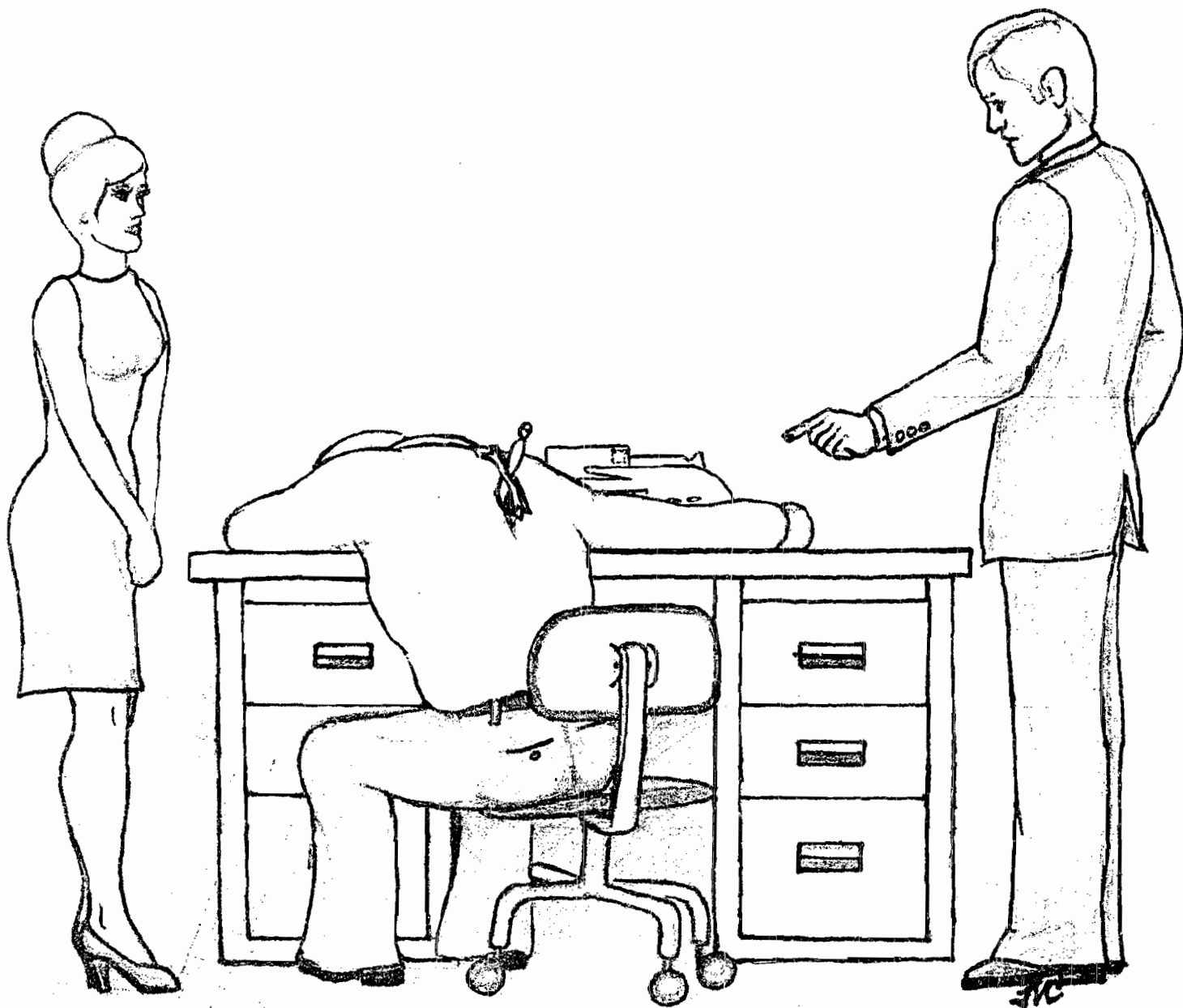


ANOTHER DEATH DEALING ISSUE OF

CLAW & FANG



THE DIPLOMACY MURDER MYSTERY see page 2.

The Cover Story:

MURDER IN THE STUDY

by Vic Carpenter

Detective Lieutenant Vic Carpenter was called to the scene of the stabbing death of a renowned Diplomacy player late one evening. When Carpenter met the deceased man's wife she led him to the study where the body was slumped over a desk with an ornate letter-opener protruding from the back. "That's just how I found him when I returned from my bridge club meeting, not more than ten minutes ago, Lieutenant."

