

# CLAW & FANG

Number Forty Nine  
April 1, 1975

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This April First issue of CLAW & FANG is dedicated to Professor Josiah S. Carberry of Brown University in Providence, R.I. Professor Carberry has never shown up for a lecture, including his own. Described as a world traveler, he hasn't been seen at Brown in the 16 years that he has been a professor of psychoeconomics. The explanation is that he is "always traveling."

Carberry was born at the Ivy League campus in 1929 when a young faculty member spotted the glass cover unlocked on the official bulletin board and put up this notice:

"On Thursday evening at 8 o'clock in Sayles Hall, J.S. Carberry will give a lecture on archaic Greek architectural revetments in connection with Ionian phonology."

When a now-retired Latin professor Ben C. Clough spotted the notice as a hoax he didn't take it down. Instead he inserted the word "not" between "will" and "give". The whimsy has continued ever since.

Treatises under the distinguished Carberry name have appeared in numerous journals, and the scholar, with the help of faculty members and alumni, keeps up steady correspondence concerning his travels.

Carberry's travels have been reported from Mozambique, Zurich, Alaska, Rome, Springfield, Mass., and the Middle East. His wife, Laura, and daughters, Patricia and Lois, also are globetrotters.

One postcard sent by Lois from the Hotel Statler in Boston had the caption "1,300 rooms and bath." On the back was written, "The bath gets terribly crowded."

On June 6, 1966, Brown awarded J.S. Carberry a bona fide masters degree. It was awarded in absentia because the professor, of course, was traveling at the time.

While most Rhode Island newspaper editors have Carberry-proofed their publications from the spoof, newspapers and magazines elsewhere have been taken in by the serious tone of his exploits.

Every Friday the 13th is "Carberry Day" at Brown. Pottery jugs are placed around the campus for student contributions to the Carberry Book Fund, which currently contains more than \$2,400. Librarian Charles Churchwell says it is used to purchase books "of which Professor Carberry might or might not approve."

Each volume gets a special book plate bearing the name of the fund, the design of a month's calendar with Friday the 13th appearing in red, and a Latin motto set by Dr. Clough which translated says: "It is pleasant and proper to be foolish once in a while."

## MY APRIL ONE RESOLUTIONS

I will no longer take cheap shots at Bruce Schlickbernd.

I will stick to my diet and never eat desserts again.

I will give up publishing CLAW & FANG (and buy Disneyland with the money I save)

I will eat liver at least twice a week.

I will give up playing Diplomacy face to face as it is becoming increasingly difficult for me to give a good time of day to anyone.

I will let the Yeti out of the basement as soon as he can distinguish between the French and English pieces. (He isn't much on conducting diplomacy but then no one dare double-cross him.)

Of course, we all know that April 1st resolutions are not meant to be kept (any more than January 1st ones are).

## 1974GV

(MENSA 2)

AUTUMN 1907: Turkish A Mos R Sev

WINTER 1907

AUSTRIA: Even      ENGLAND: B A Edi      FRANCE: B A Mar      ITALY: Even  
 RUSSIA: Even      TURKEY: Even

Spring 1908 orders due at 1900 hours, Wednesday, April 16.

## 1975AA

(MENSA 3)

GAMEMASTERS: Paul and Scott Hightower

WINTER 1901

AUSTRIA: Build A Vie, F Tri      ENGLAND: Build F Lon      FRANCE: Build A Par  
 GERMANY: Build A Mun, F Kie      ITALY: Build F Nap, F Rome (We made a typo; Italy  
 was entitled to two builds.)      RUSSIA: (COA) Build F StP(nc), A Mos  
 TURKEY: (COA) Build F Con

Spring 1902 orders due no later than 2200hrs EST, Saturday, 26 April at  
 3118 Lamar Dr., Lexington, KY 40502.

