

DIPLODOCUS



The Prehistoric Gaming 'Zine

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Thanks to all the well-wishers. The job is going very well. I have lots to do, and it's all fun.

Valerie, my wife, is great with child and should be ready to give birth in late October. Jimmy and I are very excited. Our little family is very happy, but busy.

This has been a good summer for gaming. While the 'zine has suffered, I've gone to three gaming conventions. The first was DixieCon over the Memorial Day weekend. This convention is held in Chapel Hill, NC at the UNC campus and is a lot of fun. It's very economical as we stay in a dormitory, and the town is fun. Dave Hood runs it, and next year DixieCon will also host DipCon (the North American Diplomacy Championship) and World Dip Con (the international Diplomacy Championship). It should draw a few hundred players from all over the world. Mark your calendars! This year I did rather well, coming in third. Bruce Reiff came in first.

I also went to Origins in Columbus, Ohio in mid-July. Dan Mathias ran the Dip tournament there, and did his usual good job, but the competition was rather weak. I also felt that the Convention itself was poorly run, and had little to offer me. Dave Hood won this year with two impressive solo victories.

AvolonCon was just last week, and as usual, I had a good time. Unfortunately, Ray Carpenter got stuck in Jury Duty and couldn't make it. Jim Yerkey ran the Dip tournament and I got a three-way draw and an elimination. I only played in two of the three rounds, because I got into the finals of Age of Renaissance. I came in fourth out of approximately 124 entrants, which was pretty good considering I have played a total of four times! Steve Cooley won the Dip Tournament, and new subscriber Ric Manus came in second.

We have a new game starting up this issue and one ending. There are also several places left in the Free Migraine Dip play test. I found the map and rules to Necromancer and they are reprinted in this issue. There is plenty of room in that game too. The Gunboat Dip game is still waiting for people to pay their game fee. Please do so ASAP. Thanks.

Orders are due September 12, 1997.

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GAME OPENINGS: \$5 refundable game fee. \$ = paid.

<u>Game</u>	<u>Players</u>
Colonial Dip:	Bigge\$, Lurz\$, Boyum\$, Narhi\$, Packard\$, need 2.
Gunboat Col Dip:	4, need 3.
Migraine Dip:	(Free!) Crandlemire, Rothenheber, Cain, Hood, need 4.
Mach. 2 nd Ed.	Narhi, Kinsel, Wilke, Bernosky, Wilson, Packard, need 2.
Necromancer:	Narhi, Bernosky, Carpenter need 3.
Chinese Chess:	1, need 1.

SUB LIST: Let me know if you want on or off the list.

Dip:	Gonsalves, Narhi, Rothenheber, Kent, Goranson, Milewski, Leaman, Boyum, Lurz
Col. Dip:	Boyum, Gonsalves, V. Galarneau, Rothenheber, Kent, Leaman
Mech:	Hurley, Narhi, Rothenheber, Leaman
ALL:	Rothenheber, Leaman

SUB-CALLS: Don Leaman, as Japan in Brachiosaurus.
 Peter Boyum, as Japan in Hypacrosaurus.
 _____, as Russia in Edmontosaurus.
 Mike Gonsalves, as the Ivory Coast in Iguanodon.

_____, as Britain in Maiaasaurus.
 _____, as Russia in Maiaasaurus.

GAME STARTS: We have one game start where everyone has paid (Reg. Dip.) and one possible game start. There is a \$5 refundable game fee for each player. If you play the game to completion, I will either give you a credit or refund, your choice.

Regular Dip: **PINACOSAURUS:** Boyum, Koffman, Schlegel, Leaman, Packard, Treasure. See page 34.

Gunboat Dip: Seven players signed up, three have paid. You are signed up if a box is checked. You have paid: Yes: No:
 As soon as all players have submitted their fees, I will assign countries in this game. Please submit preference lists if you have not.

LETTERS TO THE EDITOR

Chris Hasler: (on Migraine Dip) It seems interesting in general, and definitely balanced. I would suspect that play would tend to fall into similar lines in different games, but only playtesting will say for sure. One thing that seemed missing, however is the initial distribution of forces. Granted that everybody will start with 3 units, but of what type? If a specific number of each type, do they start in a prescribed location? Even if the players get to choose the opening type and location of their units, the variant rules should state this.

Right, I just omitted that. Fleets in Port and one army each. That's the way I thought I would do it, but if you have any thoughts, let me know.

It might be interesting to let each player determine the type and location of their units. In regular Dip, I get the impression that the opening setup is carefully designed for balance. Since, in Migrane Dip the map determines the balance, allowing the players to choose their opening setup should introduce a nice bit of variety. *Sounds like a great idea. I'll use it! Thanks!*

NECROMANCER V 0.4

Necromancer is a Diplomacy variant by Richard Egan, with help from John Cudmore, Andy Bate, and Mike Lay.

With acknowledgments to Hartley Patterson, Glover Richardson, John Norris, Iain Bowen, Martin Lewis and Richard Walkerdine, and with thanks to Bridget Davidson and Gary Stevens.

First published in Bill O'Neill's zine 'Exidio', first play-tested in Paul Norris' zine 'Die Grosse Kampfmaschine' (probably misspelt!).

This edition compiled February 1993, typed for email purposes by Gary Duke (G.A.Duke@kcl.ac.uk) 11/2/93.

0. PLEASE NOTE:

This set of rules is provisional, and the designers take no responsibility for any errors: this version has not been fully play-tested.

1. COPYRIGHT:

Necromancer may be freely re-printed as long as above credits are given. The author should be informed of any errors, suggestions, or re-designs (via Gary Duke)

2. DIPLOMACY:

Standard Diplomacy rules apply, except where modified below.

3. SCENARIO:

i. Necromancer is set in Tolkien's Middle-Earth, in the period from 2750 TA up to the War Of The Ring.

ii. The first turn in Necromancer is 2765 TA.

iii. Thereafter, each turn counts as 15 years. Thus the second turn is 2780 TA.

iv. Adjustments are carried out on every second turn, as for standard Diplomacy. Hence turns ending in '0' are adjustment turns.

4. POWERS:

There are eight powers, with starting units:

DWARVES: A(Ere), A(Eri), A(Iro)

EASTERLINGS: A(Kha), A(Rhu),
A(NRu)

ELVES: A(Eri), A(Lor), A(Woo)

GONDOR: A/F(DAm), A(Lam), A(MTi),
A(Pel), A(Pin)

HARADRIM: A/F(Cit), A(FHa), A(NrH)

ROHAN: A(Edo), A(Hel), C(Wol)

SARUMAN: WA(Ise), A(Dun) _plus_

A(?)

SAURON: A(DGu), A(MMo), N(MMo)
plus one other

STANDING ARMIES: A(BDu), A(CDu),
A(CGo), A (Gre), A(Gob),
A(Gun), A(Mor), A(Mou),
plus S(NMi or EMi), D(Wit)

5. ERIADOR:

i. Eriador is an off-board province bordering: Fch, Ang, HPs, Hol, Gld, Min.

ii. Units may be freely ordered to move or retreat to Eriador (abbrev Eri).

iii. Any number of units may co-exist in Eriador, and no power may ever 'occupy' the province.

iv. Units in Eriador cannot give support to other units.

v. Eriador is treated as an off-board home supply centre for both the Dwarves and Elves. Dwarvish and Elvish units may be built there in the course of the game. However, this centre is lost to them if and when Sauron is eliminated from the game: it is assumed that the Elves and Dwarves of Eriador return to their peaceful ways once the Dark Lord is defeated.

vi. The Dwarvish and Elvish Eriador home supply centres may never be captured by another power.

6. FORTRESSES:

i. Fortress provinces are marked on the map. Note that whilst some of the fortresses are supply centres, others are not. The difference is indicated.

ii. Fortress provinces give an automatic support to any unit attempting to Hold in them. Thus an otherwise unsupported unit takes

two supports to dislodge (total attack strength three).

iii. A Fortress province has no effect on a unit attempting to move into or out of it. Neither does it affect the strength of the support given by a unit in it. It is only effective against dislodgement of the unit from the fortress province.

iv. Fortresses are only effective for players who order. If a player NMRs, his or her units in fortresses forfeit the protection of the fortress (due to poor leadership, they fail to take effective advantage of the protection of the fortress).

7. MOUNTAINS:

The lines of mountains marked on the map are impassable to all units except Nazgul; units may not attack or support across them.

8. SEA PROVINCES:

Anduin (AND) and Tolfales (TOL) are sea provinces.

9. DWARVES:

In addition to their three initial home supply centres, the Dwarves may also treat any mountain fortress supply centre (that is, any fortress supply centre except Cit, DGu, DAm, Lor and Woo) as home supply centres if they capture them. In this case, Moria may be renamed Khazed-Dum (KDu) (GMs discretion).

10. EASTERLINGS:

Throughout the game, the Easterlings may treat any unoccupied supply centre they own as a home supply centre for building purposes.

11. CAVALRY:

i. Only Rohan may own Cavalry (C) units.

ii. Cavalry units may move up to two provinces each turn. Their first move takes place at the same time as all other moves, and if this succeeds they may attempt a second move before retreats are handled. Example: C(Hel)-Gap-Agr.

iii. If the first move fails, a second move may not be attempted.

iv. The second move may not be made conditional on the outcome of other moves.

v. The double movement option only applies when the unit is ordered to move: a Cavalry unit cannot give two supports in a turn. Likewise, if forced to retreat, a Cavalry unit is treated like any other unit.

vi. Cavalry units cannot receive support for their second movement.

vii. Cavalry units may be ordered to Hold and then move, or just make one move, but may not support and then move.

viii. In all other respects, a Cavalry unit behaves as a standard Army.

ix. Rohan may only build Cavalry units in the Wold (Wo).

12. FLEETS:

i. Fleets do not exist in Necromancer. They are replaced by the Army/Fleet, as follows.

ii. Any Army which starts a turn in a coastal province may be ordered to Build a Fleet. Fleet-building constitutes that unit's order for that turn.

iii. The Build order will fail if the unit is attacked that turn, regardless of

whether the attack succeeds (just as support is cut by any attack).

iv. A unit which is building a Fleet may receive support in holding from other units, which will be counted against dislodgement in the usual way if the unit is attacked.

v. If the build order succeeds, the Army becomes an Army/Fleet, abbreviated A/F.

vi. An Army/Fleet can enter, hold in, or influence sea provinces as if they were land provinces. It moves, holds and supports in or into sea provinces with the strength of a single unit (exception: multiple Army/ Fleets, see below).

vii. An Army/Fleet remains an Army/Fleet until it enters a non-coastal land province, at which time the sea-going capacity is lost, and the unit becomes a standard Army.

viii. The Fleet element of an Army/Fleet can at no time act or exist independently.

ix. Fleets do not require a supply centre to maintain them.

x. If the Army element of an Army/Fleet is disbanded for any reason, then so is the Fleet.

xi. An Army/Fleet cannot convoy other units, and the Convoy order does not exist in Necromancer.

xii. For the purposes of the above rules, Cavalry units may be considered "Armies". Thus it is perfectly acceptable to build Cavalry/Fleets (C/F). C/Fs cannot use the double movement rate in any turn in which they attempt to enter a sea province; horses can't make the ships move faster.

xiii. Multiple Armies may build Multiple Army/Fleets. For the sake of convenience, the GM should record how many Fleet elements are present in the combined unit, as well as how many Armies. Thus, if a 2A is ordered to build a Fleet, it becomes a 2A/2F.

xiv. Multiple Army/Fleet units must have as many Fleet elements as Army elements in order to enter or influence a sea province as a whole. Thus if a 2A/2F subsequently combined with another Army, it would become a 3A/2F, and be unable to enter a sea province intact.

xv. The correct abbreviation for a Build order is "B", and the order should take the form, e.g. A (Cit) B F (Cit). In the following turn, A (Cit) would be ordered as A/F (Cit).

