

FANTASIA

DIPLOMANIA Supplement -- N3F Games Bureau Diplomacy Division ----- Issue Number 17
Editor and Publisher: Don Miller - - - - - 9 February 1968
Postal Diplomacy Games FAA(1966Be), FBB(1966Fi), FEC(1966Lk), FHD(1966Rr), FIE
(1966Ss), FJF(1966Tt), FKF(1966Act), FLG(1967Daj) - - - - - This is WAR????

The Players -- Complete roster was published in FANTASIA #16. Changes since then are as follows: Gemignani (LoA) -- 4541 N. Ocean Drive, Lauderdale-by-the-Sea, Fla, 33308.

Muhlhauser, Fritz, III -- Delete entire entry; out of game FEC.

Manogg, Harry -- Add LG.

Players wanted for EREWON (FBB), ARNOR (FEC), RHOVANION (FEC), ROHAN (FEC), MACDONALD (FIE), GONDOR (FJF). If interested in any of these, contact GM NLT Feb. 20. Most of the above positions are now being played by GM, but we'd be glad to vacate them, as we don't like playing in our own games. Most of the vacant positions, are, of course, pretty hopeless -- except for ARNOR in FEC, which has an excellent chance of winning. Anyone??

The Gamesmaster -- For all games, Don Miller, 12315 Judson Road, Wheaton, Md., 20906 (ph. 301-933-5417; call only between 8 and 10 p.m. EST on weekdays except Fri.).

The "House-Rules" -- As published in DIPLOMANIA #18; read these carefully!!

Miscellaneous -- Clark and Latimer, please write on one side of the paper only. #####
Many changes are in store in the DIPLOMANIA family of 'zines. DIPLOPHOBIA has already undergone a shift, and the three variant-game 'zines are about to begin a rather complex metamorphosis. Complete details will be published in DIPLOMANIA #19/20 (yes, another double-issue, due primarily to the length of the HYPERECONOMIC rules section), which will be out in a week to ten days, if all goes as expected. But changes will begin to be visible in this coming issue of DIPSOMANIA, and will be quite evident shortly after Feb. 20, when HYDROPHOBIA will see first light. But don't panic -- the changes will result in the games moving quite a bit faster, and will give us much greater flexibility in handling problems such as new players coming into games, GM errors, and the like, without delaying the games for extreme lengths of time. Traders, subscribers, and the like will not be forgotten -- they will probably welcome the change, in fact. But bibliographers will have a bit of a problem, with eight to ten new titles on the scene.... ##### Michael McIntyre, what is the Scottish term or phrase for a "gathering of the clans"? ##### New games in DIPLOMANIA family include Regular (PZC now taking players, as PXC and PYC are both full; after PZC, we move to the "Q" series with QAC and onwards; we can run as many Regular games as the traffic will bear, with our new setup); Hypereconomic (rules being published in DIPLOMANIA 19/20, but we will need players for Major Powers (\$3), Major Neutrals (\$2), and Minor Neutrals (\$1)); Insurrection (rules will be published as soon as possible after Hypereconomic rules are out); Interplanetary (rules will be published after Insurrection rules -- Widner/Ellick/Irwin version). Note also that Regular, Hyperspace, Kriegspiel, and Blitzkrieg games are being offered in Buddy Tretick's new 'zine, LA GUERRE, and Dave Lebling has Regular game openings in GLOCKORLA. Fees in games in DIPLOMANIA 'zines and GLOCKORLA are \$3 if first game in Games Bureau Diplomacy 'zine, \$2 otherwise; games in LA GUERRE are a flat \$2 (except that variant games in all the aforementioned 'zines may vary a bit). All fees are payable in all Games Bureau Diplomacy mags. at time of application, refundable if game is cancelled. All mags. mentioned above are in the Games Bureau Diplomacy Division. Regular members of the Games Bureau get discounts/rebates as described in Bureau o-o, THE GAMESLETTER. DIPLOMANIA, a Diplomacy genzine, is 10/\$1.50, single issues 20¢ ea., doubles 35¢ ea. DIPLOPHOBIA (Regular games) and HYDROPHOBIA (all variants) 10/\$1.25 via 1st-class mail as published, \$1 via 3rd-class mail, two issues at a time. Oh, yes -- players for Major and Minor Neutrals still needed in SIMULATION DIPPY (no charge). DLM

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FAA (Middle-Earth Diplomacy II) --

The Players, Rules and Board -- See FANTASIA #'s 1 and 7.

