST VOTE OR ELSE IT WILL FAIL.

Press:

NAPA:The NAPA agency(Neutral Analytic Press Association would like to point out that if England France and Germany want a 3-way draw---there is very little we can due to stop them!

VOTE YES!

1976Acv (CY2) MAJOR PENETRATIONS OF LINES CONTINUE... Spring 1905
 as AUSTRIANS PENETRATE GERMANY AND VACA VICE VERCE VERCA...
 ANYTIME YOU WNAT NOW, AUSTRIA, AND YOU CAN TAKE SEVASTAPOL!

AUSTRIA(Behnen):F ION s F TRN-tun, f adr-APU, a boh-SIL, ~~xxxxxx~~ A RUM-gal,
 A UKR s A BUL-rum, a rom-TUS, a pie-TYO, a tyo-BOH

CHINA (civil i disorderi):f yel u/a/a sik u

ENGLAND (cuvul u dusurduru):a yor u

FRANCE (Fujihara):F WES s A ALG-tun, F LYO s a mar-PIE, F THA(ec) s F SIA-joh,
 f nat-MID, f ~~eng~~ ENG h, F SAI-sia, a bre-PAR, a lvp-WAL

GERMANY (Keddter, Jr.):A LON & F NTH h, A BER s a mun-SAX, a KIE s a ruh-MUN,
 A WAR s a sil-GAL, a pos-PRU, f edi-FWG

INDIA (Kelly):a han-KAN, A MAD s a dec-RAJ, A PEK h, f cal-BMA, F MAL s F ANU-joh

ITALY (Mann):F ARA s f ade-YEM

JAPAN (Minton):F CAN s & F KOR s f ech-YEL, F SJA c a kyo-VLA, f sch-TON,
 F vla-SOK, f tok-SPC

RUSSIA (Schuetz):F NWY h, A MOS s F SEV h, F MAN h, a stp-OMS, a tur-AFG,
 A OMO s f man

TURKEY (Dichl):f con-AEG, F BLAS & A IRA s & A ARM s aus a rum-sev/nso/
 f emed-SUEZ, F RED-yem, F LIB s aus f ion-tun/nso/, AETH s f som-MOG,
 f bag-PER

Fall 1905 orders(there are no retreats) are due.

~~***~~1976E(C12) ARMENIA INVADED:GAMEMASTER OUTRAGED! Winter 1905

AUSTRIA (Vansteel):a mun r-SIL, removes a ser. has A SIL, A GAL, A BUD,
 A RUM, F BUL(sc) (5)

ENGALND (Kelly):b F EDI, A LVP, A LON. also has F GAS, F SPA(nc), F POR, F NTH
 A PRU, A PAR, F MID (10)

FRANCE (Behnen):b A MAR. has A MAR (1)

GERMANY (Weinstock):b F BER. also has A BEL, A BUR, A MUN, F BAI, F KIE (6)

ITALY (Verheiden):retreats a smy-ARM, builds F NAP. also has A GRE, A BOH,
 F AEG, F EAS (6)

TURKEY (Mueth):retreats a gal-UKR. alos has F SMY, F CON, F ANK, A SEV, A UKR,
 A WAR (6)

Spring orders are due and are on file for all but England.

1976BC (C13) DEUTCHLAND UBER ARMIES Winter 1904

AUSTRIA (Meuth):b A VIE. also has A VEN, A TUS, A TRI, A SER, F ALB (6)

ENGLAND (c.d.):f edi r otb. has no units(1, 1 short)

FRANCE (Westerdahl):has F CLY, F ENG, F THN, F WES, F TRN, A LON, A BUR, A PIE
 (8)(please resubmit your orders...I ~~xxx~~ can only find page 2)

GERMANY (Don Ditter):b A KIE, A BER. also has F EDI, F NTH, F DEN, A BEL, A MUN
 (7)

ITALY (Cartier):NRR. GM removes F ION. has A ROM, F NAP

RUSSIA (Fujihara):has F BLA, F SWE, F ARM, A STP, A UKR, A RUM

TURKEY (Adam?):NRR. GM removes(retreats otb) F arm. Has F CON, F APU, ABUL,
 F AEG (4)

Spring due. on file for all(have both sheets of ~~German~~French) but german.