"Tell me, M'am, was your husband known to be a very orderly man?"

"Why yes; in fact he kept all sorts of game files, letter files, magazine filesand I've never seen this room in such a mess."

"It certainly looks like someone has tried to remove every bit of evidence that might point to him from the room."

"Even the Diplomacy board dumped on the floor, everything...."

"Not quite everything. Notice the envelope, stamped and ready to be addressed sitting in the typewriter on the desk."

"Lieutenant, I'm afraid you're not making much sense."

"Ah, but I think the old boy here made a lot of sense. I believe he realized he was in danger and was able to name the person he was quarreling with in his presence without the killer realizing it."

How does the detective solve this Diplomacy murder mystery?

(Answer next month)

197801

The Pross Game

Fall 1910: FRANCE AND SLICKONE WINS.

AUSTRIA Watson (12, 1 short): F Bla* S A Ank→Anm*, A Bud→Ser*, A Tri→Alb*, A Ven*H, A Boh* S A Gal→Sil*, A Sev* & A War* S A Ukr→Mos*, A Con*→Smy, CENTERS: home, ser, bul, gre, rum, smy, ven, con, ank, war, SEV, MOS (14)

FRANCE Schlickbernd (15): F Tyn* C, F Ion* C, & F Rom* S A Pie*→Libya, F Edi→Nwg*, F Swe* S F Ska→Den*, F Nwg→Nwy*, F Nth→Helg*, F Eng→Nth*, A Bel→Bur*, A Bur→Mun*, A Ruh* & A Hol* S A Mun→Kie*.

CENTERS: home, por, bel, spa, lon, lvp, rom, tun, hol, nap, mun, edi, nwy, DEN, SWE, KIE (18)

GERMANY David Loewenstern (4): NMR F Kie H /d/ R(Bal,OTB)*, A Ber* H, A Sil H /d/ R(Pru,OTB)*, A Den H /d/ annihilated. CTRS: ber, ~~den~~, ~~swe~~, ~~kie~~ (1)

RUSSIA Fiack (3): F StP(nc)* H, A Arm→Smy /d/ annihilated, A Mos→Ukr /d/ annihilated. CENTERS: ~~stp~~, ~~stp~~, ~~stp~~ (1)

Please try and get your statements in by April 1st.

FINAL PRESS

SOMEWHERE IN A BUNKER IN GERMANY (Mephisto Pross International): Kaiser Loewenstern sat morosely pondering the future. His country was about destroyed, the Austrians were looking the other way hoping that this press game would end up like that other press game in Erewhon so long ago, and no one was writing any press. Well, almost.

His reverie was interrupted by the dulcet reverberations of the French First Frogs armored division. Mounted on giant amphibians, these barded frogs had leaped over the trenches and created breakthroughs as the French machine gunners riding them in the howdah mowed down everything in sight. They were led by that infamous French sympathizer, Dansk Horton, who could be seen leading every charge with his tell-tale fork and knife at the ready. Drool came from Horton's mouth as visions of sausage and Rhine Wine danced in front of his fevered eyes. Loewenstern shuddered--meat with white wine. The Barbarian!

He sighed. The Kaiser decided to take the coward's way out. He could take losing, he could take having an insignificant 11 letter name compared to the full-bodied 12 of the French president, but no press? He picked up his instrument of suicide and drove the poignard home. He staggered, seemed to gain a second wind, and then prepared to deliver his death speech. But as he fumbled with the thick manuscript, Horton broke in. Horrified at having to listen to a long-winded speech, the mercenary lanced the Kaiser with his knife.

And the speech? That was written on rice paper. Horton gave a resounding belch.

March 3, 1980

Backstage, the Merv Griffin Show

Dear Horton:

Well, about time. You think I like playing second fiddle to some hopeless clown like Dostoyevski? The guy dies penniless--and you call him a "great writer"?! Or Solzhenitsyn--he gets tossed out on his ear from a country full of people even dumber 'n Polacks because he keep shooting his mouth off at the wrong time--real brilliant writer. So here I am, # ONE best selling author (Winning Through Intimidation etc, in case you've been blind or dead or something recently) and I get the old "don't call us" routine. I shouldn't even bother, you know; but OK, you seem like a decent sort, I'll give you your big break and dash something off. Remember, you owe me.