HRIVE, 3007 retreats -- RHO (Clark): Retreating A's DoG & Dim fight to the death.

COIRE, 3007 builds -- GON (Huff): (B) A Mit; (B) A LaL; ROH (Mebane): (B) A Isg.

Positions at end of COIRE, 3007 -- ARN (Hoheisel): A's Har, Bra, ImL, Ang, Car (5); GON: A's LaL, Mit, Ano, Udu, Dag, Rhu, WeR, Iro, Esg, Ash; F Mit (11); RHO: A Mir (1); ROH: A's Isg, Fan, EEm, Bro, Cel, Lor, Dim, Ere, Tha, Dun, DoG (11).

(Oops!) COIRE, 3007 removal -- RHO: (E) A NoW.

Propaganda --

Arnor -- Would like to call for a cease-fire...grin!

Minas Tirith (25, TA 3007 FA-2), Defender of the West, Scourger of Sauron -- Aragorn Elessar, the Elfstone, today ascended to the throne of Gondor after casting out and killing the usurper from Numenor, Ar-Pharazon. In single combat Aragorn's mighty blade Andruil was victorious over Taranil, the ancient blade of Numenor. Dying, Ar-Pharazon uttered a curse on Aragorn and all of his seed, "May the waves of darkness overwhelm you as the water did Numenor".

Aragorn, however, was unmoved.

"He wished to become as the power we have fought and suffered so long to remove. He wished to attack our faithful allies, the Rohirrim and to add their land to his 'northern sceptre'. I, Aragorn Elessar, now renew the gift of Cirion to Helm, the King of Rohan and Lord of all lands of the Misty Mountains, the Vales of the Andruin, West Rhovanion, and lands south of the ancient borders of Arnor. May His house and horses ever increase."

Deadline for TUILLE, 3008 moves -- Noon, Tues., March 5 (note that if moves are all in by Noon, Tues., Feb. 20, they will be published then).

FBE (Mythomacy II) --

The Players, Rules and Board -- See FANTASIA #'s 1, 3, 4, 6, 7, 9, and 15.

AUTUMN, 1905 retreat -- LEM (Huff): No orders rec'd; GM (E) Retreating A 45.

WINTER, 1905 builds/removals -- ERE (Miller): (B) A 37; GAI (Lebling): (B) F 1; (B) A 3; (B) A 31; LEM: No builds rec'd; MU (Gemignani): No orders; GM (E) F 10.

GM Note -- Margaret: MU's shortage was not the result of failure to retreat; rather, it was the result of failure to build.

Positions at end of WINTER, 1905 -- ERE: A's 37, 40, 41, 45 (4); GAI: A's 33, 31, 38, 3, 12, 16; F's a, b, 25, 32, 39, 47, 1 (13 -- 1 short next year); GRA (Brooks): None; OOG; LEM: A's 23, 43, 44; F's j, 57, h, i, 46 (8 -- 2 short next year); MU: A's 13, 14; F e (3).

Propaganda --

Mu -- Lemuria: You never gave me anything. How come you expect something for nothing?

Erehwon -- Lemuria & Mu: Nations of the South, stop your silly squabbling and unite against Gaillardia before it's too late; it only takes 16 units, and he has 14 supply centers now, remember....

Deadline for SPRING, 1906 moves -- Noon, Tues., March 5 (note that if all moves are in by Noon, Tues., Feb. 20, we will publish them then).

FEC (Mordor Versus the World I, #3) --

The Players, Rules and Board -- See FANTASIA #'s 1, 3, 9, 11, and 15. Gemignani is still playing, so this game will continue. Note that both ROHAN and RHOVANION are now open; anyone wanting to play either of these two positions please contact GM NLT Tues., Feb. 20. Also, anyone wanting to play ARNOR may have it (contact GM NLT 20 Feb.). RHOVANION is almost out of it, and ROHAN isn't too much better, but ARNOR is in it all the way, and could very well win.

QUELLE, 3005 moves --

ARNOR (Miller) -- SA Gre-Esg; DA Mis-Car; SA Ere-Lor; SA Fan (S) A Ere-Lor; SA Har w/Ring-Tha; SA Iml-Ere.