13. SIEGE ENGINES:

i. Any Army which starts a turn in a land province may be ordered to Build a Siege Engine in that province. The Siege Engine then becomes attached to the army in the same way that Fleets do (see above).

ii. The Build order fails if the unit is attacked in that turn, even if the unit is not dislodged.

iii. A unit which is building a Siege Engine may receive support in holding from other units, which will be counted against dislodgement in the usual way if the unit is attacked.

iv. If the Build order succeeds, the unit becomes an Army/Siege Engine, abbreviated "A/E".

v. An Army may not have more than one attachment which it has built. Thus an Army/Fleet may not become an Army/Fleet/Siege Engine unit. An Army/ Fleet which successfully builds a Siege Engine becomes just an Army/

Siege Engine, and loses the Fleet. The same applies in reverse.

vi. Multiple Armies and Cavalry units can build Siege Engines. However, note carefully the following...

vii. Siege Engines are not very durable, and cannot suffer being moved any distance after their assembly. Therefore, they cannot be moved in Necromancer: if the unit (or any part thereof, in the case of Multiple Armies) is successfully ordered to move after it has built a Siege Engine, the Siege Engine is lost, and disappears from the game. The Siege Engine is also lost if the Army/Siege Engine is dislodged.

viii. The benefit of having a Siege Engine is that it negates all the benefits of fortress status used by an opposing unit. If an Army/Siege Engine unit is ordered to move into a fortress province occupied by an opposing unit, that opposing unit is not protected by the fortress.

Example: Sauron: A/E (Los) - MTi, A (Ano) s A/E (Los) - MTi. Gondor: A (MTi) holds in this example, the Gondorian Army would be dislodged, despite the fact that Minas Tirith (MTi) is a fortress province.

ix. Siege Engines may be created in any standard land province. This includes coastal provinces. They may not be created in sea provinces, and they may not be created in Eriador or off-board.

x. The correct abbreviation for a Build order is "B", and the order should take the form, e.g. A (Los) B E (Los). in the following turn, A (Los) would be ordered as A/E (Los).

14. MULTIPLE ARMIES:

i. Because of its superior military leadership, Gondor has a capacity to

create 'Multiple Armies' by merging several units. These are represented in the fashion '2A', '3A', etc., to signify their relative strength.

ii. Multiple Armies are created by ordering two or more units to the same province, as follows:

Examples: A(NIt), A(PeI) &
A(SIt)-3A(LoS)
A(NIt) & A(SIt)-2A(NIt)

It is essential to group the orders of such units together in this fashion, to avoid misinterpretation as a self-standoff.

iii. Multiple Armies can be split up by ordering the components to different provinces, and indicating the reduced strengths of the Multiple Armies (failure to do the latter will result in two misorders!).

Examples: 3A(LoS)-2A(SIt) & A(PeI)
2A(NIt)-A(SIt) & A(NIt)

iv. If a Multiple Army is split up, and part of it remains in the province in which it started the turn, then that part may be ordered to Support:

Example: 3A(NIt)-2A(SIt) & A(NIt) s
A(Dag)

It may even support the other part of the move:

Example: 3A(NIt)-2A(SIt) & A(NIt) s
2A(NIt)-SIt

v. However, a Multiple Army which remains intact cannot split its orders whilst remaining in the same province. Thus it can only Support_one_action. If attacked while giving Support, one unit's worth of strength is deducted from the total Support for each attack (and support for each attack) on the Multiple Army.

vi. Other units may give Support to specific components of a Multiple Army which is splitting up.

vii. Multiple Armies move, Hold, and Support with the combined strength of all their units. Thus a 2A would dislodge a single, unsupported Army, and a 3A would dislodge a single, unsupported Army in a Fortress.

viii. Gondor cannot combine its units together with units of other Powers.

ix. Gondor may use multiple builds to raise Multiple Armies.

Example: Gondor is entitled to 3 builds and builds A(DAm) & 2A(MTi)

Gondor is entitled to 1 build, and has A(MTi) already. Gondor uses it to create 2A(MTi).

x. If a Multiple Army is dislodged, it cannot split up before retreating. The component units must retreat together, and do so with the strength of a single Army. Multiple Armies cannot be formed, or augmented, by retreats.

xi. Multiple Armies join together with the strength of all the component parts.

Example: A(Pel) & A(SIt)-2A(Los).
The 2A enters Los with the strength of two units, and will dislodge a single unsupported unit there.

15. SARUMAN:

i. Saruman starts the game with a special unit: the Wizard unit (W), which starts the game in Isengard (W(Ise)).

ii. The Wizard unit, representing

Saruman himself, may co-exist with other units belonging to the Saruman player, but not with units belonging to other players.

iii. The Wizard unit is a mobile home supply centre for the Saruman player. If the Saruman player is entitled to one or more builds in an adjustment turn, he or she may raise an Army in whatever province the Wizard unit is currently placed, subject to two restrictions: a unit cannot be raised there if the Wizard unit currently shares the province with one of Saruman's units; and no units may be raised by Saruman in home or build supply centres belonging to other powers (note that for the Easterlings, this means any Easterling-owned supply centre).

iv. The Wizard unit may be ordered to Hold or Move. It does either with a strength equal to 0 units; it is dislodged by a single, unsupported attack (although this is not the case if it shares a province with one of Saruman's other units). The Wizard stands off a Nazgul unit (see below).

v. The Wizard unit cannot give Support to other units.

vi. The Wizard unit has a hidden movement capacity identical to that of the Nazgul unit (see below). If the movement of, or attempt to hold by, a hidden Wizard unit fails, the order is reported in full.

vii. If the Wizard unit is dislodged and unable to retreat, it is destroyed, and the Saruman player is eliminated from the game.

viii. The Saruman player may not build further Wizard units.

ix. The Wizard unit does not occupy supply centres for adjustment purposes.

x. The Saruman player may choose to place his third unit, an Army, in any of the following provinces before the start of the game. Its location will not be revealed to other players before the first game report. The provinces it may start in are as follows: Agr, Ene, Fan, Gap, Gld.

16. SAURON'S STANDING ARMIES:

i. At the start of the game the following eight units exist as unordered Armies standing as if in 'civil disorder': A(BDu), A(CDu), A(CGo), A(Gre), A(Gob), A(Gun), A(Mor), A(Mou). These may be considered units which Sauron has not yet taken control of.

ii. Each adjustment turn until he is eliminated, Sauron may add control of ONE of these units to his forces, in addition to any builds to which he is entitled (he is also allowed ONE unit of his choice for 2750, a nominal adjustment turn before 2765). The centres in which these units start may thereafter be treated by Sauron as home supply centres.

iii. Alternatively, instead of one of these Armies, Sauron may choose, in any adjustment turn, to activate the "Dragons of the Withered Heath" (which enter the game as D(Wit)), or the "Spiders of Mirkwood" (which start as one of S(NMi) or S(EMi), Sauron's choice). These act like standard Armies in every respect, except that they require no supply centres to maintain them (for this reason it is useful to maintain the "D" and "S" prefixes, to avoid confusion over adjustments). Both the Dragons and the Spiders can occupy supply centres for Sauron in the usual way. However, note that, unlike the standing armies mentioned above, the Dragons and the Spiders do not enter the game until activated by Sauron: there are no standing units in Wit,

NMi, or EMi at the start of the game. Only one Dragon unit, and one Spider unit, may be activated by Sauron in the course of the game - no further Dragon or Spider units may be 'built' or activated by Sauron. Furthermore, Spiders and Dragons cannot be activated in a province which is currently occupied by another unit.

iv. Sauron's choice of unit is not mentioned on the game report. The unit makes its first appearance only when given an order by Sauron.

v. If a standing Army is dislodged before Sauron activates it, it is disbanded. If Sauron subsequently captures the centre, he may still use it as a home centre, however.

vi. The Sauron player is encouraged to nominate at least one alternative unit to activate, as there are instances in which his first choice may be impossible. It is the Sauron player's responsibility to provide nominations: the GM must not make a choice for him if his first choice fails, and no alternative is supplied.

17. THE NAZGUL:

i. At the start of the game, Sauron has a Nazgul (N) unit in Minas Morgul (MMo). This unit has the following attributes:

ii. The Nazgul unit may co-exist with any of Sauron's other units, but may not co-exist with units belonging to any other power. It moves with strength 0, and therefore is dislodged by a single unsupported attack.

iii. It can move across mountains as if they were ordinary province boundaries.

iv. It does not occupy supply centres for adjustment purposes.

v. It cannot enter or cross sea provinces.

vi. A Nazgul unit can move up to two provinces in one turn, in the same manner as one of Rohan's cavalry units.

vii. The Nazgul unit has a hidden movement capability. If ordered to move or Hold, its orders are not included on the game report unless they fail.

viii. The Nazgul unit is not able to give Support.

ix. However, the Nazgul unit has a distinct "Lead" order, which enables it to command another of Sauron's units, and in doing so enhance its strength by an amount equal to one unit. If the Nazgul unit starts its turn in the same province as another of Sauron's units, it may be ordered to "Lead" it as shown in the following example:

Example: N(MMo) L A(MMo)-Sit

The two units in this example would move together, with a strength equal to two units.

Examples: N(MMo) L A(MMo) s
A(CGo)-Nit
N(MMo) L A(MMo) holds.

A Nazgul using the Lead order must always remain with that unit for the whole turn, and therefore can only move a maximum of one province per turn when using the Lead order. A Nazgul cannot use its hidden movement capability while it is Leading.

x. In addition, Sauron may create, maintain and build Multiple Armies (like Gondor's) in any province shared with the Nazgul unit. The same mechanics are used as for Gondor.

Note that the Multiple Army can only exist, at the end of a turn, in the province where the Nazgul is. If the Nazgul leaves that province, the Multiple Army must split up (or else all the components are forced to 'retreat', as in a self-standoff. This can easily result in compulsory disbandments).

xi. Additional Nazgul units may not be built. However, if the original Nazgul unit is forced to disband, Sauron may raise another in any one of his active home supply centres in the following adjustment turn.

18. ELIMINATION OF SAURON:

i. Sauron has 18 turns to win the game. If, by the year 3020 TA, Sauron has not won the game, the Ring is dropped into Mount Doom and he is eliminated. At that time the Nazgul are removed from the game, and all Sauron's other forces become standing armies (in civil disorder).

ii. Until that date, Sauron cannot be eliminated, since he always retains control of the Nazgul, and automatically gains at least one new unit each adjustment turn.

19. VICTORY CONDITIONS:

i. A player wins if he or she controls more than *one-third* of the supply centres on the board (19+), and have more supply centres than anyone else.

ii. The Dwarves may count Erebor (Ere), the Grey Mountains (Gre), the Iron Hills (Iro), and Moria (Mor) as equal to two supply centres each for these purposes. The Eriador supply centre may also be counted as one supply centre.

iii. The Elves may count Lorien (Lor) and the Woodland Realm (Woo) as equal to three supply centres each.

for these purposes. The Eriador supply centre may also be counted as one supply centre.

OPTIONAL ALIGNMENT RULES

20. ALIGNMENT:

i. At the start of the game, each power has an alignment, which will be one of Good (G), Neutral (N), or Evil (E).

ii. The starting alignments are as follows:

DWARVES	Good
HARADRIM	Neutral
EASTERLINGS	Neutral
ROHAN	Good
ELVES	Good
SARUMAN	Neutral
GONDOR	Good
SAURON	Evil

21. PROVINCES WITH ALIGNMENT:

i. Certain provinces have a natural alignment, and will repel units of different alignments with a force equal to one unit.

ii. Lorien (Lor) and Fangorn (Fan) repel Evil units.

iii. Barad Dur (BDu), Dol Guldur (DGu), Moria (Mor) and South Mirkwood (SMi) repel Good units.

iv. A single unit of the 'wrong' alignment attempting to Hold in, or enter such a province will need support to overcome this effect if the province is vacant. In the cases of Barad Dur (BDu), Dol Guldur (DGu), Lorien (Lor), and Moria (Mor), this is not enhanced by the Fortress nature of the province.

v. This effect is a 'natural' alternative to defending the province by conventional means: when wrongly aligned units would otherwise successfully enter or Hold in the province, its natural defences work to expel them. Therefore, this effect does not conspire with active units to defend the province, and is not added to the strength of suitably aligned units attempting to Hold there.