Sincerely,

Ringer
Robert Ringer

Analysis of Demonstration Game 79CT

Chapter Seven-Fall 1903-Of Lions and Sleep-by Robert Ringer

Sweat broke out across the fat Prussian's porcine features as he sat crumpled behind his desk like a basket full of soiled laundry. If only Kruger were here, he kept saying to himself, Kruger would know how to stand up to an opponent such as l'Ouef, but Kruger wasn't here.

The tall, statuesque and inordinately handsome Frenchman paced before the desk in his immaculately creased dress uniform, red trousers and all. With a swirl of epaulets and braiding he turned and repeatedly poked a graceful finger at the cowering German. "And not only that," he continued suavely, "I should think we could use Bavaria as well. It is my ultimate destiny, you know. You really don't mind, do you?" His confident smile suggested he considered the answer to be a formality.

Von Grolschschlosch could only continue to sweat, and mutter about Kruger's absence under his breath. He blurted out, "Why me? Why pick on me? Terrazeni's crowd is more of a problem for you--look what they've done to the Old Man in Austria, and what's happening to Souvla Bey! The Italians are a formidable enemy..." he blubbered.

"Oh, stop whining! As for the Old Man, his country would have fared better if he had been able to deal with others of his own calibre--such as Mayor McCheese and the Hamburglar," l'Ouef flashed a saurian smile, obviously greatly pleased with the cruelty of his imagery. "And as for our little yellow friend, his heathen countrymen would presently be better off if he had chosen a different course of action earlier. Such as stepping in front of the schoolbus as a child. No, Signore Terrazeni will find the Lion of France somewhat more formidable than Balkan sheep! N'est ce pas?" His reptilian grin reappeared briefly, then gave way to a more charming smile. "No, Grolshy, old man, some of us were born to lead," subtly turning his head to reveal his most glamorous three quarter left profile with "C'est moi" radiating from every pore; "the others?" he shrugged, as if what happened to the others was of no concern. Which, of course, was true.

"Many thanks for making this as painless as possible, mon ami, my men shall be occupying Bavaria and Flanders presently. I leave for England, and a pleasant session of tea, scones, and domination." One more smile, a polite bow, and he was off.

"Where the devil is Kruger," Grolschschlosch repeated, gazing at the map of the lost provinces and burying his sobbing face in his chubby pink hands.

End of Chapter Seven

□ □ □
News of Other Games

The Winners' Game, 1978CH, ended in a two-way draw between England (Rollie Straten) and France (Mike Willemsen). Wrap-up next month.

1978AZ (Mensa 8) ended in a concession to France (H.D. Bassett).

Scott Rich has 2½ people signed up for Sword and Sorcery Diplomacy. If interested write him at 159 West 2nd No. #104, Salt Lake City, Utah 84103. [I presume the ½ player is an elf.]

[The "other" analysis for 1979CT...or Schlickbernd resurfaces.]

OVERVIEW

by Bruce Schlickbernd

Too many players look at their own little area and do not pay attention to what is happening on the other side of the board. The Russians are firmly established in Scandanavia and Iberia and the Mid-Atlantic is dangerously bare. If the Russians and Italians continue in their alliance of close cooperation, they could well get past the stalemate lines and doom the west. With Austria gone, Turkey on its last game year, and possibly the Germans also, this contest is proceeding into its mid-game. This is the period where the alliances that will amc or break the stalemates lines are formed.

Turkey, down to three units after his removal should not be able to hold any of his centers against a concerted attack by the Russians and Italians in 1904. The key here is, how will the centers be split between those latter two? Turkey, Austria and the Balkan neutrals comprise 10 centers---a nice even five/five split between an Italian/Russian alliance. This is an extremely effective alliance if they can get the jump on Austria and Turkey (as they did) and conclude their attack before the west with its usually simpler two-on-one situation sorts itself out. This is precisely what has happened.

But will there be a 5/5 split? Italy is in no position to contest Russia getting Smyrna, and would have to have Russian help to take Bulgaria. Even then, it would be a rather precarious place to hold.