GONDOR (Huff) -- DA Hen (S) SA Udu; SA Udu (H); SA Anf-Edo; SA Lam (S) SA Anf-Edo; SA Eas-WEm; SA Ano (S) SA Eas-WEm; SA Por-Sha.

MORDOR (Gemignani) -- DA Wil-Dag; DA NoW-DoG; TA Bar-Udu.

RHOVANION (Open) -- SA Car (U) (D (Ang, Ett, Min, Gre, Gla, o.b.)); DA Cel (U); SA Lor (U) (D (Gla, o.b.)); SA Dea (U).

ROHAN (Open) -- SA Isen (U); SA Edo (U) (D (Isg, Eas, o.b.)); SA WEm (U) (D (EEm, Isg, o.b.)); SA Rau (U); DA Mor (U).

Supply Centers held at end of HRIVE, 3005 (retreats may affect count) --

ARN -- Amo, Ang, Ere, Iml, Tha, ThS, Car, Esg, Lor, Fan (may only build three units, as only three home supply ctrs. are open; note that if RHOV. SA Car retreats to Ang, will still get three builds). (10 or 9)

GON -- Ano, DoA, Hen, Leb, MiM, MiT, SoG, UdU, WEm, Edo (may build three units; was one short last year). (10)

MOR -- Bar, ~~W~~, NWi, Wil, Dag, DoG (stands pat; no home sup. ctr. open). (5)

RHO -- ~~Car~~, Dea, Cel, ~~Dag~~, ~~DoG~~, ~~Esg~~, ~~Lor~~ (remove two units; rest either destroyed in action or not built; note that if SA Car retreats to Ang, need only remove one unit). (2 or 3)

ROH -- ~~W~~, Isg, Mor, Rau, ~~W~~ (remove two units). (3)

Propaganda --

Gondor -- All right, I'll take a win any way I can.

Mordor -- Gondor: No, I would not resign. I wouldn't let you win so easily. You never did that for me. And do not try to throw Latimer out the window at the next Convention for introducing me to you. You nearly hit four people passing by.

Arnor -- HELP!! Won't somebody please take over the play of ARNOR? If we should happen to win, playing in our own magazine, it would be most embarrassing, so someone please extricate us from this dilemma....

Deadline for HRIVE, 3005 retreats (RHO: SA Car; SA Lor; ROH: SA Edo; SA WEm) -- Noon, Tues., Feb. 20. Deadline for COIRE, 3005 builds/removals -- Noon, Tues. Feb. 20. Deadline for TUILLE, 3006 moves, Noon, Tues., Mar. 5 (if moves are in by Tues., Feb. 20, we'll use them then).

FHD (Indianomacy II, #1) --

The Players, Rules and Board -- See FANTASIA #'s 2, 3, 6, 9, and 15.

SUMMER, 1605 retreats -- BIA (Budd): No orders rec'd; GM (E) Retreating W 27; DAK (Latimer): W 52 (R) 24.

FALL, 1605 moves --

APACHE (Lebling) -- W 77-73; W 82-109; W 81 (S) W 82-109; W 80 (H); W 111-110; W 106 (S) W 111-110; W 107 (S) W 111-110; W 108 (S) W 111-110; W 97-82.

BLACKFEET (Budd) -- W 26-34 (no W in 26); W 25-26; W 22 (S) DAK W 29.

DAKOTA (Latimer) -- W 24-51; W 29 (H) (D (25, 48, o.b.)); W 50 (S) W 24-51; W 49 (S) W 29.

ILLINOIS (Gemignani) -- W 72-54; W 79 (S) W 72-54 (impossible support; 79 and 54 do not connect); W 109-108 (D (76 or o.b.)); W 74-109; W 71-70; W 51-52 (A).

IROQUOIS (Miller) -- W 3-19; W 18-23; W 17-3; W 52 (S) W 18-23; W 53-18; W 15-6; W w/C 14-g; W w/C 62-63.

MUSKHOGEAN (Huff) -- W 110 (S) ILL W 109 (W 109 ordered to move); W 75 (S) W 110; W 113 (S) W 110; W 112 (S) W 110; W 63 (H).

SHOSHONI (Carey) (by Stand-by Player) -- W 47-29; W 31 (S) W 47-29; W 30 (S) W 47-29; W 28 (S) W 47-29; W 27 (S) W 28; W 88 (H).