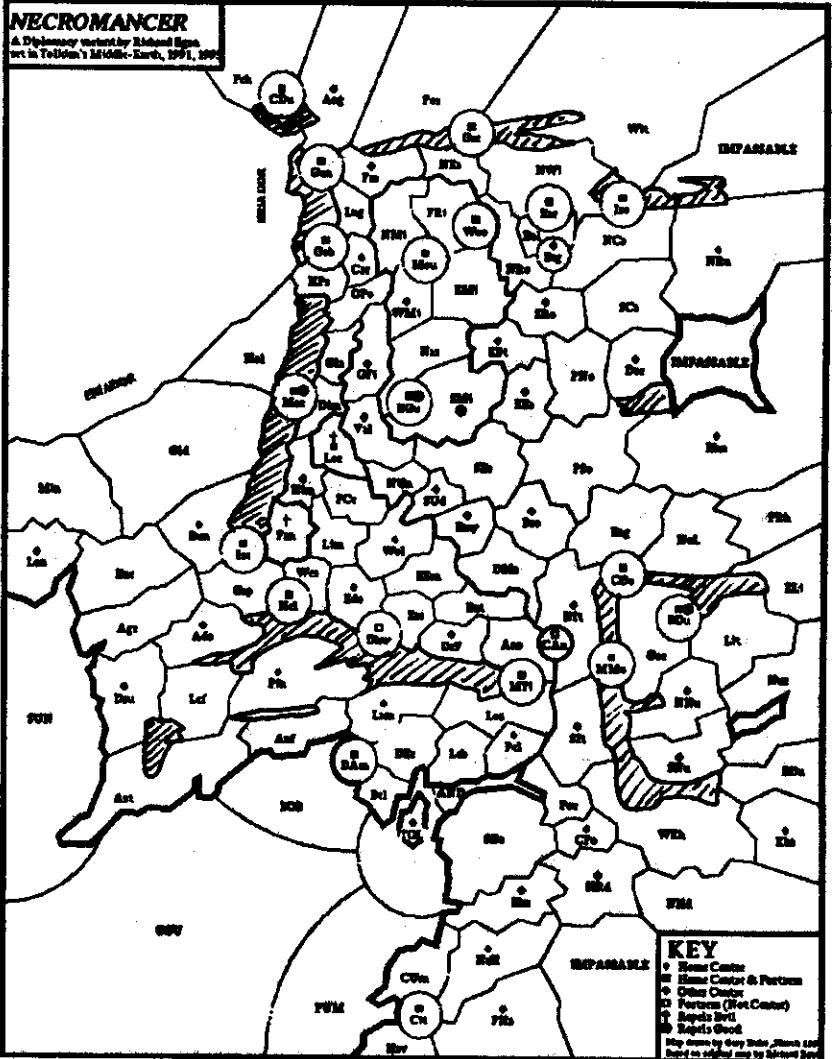
vi. Any Support given by a unit of the 'wrong' alignment from such a province will be cut (in the case of Multiple Armies, such Support will be reduced by the strength of one unit).

viii. If at any time a supply centre province with an alignment is occupied by a unit of a different alignment, (either captured, or, for Lorien, if the owning power changes alignment) the natural alignment is lost. For example, in the case of Moria, it is assumed that the Balrog is killed, and Moria/Khazad Dum ceases to repel Good units.

PROVINCE LIST:

Ado Adorn	Fch Forochel	NNu North Nurn
Agr Angren	FHa Far Harad	NOl Noman Lands
AND*Anduin	For Forodwaith	NrH Near Harad
Anf Anfalas	Fra Framsburg	NRO Northern Rhovanion
Ang Angmar	FRh Far Rhun	NRu North Rhun
Ano Anorien	FRI Forest River	NUN North Undeep
Ast Andrast	FUM*Firth of Umbar	Nur Nurnen
BDu>Barad Dur	Gap Gap of Rohan	NWi Northern Wilderland
Bel Belfalas	GFI Gladden Fields	OFO Old Ford
BOB*Bay of Belfalas	GGU*Great Gulf	PCe Parth Celebrant
Bro Brown Lands	Gla Gladden River	PEl Pelargir
CAN Cair Andros	Gld Glanduin	Pin Pinnath Gelin
Car Carrock	Gob Goblin Gate	PNO Plains (North)
CDu Carn Dum	Gor Gorgoroth	Por Poros
CGO Cirith Gorgor	Gre Grey Mountains	PSo Plains (South)
Cit City of the Corsairs	Gun Gundabad	Rhu Rhun
CPO Crossings of Poros	Har Harnen	RRu River Running
CUM Cape of Umbar	Hav Havens of Umbar	SCa South Carnen
Dag Dagorlad	Hel Helm's Deep	SEa Southern Eaves
Dal Dale	Hol Hollin	SGo South Gondor
DAM Dol Amroth	HPs High Pass	SIT South Ithilien
DER Dor en Ernil	HRd Harad Road	SMi>Southern Mirkwood
DGU>Dol Guldur	Iro Iron Hills	SNU South Nurn
Dhw Dunharrow	Ise Isengard	SRO Southern Rhovanion
Dim Dimrill Dale	Kha Khand	SUN*Sundering Seas
DMA Dead Marshes	Lam Lamedon	SUD South Undeep
Dor Dorwinion	Leb Lebennin	TOL*Tolfalas
DrF Druadan Forest	Lef Lefnui	Val Vales of Anduin
Dru Druwaith Iaur	Lim Limlight	Wes Westfold
Dun Dunland	Lit Lithlad	Wit Withered Heath
Eas Eastfold	Lng Langwell	WKH Western Khand
EBt East Bight	Lor#Lorien	WMI Western Mirkwood
Edo Edoras	Los Lossarnach	Wol World
EDu Ephel Duath	Min Minhiriath	Woo Woodland Realm
EEa Eastern Eaves	MMO Minas Morgul	
EEm East Emnet	MOR>Moria	
ELi Ered Lithui	MOU Mountains of Mirkwood	
EMi Eastern Mirkwood	MTi Minas Tirith	
Emy Emyrn Muil	Nar Narrows	
Ene Enedwaith	NCa North Carnen	
Ent Vale of Entwash	NEa Northern Eaves	
Ere Erebor	NHd Northern Harad	
Eri Eriador	Nim Nimrodel	* Sea Province
Esg Esgaroth	NIT North Ithilien	> Repels Good
Fan#Fangorn	NMI Northern Mirkwood	# Repels Evil

NECROMANCER
 A Diplomacy variant by Richard Egan
 first in *Ye Olde's MAGAZINE* - March, 1991, 1992



MIGRAINE DIP^c

(Working Title)

by

Stephen D. Koehler

Imagine: you sit down at AvalonCon or Origins and get ready for a grueling eight-hour slugfest in the first round of the Dip tourney. You reach into the box, held high over your head, and pray: "France, please let it be France. Or England, I'll take England. I'll even take Turkey. Please, please, please, please, please!" You find a plastic anchor and pull down your have and, with trepidation, unclench your fist so that only you can see the result: Red! "Argh! Austria!" you scream. Well, at least the tourney is best two out of three!

I have often gotten into discussions with people about "game balance," weak powers versus strong ones, and such. Who hasn't had the feeling described above? Whether you hate Germany, Italy or Austria in Diplomacy, China or France in Colonial, or Milan or Florence in Machiavelli, there are certain countries that you would rather not play, or, at least, those you find difficult to win with.

I've been toying with a concept, which I suppose is not original, of inventing a Diplomacy variant that removes the luck of the draw from the game. I tried to make the proportions of land territories to seas basically equivalent to regular Diplomacy, but with eight players, it had to be a little bigger. The more I look at the game, and try to imagine how it might play out, the more confused I get. Hence, the name, Migraine Dip!

Well, below is my offering for your consideration. If you want to play, let me know. There will be no game fee for this one.

8 Players: Alpha, Beta, Gamma, Delta, Sigma, Theta, Kappa, Omega.

Played using regular dip rules, except that each player, at the start of the game, determines which of his units are fleets. 20 centers to win.

Map Notes:

1. Land-zones are designated using numerals while sea-zones are designated using the alphabet. This might change if I can come up with a clever theme for naming territories.
2. The edge of the map is connected to the edge on the opposite side of the circle. Therefore, sea-zone "A" is adjacent to sea-zone "T", and land-zone "3" is adjacent to land-zone "36". The adjacent area is listed around the outside of the map.
3. The land-areas "1" and "2" (the half-circles) are each just one area. Therefore, a unit could move from "6" to "1" to "41". These land-areas have two coasts, like Spain in regular Dip. Note that the coasts are a bit counter-intuitive. At the top, "1a" is on the right, while at the bottom "1a" is on the left.
4. Land areas "17", "28", "43" and "56" also have two coasts.
5. There are 12 crossing arrows ("<----->").
 - a. They work to allow armies and fleets to pass across a narrow span of water.
 - b. They have no effect on ships in the span of water, and ships in the sea-zone have no effect on units using the crossing arrows.
 - c. The crossing arrows also divide certain sea-zones. "A" and "C", and "B" and "C" are separated at the crossing arrows.

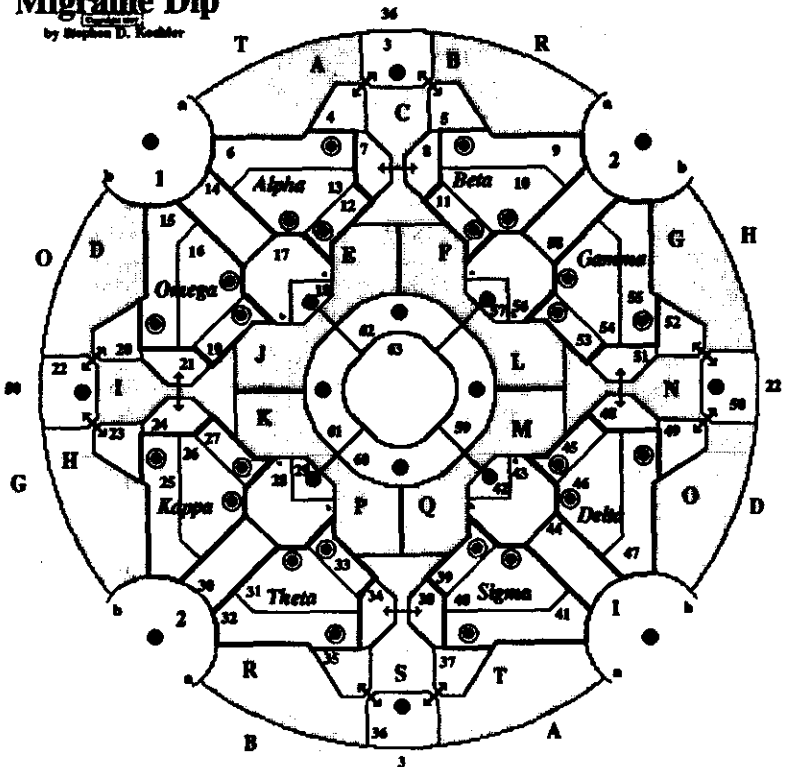
- d. A crossing arrow crosses sea-zones "C", "N", "S" and "I" in the middle, but as noted above, has no effect on ships in these areas.
- e. A unit can support across a crossing arrow normally.
- 6. There is no adjacency across four-way corners. Therefore, "E" is not adjacent "61", etc. "3" is not adjacent to "R" or "T", etc.