Here I would like to explore the possibilities of a diplomatic falling out between Italy and Russia. First, it would seem doubtful that we would see anything overt until after Turkey is gone. Once beyond the annihilation of Turkey, there will be about 10 or 11 opposing units lined up against each other. If neither trusts the other and they are both prepared to go to war, then only the west will profit. They are too evenly matched to get anywhere without a surprise attack. This would allow the English and French (depending on how England's coin flip on whom he will ally with this time goes) to take Holland and Kiel unmolested and slowly outflank Scandanavia to the south. With judicious timing, this would leave France in the best position while Italy stagnated and Russia was slowly locked up or pushed back in the north and middle. Now, if Italy trusted Russia and turned to do battle with France and did not adequately guard his back, he would be tempting fate, indeed. If Russia could make a successful stab (either of a few centers, which Italy does not have the depth to withstand well or a strong outflanking position) he could be in a good position to win. With 11 or 12 centers, and four or five available in the Balkins, he'd be within two centers of winning. A concerted effort by Italy, France and England to stop him would depend on how committed Italy had become against France, and whether they could all cooperate. If Italy could get the jump on Russia, on the other hand, we would see a probably steadier French/Italian alliance. Though the two countries border each other, they have a rather wide neutral zone which helps slow attacks and allow defensive positions to be established even if one side got the jump. Additionally, it is just about the easiest area to lock up in a stalemate line---a not unwise precaution if one can spare the units. From there, they would have the Russians stretched from map edge to map edge with a good shot at a natural two-way draw line that runs from the northeast corner to the southwest---or a possible three-way if France were willing to forgive England its past indiscretions. I've run on this long enough without going into possible English/Russian alliance permutations at this point.

How can Italy and Russia stabilize (assuming they want to) the Balkans, then? Assuming the Italians aren't foolish and insist on (at least) a five/five split, the easiest way is to shorten the front between the two countries. Italy moving to Bulgaria with support (or Greece, for that matter) would be a problem because if both Turkish armies (assuming he keeps both) were dislodged at the same time,

(continued on page 5)

one would then be able to retreat to Serbia, where it could cause all sorts of problems. Serbia should remain stationary and support. If both Greece and Bulgaria attacked it, its support would be cut, but the Italians and Russians still have plenty left with which to overwhelm the Turks. The Russians get Bulgaria and Smyrna. The key here is the Russians moving out of Budapest into Galacia while the Italians take it. This would give them both five (9 for Italy and 11 for Russia overall) and a short frontage that would require no more than 3 units per side to maintain, and as little as two (a Russian fleet in Bulgaria(ec) and an army in Rumania, and Italian units in Serbia and Budapest--note the placement of the Russian fleet so that it can't move to Greece) with everything pulled back and free to attack the west. A secure and cheaply maintained line, minimizing squables and maximizing attack strength. This is what I expect them to do.

The freeing of Russia A Bud to defend Moscow and possibly assist Germany would allow the Russians to build in St. Pete with his one build this time (which he has cleared for a build). Otherwise, he would be taking a chance not to build in Moscow: France would be able to move to Silesia and both threaten Germany with outflanking and possibly have a free shot at Moscow. Of course, Russia may decide that he can make little progress in Scandanavia and opt for quicker support of Germany immediately even if his A Bud pulls out. I think that he will take the build in St. Pete while he can, though, inasmuch as he'll be having another build coming from the south, and possibly from Denmark if the German is cooperative, which he has proven so far. Blair Cusack (Russia) has demonstrated extremely strong diplomacy so far; he has totally dominated the east diplomatically and has kept England going in circles while he walked into Sweden and Norway. When I saw the opening line-up of players, I privately picked him to win. Certainly, he has the strongest play so far, though still dependent on his allies.

I have dealt rather at length with the Russian/Italian possibilities. That's because they have the initiative and freedom to make decisions that none of the western countries can really afford. Germany will probably lose Holland and Kiel and be effectively out of the game. Still, he has proven to have cost the English much for their stab and is a valuable object lesson on staying in and sticking it to the person who stabbed you. People who have seen this game will be careful not to make ill-considered stabs on him in the future.

England has bounced hither and thither, suckering Germany into screwing France, dithering against Russia, moving towards France, moving away from France. He seems to be totally out of control of the situation. Russia certainly seemed to have had him buffaloed. Had he continued to press against Russia in the Spring instead of moving the opposite way, he could well have had Russia on the defensive and been more on par with France. Now, he is in trouble in Denmark, dependent on France, and without any strong position. About the best that he can hope for is a four-way draw. If Russia, or Russia and Italy breakthrough, he is doomed, and if Italy attacks Russia, this will allow France to grow even more and perhaps swallow up England. Certainly, his erratic play has hurt France and given Recse every reason to deal with him as France sees fit.

