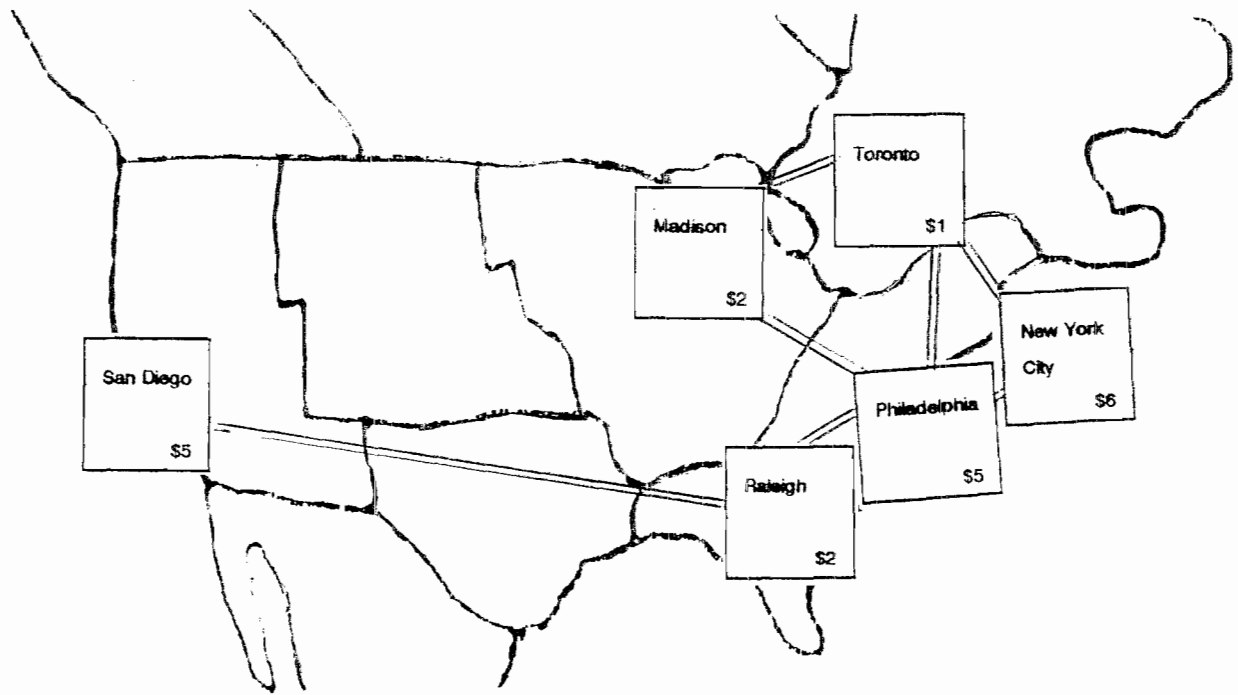


Pax PDORA

“Can You Control The Hobby
Without Starting The Great Feud?”



Hobby Health Index									
0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90

Influences To HHI
(HHI = 100 starts The Great Feud)

Brad Wilson editorial or Douglas Kent Mass Mailing	+10
ZR Passed to new publisher	+2D6
Douglas Kent takes over hobby service	+5
New xyn goes Super Nova	+3
DW Editor remains neutral on hobby issue	+3
Paul Kenny publishes hobby commentary	0
DW Editor takes stand on hobby issue	-1
House Con Held	-3 (-5 if Madcon, +10 if Byrnecon)

* * * * *

Comrades In Arms 45

COMRADES

The Fountainhead of the Variant Renaissance

Issue 45

GAME OPENINGS

ACQUIRE: GM: Tom Swider. Buy stock and develop a hotel empire in this AH classic. Needs four players.

BLOOD & IRON: GM: Jack McHugh. New variant design—rules and map in issue 42. Needs five players.

CONTRETEMPS: GM: Jack McHugh. Rules on page two. Combination of Active Neutrals and Brazilian Diplomacy. Need seven player, including Brad Wilson and Steve Nicewarner.