Was it a green fork lift of a blue fork lift?-It was green.-Then the fork lift was made in Japan.-the second time it feell it was blue.-Then the fork lift was

1976DB (C14)

ENGLAND IN DIRE TROUBLE

Fall 1903

AUSTRIA (Behnen): a vie-GAL, A BUD-rum, a tyo-BOH, A SER s f gre-BUL(sc)
 ENGLAND (Dave Ditter): f bar-NWG, F ENG s fre a gas-bre, F NTH / a hol h(-CTB)
 (yes, Dave, A hol is /a/), F EDI s f nth
 FRANCE (Vansteel): A PIC-bre, A BEL s ger a ruh-hol, A BUR s a bel, a gas-BRE,
 f iri-LVP
 GERMANY (Kendter, Jr.): A KIE s a ruh-HOL, A MUN watches a tyo((move to boh)),
 F DEN s russian f nwy-nth
 ITALY (Diehl): F ION-aeg, F TRN c a tus-rom, a tus-rom/nsu/, A TUN u, a gal-UKR
 RUSSIA (Mann): a ukr-WAR, A RUM / tur a bul-ser, A STP-nwy, A MOS-stp, F SEV
 s a rum, F NWY-nth
 TURKEY (McNally): a bul-ser/a/, A CON-bul, f aeg-GRE, f EMED-aeg

s.c. chart

a-vie, tri, bud, ser, g/g , BUL	5- even
e-lon, X/X , edi, Y/Y , Z/Z , W/W	2-remove two*
f-bre, mar, par, spa, por, BEL, LVP	7- build two
g-ber, kie, mun, den, HOL	5- build one
i-nap, rom, ven, tun	4- even
r-mos, STP, war, sev, rum, swe, nwy	7- build one**
t-ank, con, smy, X/X , gre	4- build one***

*two/a/

**no place to build so will be one short

***one /a/

Winter 1903 and Spring 1904 are due...

PRESS:

?-England will survive!?!?

Holland-We are ready to be reoccupied by Germany, will they be like
 England? Could Germany be nicer?

UPI: In Europe as war goes on the English are dying. It was heard he cross
 Russia twice, Germany once, and pushed France too far((a bridge too far?)).

Madrid, Spain: El Senor Ditter es muy estúpido, verdad?

Tarzana, California: Si! El Senor Ditter quiso una porcion larga de
 Europe pero el moriria muchas personas--rapido! El senor Ditter no vive.

Germany to England: Where did we go wrong? It was your style of play!
 First your demand for belgium. Build A Liv, not Fleet. No letter for S'02!
 Your idea was interesting but had one disadvantage, trusting YOU!!! I don't
 hold grudges.

Tarzana--stilled, er still some of you are fighting in the new game in
 the EXPONENT.

1973CScv(CY3)

AUSTRIA OWNS 37!(can he keep them?) Spring 1915

AUSTRIA (Crowley): b A VIE, A CLU//A MOG s a eaf, A EAF s & A ETH s a mog,
 F YEM h, F PER h, A AFG s & A KAS s & A SND s A DEL h, A IRA s a tur,
 A TUR s a oms, A OMS s & A MOS s a lvn-STP, F WMED s & F ALG s f mor,
F MOR / F SPA(sc)-mid, a con-ANK, a rum-SEV, a gal-WAR, a vie-BOH, a clu-RUM,
 a boh-SIL, A POS h, A BER s & A RUH s & A SAX s * a kie, A KIE s a ruh,
 A BUR s a par-PIC, a gas-PAR, a mar-GAS, A MUN u, F ADR u, A POR u(36)
 CHINA (clumm?): nmr. A BMA, F SIA, A CAL, A TIB, F SCH, A MAN, A SIB,
 A SNK, A NEP, A DEC, F WIN, F BBE (13, 1 short)
 ENGLAND (Kadlecek?): nmr. A HOL, F NWY, F NTH, F HEL, F ENG, F BRE, F BAL u.
a stp u(-FIN, CTB). A BEL u. (10, 1 short)
 JAPAN (Fishman): F NAT s f mid, f cal-MAL, f ire-IRI, f mad-RAJ, f somobb-SOM,
F MID / & F SAT s F MOROBB-mor, F ARA s f som-ADE, f ein-MAD, f spcobb-SPG(12)
 note on retreats: eng a kie r otb; jap r eaf r-MOROBB
 The concession was vetoed. Fall 1915 are due.