A Comparison with Regular Dip:

	Regular	Migraine
Players:	7	8
Land Spaces:	56	63
Seas:	19	20
Home Centers:	22	24
Neutral:	12	14
Total (to Win):	34(18)	38(20)

Migraine Dip

by Stephen D. Koshler



MIND TRAP!**LAST MONTH'S GAME: Pitt wins again!**

7. If a man and a half can eat a cake and a half in a minute and a half, allowing the same situation, how many men would it take to eat 60 cakes in 30 minutes? **Answer: 3** (R. Koehler, M. Koehler, Crandlemire, Schlegel, Narhi)
8. Barney is carrying a pillow case full of feathers. Hardy is carrying three pillow cases the same size as Barney's, yet Hardy's load is lighter. How can this be? **Answer: They were empty.** (R. Koehler, Kent, M. Koehler, Crandlemire, Leaman, Schlegel)
9. Assume you have a box of socks in your closet with 24 green and 24 red socks. If the closet is dark, what is the smallest number of socks she has to remove in order to be certain of getting two that are different? **Answer: 25** (R. Koehler, M. Koehler, Crandlemire, Schlegel, Narhi)
10. Hardy bets he can stay under water longer than Jacque, the great pearl diver without any breathing apparatus. Jacque jumps in the pool and stays under for four minutes. How does Hardy beat him? **Answer: He holds a glass of water over his head.** (R. Koehler, M. Koehler, Crandlemire)
11. A man walked into the 'Salty Dog Tavern' and ordered a fish fillet sandwich, a glass of dark rum, and some female company. The proprietor turned to him and said, "Look sailor, the first two requests are no problem, but the third is out of my hands." What made the proprietor think the man was a sailor? **Answer: He was wearing his uniform.** (R. Koehler, Kent, M. Koehler, Crandlemire, Leaman, Schlegel)
12. What is the product of the following series? $(X-A) \cdot (X-B) \cdot (X-C) \dots (X-Z)$
Answer: Since one term is $x-x$, which is 0, then the product is 0 as well. (R. Koehler, Crandlemire, Leaman, Schlegel)
13. If a grandfather clock takes five seconds to strike 6 o'clock, how many seconds will it take to strike 12 o'clock? **Answer: 11** (R. Koehler, M. Koehler, Crandlemire)
14. If a third of six is three, what is half of twenty be? **Answer: 15** (M. Koehler, Crandlemire, Schlegel)

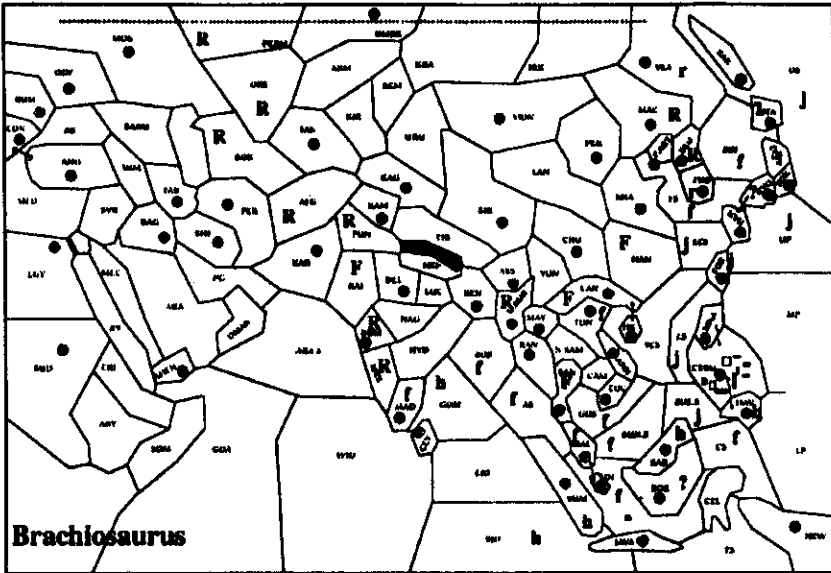
STANDINGS AFTER 6 of 8 GAMES:

Scoring system: You get 1 point for playing. You get 3 for getting a right answer solo. You get 4 a point for getting an answer right. And you get yx for winning, where y is the number of participants and x is the number of winners. For each 20 points you get, you get a free issue! * = Awarded Free Issue this game.

1. Robert Koehler	33.5	8. Andy Kutzy	17.5
2. Dennis Cain	29.5	9. Ward Nerhi	13.5
3. Doug Kent	25.5	10. Xenie Hsieh	10.5
Crendemire	25.5	11. Joe Payne	7
5. Don Leaman	23	12. Kevin Wilson	4
6. Eric Schlegel	22*	13. Don Treasure	3.5
7. Margie Koehler	18.5	14. Rich Goranson	3

NEXT GAME:

1. If you were to put a coin into an empty bottle and then insert a cork into the neck, how could you remove the coin without taking the cork out or breaking the bottle?
2. What are the next two letters in the following series? A E F H I K L M ...
3. A survey was conducted of all the various mechanical modes of transportation people use to get to work each day. What did it find was the most common method of transportation?
4. In Okmulgee, Oklahoma, you cannot take a picture of a man with a wooden leg. Why not?
5. If you were blindfolded and placed in front of a large bowl containing \$50, \$20, \$10, and \$5 bills, and you were allowed to take one bill at a time until you have taken four bills of the same denomination, what would be the largest amount of money you could draw?
6. When asked how old she was, Suzie replied, "In two years I will be twice as old as I was five years ago." How old is she? $4+2 = 2x$
7. If Sid Shady is 80 cm plus half his own height, how tall is he? $80 + \frac{1}{2}x = x$
8. If you were given a can of soda that was 97% caffeine free, how many cans of soda would you have to drink in order to consume the same amount of caffeine found in a regular cola?



BRACHIOSAURUS: 1898 1995Les04

(Colonial Diplomacy)

1898 Moves:

France (Kinsel):

F-Sha-YS, F-Ys-SOJ, A-Hyd-MAD, F-BOB-Gom, F-AS-Sum, F-Sin-JS, F-MAL-s-F-Sin-Js, F-Ts-JAV, F-Cs-NEW, F-SUN.S-Sul.S, F-SCS-s-F-Sun.s-Sul.s., F-Ann-GOS, F-TON-s-F-Scs, A-Hk-CAN, A-Chu-NAN, A-BAN-Holds, A-RAJ-s-(R)-A-Afg-Kar.

Holland (Gonsalves):

F-GOM-s-F-Mad-Wiq, F-Mad-Wiq (Dis. Ann.), F-Java-SIO, F-JS-s-F-Java-Sio (Dis. Ret. Bor, OTB), F-SUM-Eig, F-SAR-Sul.s, F-DAV-s-F-Sar-Sul.s.

Japan (MGalarnau???):

NMR!!! [F-YS-OTB]; F-UP, F-SUL.S, F-ECS, F-LS, F-OS, F-FOR all hold, F-Soj-Holds (Dis. Ret. Ota, Aki, Kyu).

Russia (lrby):

F-VLA-s-(F)-F-Ys-Soj, F-FUS-s-(F)-F-Ys-Soj, A-SEO-s-F-Via, A-P.Art-MAC, A-MYS-s-(F)-A-Hyd-Mad, A-BOM-s-(F)-F-Raj, A-ORE-s-A-Perm-Mos, A-PERM-Mos, A-BOK-s-A-Perm-Mos, A-AFG-Kar, A-PUN-s-A-Afg-Kar, A-Ben-UBUR.

Turkey (R. Koehler):

A-MOS-s-A-Per-Bok, A-ODI-s-A-Mos, A-BAK-s-A-Mos,

Winter 1898 Supply Centers:

France (Kinsel): Home(3), Can, Ran, Mal, [U.Bur], Ben, Hk, May, Chu, Sin, Ben, Sha, Ass, Del, New, +MAD, +JAVA = 18, build 1.

Holland (Gonsalves): [Javal, Sum, Bor, Sar, Cey, Dev, [Mad] = 5, remove 1.

Japan (MGalameau???: Home(4), For, Mna, Sak, Ceb, [Fus] = 8, even.

Russia (Irby): Omsk, Via, Tas, Mon, Mac, Kag, Kam, Sik, Pek, Seo, Bom, P.Art, +FUS, +UBUR = 14, build 2.

Turkey (R. Koehler): Home(3), Tab, Shi, Egy, Per, Rum, Aden, Sud, Ode, Kar, Mos = 13, even.

OLD Proposal: R/F Draw: Falls!
 NEW Proposal: R/F Draw: Vote with next Orders.
 NVR = No NMR = Yes

Notes: Will Don Leaman please submit moves for Japan? 1900 Moves are due Friday, September 12, 1997.

Press: None

CARNOTAURUS: Fall 1914 BN 1993HZ
 (Regular Diplomacy)

Fall 1914 Moves:

France (Cunningham): F-NWG-s-F-Nth, F-NTH-s-A-Hol, A-HOL-s-A-Ruh, A-RUH-s-A-Hol, F-LON-s-F-Nth, A-BEL-s-A-Hol, A-BUR-s-A-Ruh, A-VEN-s-A-Pie, A-PIE-s-A-Ven, F-ENG-s-F-Nth, F-TYS-s-F-Ion, F-TUN-s-F-Ion, F-ION-s-A-Gre, A-GRE-Holds, F-SMY-s-F-Con, F-CON-s-F-Smy.

Germany (Leaman): A-STP-s-A-Nwy, A-NWY-s-A-Stp, F-SWE-s-A-Nwy, F-SKA-s-A-Den, A-DEN-s-A-Kiel, A-SIL-s-A-Mun, A-TYL-s-A-Tri, A-TRI-s-A-Tyl, A-SER-s-A-Bul, A-BUL-s-A-Ser, A-ANK-s-(T)-A-Arm-Hold (nso), A-SEV-s-(T)-A-Arm-Hold (nso).

Turkey (Devine): A-ARM-Ank.

Winter 1914 Supply Centers:

France (Cunningham): Home, Italy, England, Bel, Hol, Spa, Gre, Por, Con, Smy, +TUN 17, build 1.

Germany (Leaman): Home, Russia, Austria, Den, Swe,

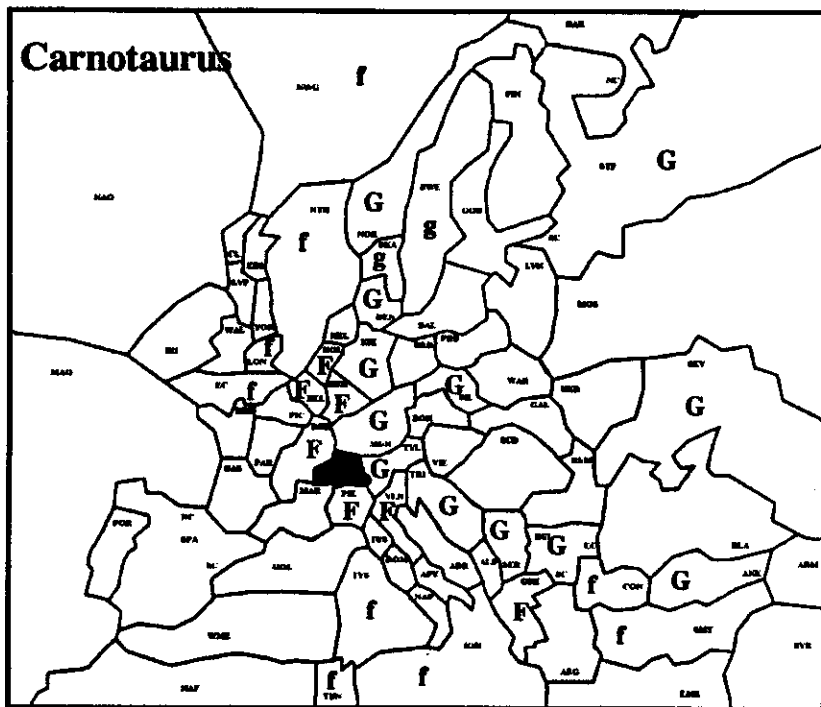
Nwy, Ser, Bul, Rum, Ank

17, even.

Turkey (Devine):

[Tun]

0, OUTIII.



Draw Proposal: G/F PASSES!

I am taking the liberty of ruling on this draw proposal AFTER adjustments.
Therefore it Passes with two yes votes!

Notes: Eng Game Statements are due Friday, September 12, 1997.

Press:

France - World: We rejoice at the end of the hostilities; may this have been the War to End All Wars.

France - Germany: Thank you for sticking with the alliance. It has been a pleasure gaming with you.