DIPLOWINN: GM: Jack McHugh. Rules on page two. Need seven players, David Anderson, Brad Wilson, Douglas Kent, Mickey Preston and Tom Johnston signed up.

Sign up with the correct GM. In COMRADES IN ARMS, there is "never a gamefee".

ANNOUNCEMENTS

With any luck, this issue will be done in time for Dixiecon (well, they don't have a lot for me to do at work these days...). I've printed up a bunch of these as samples so that I can get some new blood and perhaps fill some of the game openings. If you like what you see, consider subscribing and perhaps playing in a game or becoming a standby player.

From last issue, one person expressed interest in Brittania and another in Merchant Of Venus. If one or two more step forward, I will start a waiting list.

Note that Jack will run only 1-2 of the above games (whichever ones fill first). I'd like to offer something besides boring old gunboat...

STANDBY PLAYERS

NAME (Which game?): Bob Acheson (any), Mark Strouthes (FC and Dune), Michael Lowrey (any but FC), Marc Peters (any), Brad Wilson (any but Dune), and Tom Johnston (any).

Four free issues for finishing a position. You stay on the standby list until you receive a position or NMR. You will also earn my undieing gratitude for two months.

Be a pal—Become a standby player. Or sign up for a game...

It looks like we have a few more people creeping onto the list, but I would like to see a few new faces to the list.

WHERE IS IT?

Features

Games People Play '92
Variants 3

Columns

One Small Voice 4
Reginald Maudling's Elbow . . . MIA
Standard Deviation MIA

Game Reports

Jack Horkheimer (FC) 5
Dr. Jest (FC) 7
Michael Tolliver (Dune) 9

Games People Play '92

Rank		TOTAL	COUNT	AVERAGE
1	Diplomacy et al	16	6	2.67
2	Dune	12	4	3.00
3	Viceroy's	8	3	2.67
4	Empires In Arms	7	2	3.50
5	Britannia	6	2	3.00
	Railway Rivals	6	2	3.00
	Third Reich	6	2	3.00
8	Bridge	5	2	2.50
	Paranoia	5	2	2.50
	Titan	5	2	2.50
11	1830	4	2	2.00
	Acquire	4	2	2.00
	Circus Maximus	4	2	2.00
	Monopoly	4	2	2.00
	United	4	2	2.00

PART II

1	Number of games presently playing	40	9	4.44
2	Subject or topic	36	9	4.00
3	Time required to write orders	32	9	3.56
4	Time required to negotiate	31	9	3.44
5	Game fee	27	9	3.00
6	Complexity of rulebook	24	9	2.67

n = 10

CONTRETEMPS II

By Tom Swider (1991)

This is a variant which combines Robert Sacks' Active Neutrals variant with 1914 (Brazil's version of Diplomacy).

- 1) North Africa becomes a 35th supply center. Victory criterion becomes 19 supply centers.
- 2) All "neutral" supply centers are treated as separate countries at the start of the game.

They are controlled by the following major powers:

Austria:	A Belgium, F Norway
England:	A Greece, F North Africa
France:	A Rumania, A Sweden
Germany:	A Bulgaria, F Tunis
Italy:	A Holland, F Portugal
Russia:	A Serbia
Turkey:	A Denmark, A Spain

3) Neutrals claim supply centers for themselves and may build if entitled to build. In the unlikely event that an active neutral wins the game or shares in a draw, credit goes to the player controlling the neutral.

DIPLOWINN

By Norman Nathan (1974)

DIPLOWINN stands for "Diplomacy Intended to Probably Leave an Outright Win by Nineteen-Nine". In Winter 1905, the number of units on the board is adjusted to be one less than the number of Supply Centers controlled by each country. In the next winter, this becomes two less, and so on. The Victory Criterion is control of 18 SC's (or sole survivor).

Example: You are a six center Germany and it is W'04. If you gain one center in 1905, you would control 7 ACTUAL centers - 1 (for the W'05 rules adjustment) = 6 net. Thus, you needed to capture a center *just* to stay even. If you stayed at 6 SC, you would be forced to make a removal.