COA: RUSSIA (Mike Ward) 1420 N. Mansfield Ave Apt 305, Hollywood, CA 90028  
 COA: TURKEY (Stephen C. Locke) 108 Seagram Drive Apt 609, Waterloo, Ontario,  
 Canada N2L 3B9 (Effective 01 May 1975)

Note to players in 1975AA: Before next Winter's orders are due, we need to decide how we are going to schedule the deadlines. We could continue with Spring, Summer/Fall, Autumn/Winter, with deadlines once monthly. This will mean that one game year will take three months, which is more than 1/3 again longer than our original schedule. Two alternatives are that we can reduce to two deadlines per game year (Summer/Fall, and Autumn/Winter/Spring with Spring orders being contingent upon Winter adjustments) or we can have a short deadline for the Autumn/Winter orders. This latter would give you only about two to four days to get orders in the mail after receiving CLAW & FANG, or about five to seven days to telephone orders in. We advocate two deadlines, with extra deadlines if needed for especially complex Summer, Autumn, or Winter situations. This would mean submitting more than one set of Spring orders, each to be used in the event of a particular set of build orders by other players. This is not as difficult as it may sound; normally, the builds of only two or possibly three close neighbors could affect your orders, and many different build combinations on their parts could still result in the same move orders for you. Finally, the most complex winter adjustment is probably over (1901). Please include your opinion with your orders.

\* \* \* \* \*

There are still two openings in MENSA 4. The game fee is \$1.00 plus a sub but you must be a member of MENSA. The Guest GM for MENSA 4 will be David Reynolds.

\* \* \* \* \*

In keeping with CLAW & FANG's new look (and new rates) another new feature will start in the next issue. CLAW & FANG will run a game of Bourse. This will be GMed by Paul and Scott Hightower. Watch for the rules next time.

\* \* \* \* \*

WANTED: Articles on "Starlord", "Lensman", and other science fiction war games. Submit articles on your favorite(s) and receive a free sub to CLAW & FANG.

## THE DIPLOMAT'S OTHER TABLE

(Even diplomats have to eat. This is a new feature in CLAW & FANG. I plan to concentrate on recipes that are not too difficult yet are interesting to make, and--especially--good eating. My contributions will primarily involve baking--both breads and desserts. The readers can submit their favorites in any category.)

## SOURDOUGH

by Michael Ward

A little while back, I was at the Master's house in the process of getting fanged, when lunch was served. Almost lost in the midst of the repast was some of the best sourdough pan bread that I had ever eaten. I had been playing around with sourdough bread off and on for a few years, but Don's bread made me decide that it was worth it to really learn to do it right. This article is about all I've learned about bread making these last few months, and has nothing to do with Diplomacy unless you're one of the surviving fans of the once popular Borgia Variant.

Sourdough bread making appeals to me for several reasons, none of them very sound. Baking bread can be very boring. You stick a package of active dry yeast in a flour-water dough and it will rise. Always. You really have to be violent to that stuff to keep it from doing its job. I even have a recipe whereby you mix everything up with an electric mixer, shove it all in a refrigerator and tomorrow it's risen and ready to bake. Disgustingly predictable. But just take away one item, just omit the yeast, and it becomes exciting--also cheaper, and it tastes good.

Now, you may ask, do you get bread to rise without yeast? On the other hand, you may prefer to find out how your game is coming. So go look, I'll still be here when you get back. The answer, of course, is, you don't. What we eliminate is active dry yeast. What we use is its lazy wet cousin which lives in every sourdough starter which we put in every loaf of sourdough bread that is made. This starter is a strange thing to the modern mind. Really a relic of the past. Please believe me when I say this: you keep it. You do not use it up; you do not throw it away. You do not buy more everytime you use it. You keep it forever and ever. This can be done because it grows.

Take a cup of starter, mix it with 2 cups of water and  $2\frac{1}{2}$  cups of flour, stick it in a warm place ( $85^{\circ}$ - $95^{\circ}$  F.) and walk away. Twelve hours later you've got four cups of starter, usually. Take one cup and return it to the starter pot, take three cups and use them in your favorite bread recipe. Start with a cup of starter, finish with a cup. It never goes away.