made in the U.S. -The first fork lift was bule and the second was green.-Oh
 it was verca vica.-that's vica verca.-not in New York or Tarzana.-what about
 Mr. Whipple.-you're all wrong, it's a RED fork lift.-than its from USSR.-oh!
 we must put in an ordinance about fork lifts ~~xxx~~ not being allowed to be driven
 on both sides of the road! I wonder if montreal ~~xx~~ is a good place for a vacation?

1974Fdi (CA1) UNITED FEDERATION OF PLANETS ADVANCES WHILE DRAPES ARE DOWN IN DRAPERIUM? Winter 1912/Spring 1913

In winter 1912 draperium was nmr--will play one short, unifop built A ANK, A TRI. jeneana(c.d.)removed a boh

DRAPERIUM (Kadlecek):nmr. F NWY, F WES, F MID, F NTH, F DEN, F BAL, A MUN, A PIE, A NAF, A BUR, A RUH, A PRU, A LVN, A SWE all u. f lyo u(-MAR, SPA(sc), OTB) (16, 1 short)

JENEANA(c.d.):a sil u, a ukr u /a/

UNIFOP (Weinstock):F TRN s f tus-LYO, F TUN s f trn, F FIN s f bot-STP(sc), F ION s f tun, a ank-ARM, A SEV s a rum-UKR, a bud-GAL, A VIE s a gal-BOH, A TRI-tyo, A TYO-mun, A VEN-pie (16, 1 short)

The concession was vetoed. Fall 1913 due.

1976ID (C21) FRANCE BACKED INTO CORNER. RUSSIA RETREATS TO HOME Fall 1901
TURKS ANNEX SEVASTAPOL. ITALY & AUSTRIA STILL CONFUSED?

AUSTRIA (Kimmelheim):A VIE-tri, A SER-rum, f alb-GRE

ENGLAND (Baumeister):f eng-BRE, F NTH c ayor-NWY

FRANCE (Minton):f mid-POR, a pie-MAR, a gas-SPA

GERMANY (Fox):a bur-PAR, F HOL h, a kie-DEN

ITALY (Berch):A VEN-tri, F ION c a apu-TUN

RUSSIA (Kjol):f bot-SWE, A UKR s F RUM h, a sil-WAR

TURKEY (Vansteel):A BUL s aus a ser- rum, F BLA s a arm-SEV
s.c. chart

- a-vie, bud, tri, SER, GRE 5- build two
 - e-lon, edi, lvp, BRE, NWY 5- build two
 - f-~~par~~, ~~bre~~, mar, spa, POR 3- even
 - g-mun, kie, ber, DEN, PAR, HOL 6- build three
 - i-ven, rom, nap, TUN 4- build one
 - r-~~ser~~, war~~m~~ mos, stp, SWE, RUM 5- build one
 - t-ank, con, ~~sm~~y, BUL, SEV 5- build two
- neutral:BELGIUM (1)

Winter 1901 due(2/5) Spring 1902(2/25)

1976JA (C22) THIS IS WHAT I LIKE! Spring ~~xxx~~ 1901
AUSTRIA FIGHTS RUSSIA. ENGLAND FIGHTS FRANCE. FRANCE
FIGHTS GERMANY. GERMANY FIGHTS FRANCE. ITALY FIGHTS
FRANCE. RUSSIA FIGHTS AUSTRIA. TURKEY MOVES TOWARDS AUSTRIA!