Some of the content for this issue is being pushed back until a later time. This is so that this issue can fit the one ounce and under limit. Without either subxyn this time around, it doesn't make sense to push it. In the near future, COMRADES IN ARMS may continue in a condensed form until my career and money situation stabilizes.

One Small Voice

More Bad Times

From Kirk Carroll: Hopefully things have been going better for you. Who knows? When one door closes, another one usually opens up. And believe me, things could always be worse. Life can really suck the big red apple sometimes but you just have to go with it. I know I'm at the bottom of the wheel right now in Lady Fortuna's spin, but I also know it should be back on the upswing soon. I don't know what I'm going to do at the moment but things will work out, as they will with you.

Anyway, if you know someone who wants to buy a house with rotting wood in Florida, let me know. I'll give them a very good deal.

Thanks to Kirk and to others who have expressed their best wishes for my career plans. I have a MIA on my interview with Clark Ladner (after two follow up calls, I don't hound any more—never beg for a job) and just had an interview with Zallie Supermarkets (ShopRite) for a Systems Co-ordinator position. There seems to be a good fit between my skills and the position, and expect to hear back from them by the end of next week.

Power Word Processing also has an informal client who manages a few auto dealerships that likes what I do, pays me the money I'm asking for and may want to purchase training and have a WordPerfect Document System designed for their company. I've also completed my first version of a business plan and should be ready to go public within three months.

I hope you can sell your house. Perhaps you can get some people to take a look at it if you or a representative can put in a bid for DipCon '93, to be held at your home. Any pet alligators?

Move It Yourself, Lady

From Brad Wilson: Your response to the Continuing Ed director was completely appropriate. I usually refuse such request at my office as well unless the person asking is especially nice and/or I'm in a really good mood.

Brad is referring to my refusing to do physical labor in the office when appropriate help could have been arranged. Well, when a temp quits because she's expected to make coffee (not part of her job duties) and put up with no direction/training from her employer, I would say things have run amok. I'm glad to see more people stick to their guns on the job.

Cochise Wins Scavenger Hunt

Out of two entries, Steve Courtemanche beat Robert Acheson by submitting four of the scavenger hunt items: a postcard from San Francisco other than the bridge, a photo of the Courtemanche house, a newspaper article written by Brad Wilson and a sample of "Golden Age Press". Bob submitted a menu which listed grits, THE CANADIAN DIPLOMAT #1 & a chilli recipe.

In fact, this makes Bob the most "losingest" contest person in COMRADES IN ARMS (he came in last in a field of two, and also was eliminated from the Hagggle game). Considering he also lost the most games in CHEESECAKE, this makes Mr. Acheson the biggest loser in the hobby. Well, we still like you anyway.

Michael Doesn't Live Here Anymore

Agess ago, Kathy Caruso wrote a press series about me as a little kid enjoying The Brady Bunch program. The other day, I heard that Robert Reed (Mr. Brady) died of AIDS. Goodbye childhood.

Jack Horkheimer

Final Conflict (1991 M/wc)