GM Note -- Note that the ILLINOIS move in FANTASIA # 16 should have read "W Osage (74) (S) W 76-109", instead of "W Osage(74) (S) W 76-79". We apologize for the error.

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Supply centers held at end of AUTUMN; 1605 (retreats do not affect count) --

APA -- 80, 82, 83, 87, 96, 97, 99, 101, 108, 109, 110	(remove one unit).	(10)
BLA -- 21, 26, 27	(stand pat; one unit destroyed SUMMER, 1605).	(2)
DAK -- 48 , 49, 50, 51	(remove two units).	(2)
ILL -- 54, 56, 69, 70, 71, 74	(may build one; was one short last year).	(6)
IRO -- 3, 10, 11, 12, 14, 15, 18, 61, <u>52</u>	(may build one unit).	(9)
MUS -- 64, 66, 113, 114, 115, <u>110</u>	(may build one unit).	(6)
SHO -- 28, 38, 44, 45, 47, 88, <u>27</u> , <u>29</u>	(may build two units).	(8)

Propaganda --

Alkaseltzer-on-the-Rocks, Muskogean Territory -- We, Chief Beerbelly, are pleased that the Illinois, with whom we have been allied, along with the Iroquois for years, have a leader, even if she has a sharp, viperous tongue. Our common enemy is the Apache. Do not let petty feuds and old hatreds interfere with our stopping the vicious, Leblinga, chief of the Apaches. Better that Kill-a-lot comes back and inflicts Winna on some poor, unsuspecting brave, than let her talk on the councils of men.

Miami, Ghost Land -- Great Medicine Man Long Wig has received a visit from the dead Chief Kill-a-lot who stated he had received a sign from the Spirits that he must fulfill his daughter's pact with the Great Chief Haienthwatha and put a male heir on as Illinois Chieftain. He further stated that the Spirit had counceled him as to the way to receive the Three Elder Brothers of Iroquois Confederacy's good will. He called the Pact of Peace, the Caddo.

Then spake Long Wig to the Spirit Man and his voice was filled with wonder and sadness. "Why, O most honored Father, do you not speak of returning to your people to again kill many braves and be our leader? Why do you bring up the word Caddo? It is most strange." Then the Spirit was silent and seemed to be speaking with many spirits. Then he spoke again. "My son, I have lived many moons, many summers. I am tired of the ways of men and have no desire to return from this happy place to the sadder world of men, but I would not displease my ally and disappoint my daughter. A grandson will be born within my Totem and he will be my heir. As to the word Caddo, one in spirit land desires this and it must be granted. I will further tell you that the Iroquois Three Elder Brothers will be moved to stay their wrath when a male child is born, since they will no longer have to deal with a woman. Beware the Muskogean. It was during the feast of his daughter's wedding to an Apache, that the Man Without Trust sold all the other tribes to their enemies, to obtain thundersticks from the white eyes.

"I further warn you, no innocent blood must be spent. If all the conditions the Spirits wish are met, many captives, many scapes (sic), much riches, land, slaves, horses, and furs will decorate the poles and lodges of the noble allies, the Iroquois and the Illinois."

With this, the Spirit again departed and the Medicine Man went quickly to the Princess to inform her on these matters.

Many moons later a grandson was indeed born, and his mother carried him into battle, for he was born near the place of a great battle. Enemies were defeated by the scores and much loot was taken. Three facts were noted: Long Wig was now War Chief, Great Chief Haienthwatha was much moved by the good news of the child's birth, and the victory won by the Princess and her War Chief with her little son was regarded as a great sign -- so great that many bands of Caddo, who had been uprooted from their homeland, joined the Illinois and helped spy on the Muskogean, who can not be trusted.

Broken Land -- The new pact with the Illinois sealed, the Council of 50 turned its attention to the marauding bands of Eskimos and Caribou-Eaters which have been attacking the Naskapi and Cree villages around the Great Bay with increasing frequency and bravado. When a scout told of seeing Blackfeet riders leading some of the attacking bands, the Three Elder Brothers called for war with the Blackfoot nation, but the wisdom of the Great Chief Haienthwatha prevailed, and the Blackfoot Chief is to receive only a warning at this time. However, the Council warned, if these

continue, the fury of the IROQUOIS warriors now massing in the north for the coming all-out assault on the DAKOTA's will be turned on the BLACKFEET, and their people will be tortured, slain, and fed to the dogs.