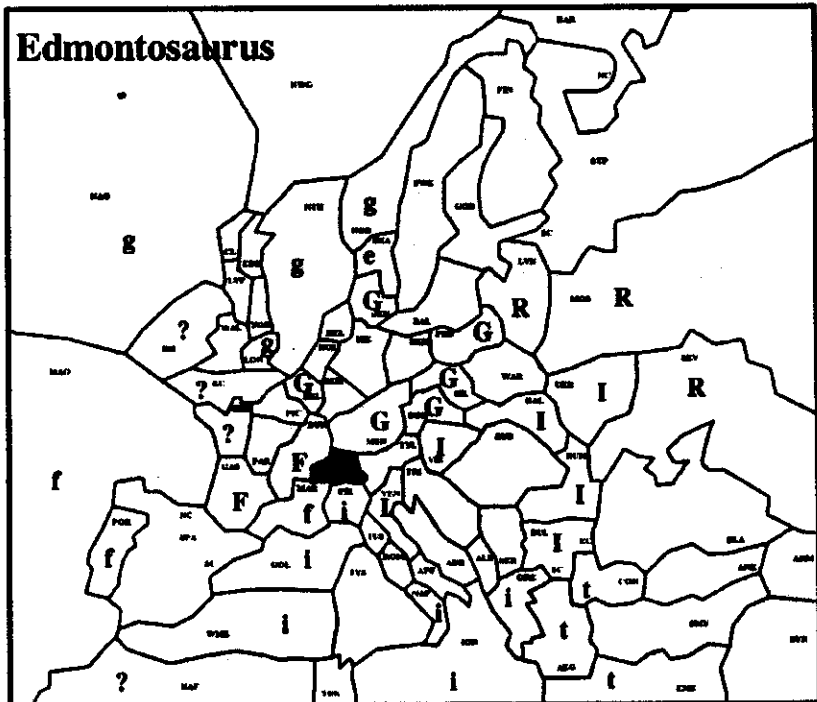
France - Turkey: I tip my cap to your persistence, you certainly stuck it out to the end.

EDMONTOSAURUS: Spring 1909 1995/b32
(Gunboat Diplomacy, White and Grey Press)

Winter 1908 builds and Spring 1909 Moves:

ENGLAND: <F-Yor-OTB>; F-SKA-Bal (Imp.)
FRANCE: <F-Mao-Por>; F-POR-s-F-Spa(sc)-Mao, F-Spa(sc)-MAO, E-MAR-Spa(sc), A-GAS-Mar, A-BUR-s-A-Gas-Bur.
GERMANY: Builds A-Ber; A-Ber-PRU, A-MUN-Tyl, A-BOH-s-A-Mun-Tyl, A-SIL-s-A-Boh, A-Hol-BEL, F-Cty-NAO, A-DEN-Swa, F-NWY-Swa, F-Edi-NTH, F-Nth-LON.
ITALY: F-NAP-s-F-Ion, F-ION-s-F-Gre, F-GRE-s-A-Bul, A-BUL-Holds (N.O.), A-RUM-s-A-Bud-Gal, A-Bud-GAL A-Gal-UKR, A-VEN-Tyl, A-VIE-s-A-Ven-Tyl, F-PIE-Mar, F-GOL-s-F-Pie-Mar, F-WME-Spa(sc), F-Mao-Gas (Dis. Ret. Naf, Bre, Eng, Iri, OTB).
RUSSIA: NMR!!! A-LVN, A-MOS, A-SEV all hold.
TURKEY: F-AEG-s-F-Con-Bul(sc), F-CON-Bul(sc), F-EME-s-F-Aeg.

Notes: Unfortunately, I failed to request a sub for Russia. I'll try again. Fall 1909 Moves are due Friday, September 12, 1997.



Press:

- Germany-France:** don't worry, we'll hold that swarthy Italian back.
- Germany-Russia:** Moving to help you against Italy. He is going for the win and I will help you from losing any more to his depredations.
- Rome - Moscow:** Sorry about this but I need to take SEV to get at Turkey. I have no intention to take the rest of your units.
- England-France:** No hard feelings whatsoever. You do what you gotta do, bunny.
- England-Germany:** Um. Yeah. Right. Whatever. Who am I to interfere with another person's rich and detailed fantasy life?
- England-Germany II:** By the way, sorry to go pirate on you, but good form demands it.
- France--Germany:** I gambled on you being in the Channel. If you are there please support my A Gascony to Brest. If A Gas is no longer A Gas please support my F MAO in.
- France--Germany:** I will try to hold the corner as best I can until you send your fleets to prop me up.
- France-Italy:** I sincerely hope that you are enjoying yourself.
- Bob Marley--France:** "...when did it all begin, when will it end. Well it seems like total destruction the only solution. And there ain't no use, no one can stop them now..."

**GRYPOSAURUS: Fall 1866**

1995Jna05 (War in North America)

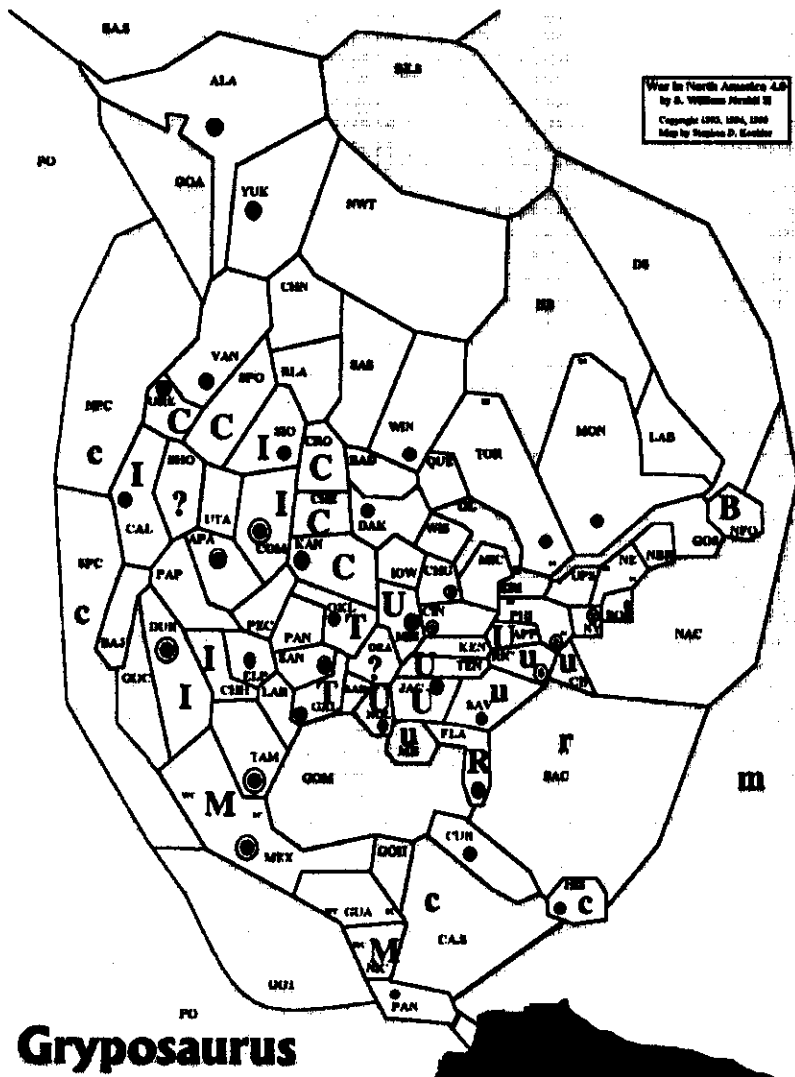
Fall 1866 Moves:

- Canada (Weiss):** A-Bad-CRO, A-Van-ORE, A-KAN-s-A-Dak-Che, F-NPC-s-A-Van-Ore, A-Dak-CHE, F-CAS-Pan, F-HIS-s-(U)-F-Sac, A-SPO-s-A-Van-Ore, F-SPC-Cal.
- Rebels (Gonsalves):** F-Ric-SAC, A-Sav-FLA, A-Jac-s-A-Sav-Fla (Dis. Ret. Oza, OTB).
- Indians (Rothenheber):** A-Ore-s-A-Cal (Dis. Ret. Sho, OTB), A-CAL-s-A-Ore, A-Sio-SPO, A-CHH-s-A-Pap-Dur, A-Pap-DUR, A-COM-Holds (N.O.).
- Mexicans (Narhi):** A-AQ-Pan, A-Gua-NIC, A-Tem-MEX.
- Texans (Boyum):** <A-Spo-OTB>, A-OKL-s-A-Gal, A-GAL-s-A-OkI.
- Union (Kinself):** F-Sac-SAV, F-Phi-RIC, A-APP-s-F-Phi-Ric, F-Nac-CB, A-Oza-NOL, A-Fla-JAC, F-MB-s-A-Fla-Jac, A-MIS-OkI, A-Ken-TEN.
- Neutral Units:** BA-NWF

Winter 1866 Supply Centers:

- Canada (Weiss):** Home(4), Yuk, Dak, Ala, Van, Pan,

- | | | |
|------------------------|--|-----------------|
| Rebels (Gonsalves): | Kan, + ORE, + HIS | = 12, build 3. |
| Indians (Rothenheber): | [Nol], [Jac], + FLA, [Ric] | = 1, removes 2. |
| Mexicans (Narhi): | Home(3), Cal, [Ore], _DUR, Eip | = 6, even. |
| Texans (Boyum): | [His], [Dur], Mex, Tam | = 2, remove 1. |
| Union (Kinsel): | Ok!, Gal, Sen | = 3, builds 1. |
| Neutral: | Home(4), Sav, + RIC, + JAC, [Fla],
Cub, Bos, Mis, + NOL | = 11, builds 2. |
| | NWF | |



Old Proposal: U/C Draw Fails with ONE no vote.
 New Proposal: U/C draw.
 Vote with next orders. NMR = yes, NVR = No.

Notes: Winter 1866 and Spring 1867 Moves are due Friday, September 12, 1997.

Press:

Indians - Mex: I attacked the Texans, because he moved his units into my plains without talking to me first. If he wanted to attack Canada, he should have said something. I am not very fond of this variant, I know that I took over a position, but not being able to build a fleet is very limiting. C/U or Canada has this game won, it is only a question of time.

HYPACROSAURUS: 1896 199500004 (Colonial Diplomacy)

1896 Moves:

Britain (Schlegel): Builds A-Bom; F-Rej-BOM, F-Som-Goa (Dis. Ann.), F-MYS-s-(H)-F-Wio, F-Mad-HYD, A-RAN-s-(H)-A-May-Ubur, A-Bom-NAG, A-DEL-s-A-Bom-Nag.

China (Weiss): <F-Ys-Up>, <A-Tas-Bok>; A-NEP-s-A-Kam-Pun, A-Sik-ASS, A-NSI-s-A-Ubur-Ran, A-TON-Coc (imp.), A-BOK-Mos, A-Kir-Kag (Dis. Ret. Uru, Sem, OTB), F-UP-Mo, A-Ubur-Ran (Dis. Ann.), A-Mac-P.ART, A-Kam-PUN, A-Can-MAY, A-YUN-s-A-Can-May, A-Mon-MAC, F-SHA-Ys, A-Tib-BEN.

Holland (Rothenheber): <A-Can-May>; Builds F-Sum, F-Jav, F-Bor; F-Jav-SIO, F-Eio-GOM, F-Gom-BOB, F-WIO-s-(B)-F-Mys, A-May-UBUR, F-AS-s-(B)-A-Ran, A-Sin-MAL, F-Bor-SAR, F-Coc-ANN, F-FOR-Mo, F-ECS-For, F-YS-Kyu, F-KYO-Kyu, F-TOK-Holds.

Japan (Bernosky?): NMR!!! F-VLA, F-SEO(ec), F-SOJ, F-OS all Hold.

Russia (Wilson): F-Bs-ARM, A-AKM-Kir, A-TAS-s-A-AKM-Kir, A-Afg-KAG, F-FUS-s-(H)-F-Kyo-Sol (nso), A-Kra-TSR-Mos (Stops in PERM).

Turkey (Narhi): F-KAR-s-F-AraS., F-PG-s-F-AraS, F-ADEN-s-F-Goa, F-RS-s-F-Goa, F-Eri-SOM, F-GOA-s-F-Eri-Som, A-Ang-CON, A-Bag-SHI, A-Tab-PER.

Notes: Will Peter Boyum please submit orders for Japan? 1896 Orders are due Friday, September 12, 1997.