Fall 2102

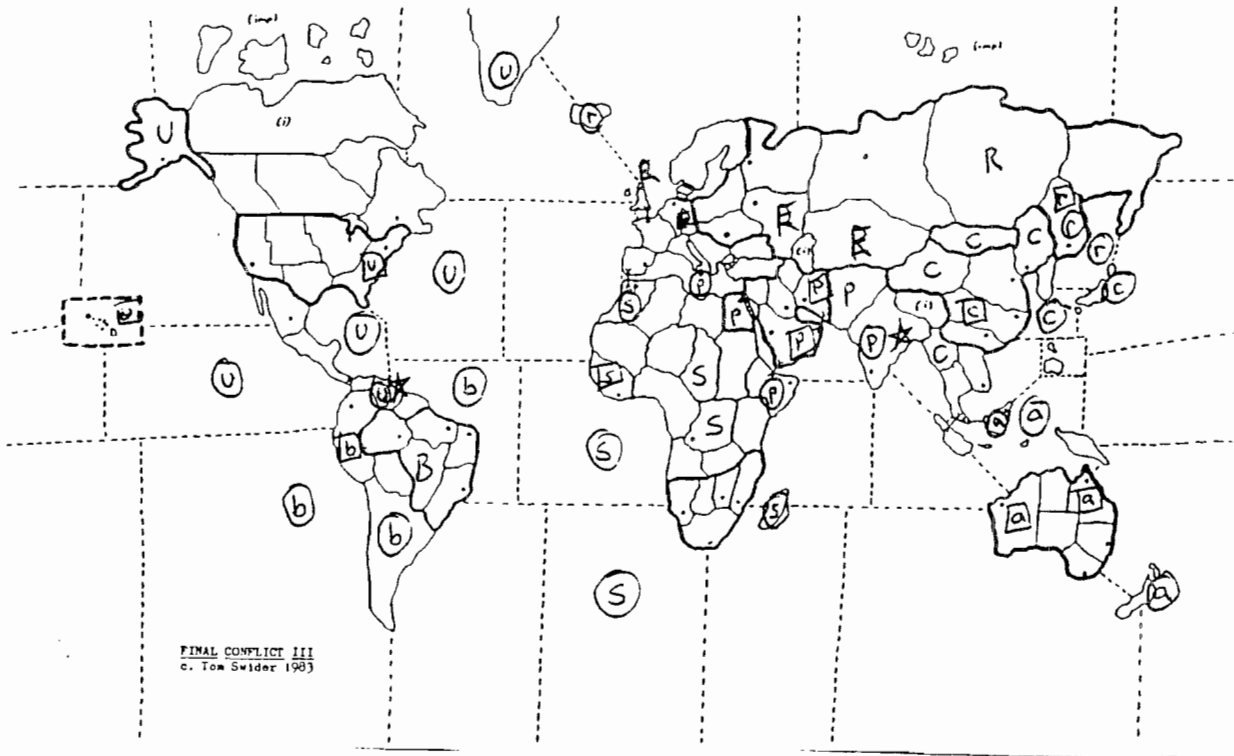
Spring 2102 retreats: RUS: a mon-r-SIB.

AUS <Mark Strouthes>: NMR. Has f JAV p BRI f BOR; ***f IND** (r: NWI NEWI BOB OTB); p PER f NEZ.
 BRA <Jack McHugh>: f col-ARG; **f SEP-swa** [s p COL]; a bol-MAT; ***f VEN-s-f mwa** (r: gui OTB); **f MWA-s-usa**
f nwa-nea (nso).
 CHI <Douglas Kent>: **a MON-oms** [s **a MAN** (imp)]; **a SIN-kaz**; p SHA-s-a man; f YEL-ms-f JAP; a BUR-s-aus
 f ind.
 PAL <Steve Nicewarner>: f ibe-MED; a sud-EGY; f SOM-h; f psg-IND [s p SAU p TEH]; **a PAK-kaz**.
 RUS <Kirk Carroll>: a bal-GER; a fra-ENG; a KAZ-h [s a MOS]; f VLA-h; **f SOJ-jap** [s p VLA]; f nwg-ICE.
 SAF <Tom Johnston>: a ken-ZAI; f nwi-MAD; f nea-MOR [s p SEN]; **f SEA-swa** [s f MEA]; a ivo-CHA.
 USA <Marc Peters>: f cen-VEN [s f CAR p NEW]; f lab-GRE; f nep-MEP [s p HAW]; f NWA-s-f car; a ALA-h.