Death to the enemies of the Ongwanosisionni and their brothers! All hail the wisdom of Great Chief Haienthwatha! All hail the Iroquois Confederacy! Hai! Hai! Hai! Hai! Aiiiiiiiiiyyyyyyyyyyyyyyyyyyyy!!!!!!
Deadline for AUTUMN, 1605 retreats (DAK: W 29; ILL: W 109) and WINTER, 1605 builds/removals -- Noon, Tues., Feb. 20. Deadline for SPRING, 1606 moves in Noon, Tues., Mar. 5 (if all moves are in by Tues., Feb. 20, we'll publish them then).

FIE (Game of the Clans) --

The Players, Rules and Board -- See FANTASIA #'s 3-6, 11, and 15.

WINTER, 1494 builds/removals -- FRA (Gemignani): (B) A 27; KIE (Hoheisel): (B) 77th Bengal Lancers in 19; McL (McIntyre): (B) A 7; (B) A 11; (B) A 30; STE (Brooks): (B) A 64; (B) A 66; (B) A 84; ENG (Mebane): (B) F e; (B) F gg; (B) A 90.

Positions at end of WINTER, 1494 -- CAM (Gemignani): None; OOG; FRA: A's 27, 26, 25, 33, 34, 39, 42 (7 -- will be 2 units short next year); GOR (Huff): A 24 (1); GRA (Lebling): A 50 (1); KIE: A's 17, 22, 19, 21, 36, 37, 2, 23, 35, 3; A/BB's v, 5, 20 (12) (*); McL: A's 7, 6, 9, 10, 11, 15, 31, 30, 43; A/BB's 46, 44 (WC), n (12); McD (Miller): A/BB j (1); STE: A's 84, 68, 78, 67, 66, 63, 64, 53, 52, 54, 55, 56, 58, 47; A/BB's g, 61, 79 (17 -- will be 1 unit short next year); ENG: A's 89, 90, bb, aa, i, 69, 70, 72, 74, 80; A/BB m; F's aa, bb, gg, 51, 40, 38, e, i, q, 13 (21).

(*) We goofed -- KEITH's should have been allowed a 2nd build, as they were one short in addition to unit gained through additional supply center. Rather than hold the game up while we query Hoheisel re this extra build, as there is only one home supply center home after his published build, we are going to go ahead and build a unit in this center (3). If Hoheisel objects, and would rather go without this 2nd build and play one unit short next year, he must so state not later than Feb. 20.

Propaganda --

Keiths -- Here we go, Mike and Margaret!

Jura Sound -- Donald of the MacDonald's places his A/BB in Jura Sound at the disposal of the Stewart clan, in return for their staying out of his last remaining Castle, in Skipness: (59). What say you, Pretender? Death to the English!!

Fraser's Castle -- Again a warning was issued to the Gordons about hastening to fight the Stewarts and English who dirty the fair soil of Scotland with their not-to-be-tolerated presence. A tax of one castle per delay has been levied on the Gordons. "We go down to Edinburgh with live Gordons or over dead Gordons." But we go now. And on the way, we'll take back all the lands of the Campbells, for which the thieving Stewarts sold their souls to the English.

As to the Graham of Graham's statement, the Earl of Frasers replied: "Ach, that one is too busy with his drink. All Scotland knows the Sassanach under Charles the Bloody looted all of the forests. All loyal boys know that the Devil's sons, the Stewarts, fight side-by-side with foreign mercenaries supplied by the Usurper, for his boys have no stomach for the kind of fare the Scots give. His lawless men led by the Devil's man, Stewart of the Stewarts, daily burn the fields, kill all the game, and destroy all the fair streams. Ach, devil the man who tolerates the life of a slave. We'll have none of it."

A tale comes out of Scotland of Black Maggie, half-sister of the Lady of Campbells, now Lady Fraser. Not long ago the bold outlaw, Mac Rob Roy, brought out a plan of conquest believed to be written in the hand of one of Stewart's own trusted lieutenants. When questioned as to how he obtained such a valued and highly-prized document, the bold man replied only, "Black Maggie". When word of this happening reached the Lady of the Frasers and Campbell, she replied, "I know not what my half-sister wants, but in spite of this kindness, it could be no good, for she married a Stewart."