Press:

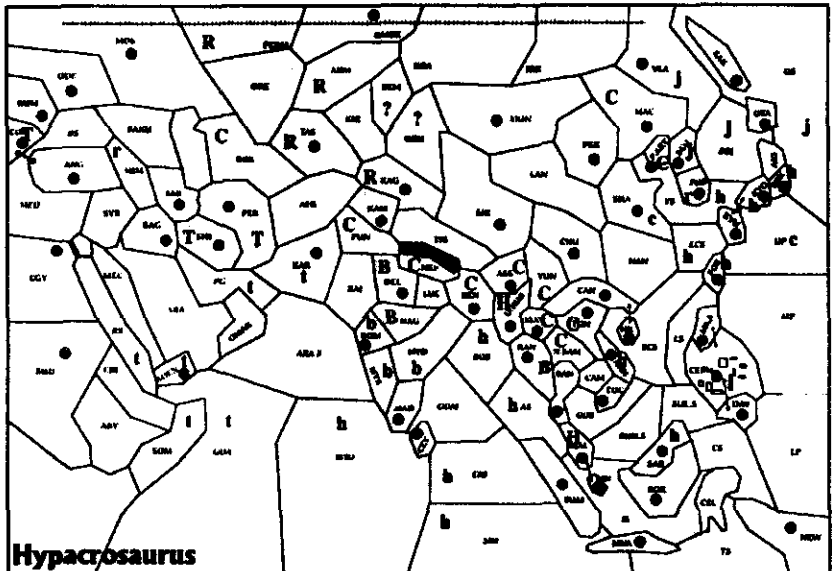
Turkey-China: Hey, I was all for Russia letting you in on our alliance and him moving into India with me. It came as a surprise when he stabbed you but I stand by my allies. I wasn't happy, but what is a guy to do?

Turkey-Ali: email me at narhw@diebold.com

Britain-China: I totally disagree with you assessment of the game. Of course there are strong and weak positions, just like in Diplomacy, but the outcome is not preordained and depends more on the diplomatic and tactical skills of the individual players. In your case, I think your situation was created by you several cycles ago when you alienated all potential allies and not by the game system. Also, I still think that your whining is a diplomatic ploy. Stop complaining about the hole you've dug for yourself and use your diplomatic skills to convince Turkey to stab Russia.

Britain-GM: How was Dixiecon? I was vacationing in England, but I'll be there next year.

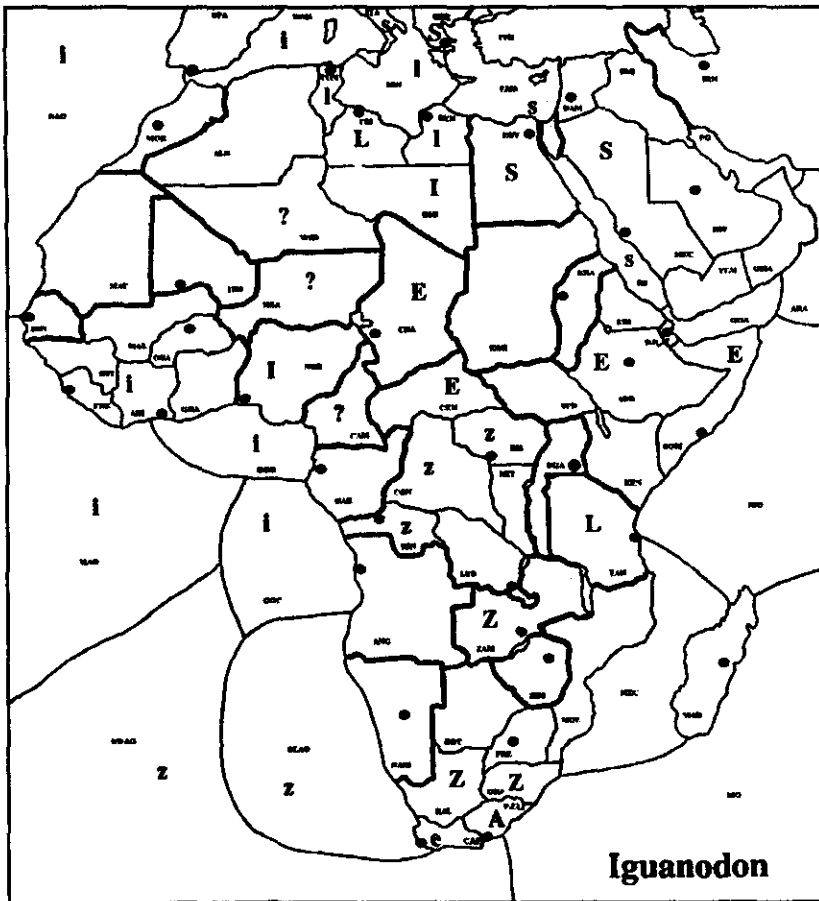
Britain-Turkey: Alright, you can have GOA and ARA.S, but that's it.



IGUANODON: Fall 2006 1995Udm04
(Africa Dip)

Fall 2006 Moves:

- Ethiopia (Leaman):** A-Kor-CHA, A-CEN-s-A-Kor-Cha, A-Dji-ADD, A-SUM-s-A-Dji-Add, F-CAP-s-ISA-A-Pel (nso).
- Ivory Coast (Bernosky):** NMRI!!! F-GOC, F-MAO, F-NAO, F-GOG, F-ABI, A-NGR, A-ESD, F-WMS all hold, A-Cha-Holds (Dis. Ret. Cam, Nga, Wsd, OTB).
- Libya (Boyum):** F-ION-Holds, F-BEN-s-F-Ion, F-TUN-s-F-Ion, A-Ken-TAN, A-TRI-s-F-Ben.



Saudi Arabia (Rothenheber): F-ITA-Ion, F-EME-s-F-Ita-Ion, A-EGY-s-(E)-A-Kor (nso).

A-MEC-s-A-Egy, F-RS-s-F-Eng (imp.), A-GRE-Holds (N.O.).

South Africa (Kent):

A-PEL-Cap.

Zaire (Narhi):

<F-Goc-OTB> (N.O.); A-ZAM-Holds, A-KAL-Holds, F-SEAO-s-F-Swao, A-ORA-Holds, F-SWAO-s-F-Goc, E-GOC-s-F-Swao (nsu), F-KIN-s-F-Goc, A-Con-Holds, A-KIS-Holds.

Winter 2006 Supply Centers:

Ethiopia (Leaman):

Som, Dji, Kha, [Tan], Mad, Cap, +ADD, +CHA = 7, builds 1, plays 1 short.

Ivory Coast (Bernosky):

Home(3), Sen, Mor, Tim, Nga, Gab, [Cha] = 8, removes 1.

Libya (Boyum):

Home(3), Spa, [Add]. +Tan = 5, even.

Saudi Arabia (Rothenheber):

Home(3), Im, Gre, Egy = 8, even.

South Africa (Kent):

Pel = 1, even.

Zaire (Narhi):

Home, Uga, Zam, Zim, Ang, Pre, Nam = 8, even.

Notes:

Will Mike Gonsalves please submit standby moves for the IC? Winter 2006 and Spring 2007 Orders are due Friday, September 12, 1997.

Press: None



Suddenly, Bobby felt very alone in the world.

LAMBEOSAURUS: Fall 1905 1996A0

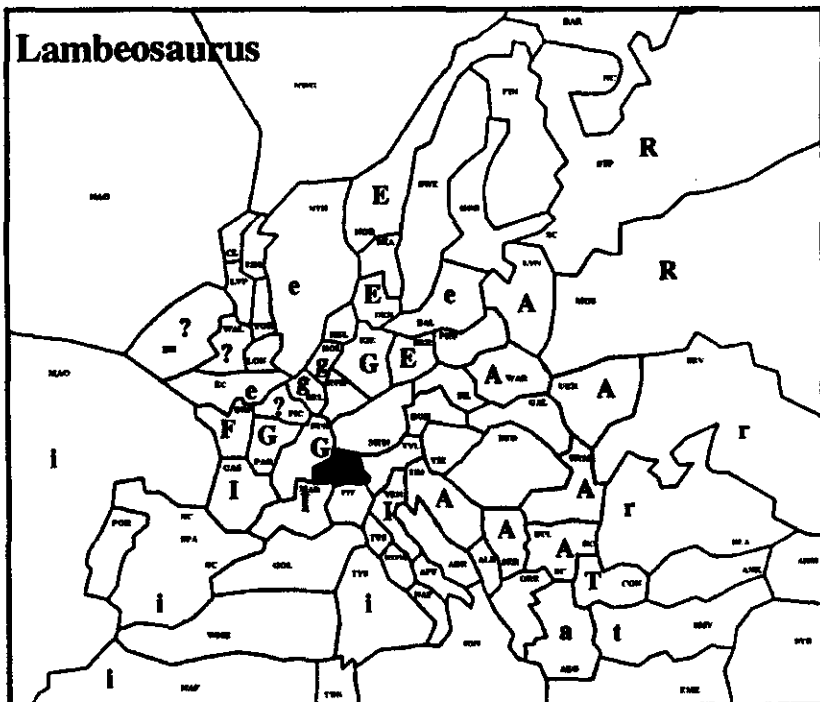
(Regular Diplomacy)

Fall 1905:

- Austria (Rothenheber): A-War-LVN, A-Gal-WAR, A-UKR-Sev, A-RUM-s-A-Ukr-Sev, A-BUL-s-F-Aeg-Con, F-AEG-Con, A-TRI-Holds, A-SER-s-A-Bul.
- England (Gonsalves): A-Swe-BER, F-BAL-c-A-Swe-Ber, A-NWY-Holds, A-DEN-Kie, F-Lon-ENG, F-NTH-s-F-Lon-Eng.
- France (Lurz): F-Eng-Bel (Dis. Ret. Wal, Iri, Pic, OTB), A-Par-BRE.
- Germany (D. Devine): A-Gas-PAR, F-HOL-s-A-Ruh-Kie, A-BEL-s-F-Hol, A-Ruh-KIE, A-BUR-s-A-Gas-Per.
- Italy (Boyum): A-Pie-MAR, A-Mar-GAS, A-VEN-Holds, F-MAO-s-A-Mar-Gas, F-TYS-Holds, F-Wme-SPA(sc), F-Tun-NAF.
- Russia (Milewski): A-STP-s-A-Mos, F-BLA-s-F-Sev, F-SEV-Holds, A-MOS-Holds.
- Turkey (Narhi): F-SMY-s-A-Con, A-CON-s-(R)-A-Sev-Rum (nso).

Winter 1905 Supply Centers:

- Austria (Rothenheber): Home, Ser, Gre, Rum, Bul, War = 8, even.
- England (Gonsalves): Home, Nwy, Swe, Den, +BER = 7, builds 1.



France (Lurz):	[Par], Bre	= 1, removes 1.
Germany (D. Devine):	[Ber], Kle, Mun, Hol, Bel, + PAR	= 5, even.
Italy (Boyum):	Home, Tun, Mar, Spa, Por	= 7, even.
Russia (Milewski):	Stp, Mos, Sev, Ank	= 4, even.
Turkey (Narhi):	Con, Smy	= 2, even.

Notes: Winter 1905 and Spring 1906 Orders are due Friday, September 12, 1997.

Press:

France--GM: Oh my, what a gem of a situation we have here! This is...how should I say it...wonderfully special.