AUSTRIA (clement?):NMR. A VIE-gal, a bud-SER, f tri-ALB

ENGALND (Vansteel):a lvp-WAL, f lon-ENG, f edi-NTH

FRANCE (Diehl):A MAR s a par-BUR, f bre-PIC

GERMANY (Gaernslen):a ber-KIE, A MUN-bur, f kie-DEN

ITALY (Below):a rom-TUS, a ven-PIE, f nap-TRN

RUSSIA (Dave Ditter):a mos-STP, A WAR-gal, f stp(sc)-BOT, f sev-RUM

TURKEY (Slaughter):a con-BUL, A SMY h, f ank-CON

fall 1901 due.

STANDBY list:

would Tony Watson, 201 Minnesota, Las Vegas, NV 89107 ~~pe~~ please standby for TURKEY in 1976BC?

would Eric Gerber, 4791 Topanga Canyon Blvd., Woodland Hills, CA 91364 please standby for ~~MX~~ DRAPERIUM in 1974Fdi?

would Jim Diehl, 5008 Normandale Highland Dr., Bloomington, MN 55437 to please standby for CHINA in 1973CScv((really won't last long))

would Steve Cartier, Box 834, Tustin, CA 92680 for TURKEY in 1975Xcv

PLEASE VOLUNTEER FOR THE STANDBY LIST???IT'S WORTH IT!!!!

CENTRAL AMERICAN DIPLOMACY.....

33. Each player must have (in the starting units) at least one fleet and one army(GA and GF).
34. The first season is Winter 1900.
35. As stated in rule 27 the first moving season is January 1982.
36. Juigalpa rule. Through the province of Juigalpa there runs a very wide river which is passable to fleets. due to this the following ~~xxx~~ items should be noted:
 Managua is double coasted(wc and ec)(not on map).
 Leon is double coasted(wc and ec)(not on map).
 Managua(ec) borders Leon(ec).
 Fleets in Leon(ec) may NOT move to matagalpa, or Juticalpa
 Fleets in Juigalpa and Managua(ec) may not move to Puntarenas.
37. Reefs rule. Off the coast of Juticalpa there are treacherous reefs which make boating hazardous to your health(and life.). The following should be noted.
~~Juticalpa~~ Juticalpa is NOT double coasted.
 The following is a legal move(or moves):F Gulf of Honduras-Juticalpa,
 F Juticalpa-Corn Isl. Sea
 The carribean sea does not border Juticalpa.
 The Corn Isl. Sea does NOT border the gulf of Hondruas.
38. Fleets in Tegucigalpa may ~~xxx~~ move to Leon.
39. Gulfo de Fonseca does NOT border Leon.
40. Salinas Bay does NOT border Tegucigalpa.
41. the South Pacific Ocean borders Golfo de Panama.
42. Nicaraguan Canal Building rule.
 The geography of Nicaragua almost influenced the U.S. to build a canal there instead of through Panama. Due to this unique geography, the Nicaraguan player MAY build a canal, by use of the following rules.
43. Engineer units. Engineer units are equivalent to Militia in all respects, except that they may build canals. Only Nicaragua may have engineer units.
44. It takes ONE YEAR for an engineer unit to build a canal.
45. Canals may be built in any of two places:
 1. Through Managua
 2. Through Leon.
 It is reccomended that you use Managua, because if you should ever build a canal through Leon, a new sea develops, called the Gulf of Leon(the black part inbetween Leon and Tegucigalpa.
46. If a canal should be built through Managua, than Managua is only one coasted and should be treated like Constantinople and Kiel.
47. Same With Leon(rule 46), except that fleets in Leon still may not move to Matagalpa.
48. Fleets ~~---~~ in Juigalpa may move to Leon(ec) but not to Puntarenas.
49. Everyone knows that Central America has one of the worst political messes in the world, with revolutions, counter revolutions, etc.
50. Due to this, there is a VERY GOOD chance that revolutionary factions will develop in your country.
51. There is a 1/6th chance per MONTH that some sort of revolutionary group will form in ~~xxxxxxx~~ a province. (roll for all provinces BUT your capital)..
52. The GM does all rolling.

continued....