GROSS NATIONAL PRODUCTS FOR FALL 2102:

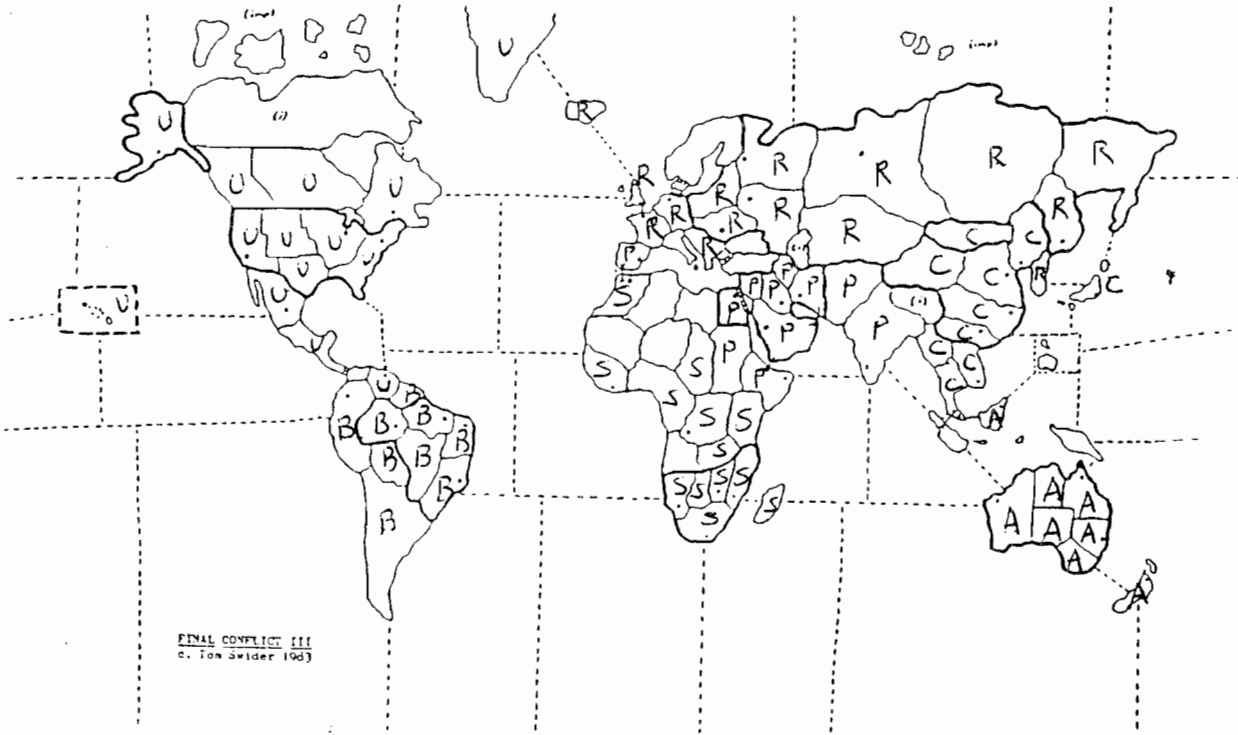
Country	SCs	Provinces	Income	Savings	Maintenance	Balance
Australia	6	PER BRI SYD MEL NEZ BOR dar ade	20	2	18	4
Brazil	5	AMA BEL SAL RIO COL mat gui arg bol	19	4	18	5
China	7	SHA CAN MAN PEK VIE JAP MAL sin mon bur	24	0	21	3
Pan-Arab League	7	TEH BAG SAU EGY SOM IND IBE kur syr pak sud	25	0	21	4
Russia	7	OMS MOS ARK HUN VLA GER ENG sib kaz pol kam kor fra ice bal	29	0	27	2
South Africa	7	CAP MOZ RHO NAM ZAI SEN MOR zam bot ken ivo cha mad	27	0	21	6
United States	7	NEW CHI LOS ALA MEX QUE VEN dal neb haw sas alb gre cen	28	0	21	7
Neutrals	0	Ita tur mau ang sum phi neg lib alg nig sca	11			
Nuked	0					
Checksum	46		183		147	

Jack Horkheimer FO2 CURRENT POSITIONS



FINAL CONFLICT III
c. Tom Swider 1983

GEO-POLITICAL BOUNDARIES



FINAL CONFLICT III
c. Tom Swider 1983

Game Notes:

1) Would Robert Acheson please stand by for Australia? Thanks guy.