MAIASAURA: 1882

(Gunboat Colonial Diplomacy)

1882:

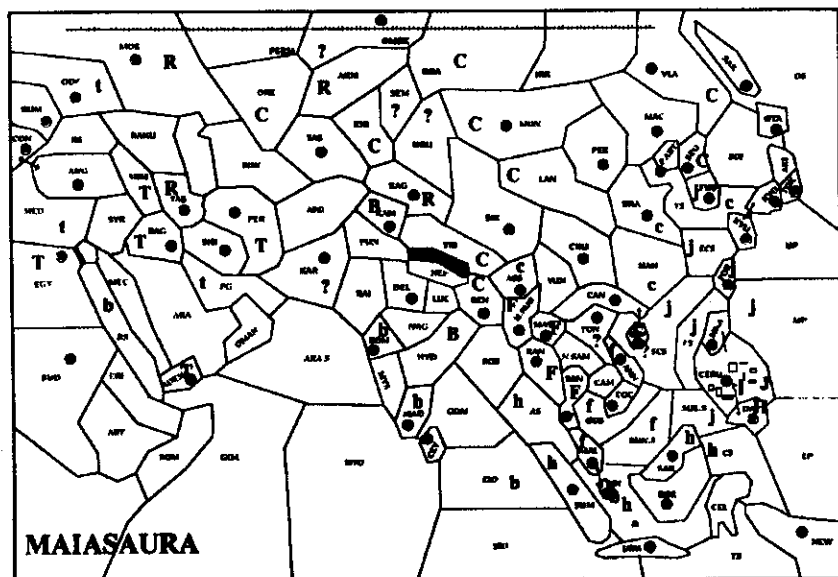
- France:** Builds A-Ton, F-Coc; A-Ton-MAY, F-God-SUN, F-Scs-s-F-Gos-Sun (Dis. Ret. HK, Ton, OTB), F-Coc-GOS, A-BAN-s-F-Mal, F-MAL-s-F-Gos-Sun, A-RAN-s-A-Ubur, A-UBUR-s-A-Ton-May, F-ANN-s-F-Scs.
- Holland:** F-AS-s-F-Js-Sum, F-Js-SUM, F-SAR-s-F-Ts-Js, F-Ts-JS, F-New-CS, A-DAV-Holds.
- Turkey:** Builds A-Bag, A-Ang; F-ODE-Holds, A-ADEN-Holds, A-EGY-Holds, F-Bla-MED, A-Ang-ARM, F-PG-s-A-Shi-Per, A-Shi-PER, A-BAG-s-A-Ang-Arm.
- Russia:** NMR!!! Retreats F-Ode-OTB; A-MOS, A-TAB, A-AKM all Hold, A-Kra-Holds (Dis. Ret. Uru, Sem, Omsk, OTB), A-KAG-Holds.
- Japan:** F-Ecs-SCS, F-FUS-Holds, F-Kyu-ECS, F-FOR-s-F-Ecs-Scs, F-Mp-LS, F-Up-MP, F-SUL-s-F-Ecs-Scs, A-CEBU-holds.
- Britain:** NMR!!! Retreats A-Ben-OTB; F-SIN, A-KAM, F-EIO, F-RS, A-HYD, F-MAD, F-BOM all Hold, F-Sun-Holds (Dis. Ann.), F-Per-Holds (Dis. Ret. Kar, OTB).
- China:** Builds F-Can, F-Mac, A-PEK; F-Can-NAN, F-Mac-YS, F-SHA-s-F-Mac-Ys, A-Irk-KRA, A-MON-s-A-Irk-Kra, A-Uru-KIR, A-Tas-ORE, A-Sik-TIB, A-BEN-s-A-Sik-Tib, A-Yun-ASS, A-SEO-Fus, A-VLA-Cebu (imp.), A-Pek-LAN.

Notes: The following countries's leaders have either told me they paid, or paid: Turkey and Holland. To the rest, please pay the \$5 game fee if you have not previously. My sub for Russia failed to submit moves! Another Standby has been called for Russia and one for Britain. 1880 Builds and 1882 moves are due Friday, September 12, 1997.

Press:

China-France: Next turn, start moving your armies through Ben. Take S.India, I'll take the high road. Also, ECS is yours.

China-Japan. Your home waters are yours and my home waters are MINE.



Holland--Japan I: If I am in CS and you have an A in DAV, I will convoy it to BOR.

Holland--Japan II: I never thought you were a windbag. You are the only the only who wrote something to me and I appreciate that. And the extra time you spent writing Press will be rewarded.

Holland--Japan III: If I use all my resources to help, I would ask of you one thing....do not throw away your alliance with China. Stick with China is all I ask of you.

Japan-Chine: I realize that you don't know me, and you don't know that I'm not a total moron, but if I ever feel a need to stab you, it won't be for one lousy dot, unless it's the LAST dot. As you can see, I'm still working to get MY navy out of OUR way. Oh--if the opportunity and need arises, would you mind terribly helping me into Hong Kong? Thanks.

Japan-Holland: If you're serious, that's very sweet, but totally unnecessary. Don't worry, if your collapse seems imminent, I'll be the first

- to feast on your dying carcass.
- Japan-Holland II: And thank you for making my little attack of snotty press last turn totally unnecessary and impertinent.
- Japan-Turkey: Either I'm not a world power, or you don't read maps very well.
- Japan-Turkey II: What, you have some kind of problem with Britain or something?

NANOTRYANNUS: Spring 1903

(Gunboat Diplomacy)

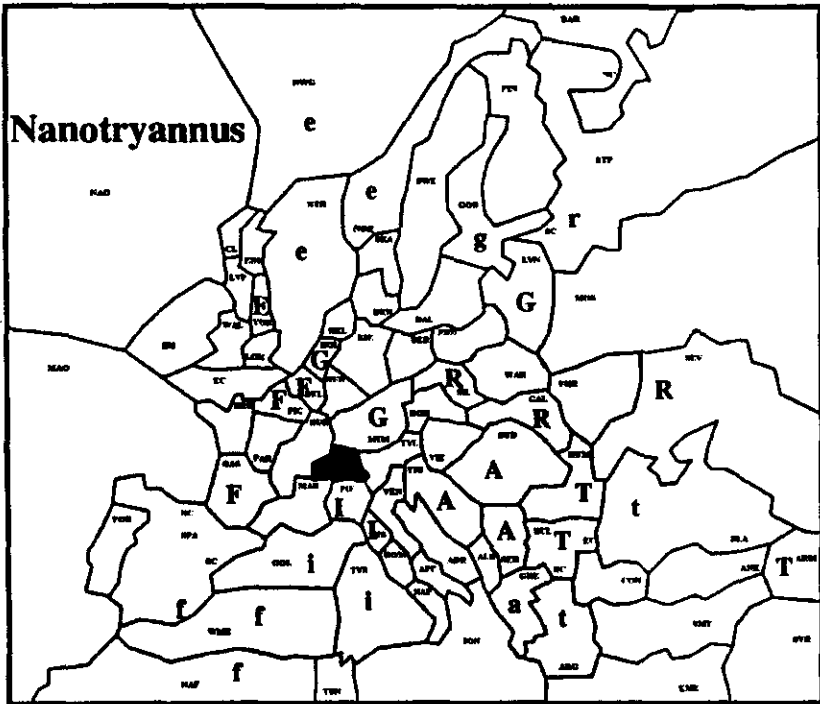
Winter 1902 and Spring 1903 Moves:

- England: Builds F-Edi; F-Edi-NWG, F-NTH-s-F-Nwy, F-NWY-s-F-Nth, A-Wal-YOR.
- Germany: A-Sil-MUN, A-HOL-Holds, A-LVN-Mos, F-GOB-s-(E)-F-Nwv-Sto(nc) (nso).
- Russia: Builds A-War; A-SEV-Mos, A-Ukr-GAL, F-Rum-Sey (Dis. Ann.), F-STP(sc)-Lvn, A-War-SIL.
- Italy: A-TUS-Tun, F-TYS-c-A-Tus-Tun, F-GOL-Mar, A-PIE-s-F-Gol-Mar.
- France: Retreats F-Gol-Spa(sc); A-BEL-Holds, A-PIC-s-A-Bel, A-GAS-Mar, F-SPA(sc)-s-A-Gas-Mar, F-WME-Tun, F-Mao-NAF.
- Austria: A-Vie-BUD, A-Gre-SER, F-Alb-GRE, A-TRI-s-A-Gre-Ser.
- Turkey: Builds F-Smy, A-Ank; A-Ser-RUM, A-BUL-s-A-Ser-Rum, F-BLA-s-A-Ser-Rum, F-Smy-AEG, A-Ank-ARM.

Notes: The following countries's leaders have either told me they paid, or paid: Germany, Italy, France and Turkey. To the rest, please pay the \$5 game fee if you have not previously. The Russian has been replaced. Fall 1903 moves due September 12, 1997.

Press:

- Austria-Turkey: Thanks for the Depends. I hardly recognized them as they were soiled beyond recognition.
- Austria-Russia: If you join with Turkey he will grow quite big while you are still



- Trieste Tattler:** worried about Germany. I count on your help or neutrality at least
 The Sultan was seen wearing a fur coat made of those cute otters! How will the Church Of the Quivering Otter respond? (search for COOO on internet)
- Budapest Star:** The Sultan has decreed that all countries that have an 'a' in their name are outlawed.
- Vienna Sun:** Sultan claims he was responsible in a past life for burning the Great Library. And is proud of it!
- TUR-ITA** What's this go after Turkey stuff?
- TUR-RUS** Sorry to turn your way, but you've NRM too many times.
- TUR-AUS** If I invite you to those sex parties will you start writing something nice about me?
- Germany -World:** See what I mean? The Czar stayed too long at the calamari bar and missed his turn. Let that be a lesson to you all.
- Germany - Austria:** Stayin' alive?
- Germany - Italy:** Are you looking for trouble with me? Get the hell out of Tyrolia so we can be at peace with each other.
- Germany - England:** Attack Russia. Let's beat the squid out of him. I'll repeat my moves next time.

OVIRAPTOR.

(Pax Britannica GM: Mark Franceschini)

CONGRESS OF EUROPE:

Congress was held in Moscow. Finally. After weeks of bad weather delayed the delegates arrival a vote was finally taken. The Tally:

	Proposal A (from GB)	Proposal B (from FR)
GB	Y	N
FR	N	Y
GE	N	Y
IT	Y	N
RU	N	Y

Proposal B passes by a slim margin. It calls for (1) FR-GE co-do in Kongo, (2) IT cedes MADAG to GB, cedes ERITR to FR, (3) FR reduces MADAG to Interest, (4) FR pays RU L15, (5) FR cedes GUIANA to GB/NETH, (6) UK cedes Newfoundland to BE.

(After much screaming, the Italian Ambassador takes off his snow shoe, bangs it on the table profusely, and storms out of Congress. As he mounts his snow carriage he is overheard muttering something about frozen pizza and this means war!)

Italy has opted to walk out on Congress and refuses to sign the treaty. All powers at the Congress now have a Casus Belli against Italy. O.K. folks. Time to take advantage of this e-mail stuff. Today is Saturday, 6/28/97. By Wednesday, 7/3/97, at Noon, I want e-mail from everyone stating whether you will walk out of Congress, whether you will declare war on Italy, and if involved in a war, whether you will call in any treaties with other powers which may be appropriate.

I eagerly await your responses.

Mark

Press:

Gentlemen,

How can Italy accept that treaty? I have never seen such an outrageous proposal as Frances'. I am stunned that it passed. If I am going to surrender my entire overseas empire, it is going to have to be by force. But I DO NOT expect that to occur. I DO expect the nations at the Congress to behave rationally and allow the casus belli against Italy to expire. I also expect the treaty to be amended at our earliest convenience so that clauses 2 and 3 are null and void.

If any nation, most particularly France, insists on behaving as a rogue and uses this casus belli to declare war I will have no other recourse but to completely upset the balance of power. If France thinks that Italy is too powerful with Eritrea and Madagascar try keeping up with Japan if I pump the

entire sum of Italy's colonial income into Japanese coffers every turn. I would loathe doing that, but these outrageous circumstances require an equally outrageous response.

Eritrea and Madagascar allow me merely to keep pace with the rest of the field, they in no way over balance the game in my favor. Japan already has protectorates in Korea and Manchuria France has already added Egypt, Indo-China and the Congo Gentlemen please, let's not let things get out of hand.

Vince

PINACOSAURUS: Pre-Spring 1901 (Regular Diplomacy)

CNN Headline News: *Game Start! War declared in Europe. The War to End All Wars has begun!*

Pre-Spring 1901 Positions:

Austria (Leaman):	A-BUD, A-VIE, F-TRI.
England (Manus):	F-EDI, F-LON, A-LVP.
France (Koffman):	A-PAR, A-MAR, F-BRE.
Germany (Packard):	A-BER, F-KIE, A-MUN.
Italy (Schlegel):	A-ROM, A-VEN, F-NAP.
Russia (Boyum):	F-SEV, A-MOS, A-WAR, F-STP(SC).
Turkey (Treasure):	F-ANK, A-SMY, A-CON.

Notes: Spring 1901 moves due September 12, 1997. Good Luck!

RHAMPHORHYNCUS: 1896 1995Kee04 (Colonial Diplomacy by Andy Marshall)

CNN Far East Report: *GM recovers from DixieCon buzz, wonders why we didn't just grab two stiffs and finish this sucker up in Chapel Hill? (CNN welcomes Boyum and Leaman and assures them that it means no offense with its reference to "stiffs.") Holland, Russia grow. Britain wonders, "what do y'all have against the Queen?" Japan saves a supply center to replace its popped unit.*

Proposal: R/H Draw. Please vote with your orders. NMR=Yes; NVR=No. Unanimity is required for this to pass.