Deadline for SPRING, 1495 moves -- Noon, Tues., March 5 (if all moves are in by Noon, Tues., Feb. 20, however, we'll print them then).

FJF (Middle-Earth Diplomacy IV, #1) --

The Players, Rules and Board -- See FANTASIA #'s 3, 6, 10, and 15.

LAIRE, TA 1905 retreat -- ANG (Brooks): No orders rec'd; GM (E) retreating A Gun.

QUELLE, TA 1905 moves --

ANG (Brooks) -- A Iml (S) ARM A Rhd (A); A Ett (S) ARN A Rhd (no A Ett);

A CaD-Gun.

ARN (Gemignani) -- A Wea (S) F Frl-Art (no A in Wea); F Frl-Art (D (GrH, Har, FoL, BoF, o.b.)); A Rhd (H).

GON (Miller) -- A Ano (S) A Cal-Bel (D (Cal, EmM, o.b.)); A Cal-Bel.

HAR (Latimer) -- F Wes (S) F Art-Frl; F Art-Frl; A Leb (S) A Bel-Ano; A Bel-Ano.

MOR (Mebane) -- A Nur-Kha; A EmM-Ith; A SoI (H); A Hrd (S) A SoI; A EpD-NeH.

RHO (Huff) -- A Gun (S) A GrM-Frd; A NoM (S) A Gun; A GrM-Frd; A Car-Rhd; A Ere-Iml; A Gla (S) A Ere-Iml; A Fan (H); A Lor (S) A Fan; A Mir (H).

Supply Centers held at end of HRIVE, TA 1905 (retreats do not affect count) --

ANG -- ~~Wes, Iml, Wea, CaD~~ (stands pat; 1 unit ea. dest. Sum & Fall). (1)

ARN -- Crd, GrH, ThS, Rhd (may build one unit). (4)

GON -- ~~Fan, Leb, Bel~~ (remove one unit). (1)

HAR -- Art, ~~Wes, Far, Hrd, Wea, Umb, Ano, Leb~~ (may build one unit; was short last year). (5)

MOR -- ~~Ano, Bar, Gor, Ith, Udu, Hrd, Kha, Nea~~ (may build two units). (7)

RHO -- ~~Wes, DoG, Esg, Lor, Mir, Mor, NoM, Rhn, Wil, Gun, Fan, Iml~~ (/2). (11)

Propaganda --

Gondor -- Mordor: How about helping us retake the rest of Gondor, Evil One? We promise eternal fealty in return for your aid, oh Great Shadow.

Deadline for HRIVE, TA 1905 retreats (ARN: F Frl; GON: A Cal) and COIRE, TA 1905 builds/removals -- Noon, Tues. Feb. 20. Deadline for TUILLE, TA 1906 moves -- Tues., March 5 (noon); if all TUILLE moves are in by Feb. 20, they will be printed then.

FKF (Middle-Earth Diplomacy IV, #2) --

The Players, Rules and Board -- See FANTASIA #'s 3 and 6.

LAIRE, TA 1905 retreats -- HAR (Walker): A EpD (R) Kha; MOR (Huff): A BaD (R) Udu (already occupied by RHO A; GM (E) Retreating A BaD; A Ano (R) EmM.

QUELLE, TA 1905 moves --

ANG (Manogg) -- A Wea-Art; A Frd (S) A Wea-Art; A Iml (H); A Rhd (S) A Iml (D (Ett, Grk, Wea, o.b.)).

ARN (Carey) -- A Gla-Rhd; A Ere (S) A Gla-Rhd; A Crd (S) A Gla-Rhd; A Art (S) A Crd (D (ThS, o.b.)); A GrH (S) A Art.

GON (Gemignani) -- A Ano-Ith; A Leb (S) HAR A SoI-Hrd.

HAR (Walker) -- F Bel (U); A SoI-Hrd; A Kha-Nea; A Bar (S) RHO A Udu; F Frl-GrH.

MOR (Huff) -- A EmM-Udu; A Gor (S) A EmM-Udu; A Dag (S) A EmM-Udu (no A in Dag); A Ith (S) A EmM-Udu; A EpD-Kha.