France took a dangerous chance in the first game year when he build three armies. That is often an invitation to England and/or Italy to attack. Perhaps he felt it necessary to reassure one or the other of his intentions, but France can invariably justify two fleets total if he gets three builds in the first year. The front against Germany is too short for five armies to be used effectively. Now he has little choice but to build at least one fleet as a deterrent. Placed defensively in Por or Mid, it would make an attack by Italy far less appetizing, or at least requiring a major commitment, which is better spent against finishing off Turkey for the moment. Or perhaps, he is far more strongly allied with Italy than easily inferred from the moves--it is still not worth the chance not to build a fleet in Brest, at least.

Finally, with France and England deployed totally against Russia and Germany, Italy is in better position with Russia than might appear by mere supply center count. He should be the object of fierce diplomacy between Russia and France. 1905 should be the year of his commitment, one way or the other; the game hinges on him.

10 March 1980

R'lyeh 4.9

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
 Phone: (213) 334-3149 (eves.)

1979 CT Claw & Fang Demo Invitational

Winter 1903 Turmoil in Germany Follows Latest Reverses

England (Falter): Remove F Edi. Has F Nwg, ALon, F Den, F Nth (4)
 France (Reese): Build F Bre, F Mar. Has F NAT, A Bel, A Pic,
 A Mun, A Bur, F Bre, F Mar (7)
 Germany (Bingle): Remove F Ber. Has F Eng, A Hol, A Kie (3)
 Italy (Ditter): Build A Ven. Has A Vie, A Ser, F Alb, F Ion,
 F Tun, A Apu, A Ven (7)
 Russia (Cusack): Build A War. Has A Con, F Bla, A Arm, A Rum,
 A Bud, A Nwy, F Bar, F Swe, A Fin, A War (10)
 Turkey (Harley): (Aut '03: F Con R Aeg) Remove F Bas. Has F Aeg,
 A Gre, A Bul (3)

Spring 1904 orders are due on 7 April 1980. Orders are on file for
 Russia and Italy.

Thanks to Arn Vagts for standby orders, however a last minute
 phone call from the player resolved the situation.

Press

Greece-Serbia: You must be joking! I did not realize that my
 reputation for gullibility had reached such epidemic proportions.

1978HK

GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024
 SPRING 1907

HUNS DRIVE BORSHCHIKERS OUT OF HANOVER, BUT LOSE BAVARIA IN THE PROCESS. FRENCH
 FAIL TO CORK MIE BOTTLE, BUT TURKS AND EYELIES FAIL TO GET OUT, ANYWAY. BATTLE OF
 JUTLAND STILL A STALEMATE. TURKS FAIL TO GET OUT OF STEPPE TRENCHES. KAISERLICHE
 UND KONIGLICHE STURMTROPEN WALTZ INTO PRAGUE.

AUSTRIA (Berch): A Bud-Gal S by A Rum, A Gal-Boh, A Ser-Bud S by A Tri.

FRANCE (Stevens): A Gas-Por C by F Mid, F NAT & F Eng S F Mid, A Bel-Ruh,
 A Bur S RUSSIAN A Der-Mun, F Nth-Den.

GERMANY (Carpenter): A Mun-Kie S by F Bal.

ITALY (Price): A Pic-Mar, F Spa(sc)-Por, A Trl S AUSTRIAN A Gal-Boh,
F Naf S TURKISH F Wes-Mid [NSO], A Mar-Spa S by F Lyo, A Vie S AUSTRIAN A Bud-Gal.

RUSSIA (Hightower): F StP(sc)-Dot, A Fin-Swe, A Kie-Den /r/ /Der, Hol, d/,
 A Der-Mun, A War-Gal S by A Sil & A Ukr, A Mos S A Ukr.

TURKEY (Shreve): A Ank-Sev C by F Bla & S by F Arm, A Sev-Ukr, F Wes S ITALIAN
F Spa(sc)-Mid [NSO], A Chicago-Encinitas [imp; no convoying fleets].

FALL 1907 ORDERS are due on or before Saturday, 5 April 1980. Xerox copies of
 the carbon of this letter are going to Berch, Price, and Hightower. The only commentary
 I received from anyone on the advance copy issue was from the same three individuals.
 They unanimously favored sending copies to anyone who sent SASIE. I received no
 objection from anyone. So that's how we'll do it.

ANKARA: The Sultan sat in his palace, surrounded by the same old sycophants and
 lackeys, wondering what was missing in his life. "Perhaps a new concubine--no, that's
 not it. Or maybe a new brand of hashish--no that can't be it. What do I need?" He
 muttered, tugging at his mustache, when it dawned on him. "I have it! I need a good
 argument with that old reactionary, Rod Walker, to bring back some zest into this life!
 I will even tell him to choose the topic!"