Retreats

Britain Retreats A Kar-Raj
Holland Retreats F Mys-Mad

Results

- Britain:** A Raj-BOM, F EGY S F Rs, <F RS S F Egy>, <F GOA-Ara>, <F SOM-Goa>, <F ARA-Mys>, <A MYS-Hyd>, A Hyd-BEN, A LUC S A Hyd-Ben, A NEP S A Hyd-Ben, <A TIB-Ass>
- China:** <A Ton-Can> (retreat to NSam or OTB), A CHU S A Ton-Can
- Holland:** F WIO S F Mad, F MAD S F Wio, F GOM S F Mad, F EIO S F Wio, F As-JS, <F BOB-Hyd>, <A Ben-Ass> (destroyed), A UBUR S A Ben-Ass, A MAY S A Cam-Ton, A Cam-TON, F ANN S A Cam-Ton, F SUL.S. S F Cs-Dav, F Cs-DAV, F Ts-NEW
- Japan:** A VLA H, <F YS-Seo>, <F ECS-She>, <A NAN S F Ecs-She>, <F CAN S F Hk>, F SCS S F Ls, F HK S F Can, F MNA H, F LS S F Cebu, F CEBU S F Ls, F MP S F Cebu, <F P.ART.-Seo>, <F SOJ S A Vla>
- Russia:** A Afg-PUN, A Kar-RAJ, A Bok-PER, A Tab-BAG, <F MED-Rs>, <F BS-Med>, F SYR S F Bs-Med, <A IRK-Vla>, A MAC S A Irk-Vla, A MON S A Mac, A PEK S A Sha, <A LAN-Nan>, <A SHA S A Lan-Nan>, A SIK S British A Tib-Ass, <A KAG-Tib>, <A URU-Kag>

Unit Positions:

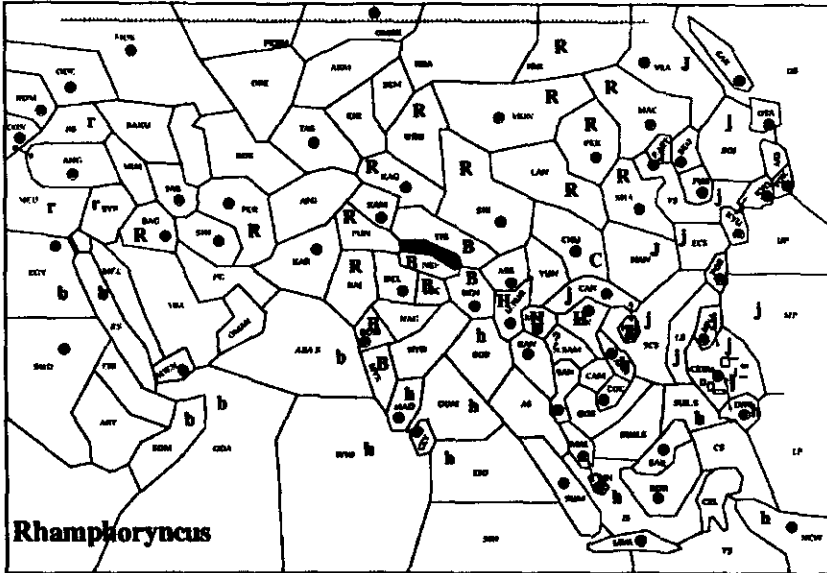
- Britain:** A Bom, F Egy, F Rs, F Ara, F Gos, F Som, A Mys, A Ben, A Tib, A Luc, A Nep
- China:** A (ret) Ton, A Chu
- Holland:** F Mad, F Wio, F Gom, F Eio, F Js, F Bob, A UBur, A May, A Ton, F Ann, F Sul.S., F Dav, F New
- Japan:** A Vla, F Ys, F Ecs, A Nan, F Can, F Scs, F Hk, F Mna, F Ls, F Cebu, F Mp, F P.Art., F Soj
- Russia:** A Pun, A Raj, A Per, A Bag, F Med, F Bs, F Syr, A Irk, A Mac, A Mon, A Pek, A Lan, A Sha, A Sik, A Kag, A Uru

Supply Centers:

- Britain:** Aden, Bom, Del, Sud, Kar, Karn, Ben, [May], Egy, Ass, [Can] (9, disband 2)
- China:** Chu, [Ton] (1, disband 0 or 1)
- Holland:** U.Bur, Ann, Cey, Bor, Java, Sum, Sar, New, Ban, Dav, Mel, Sin, Mad, Ran, Coc, MAY, TON (17, build 3, plays 1 short)
- Japan:** P.Art., Hk, Cebu, Ota, Tok, Kyo, Kyu, Sak, For, Fus, Seo, Mna, Vla, [Sha], CAN (14, build 1)
- Russia:** Pek, Mac, Kag, Per, Shi, Ang, Tes, Ode, Mos, Omsk, Con, Bag, Run, Tab, Sik, Mon, SHA (17, build 1)

Press:

- Holland-World:** That was weird: the GM produces more press than all the players put together.
- GM-Holland:** Yeah, that GM is a pretty mouthy T(w)erp.
- Holland-China:** Sorry, but I'm hoping that Japan and Holland can salvage our relationship of peace and trust, despite the change in leadership in Tokyo.



- Holland-Japan:** How 'bout it?
Holland-Britain: I know you are not too pleased with me, but I needed a path into China and you were in the way. I'll not attack you any more. And I will only defend against your counter-attack. When you are ready to talk, let me know.
Holland-Russia: We are almost adjacent. Maybe we can start working together. Let's Go Mets!
Holland-World: Finally. Something I can respond to. So now I say to you: "Phffffffttt!"
GM-Holland: "Slow down, you move too fast.....Got to make, the morning last....."
Russia-Holland: Here's hoping
Russia-China: Here's hoping
Russia-Japan: Here's hoping
Russia-Britain: "Feeling...Groooovvyyyy..."

VELOCIRAPTOR: Endgame Statments: BN 1994HC
 (Regular Diplomacy)

France:

I took over the position in 05 and was able to re-establish a good relationship with Kirk in England. We were making good progress and then Kirk didn't submit orders at an inopportune time and I dislodged his army in Germany. When he dropped out and Steve took over for England, I was in a good position. We worked well together, but his pieces were out of position to stop me from winning

(through no fault of his own, you never can tell what you are going to inherit). I had fun with the game and enjoyed myself.

KEY:

Uppercase indicates current position. Underlined = moves failed. [] = retreat
 NMR!!! = No Moves Received. NAR!!! = No Adjustment (Build or Removal)
 Received. N.O. = Not Ordered. NRR!!! = No Retreat Received. (X) indicates
 foreign unit. OTB = off the board. nsu = no such unit. u = Unordered. nso =
 no such order. Dis. = Dislodged. Ann. = Annihilated. Ret. = Retreat options.
 Imp. = Impossible.

EXTINCT SPECIES

Diplodocus Game Results

Game	Winner(s)
Velociraptor (Reg. Dip.) BN 1994HC	Ed Rothenheber (France).
Allosaurus (Reg. Dip.) BN 1994HB	Chris Hurley (England), David Hood (Turkey), (Two-Way Draw).
Triceratops (Reg. Dip.)	Mike Galarneau (Russia), Robert Koehler (Turkey), (Two-Way Draw).
Dilophosaurus (Reg. Dip.) BN 1992AY	Tom Johnston (France).
Stegosaurus (Reg. Dip.)	Vince Galarneau (Germany).
Pterodactyl (Mech.)	Stephen Koehler (Turkey).
Tyrannosaurus Rex (Reg. Dip.)	Robert Koehler (France), Stephen Koehler (Russia), (Two-Way draw).

DIPLODOCUS' HOUSE RULES

1. **DISCLAIMER:** Diplomacy, Machievelli and Colonial Diplomacy are published by the Avalon Hill Game Company of Baltimore, MD. We are currently using the newer 1992 rules of Diplomacy.
2. **DECEPTION:** Any attempt to deceive the GM will result in permanent removal from any and all games, as well as forfeiture of any game, NMR and/or subscription fees.
3. **GAME FEES:** In most games, there will be a game fee of \$5.00. This fee will be required of each player prior to assignment of countries. If the player completes the game to conclusion or elimination, the game fee will be refunded. If the player NMRs out of the game or retires, the game fee is forfeited.
- 4.1 **ORDER SUBMISSION: (Mail/E-Mail)** Orders should be clearly printed or typed with each game on a separate sheet of paper. If more than one set of orders is received, the latest date (date on orders taking precedence over postmark) will be used. Submitting orders by mail or e-mail is preferred.
- 4.2 **ORDER SUBMISSION: (Fax)** This method should be used only in emergencies. I have access to a fax machine at work, but access may be suspended or removed if abused. Friday afternoon is NOT an advisable time to send a fax.
- 4.3 **ORDER SUBMISSION: (Phone)** Phone orders, left with me or on my answering machine, are acceptable on rare occasions. Valerie, my wife, will not take orders and should not be asked to do so. No press will be accepted and please use common sense as to when you call. I will attempt to transcribe the orders carefully, but whatever I write down will stand without the opportunity for challenge.
- 4.4 **ORDER SUBMISSION: FORMAT:** Each unit must be individually ordered; no combined orders are permitted. Abbreviations may be used, but care should be taken to avoid ambiguity. All unordered units will hold. The GM will attempt to complete an ambiguous or poorly written order, but again, this is not guaranteed and not a basis for challenge. An intentionally written "bad order" should be noted as such to the GM. No perpetual orders are allowed. If a unit is given more than one valid, but conflicting, order it will hold.
5. **CONDITIONAL ORDERS:** Conditional orders may be used at any time, but must be conditional on a prior season's retreats and/or builds.
6. **RETREATS:** Units which must retreat, and for which no retreat order is given, will disband (i.e. retreat OTB).
7. **NO BUILD/REMOVAL RECEIVED:** If no build order is received in a Winter season, then the country will play short those units until the next winter season when they may be built, if still possible. If a required removal is not received in a Winter season, the unit farthest from a HOME supply center will be disbanded. If two or more are equidistant, then a random method will be used to determine the unit disbanded.
8. **SEASONS:** There are five seasons: Spring, Summer, Fall, Autumn and Winter. Normally, Summer and Fall will be adjudicated together, as will the other three seasons. Except for Winter 1901, (which will automatically be run separately), it will take at least 33% of the current players votes for a season separation. The GM may separate seasons at his discretion. (The fundamental concepts for these season rules are the same for Colonial Diplomacy, Machievelli and variants.)
9. **PRESS:** Only white and grey press will be allowed, unless otherwise announced prior to the start of the game. Press releases may be edited for length or content.
10. **NMR:** In the event of an NMR (No Moves Received), all units will be given hold orders and a standby player will be called. Two consecutive NMRs will result in the removal of the current player of the game and the standby will be given the position.
11. **MAPS:** Where a map is provided in a game, it is to be considered a convenience for the players and it is not in any way "official". Players may only rely on the unit-listings and players use maps at their own risk.
- 12.1 **ENDING THE GAME (Rulebook Win):** If, at the end of any game year single player holds the winning number of centers, he/she shall be declared the victor.
- 12.2 **ENDING THE GAME (Proposal):** A game may end by agreement of all the remaining players to a concession (one player), or a draw. A draw must include all players with as many, or more, centers than the smallest of the drawing players. Proposals may be submitted by any player. The GM will announce the proposals and call for a vote with the next set of orders. How NMRs & NVRs will be counted will be indicated. Proposals will be considered first, before adjudication, except when a fall adjudication will result in a single player controlling a winning number of centers.
13. **DEADLINES:** Deadlines from games in *Diplodocus* will typically be 9 p.m. on the Friday four weeks following the publication of the latest issue.
14. **ERRORS:** The GM has the final say in all matters relating to games in *Diplodocus* (the "my ball" rule). Any error by the GM should be brought to the attention of the GM as soon as possible. If brought to the GM's attention, he will either send out a notice to all players, or delay the game at his discretion. If it is not brought to the GM's attention before the next turn is adjudicated, then the error STANDS and will not be fixed.

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