RHO (Hoheisel) -- A Rhn (S) HAR A Bar; A Udu (S) HAR A Bar; A GrM-Gun; A Mir-Gla; A Lor-Ere; A Mor (H).

Supply Centers held at end of HRIVE, TA 1905 retreats (retreats do not affect counts) --

ANG -- CaD, ~~Wes, Iml, Wea, Art~~ (remove one unit). (3)

ARN -- ~~Wes, Crd, GrH, ThS, Rhd~~ (remove one unit). (4)

GON -- Fan, Leb, Ano (stands pat; no open supply ctrs.). (3)

HAR -- Far, Hrd, ~~Wes, Nea, Umb, Bar, Bel~~ (may build one unit). (6)

MOR -- ~~Ano, Bar, Wes, Gor, Ith, Udu, Kha~~ (remove one; 1 short & 1 dest. last year). (3)

RHO -- DoG, Esg, Mir, Mor, NoM, Rhn, Wil, Gun, Lor, Udu (may build 3 units; was also one short last year, but has only 3 home supply ctrs. open). (10)

GM Note -- Under MORDOR's moves in FANTASIA #16, change "A Anorien (H) (A)" to "A Anorien (H) (D (EmM or o.b.))".

Propaganda --

Barad-Dur -- Acting upon explicit instructions from His Majesty Emperor Yadtsid V, the Haradrim First Army occupying the erstwhile capital of the former kingdom of Mordor have pulled down the Dark Tower, stopped up Mt. Oroduin, destroyed the fortifications of the Dark Lord, and set the seal on the defeat of Sauron. Found in Sauron's records before the destruction of his former abode were numerous treaties between himself and the iniquitous usurper, Careyva of Arnor, proof positive of the base treachery of Old Leaky-Plumbing.

Carn Dum -- Sob now, stab later. Motto of the month in Carn Dum.

Carn Dum -- Palace spokesmen vigorously deny that recent military setbacks for Angmar were caused by His Most Excellent Majesty, the Witch King, being blind drunk. "I certainly was not blind", stated His Most Excellent Majesty emphatically. "I could see every speck on the ceiling, and even make out the cobwebs as I lay there."

Gondor -- Mordor: Stand easy with my friend -- Yadtsid is a friend of mine! I drove you out of Anorien, and I'll drive you into the Wilderness. Most people don't trust you, Mordor -- you've got a personality problem, grapist.

Rhovanion -- Thanks, Rod!

Deadline for HRIVE, TA 1905 retreats (ANG: A Rhd; ARN: A Art) and COIRE, TA 1905 builds/removals -- Noon, Tues., Feb. 20. Deadline for TUILLE, TA 1906 moves -- Noon, Tues., March 5 (if all TUILLE moves are in by Feb. 20, we'll print them then).

FLG (Mordor Versus the World II) --

The Players, Rules and Board -- The Players, Rules and Board (hmmmm.....) -- See FANTASIA #'s 8 and 11. Harry Manogg is now playing GONDOR in place of Hoheisel. LAIRE, 3003 retreats -- GON (Manogg): SA Leb (R) Tol; DA Por (R) SoG.

QUELLE, 3003 moves --

ARN (Walker) -- SA Bra-Tha; SA Iml-Ere; SA Mis (S) SA Iml-Ere; SA Ett (S) SA Mis.

GON (Manogg) -- ~~SA Tol-DoA~~; DA SoG-Sha (D (SoN, Hrd, Umb)).

MOR (Lebling) -- SA Rhu (S) SA WRh; SA Dag (S) SA Rhu; SA WRh (S) SA Rhu; SA Ash (S) SA Rhu; SA NoW-DoG; SA Wil (S) SA NoW-DoG; DA Bro-Cel; DA WEm-Isg; SA Sha-SoG; DA Por (S) SA Sha-SoG; DA Leb-DoA; TA MiT-Ano; DA Lor (S) SA Mor (DA's support is half cut, so support is now that of equivalent of SA); SA Ere-Tha; SA Mor (S) DA Lor.

RHO (Brooks) -- SA Gla-Mor; SA DoG-Lor (D (Bro, Mir, o.b.)).

ROH (Gemignani) -- SA Edo (U); SA Lam (U); SA Fan (U); DA Wol (U) (plenty of propaganda, Margaret, but no moves....).