The best way to get a starter is to borrow one from a friend. He'll give you a cup and you can give it back the next day and have three cups of your own to play with. If someone asks me for some of my starter, though, I give it away, and take none back the next day. You never know when someone is going to put bleached flour or something equally nasty in it. Into my starter goes unbleached white flour, a little whole wheat flour and pure pure water. Nothing else. If you have no friends, or none of them have starters, you can buy one, perhaps in a health food store. Of the store bought variety, I think "Sourdough Jack's" tastes the best, and "Goldrush" is the most active. These are bought in a dry form and take several days to ferment to a usable state.

If you're a fanatic about natural process or live in the Great Thicket miles from a health food store you can catch your own. Just mix up a dough of liquid and flour and set it out uncovered and hope it catches some loose yeast spores and not too much else. The liquid can be water, milk, potato water, or whatever. You can tell you've succeeded when the mixture (which should be thin enough that no crust will form) starts frothing. I did this once in Rhode Island and it worked after two tries, but I didn't like the taste too much so I threw it away and kept using my old starter. Every starter in the world, as far as I know, began this way. So if you've got the patience, got to it. I don't recommend it to city dwellers.

(continued overleaf)



and rapid growth in the war with Britain. In his place, I would have demanded compensating centers to maintain equality of growth. But I had sensed for some time that he was pretty happy to have gotten as far as he did, and he made it clear that he was willing to allow a Russian victory. With Turkey in my corner, there could never be a real defense against ultimate Russian victory.

My debt to Premier Jones is political; Field Marshall McTear was the tactician of the alliance. I knew from British intelligence sources that an initial German attack was imminent. Thus I was able to hold him off while his betrayers marched on his rear. I offered to keep him in the game partly because of his ties to Turkey, partly because of the excellent letters which he began to send me. I have never seen anyone do a more detailed analysis of a single move than Tom supplied us on every turn. Whenever it was a case of pure might, I always deferred to his suggestions. But time after time, diplomacy proved to make gains that would have taken years of military manouever. I think Tom was always somewhat leery of diplomatic moves and ploys; they were so messy and full of chance in comparison to his tidy analyses. I find Diplomacy tactics messy, often crucial, but for me the game will always be primarily negotiation and persuasion.

Keith Thompson as Britain was insufferably naive. He made two major mistakes. He trusted me to never attack him, and he chose to fight France, the second power on the board, when a combination of the two could have swept us all before them. Needless to say I encouraged that war, and assisted where I could, for I needed time to neutralize Austria and Italy. But I knew all along that war between us was unavoidable, and was glad that I was able to initiate it, else with his fleets he could have defended for years. I was sorry he dropped out as soon as things turned against him. England still had pivotal power and position. Dennis knew this when he took over, but after receiving negative replies from Turkey and Italy, and self-aggrandizement from France, he chose to retire gracefully rather than fight for every inch. Thanks to Dennis for not prolonging a losing battle.

Roger Downing I could never understand. He had everything going for him at the beginning. Allied to both Italy and England with Germany an easy target, he should never have gotten embroiled in a war with England. Perhaps he had no choice. Still, a good strategic analysis from the French viewpoint impressed upon England would have shown Italy and Russia to be much more vulnerable targets than each other. I never felt I could trust him, even though we were allied for a time during my stab of England, and his behavior toward the new English commander sealed his fate and the game's. Only a final lack of communications prevented France from being eliminated in the last move. I hope Roger gets his act together for any future ventures into Diplomacy.

There is little that can be said about Terry Paul and his doomed Austria. He was the ultimate paranoid. His strategy was entirely defensive. As he refused to commit himself, even in the face of a Turk-German alliance, he became everyone's whipping boy, the only power to be completely eliminated.