BARAD-ALCALA: Resolved: This is the best of all possible worlds.

Spring is here! Spring is here! Life is skittles and life is beer! DS 7

...and what better way to celebrate the arrival of spring than with the heartwarming and joyous...

POIGNARD 8 by David Loewenstern, Haverford College, Haverford, PA 19041
Phone number 215-896-6606.

CONSTANTINOPLE CRUSHED UNDER TRIPLE ATTACK ON TURKEY! ATHENS AND
ELSinore CHANGE HANDS PEACEFULLY! GERMAN GAMBLE IN MUNICH SUCCEEDS!

1979CX: A'03: R.: F swe-r-otb; W'03: E.: BFlon, G.: RAmun, R.: BAwar.
Spring 1904:

A. (Jim Cassity, 6): ApieS&AtvlSAtri-ven, Aser-tri, AbulS R.Fbla-con,
Fgre-aeg.

E. (Scott Copeland, 4): Fden-ska, FlonS ~~SW~~ Fwal-eng, Alvp twiddles thumbs*

F. (Jerry White, 5): Abur-mar, ApicSApar-bur, FengS/cdr(mat, bre, otb)
Firi-wal.

G. (Paul Sallabedra, 6): Fbot-stps/b, Fewe-nwy/b, Fkie-den, ~~SW~~Aber-sil,
Fhol-nth, Abel-h.

I. (Clark Reynolds, 4): Feme-smv/b, Fion-gre, Aven-tus, Aapu-rom.

R. (Gary Howe, 6): Astp-nwy/b, FbalSAwar-pru, Fbla-con, Frum-bla,
Aarm-ank/b.

T. (Bernie Oaklyn, 3): AsmvS/c Aank-arm/b, Fcon-bla/bda.

/=fails, a=annihilated, b=bounce, c=cut, d=dislodged, r=retreats.

B=builds, R=removes, h=holds. (*and therefore holds)

+++PRESS+++

HAVERFORD, THE SULTAN'S CHIEF PHYSICIAN: Bernie was hospitalized earlier this month and so did not submit any press. I consider it noteworthy that he even sent orders in such a condition -- it shows dedication. Get well, Bernie.

BUDAPEST BUGLE: The following are excerpts from an exclusive interview granted by the Kaiser Franz-Joseph himself.

BB -- Your highness, why are Austrian forces preparing to attack Venice?

Kaiser -- I perceived evil in the heart of the imperial generalissimo, Count Spaghetti, sorry I meant Spagehtini ((How sorry are you really that you want ~~XXXXXX~~Spagehtini?)), and so I postponed the liberation of Munich and ordered the assault on Venice. One would hope that with the loss of Venice, the count would reflect upon his own actions and statements that have resulted in the need of the Italian peoples ~~af~~ for Austrian intervention.

BB -- So there is still hope that our two governments can reach a peaceful resolution to this conflict?

Kaiser -- Certainly. This is what we are hoping for. I would like to make it clear that the actions of our Austrian forces are directed against the Italian government and not the Italian peoples.

BB -- It is rumored that the Italians attempted to invade Albania. Is this true and was this the reason behind the assault on Venice?

Kaiser -- The rumors are true, but this attempted invasion was not the sole reason for our actions against Venice. I am sorry to inform you that the Austrian embassy was overrun by Italian army units, even as our forces ~~w~~xraced to their defense, and are now being held against their will.

BB -- I'm shocked!

Kaiser -- Yes, so am I. It shows the total disregard for international law that the Count has used in his efforts to assault and invade Austria and her allies.

BB--Do you offer any reply to the news release from Italy speaking of Goliath and shpherd boys?

Kaiser -- Yes, I believe it to be an accurate statement of our own ~~x~~ course of action against the Count of bullies (Spagehtini) ((OH NO! the latest escalation of the war! First guns, then tanks, now SHEPHERDS!))

BB--And any reply to recent Turkish news releases?

Kaiser -- Only that it is obvious that the Turkish people are being oppressed by the depraved rule of the sultan Bunny ((sic)) Oakland.

((STILL POINARD 8))

BB-- Will Austrian forces be used to liberate the Turkish people?
Kaiser -- eventually yes, but first we must deal with the Italians since it is clear to any but the most feeble-minded (bunny) ((OK -- let's not start insulting rabbits!)), that the Turkish leader is mentally incapable of mastering the technical skills involved in mounting a successful offensive drive, much less a single assault on any territory that could be taken seriously. Perhaps the Turkish people will rise up and overthrow this mad dog sultan and then once again our two peoples could be joined together in peace.