Deadline For Winter 2102: 05/19/92**Press:**

RUSSIA TO CHINA: Oh, well. So much for trying to negotiate.

SOUTH AFRICA TO PAN-ARAB LEAGUE: Are you out there? Or are you laying low to use terrorist attacks on me? Better not blow up one of my jet liners or I'll have to impose economic sanctions on you. Ooh ooh ooh.

BRAZIL-USA: Were you nice to me Marc? I was nice to you.

LITTLE TOMMIE SWIDER TO MA(R)C THE KNIFE: Gee, that wasn't very nice of you. You get an 'F' in Citizenship and Socialization.

BRAZIL-SOUTH AFRICA: Living up to our nickname, Mr. Bluster? No, sorry but we won't let you ruin this game. Where's your partner in crime, Drip "Never met a nuke I didn't want build" Anderson? Think you can mess up this game alone. It's a big job but someone's got a do it.

BRAZIL-CHINA: Some toady--going off on a wild Russian chase.

BRAZIL-AUSTRALIA: Nice, Aussie, nice. Look at all of the centers in Africa--wouldn't you want some?

Dr. Jest**Final Conflict (1989 L/we)****Spring 2106**

Australia: f PER; f VIE; p IND; p SYD. Keeps \$0.

Brazil: f COL; p ENG. Keeps \$7

China: NMR. All units go OTB. Out of game as no home territory was recaptured.

Pan-Arab League: n SAU; f SAU. Keeps \$2.

Russia: NMR. Keeps \$6.

South Africa: a Rho. Keeps \$2.

United States: a VLA, a MAN, p PEK, n CHI. Keeps \$1.

AUS (Gerry Paulson): NMR. Has f SWP; f MEL p PER f JAV; f IND f NEI f CAN; f PER; f VIE; p IND; p SYD.

BRA (David Anderson): n ama-l-DAL; n ama-l-NWA; 2n's ama-h; **f NEZ-swp**; f eng-LAB [s p ENG]; f mwa-CAR; f sep-MEP; f col-CEN.

PAL (Scott Beckett): a ken-ZAI [s p EGY a CHA]; p sau-LIB; **f PSG-nwt**; f mor-NEA; f nea-SEN [s f MAU]; f sau-SOM.

RUS (Steve Nicewarner): **a KAZ-sin**; **a MON-man** [s p OMS]; **a sca-ark (a!)**; a fra-GER.

SAF (Doug Kent): f nwi-KEN [a MOZ p MOZ ***a zal**(r:sud ivo ang OTB)]; **f SWI-nwt**; a rho-ZAM; **f sea-swi**(nsu); f CAP-U.

USA (Mark Frueh): n chi-l- SCA; a vla-SIB [s p MAN]; **a MAN-mon** [s p PEK]; **a PEK-sin**; f nwp-MWP; **f SHA & f YEL-pek**; **a dal-mex (a!)**; **f nwa-s-bra f mwa-nea (a!)**; f nwg-ARK.

Ill-gotten Gains

BRA: cen. PAL: SEN ZAI. SAF: ken sud? ang? USA: ARK sib.

Gamenotes:

1) Would Marc Peters please submit standby orders for Australia?