I save David Scott's Italy for last, because I see David as everyone's model ally. He plays a good game, both tactically and diplomatically, communicates well and is honest and trustworthy to a fault. Yet he was not naive, and I knew I was not likely to be able to lull him into mistakes. When Austria fell, it was a joint effort, and to Italy my ties to Turkey did not appear as strong as they were. In fact, I had to choose between Italy and Turkey in the most pure choice environment imaginable. Both were poised to attack the other in tactics which were guaranteed moves given Russian cooperation. I went with Turkey for three reasons. Strategically, I wanted to move westward; honorably, Turkey was my prior ally and I was indebted to him for survival; selfishly, I decided if I were to have any chance at all to win, it was more likely to be with Steve than with David. But I would love to work in a long alliance with David. My diplomacy must have been superb; for months after the stab, he kept on trying to convince me to re-ally with him. I couldn't consider it. The temptation to stab the same player twice would have been overwhelming. Besides, my

(continued overleaf)

sights were now set on England, I needed French help and Turkish goodwill. It was due to David's tenaciousness that I was able to grow beyond Turkey's size while he was stymied in the Med. Strange to be so indebted to the good play of an enemy; of course he was really my ally's enemy. It was David's sportsmanship that won him a Kingdom in Spain at the end.

So a curious game all 'round with three powers ending up with a single center and a showy convoy capping the final move. I am indebted additionally to Don who puts out the best Dippy rag around and did a superb job of GMing. Find me some more players like these who make such fine allies. Hopefully, some of us will meet again in other games. Thank you all.

#### OTHER PLAYERS' STATEMENTS

ROGER DOWNING: The war has ended and the French government sighs a sigh of relief-- Ahhhh! After all, it is pretty ignoble to be penned in Lisbon, when one is used to Paris. And by no shade of the imagination can one mistake the Tagus for the Seine. But the French can keep a certain portion of their honor for at least they did not become a puppet like a certain two central European governments did. The French Premier would like to honor Stephen Hall for his excellent play. A true Dippy player in every sense of the word, Steve overcame early difficulties to obtain victory. Steve wears the stamp of all good Dippy players tattooed onto his forehead--"Never trust me in the fall!"

DENNIS GOLDSTON: An unusual game although I might not have fully understood the players' rationale since I joined late. I flooded Turkey with offers, all to no avail--and no response. I can't understand his lack of interest when a draw was surely within his grasp and possibly more. France's betrayal of me was equally inexplicable. This does not mean that Steve's victory was not well deserved. Congratulations to him, and to Germany a special award for a difficult survival. To Italy, sincere appreciation for a loyal ally in a hopeless cause.

DAVID SCOTT: Let me congratulate Steve Hall on his well played victory. He decided to attack me instead of Turkey after Austria had disappeared--and who can argue with the results. He also managed to keep Turkey friendly when England and I did our best to talk Turkey into attacking Russia. That insured his victory.

STEVEN JONES: For me, this game was a nice experience. Meeting new friends is always nice and being on the winning side sure makes it more fun. As my first game, this was an interesting one and it taught me a lot about the game. When we started out, England, Germany and I (Turkey) seemed to have a good alliance against Russia. But then England stabbed Germany with the help of France and that just about did it. Seeing that I wasn't going to get any more help in Russia I decided to turn around and form an alliance with Steve (Russia). Meanwhile, Tom (Germany) had been reduced to one army. Instead of giving up he joined with Steve and I. I really admire Tom for doing this for it seems most people would have given up in his case. Anyway, when Tom and Steve got together that was it. The team of the two was unstoppable. Tom is one of the better tacticians in Diplomacy and he well proved that during this game. He just about supplied all the moves. Steve, one of your better diplomats, provided the diplomacy. About all I did to this magnificent combination was a little help in the south. I wish I could have done more. Well, as it turned out, the team was unstoppable and Steve just kept marching along to a victory. As I said before, I enjoyed this game a lot and I have to thank all the players for sticking to the game and also I have to thank Fangmaster for his hard work at keeping this game going for almost two years. Thanks.

(Tom McCloud has written a two-part article on this game, "The Experiences of a Novice Germany." The first installment will appear next issue.)

SADDLEPOINTS, ENCYCLOPAEDIAS, AND HUMAN ERROR

by Tom McCloud

The second article in this series, ("Back in the Saddle" by John Torrey, C&F #47) criticised the first article ("How to Find a Saddlepoint" by the present author, C&F #46) on three points. One, that the procedure for finding a saddlepoint is invalid. Two, that the statement: "a game where all payoffs are different has a saddlepoint" is incorrect. Three, that there was no discussion of the use of game theory for situations where there is no saddlepoint.