53. If in a province there should be a roll which allows the forming of a revolutionary group, the GM shall immediately name the group
54. From this time on, the revolutionary group will produce press releases (propoganda) at a growing rate and intervals and length.
55. Every month thereafter after a revolutionary group has formed, the GM shall make two rolls--one to see if another revolutionary group has formed. The other roll will be continued until the GM rolls a "1" or a "2".
56. When the GM rolls a 1, propoganda size is doubled.
57. When the GM rolls a ~~MAX~~ 2, the organization becomes daring and will either grow or become militarily active. To determine this, use rule 58.
58. Table. 1-3: Expand to any province, random determination
 4-6: Build revolutionairy militia unit.
59. Expansion can be in any direction. Expansion may even be into another country.
60. After expansion, the GM will continue to roll dice. 1=Propaganda rate increased. 2=Use rule 58.
61. Revolutionary units can only be formed through die rolls.(as in rule 58). Here is a table which shows there strenghtsL
62. Revolutionary Militia====+===== $\frac{1}{2}$ a militia// $\frac{1}{4}$ a fleet/army
 Revolutionary Army=====militia// $\frac{1}{2}$ $\frac{1}{2}$ an army/fleet
 Revolutionary 2Army=====2militias//army/fleet
63. Once a revolutionary militia is formed, it takes 2 months for this militia to do something. (equiping, etc.) It will first attempt to seize any province by annexing it. It will then attempt to sieze another province.. When it siezes another province(~~except~~) except the capitol) use rule #64, when it siezes the capitol see rule #65
64. Since the unit siezed a province it now owns two provinces and may build one Revolutionary 2Army. It still keeps the original militia.
65. Since the unit siezes the capitol((it must ANNEXE IT)) the civil government of the roiginal player fails, and 50% of all the government forces will defect to the revolutionary player, and AUTOMATICALLY the revolutionary player annexes 50% of all the provinces which he(the government) ~~is~~ owner. (That will be done by die roll 1-3 does, 4-6 doesn't). At this time ~~the~~ militia which the revolutionary forces had started with will automatically disappear unless there are still some government forces left--it will disappear after the government forces due.
66. When the players change hands due to this, all revolutionary factions which had also developed will automatically cease to exist.
67. When the players change hands due to this, the "government" now becomes the revolutionaries, and all government units are downgraded to the revolutionary units which they correspond to.
68. These units also change to revolutionary units.
69. BRITISHHONDURAS IS EXEMPT FROM REVOLUTIONARY units(etc.) except for the following notes:
70. All expansion provinces will be affected and should use the revolutionary rules for expansion provinces(see below(72 on).
71. REVOLUTIONARY FORCES MAY NOT expand into British Honduras(except annexed portions.).
72. When a player captures and ANNEXES provinces, more peole get dissatisfied with the new government. For this, you roll twice. Once to see if
 continued...

the people revolt and another time if they revolt (specifically) from the new players government.