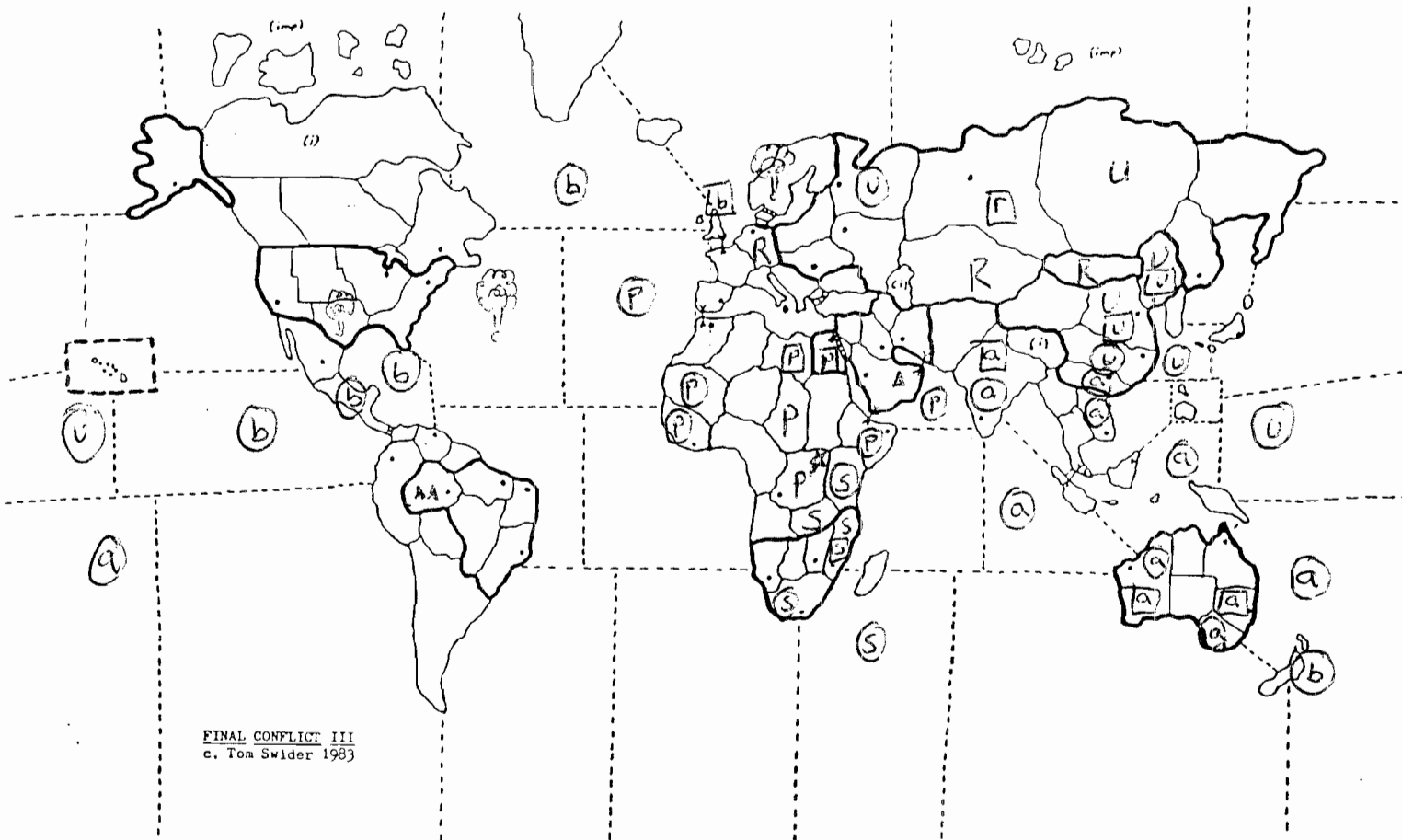
DEADLINE FOR SPRING 2106: 05/19/92

PRESS:

MARK TO TOM: I keep wanting to keep my nukes, but the evil in me seems to notice a sweet little use for them that changes my mind. I just hope nobody else gets the idea to use them on me....

BRAZIL TO UNITED STATES: Well, you did want me to use my nukes, didn't you?

LITTLE TOMMIE SWIDER TO PUPPY POISONED PEN: Guess I should give you this after we play Bridge. Sorry that this is a real adjudication, but I have to admit that David pulled this off rather nicely.