Mr. Torrey is correct on all points.

The first point is the most serious, since the very thesis of the article was that a saddlepoint in a very large matrix could be found by an algorithm that did not involve constructing the entire matrix. Mr. Torrey has shown that the algorithm given fails on a very simple 3 x 3 matrix. (In self defense--I did question the generality of the procedure.) It appears to be a simple matter to amend the algorithm, but discussion will be postponed until a proof of generality can be developed.

The second point, concerning the statement that if all payoffs are different then there is a saddlepoint, is less serious. In the original article it was merely an aside. It may be instructive, however, to comment upon the mistakes that led me into the error.

The first was misreading the definition of a saddlepoint in the Encyclopaedia Brittanica, which is:

"The highest gain-floor for A, using a single pure strategy, is obtained by choosing the strategy row in which the least entry is greatest; the lowest loss-ceiling for B, using a single pure strategy, is obtained by choosing the strategy column in which the greatest entry is least. These two values are equal only when there is an entry in the payoff matrix which is, at the same time, the least in its row and the greatest in its column. Such an entry is called a saddlepoint."

I misread these sentences, and erroneously thought that when A chooses his highest gain-floor "using a single pure strategy" and B chooses his lowest loss-ceiling "using a single pure strategy" that the resulting payoff was necessarily a saddlepoint. The fallacy can be illustrated with Mr. Torrey's matrix with 5 changed to 12.

		Player B.				
		1	2	3	row min	
Player A	1/	1	2	11	1	Fig. 1
	2/	8	12	7	7 (max)	
	3/	10	3	0	0	
	column max	10	12	11		
		(min)				

Here player A's best strategy "using a single pure strategy" is 2, and B's is 1, resulting in the payoff 8. Is this a saddlepoint? No, for if A knows that B will choose 1, then A can improve his score by choosing 3. But the very essence of a saddlepoint, mentioned throughout the first article, is that when the strategies that result in a saddlepoint payoff are chosen, neither player can improve his result by changing.

I was further led astray by the illustrations in the Encyclopaedia Brittanica. All of the illustrations for matrices lacking saddlepoints were of the form:

		Player B			
		I	II	row min	
Player A	I/	-1	1	-1	Fig. 2
	II/	1	-1	-1	
	column max	1	1		

(continued overleaf)

That is, the min-max or max-min for at least one player was not unique. The one example showing a unique min-max and max-min had a saddlepoint, and was a matrix in which each payoff was different.

The final factor sustaining the error was the very careful trial of all 2 x 2 matrices with differing values for each payoff. But since I had the wrong definition-- I understood the correct definition but was using the wrong one--I missed the following counter example.

		Player B		
		1	2	
Player A	1	1	3	row min
	2	4	2	1
column max		4	3	2 (max)
		(min)		

Fig. 3

Here the min-max = 3  $\neq$  2 max-min, and there is no saddlepoint. Or to put it another way "A could improve his payoff by choosing 1."

Returning to Mr. Torrey's criticisms, his third point is that there was no discussion of the use of game theory in situations without a saddlepoint. This is true for the simple reason that I had intended such a discussion for a second article. Mr. Torrey has saved me the effort with his own excellent discussion.

I wish to thank John Torrey for his corrections, and to apologize to the other readers for the original errors.

As for taking comfort from the fact that it is more important to know your opponent, I can only sadly refer him to my forthcoming articles on 1973BM.

## 1974CZ

Autumn 1905: German F Ska R OTB

WINTER 1905

AUSTRIA: Remove A Ser      ENGLAND: Build F Lvp      FRANCE: Even  
GERMANY: Build A Ber, A Kiel      ITALY: Even      TURKEY: Even

Spring 1906 orders are due at 1900 hours, Wednesday, April 16. A vote for a 6 way draw has been called for.