TRIESTER TIMES: Public response to the Kaiser's interview has been unanimously in favor of his decisions and actions. It is an honor to be served by such a capable leader as Franz-Joseph!

MOSCOW: Roses are red/Violets are blue/ GERMANY's down one/Soon to be 2.

ITALY-AUSTRIA: So you wanted to move West? The reason is plainly to be seen. The best of ill-fortune to you.

((KIBBITZER ANONYMOUS PRESS)) SIRACUSA, SILICIA (14 Ottobre 1903)

(Via Garlic Press): The Dark Lady waited. Shrouded in shadows and black velvet, she sat almost invisible on her onyx throne, black-lacquered fingernails tapping out the seconds on the skulls which adorned the arms of her seat of power. The news would come...it would! Where was her little Turk?

Outside, beyond the doors of her audience chamber, she heard the soft commotion of shuffling feet and whispered challenges and responses. In the dim chamber she could barely make out the doors. She could not clearly discern their decorations, however: murals by Aubrey Beardsley of certain Biblical scenes which showed most graphically why the Bible was very nearly banned in Boston when the Puritans finally got around to reading it. "Ah," she mused, making out some details of a mural showing a somewhat untraditional version of the Annunciation, "if angels were truly so endowed, earthly delights would hold no fascination. Yummy."

The doors opened. A sallow, beady-eyed creature could be seen slinking across the floor. The little Turkish slave! "Quickly," she hissed as it sidled up to her, "tell Us: are you Bdig Bey or are you Bernig Bey?" It has such an awful identity problem, she thought.

--I am Bernig Bey. I have always been Bernig Bey.

--Very well, Bernig...

--Buding

--Oh yes; how could We forget? Well, what is the news?

--It has happened, Majesty. The Hapsburg fools have seized Milan and threaten all of Venizia and Romagna!

The Dark Lady could scarcely contain her glee. "Then the time has come! Our triumph is not far off. Come Budig Bev..."

--"Bernig," the wan, Gollum-like creature corrected her.

--"Oh yes; well, come; let Us summon Our fleet. This is the moment!"

Excitedly she flagellated the Turk, who whimpered in ecstasy and begged for more. "Oh majesty," it whined. "When it is done, may I have all the sheep?"

--Now, We've discussed this before, Bernig...

--Budig.

--Yes. Anyway, what you do with sheep is disgusting. Besides, it frightens them and makes them lose all their wool.

--They like it.

--They don't, Budig.

--Bernig

--All right. Anyway, We are Sure We can find something just as nice for you. Some children, perhaps.

-- Won't they lose all their wool?

--It doesn't matter; it's not commercial grade, anyway.

HAVERFORD: I'm afraid I have to cut the press off here. I still have 1½ pages...but Fangs wants only 2 pages total. F'04 due 4/7/80.

THE ADVANCED RULES OF WARHEAD

by Scott Hightower

[The original rules to WARHEAD appeared in the November CLAW & FANG. After several false promises to print the advanced rules, here they are.]

Welcome to the advanced version of WARHEAD. Three new units are introduced, and players are given control over the unit mix that they will be using.

Players will need the basic rules for WARHEAD in order to play the advanced version. If they are not familiar with the basic rules, it is strongly recommended that several games be played using the basic rules before attempting to play the advanced version. Little difficulty in play would be encountered, but players would have trouble mastering the analytical and information gathering techniques that are important to enjoying the game.

The new units are the Shield Station, the Multiple Reentry Vehicle (or MRV) Base, and the Dummy Unit. In addition, every unit (except the Shield Station) is assigned a purchase price. Players may then purchase as many units of each type as they desire, within the limits of a Budget. Thus, each player has the opportunity to tailor his Complex to suit himself, as well as confusing his opponent. The game is made more complicated, for not only are there more options to consider when attacking and defending, but there is the additional analytical burden of determining the mix that the opponent started with.

SHIELD STATION: Each player is issued one Shield Station, which he may use if he wishes. No additional Shield Stations may be purchased. No cost is assessed if it is used, and no credit is given to the Budget if it is not used. During a player's turn, he may raise or lower the Shield. This is done before firing missiles. The raised or lowered status prevails until changed by the owning player. To raise or lower the Shield, the player announces "Shield up" or "Shield down" before he announces his missile attack. Players also may announce Shield status before play begins. The Shield is assumed down if not previously announced. Players may wish to use some sort of marker, such as a coin, to indicate status. Players must still announce a change of status, however.