Supply Centers held at end of HRIVE, 3003 (retreats do not affect count) --

ARN -- Amo, Ang, Tha, ThS, Iml, Ere (may build one unit). (6)

GON -- ~~DoA~~, Leb (remove one unit). (1)

MOR -- Ano, Bar, Car, Dag, Dea, ~~Leb~~, Hen, Lor, MiM, MiT, Mor, NoW, Rau, Udu, WEm, Cel, Isg, Wil, DoG (may build three SA's). (18)

RHO -- Esg, ~~Wil~~, ~~DoG~~ (remove one unit; one was dest. TUILLE '03). (1)

ROH -- ~~DoA~~, Edo, Fan, ~~Leb~~ (remove two units). (2)

GM Notes -- GM Ruling: If The Ring happened to be in the same province (being worn, i.e.) as one to which there seemed to be a possible retreat, we would have to list the province as one of those to which retreat was possible; it would only become obvious that The Ring was there if a retreat order should be written to that province -- in which event, of course, the retreat would fail. This does not mean that the Ring is or is not in one of the provinces to which a retreat is possible on this turn -- it is merely that we happened to think of this possibility, and so thought we should make a ruling to cover such an event should it occur. When it occurs, of course, then you'll know....

To the player who asked several questions with his/her moves, the answers are: 1. No; 2. No; 3. Tentatively, Yes; 4. Yes; 5. N/A. However, the first two statements after the word "QUESTION" are incorrect. We have also (we hope we interpreted your instructions correctly) withheld your Press Release appearing on the page following the one with your questions. Clear enough? If not, please holler.

Propaganda --

Celebrant -- At that time, even as the Dark Lord made his boast, there returned to Rohan and Rohirrim allies (RHOVANION) grouped to fight the Evil One on the field of Celebrant, a swift rider. He had come, riding hard, from Far Harad, from the City of Corsairs where he had obtained a secret weapon by chance. The Corsairs traded with the Black Men of Far Harad who had a way of controlling the Olipaunt who often ravaged their villages, destroying their huts, eating their crops, and killing their cattle. One Corsair trader produced a small furry animal. "This is he whom the mighty Olipaunt fears. Release him in the Mighty One's path and he will go mad with fear"; quietly and secretly stated the Corsair trader. The messenger found this hard to believe, but, nevertheless, he took the animal and departed for his homeland.

On the way, the messenger was surprised by an Army of Orcs and Swarthy Men, one of whom was handler of a mighty Olipaunt. The giant beast stood in the foremost of the lines. The messenger, in despair, released the animals since he had no hope of help. To his amazement, the Olipaunt, upon seeing this tiny animal, suddenly trumpeted in terror. Before his cursing handler could restrict the mighty one, the Olipaunt turned to flee and in his sudden flight fell upon his own. Before the Bethmar could be controlled or the Slaves of Mordor recovered their wits, the messenger recovered the animal and, riding without stopping, returned to his homeland. No one followed him, so great was the surprise the amazing animal had caused among the Orcs and Swarthy Men.

When he had reached the place where the Men of the Mark and Rohirrim with the Wild Men were drawing up their horses to attack the Orcs and forces of Mordor upon the plains of Celebrant, and along the Andruin, he told his tale to the King. When the King of Rohan heard the messenger's tale, he spoke: "It is tiny terms such as these that will undo the Evil One. Now we have found that even the Mighty Olipaunt has an enemy whom he fears. It is written we will drive the Orcs across the Ephel Duath. We are but tiny but we too may drive the Evil One in fear from our lands. We will yet replant the White Tree and see the Light in the East. Then shall Rohan possess her lands and the Rohirrim live as free men. Truly the book given us by Gandalf does speak the truth. The Evil One's boast is empty; it is well known he is a liar."

Somewhere in GONDOR -- Fool of a Sauron -- that is a white tree on the banner, not a white feather. And if a witless Steward cannot hold his wand, know ye that there are still men in Gondor, yes, and women too, who can hold swords, and wield them.

Deadline for HRIVE, 3003 retreats (GON: DA SoG; RHO: SA DoG) and COIRE, 3003 builds/removals -- Noon, Tues., Feb. 20. Deadline for TUILLE, 3004 moves -- Noon, Tues., March 5 (if TUILLE moves are in by Feb. 20, we will publish them then).

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