## 1974FA

Autumn 1905: German A Hol R Kiel

WINTER 1905

FRANCE: Build A Par, A Bur      GERMANY: Remove A Lvn      ITALY: Even      TURKEY: Even  
ENGLAND: Build "Frogs Go Home" billboard London

Spring 1906 orders are due at 1900 hours, Wednesday, April 16.

PRESS

BERLIN: (November 1905) The annual Oktoberfest, which had been in danger of cancellation through lack of interest, is now in its sixth week and building daily. The people of Berlin who would take time out from their revels to comment, expressed appreciation to the French government for its decision to enliven once more a military situation that had grown stale.

## 1974GV

WINTER 1902

ENGLAND: Even      FRANCE: Will be one short, no room for build.      GERMANY: Even  
ITALY: Build F Nap      RUSSIA: Build A War, A Mos      TURKEY: Build A Ank, F Smy.

Spring 1903 orders are due at 1900 hours, Wednesday, April 16.

PRESS

ROME: The people of Rome cheered today as Mario Romano strode into the capital today with news of the front. "We have finally defeated Austria!" he said. "We have taken Budapest as my orders indicated." Eric the Hooknose whispered into his ear, "Well, not exactly." Mario said "Not AGAIN!, doesn't my 1st Army do anything right?"

(continued on page 9)



The unelected president stopped the berating of Eric when he saw some of the prisoners of war taken in the campaign. It appears the Italian soldiers raided every brothel in Austria and brought them back to Rome. "No wonder they disobeyed my orders!" proclaimed the drooling Mario.

## 1974GM

The mail finally made it in from Fresno. Larry said he sent the adjudications to me three times. I received one March 26. Here, at last, are the adjudications in 1974GM for:

## FALL 1902

## WORLD'S ARMIES DECLARE SIT-DOWN STRIKE, AS FEW UNITS MOVE

AUSTRIA David Davies: (5) F Alb\*-Gre, F Aeg\* / F Alb-Gre, A Ser\* S A Bud, A Tri-Vie\*, A Bud\* / A Tri-Vie... CENTERS: Home, Ser, Gre (5) Even

ENGLAND Michael Hanagan: (4) F Nwy\* S GERMAN F Swe, A Wal\* H, F Iri-MAO\*, F Eng\* S F Iri-MAO CENTERS: Home, ~~W/L~~, NWY (4) Even

FRANCE Doug McMullin: (4) F MAO-Wes /d/ R(Por, Spa(nc), Spa(sc), Naf, NAO, OTB)\* A Pic-Bre\*, A Gas-Par\*, A Mar\*-Dur, CENTERS: Home, Spa, Por? (4 or 5) Even or +1

GERMANY Ron Kelly: (5) A Bur-Gas\*, A Mun-Bur\*, A Bel\* S A Mun-Bur, F Ber-Bal\*, F Swe\* / F Ber-Bal CENTERS: Home, Den, Hol, BEL, SWE (7) Build 2

ITALY David Truman: (4) A Pie\*-Mar, A Ven\* H, F Tun\*-WesM, F Tyrr-Lyo\* CENTERS: Home, Tun (4) Even

RUSSIA Adam Satchwell: (5) A Fin\*-Swe, F Bot\* S A Fin-Swe, A Rum\*-Bud, A Gal\* S A Rum-Bud, F Arm-Bla\* CENTERS: Home, Rum (5) Even

TURKEY Dennis Goldston: (4) A Bul\*-Gre, F Con\*-Aeg, A Smy\*-Con, A Ank\* S A Smy-Con CENTERS: Home, Bul (4) Even

Retreat and builds are due Wednesday, April 16 at the little-known shack behind 16 Jordan Court, where the FGM master and his ever present Helpmate scramble frantically to type up "Guest GM" game stats that come in late.