Once the Shield is up, nothing may penetrate it. The coverage area is the same as for a Radar Station - nine squares, with the Station in the center. Tracking may not be performed by a Tracking Station located under a raised Shield. Missile Bases located under a raised Shield may not launch missiles. A Radar Station or Light Missile Base located under a raised Shield may not participate in an Interception.

The response to a warhead impacting on a square protected by a raised Shield is "Shield." Note that this is only in response to a warhead. The legs of a Groundburst are not warheads, and so would be reported as misses (no indication that a Shield is operating). Interception and Tracking may be performed over a raised Shield by Stations located outside the Shield. Groundbursts and MRV's impacting on a square protected by a raised Shield are NOT nullified as in an Interception. Any units located outside the Shield could still be destroyed by the legs of a Groundburst or by any of the warheads of an MRV. Interception has priority over the Shield: if an Interception stops a warhead that would have impacted on a Shield covered square, all that is reported is the Interception.

Note that if all Missile Bases outside the Shield are destroyed, the Shield MUST be lowered, and must stay down. This is because of the requirement that a player launch a missile every turn.

MRV: The MRV is three warheads launched simultaneously from the same MRV Base. One warhead is known as the Carrier and the other two are known as the Passengers. Any of the warheads may be Intercepted, or blocked by a Shield. If the Carrier is Intercepted, the Passengers do not impact. Interception of one of the Passengers, however, has no effect on the other two warheads. Only the Carrier may be Tracked. Note that only one warhead may be Intercepted. To announce an MRV strike, the player states "MRV- Carrier at, Passengers at ... and" He must state all impact

(continued overleaf)

points before hearing any of the defender's responses. He may not change the impact points once he announces them. If it is found that any of the Passengers impacted illegally, they are ignored. Legal impact points are any of the eight squares around the Carrier. One of the Passengers may also "leap: the other, impacting in any of the eight squares around it. The other, however, must be legally located with respect to the Carrier. Piling MRV impacts into the same square has no additional effect. None of the warheads may impact off the board, but one or both of the Passengers may be forfeited. If no impact point is given for a Passenger warhead, it is ignored. If no impact point is given for the Carrier warhead, one of the Passengers must be designated as the Carrier. There must always be a Carrier warhead.

DUMMY: The Dummy serves no function in the game except to be reported as a "Hit" if destroyed. (Subsequent hits are reported as misses, as for any other destroyed unit.) Its value is in deception. It is inexpensive, and since the type of unit destroyed is never revealed, the opponent could be duped into believing he had destroyed an important unit. This could be accomplished by selective reporting of Interceptions or Trackings before destruction, and sudden cessation of activity afterward - until he becomes careless. A Dummy may not be reported as the source of a missile.

PURCHASING UNITS: With the exception of the Shield Station, players may purchase any mix of units that their Budget allows. Selecting and placing units is really a single process, with a lot of head-scratching and erasing. Players should allow quite a bit of time for this pre-game setup, as compared to the basic game. Be sure to make one last review and inventory before beginning to play, to be certain that the Budget has not been exceeded. As before, units may not be placed once play begins, so any part of the Budget this is unspent is forfeited.

BUDGET: 75 credits

<u>ITEM</u>	<u>SYMBOL</u>	<u>COST</u>	
Heavy Missile Base	H	5	
MRV Missile Base	M	10	
Light Missile Base	L	2	
Shield Station	S		May not be bought.
Tracking Station	T	10	
Radar Station	R	6	
Dummy Unit	D	1/2	Two for one credit.

* * * * *

CLAW & FANG is published monthly by Don Horton (address below) tele: (916) 383-4848. Subscription rate is 45¢ per issue or 12 issues for \$5.00. (6 issues for \$2.50) THERE ARE NO GAME OPENINGS.

This issue is dedicated to the tourists that return to the Capistrano Mission every year without fail on March 19 (St. Joseph's day) to see the swallows.

* * * * *

With a dying gasp of press the press game has ended. See page 2 of CLAW & FANG #112 sent your way by Don Horton 16 Jordan Ct. Sacramento, CA 95826

PRINTED MATTER



RETURN POSTAGE GUARANTEED

J.H.Jones
1854 Wagner St.,
Pasadena, CA 91107

The address label should be correct. If the number is 112 or less your sub has expired. (If it is not correct, let me know.)

PRINTED MATTER