Michael Tolliver

Dune

Turn 3 Moves

Movement

Player	Revsals	Ship	Move
Bene Gesserit	1	none	1 Tuek's Sietch to Pasty Mesa
Emperor	1	none	none
Harkonnen	3	none	none
Fremen	1	none	5 Sietch Tabr to Rock Outcroppings
Atreides	2	4 Arrakeen	6 Cielago North to Polar Sink
Guild	1	3 Wind Pass N	none

Turn 3 Collections:

Atreides 2 (Arrakeen); Bene Gesserit 2 (CHOAM); Emperor 0; Fremen 6 (Rock Outcroppings); Guild 7 (Wind Pass North & Tuek's Sietch); Harkonnen 0.

Turn 4 Storm Round: Moves 4 (to sector 1). Kills 3 Guild tokens in Wind Pass North.

Turn 4 Spice Blow: Shai Hulud! (Fremen get to ride the worm)

Board Position:

Faction	Player	On board	Off board	Tanks
Atreides	Kirk Carroll	4 Arrakeen 6 Polar Sink	5	5
Bene Gesserit	Douglas Kent	3 Habbanya Ridge Sietch 1 Pasty Mesa 1 Sietch Tabr	15	
Emperor	Bob Destro	5,2* Habbanya Ridge Sietch	8,3*	2
Fremen	Michael Lowrey	5 Rock Outcroppings 5 FW South 5 FW West	2,3*	
Guild	Jack McHugh	5 Tuek's Sietch	15	Guild Rep
Harkonnen	Roger Cox	None	5	15

Turn 4 Bids Due: 06/02/92

Turn 4 Moves Due: 06/23/92

Accounting:

	Atreides	Bene G	Emperor	Fremen	Guild	Harkonnen
End T2	14	9	13	2	5	13
T3 Bids	0	-5	7	-2	0	0
Shipping	-4	0	0	0	1	0
Collections	2	2	0	6	7	0
Current	12	6	20	6	13	13

Game Notes:

- 1) Harkonnen has only 13 spice balance (4 should have been subtracted rather than added).
- 2) Card 4 from the auction gets shuffled back into the draw pile so Atriedes doesn't automatically know what the first card was.
- 3) Fremen must tell me where he would like to ride the worm when submitting his bids. At that point, I will reveal the rest of the spice blow.
- 4) Note that there are four eligible bidders (Harkonnen and Emperor have full hands).
- 5) Also note that you may only make one shipment and one onboard move per turn. Nobody could move 3 this turn since Ornithopters weren't controlled by anybody.

Press:

GUILD TO HARKONNEN: Aw, did wittle Harkie have a problem with the big bad stormie?? Too, too, TOO bad, Rodger, were those all your tokens? So sorry, NOT! (Yuck, yuck, yuck.)

GUILD TO GM: So what did I get on the Gloat Meter? Boy that felt good!

LITTLE TOMMIE SWIDER TO FLAPMAR TUEK: At least a seven. For real gloating, you better see Brad.

ATREIDES TO HARKONNEN: Looks like BG paved a new road for us—one that leads right into Carthage and Arrakeen.

ATREIDES TO BENE GESSERIT: That was sneaky, low down, diabolical and just plain mean. I like that in a person.

COMRADES IN ARMS is published by Tom Swider, 75 Maple Avenue Apt A; Collingswood, NJ 08108. Phone (609) 858-4306 w/mach; call between 6-10 pm only. I am active in the PBMGAMERS forum of CompuServe, and can be reached via CIS Mail at 73040,661.

The games played here include: Dune, Final Conflict, Gunboat and Northern Ireland. Descriptions of games available upon receiving a SASE and may be an amateur design or are available in finer game stores. Subscriptions are \$1.00 per issue; checks should be made payable to Tom Swider. Please note that as of issue 50, that I will no longer provide sub refunds in the event of a fold.

Notes To You:

- Subscription Expired—please resubscribe.
- See page ____.
- Sample issue.
- Tell Douglas he's a sack!
- Tell 'em why girlfriend.
- Deadwood of the hobby unit!

Standby Calls

Marc Peters (Australia, Dr. Jest)

Bob Acheson (Australia, Jack Horkheimer)

COMRADES IN ARMS #45
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