## 1974HZ

## WINTER 1901

## AUSTRIANS GOING FISHING, BUT IN WHOSE POND?

AUSTRIA Burt Labelle: (5) Build A Vie, F Tri--has Fs Tri, Alb; As Ser, Gre, Vie

ENGLAND Steve Peluso: (4) Build F Edi--has Fs Edi, Nth, Nwg; A Nwy

FRANCE Dave Forte: (5) Build As Par, Mar--has F Eng; As Bel, Par, Mar, Mun

GERMANY Michael Ward: (4) Build A Ber--has F Den; As Ber, Hol, Ruh

ITALY Tim Tilson: (3) Has F Tyr; As Ven, Apu (& a headache)

RUSSIA David Truman: (6) Build As War, Mos--has Fs Rum, Swe; As War, Mos, Sev, StP

TURKEY William Clumm: (4) Build F Smy--has Fs Smy, Bla; As Bul, Con

Sorry folks, but two of you didn't want Spring 1902 now. Spring 1902 will be due at 2000 hrs on Saturday, 26 April 75. Players who have already sent SO2 orders do NOT have to resubmit them--unless they want to.

(GAMEMASTER: John Weswig, 2115 N.W.Elder St., Corvallis, OR 97330 (503)752-8883)

PRESS ???

PARIS: "Bless me Father....."

MAZAMA: No comment.

## 1974J

AUTUMN 1908: Turkish F Bre R Gas

## WINTER 1908

AUSTRIA: Even ENGLAND: Build F Lon FRANCE: C.D. Will be one short

GERMANY: Build A Mun, A Ber TURKEY: Build A Con

Spring 1909 orders are due at 1700 hours Wednesday, April 16.

1974L

SPRING 1909

TURKS TAKE UNCONTESTED CONTROL OF THE BLACK SEA

AUSTRIA Gary Leppert: (7) F Rome\*-Tus, F Nap-Tyrr\*, A Boh\* S TURKISH A Gal-Sil, A Tyro\*-Mun, A Pied\* / F Rome-Tus, A Sil-War\*, A Tri-Ven\*

ENGLAND John Weswig: (11) F Both\* C A Swe-StP, F Bal-Pru\*, F Nwy-Nth\*, F StP(nc)-Nwy\*, A Edi\* H, A Lvc-~~Ion\*~~, A Lon\* H, A Swe-StP\*, A Ber\* S FRENCH A Mun (NSO), A War-Mos\*, A Lvn\* S A War-Mos

GM FRANCE Russ Nekorchuk: (8) F WMed\*-Tyrr, F Tun\* S F Tyrr-Ion, F Tyrr-Ion /d/ R(Lyo,OTB)\* F Tus\*-Rome, A Par-Bur\*, A Mar\*-Pied, A Mun\*-Tyro, A Ruhr\*-Mun

TURKEY Jeff Barber:(8) F Rum-Bla\*, F Ion\* AUSTRIAN F Nap-Tyrr, F Gre\* S F Ion, F Adr-Apu\*, A Ank-Arm\*, A Gal-Sil\*, A Ukr\* S AUSTRIAN A Sil-War, A Mos / AUSTRIAN A Sil-War /d/ R(Sev, OTB)\*

Fall 1909 orders are due at 1900 hours Wednesday, April 16. Change of address for Russ Nekorchuk, Box 176, Franks Road, High Ridge, MO 63049 (Effective 15 Apr 75)

\* \* \* \* \*

I DO HAVE GAME OPENINGS. I need just one more player to get the next game started. The Guest Gamemaster for this one will be Steve Brooks. After this one is filled I plan to have but one more. Game fee is \$2.00 plus a subscription. My houserules will only permit one person from each state in a game and two people cannot be in more than one game together.

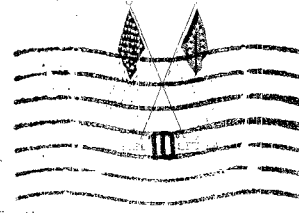
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WHEN DOES YOUR SUBSCRIPTION END?

A look at the address label should tell you. If there is a number there, the subscription ends with that numbered issue. If there are Boardman "letters" there, your sub ends when that game ends. A "T" means we are trading and you receive CLAW & FANG as long as I get your WHATSIT. An "S" stands for Special which means you will receive a sub indefinitely and probably means you are either a Guest GM or are related to me. If you do not agree with the sub ending date please let me know.

The Fangmaster is going to buy Disneyland?

See page 1 of  
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