73. There is one other thing which must be dealt with--British Honduras ARMY reinforcements. B.H. can only get armies through the annihilation (or surrender rules immediately following) of units. Any unit so /a/ becomes a B.H. army in the following Winter type season.
74. No unit may retreat otb. Units may, of course, be annihilated (with the exception that the /a/ unit if was /a/ by B.H. (B.H. unit moved to the place which was formerly occupied by the /a/ unit) that unit surrenders. ~~It~~
75. Any unit may surrender IF DISLODGED to the player who MOVED into the place where the dislodged unit was. This unit can and will appear next winter type season.
76. Since adjustments will be thrown off by these "surrendering" units, use the table below to ~~xxxx~~ see what happens (actually it's a rule, but.....
77. If a player has x units which surrendered to him ~~xxx~~ he may or may not use them in subsequent Winter turns. Surrendered units may be built AT 0 cost in the first Winter turn following their surrender. ~~Yxx~~ This gives you a lot of "weight". There is one note...Surrendered units in the first subsequent Winter turn have no affect on any other adjustments.
78. Surrendered units morale factor is LESS than that of any other type of unit which it corresponds to. Rather bluntly, a surrendered unit in a winning situation will play very well....but those in a losing situation STINK.. There therefore are MORALE tests done on all surrendered units (units which have surrendered on the following basis:
(roll three six sided dice)
- PLUSESSES:
- +1 any friendly units within 1 province (bordering). (up to 4)
 - +1 any friendly units within 2 provinces (only 1)
 - ~~+~~ +1 any friends within 1 or 2 provinces advancing (moving away from annexed provinces)
 - ~~+~~ +1 any enemy units retreating (moving away from you and your lines)
 - +1 any friendly units behind an enemy unit
 - +1 own unit advancing
 - ~~+~~ +1 unit to rear of own unit
 - +2 own unit is British
- MINUSES
- 1 each enemy within 1 province (up to 4)
 - 1 any enemy units within 2 provinces (only 1)
 - 1 friends within 1 hex retiring (retreating)
 - 1 any friends retiring
 - 1 enemy behind any friendly units
 - 1 being attacked
 - 1 for each support (no maximum)
 - 1 own unit retreating
 - 2 ~~any~~ any unit ~~xxxx~~ (friendly) which has just had to retreat (through battle) (per unit...no maximum)
 - 2 being attacked by British
- (one other ~~xxxx~~ plus: +2 any enemy unit retreating (through battle) (no maximum))
79. Table on next page.
80. British units (or surrendered units to the ~~xxxx~~ British player) and British units which surrendered have 100% morale.
81. Engineer units which surrender will have a 25% chance of doing something incorrectly....

79. die roll is inbetween: A B C D E F G
- | Results are as follows: | -2 | -1 | 0 | 1 | 2 | 3 | 4 | #1 |
|--|----|----|----|----|----|----|----|----|
| #1--unit disbanded. | -1 | 0 | 1 | 2 | 3 | 4 | 5 | #2 |
| #2---unit retreats towards capital with ferocity. | +2 | 2 | 2 | 3 | 4 | 5 | 6 | #3 |
| Gets to every space it attempts to move to! | 3 | 3 | 3 | 4 | 5 | 6 | 7 | #4 |
| #3--HALTs. may not move or suport or convoy. | 4 | 5 | 6 | 6 | 7 | 8 | 9 | #5 |
| #4--Nothing (all right) | 13 | 13 | 13 | 13 | 12 | 12 | 12 | #6 |
| #5--100% morale next testing period. | 14 | 14 | 14 | 14 | 13 | 13 | 13 | |
| #6--ADVANCE for 1-3 turns towards the enemy. Will move through any unit in way (that's friendly unit) and attacks at $1\frac{1}{2}$ strenght at the enemy. Only GM knows for how long the unit will advance. | 16 | 15 | 15 | 15 | 14 | 14 | 14 | |
| | 17 | 16 | 16 | 16 | 14 | 14 | 14 | |

* The classes are A-G= the place your country is in now.

82. The GM will not ~~xxxxx~~ reveal the results of the die rolls. you's will find out soon enough!
83. At the second time its winter(or that sort of season) every unit which had surrendered get s arating. If ODD, unit is now normal (and you've got to have to pay for it). ~~xxxxxx~~ Otherwise, continue on....
84. Surrendered units will contineu to fight like so until an odd result is obtained during a Winter Season.
85. The GM should not reveal when the B.H. reinforcements will get on the board---not even to the B.H. player.
86. Surrendered units do not count as "units" in the victory criterion.
87. Units are noted as follows:
- | | | | |
|----|--------------------|-----|-----------------------|
| GA | government Army | GM | government MILITIA |
| GF | " Fleet | GE | " Engineer |
| RA | revolutionary Army | RM | revolutionary militia |
| RE | " Engineer | R2A | " double army |
- An "S" before the unit indicates that this is a surrendered unit.
Example:
- Cosa Rica loses an Army to Panama(surrender). This new unit is built in David. This unit is ~~GA~~ SGA-C/GA ~~xxxxx~~ David
88. For British Honduras, fleets which surrender are automatically changed ~~xxxx~~ into a ~~xxx~~ ~~xxx~~ british fleet which issent for equipment...use the tables to see when it arrives. Armies become British armies with the only exception being that they must wait until the next winter type turn to come on. THEY MUST BE PAID FOR though.
89. Black press (no matter what zine its in) is allowed--do to the nature of this game.
90. This game is copyright 1977 by Russell Fox-----all rights reserved.

I'd really like to get a playtest game of this going. I have one volunteer. PLEASE, VOLUNTEER. Rules are in issues #28-#30(this issue) while the one page map is in #27.

One more rule(that should be two rules:

91. Engineer units cost 1 whole sc.
92. Engineer units may be used for building canals, and other sort of works, including the foloowing:
Public Works--increases value of S.C. $1/8$ of a s.c. a turn.
Any other project approved by G.M.
93. Any Engineer unit working has a $1/3$ chance of "going on strike". If there should be such a strike, add $1/2$ a s.c. starting next turn(after the strike is ended) for their cost for all engineer units in that country.

This is CENTURION, a magazine of paostal Diplomacy and related matters. Subscriptions are 11/\$3, 10/\$3 to old subscribers. There are, er, is no game fee for a subscribers first game, otherwise the gamefee is \$2, \$2x \$1 of which is refundable(the less you NMR, the more you get back). There ARE game openings, and we have signed up for our next game, eliminating Washington(not DC) and Southern California.....BACK issues are available o f both this(CENTURION) and a rather funny gamezine, THE BOOK OF STAB. CENTURION is available(all but #7) for postage, rounded up to the nearest nickel....or around 15¢. The Same with BOOK OF STAB, and all issues(#1-37) (or 39, I forget which) are available. The rate with this is 15¢ issue. BS #7, #8, #59 on are unavailable, although you could write Rändolph Bart, 9950 Reseda Blvd, #13, Northridge, CA 91324 for them. CENTURION IS COPYRIGHT 1977.....

Next issue will have the zine reviews since there are only 7 zines to review and I really don't need twelve pages...

Three peoples orders arrived late----mail them in earlier. They are: William Clumm, Dave Kadleck, and Paul Clement... I adjutate all games immediately after the deadline...Paul, you've been consistently late. Get them in earlier. Also, please use PEN when addressing my name on the envelope.

Note to Chatham Arts--I live at 5160, not 5760 Donna Ave. You're getting the people who live at 5760 angry....

= DEADLINE FOR ALL GAMES (but 76ID) is Friday the 11th of February.

NOTE:Do NCT use post cards whensubmitting orders whenever possible. Our guest CM has complained(we don't want lee angered) and so be it. Although I have had not one problem, I do not doubt that there are problems.

Note to Dave Ditter and Jim Diehl...Have you seen a recent copy of Zaccalini's The Diplomacy Baron? I'd like to know what happened to it... especially the games.

See you; you, and everyoneelse in 3 weeks for CENTURION #31

CENTURION #30
c/o Russell Fox
5160 Donna Ave.
Tarzana, CA 91356



Sub expires in
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HIGHLIGHTS:

Central America Finsihed
75EN continues on and on
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76JA has the aussies in retreat.

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SEE THE FOLLOWING PAGES
EVERYONE SEE THE BOTTOM OF PAGE #9
plus: See Encloure

NO PHONE CALLS EXCEPTED ON FRIDAY 2/11

Deadline
←