

CONNECTICUT GAME CLUB

THE GAMER'S 'ZINE

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THE GAMER'S 'ZINE is published monthly on the third Saturday of each month.

Publisher, Editor, Typing and... DIPLOMACY (THE GAMEMASTER)...Earl E. Whiskeyman, Jr.
FINAL CONFLICT III
MILAN

Editor, Typing and... EN GARDE! (THE KING).....Dave MacRae

Editor... SOURCE OF THE NILE (THE DIRECTOR)..Harrison S. Burke

Editor, Typing and... ENGLISH ACCENT! (LORD PRIVY SEAL)..Eric Olin
(players are actively sought for all of the games)

Single Issues are \$0.60 and are generally available at the monthly CGC meeting. A free sample is available upon request(a stamp is appreciated). Players must submit DIPLOMACY moves to THE GAMEMASTER, 27 MARK STREET, MILFORD, CT., 06460. EN GARDE! moves must be submitted to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT., 06430. SOURCE OF THE NILE moves must be submitted to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820. ENGLISH ACCENT! moves must be submitted to LORD PRIVY SEAL, 30 LYNN COURT, DARIEN, CT, 06820.

DIPLOMACY GAME 7. 1984HC THE MILITUS.
1901 FALL MOVES:

E,F NTH-NWY,E,A WAL HOLDS,E,F ENG-MID

(Bernard)RUSSIA: f bot-SWE, f APM-bla, a ukr-RUM, a SEV s a ukr-RUM

(Bahl)TURKEY: a BVL s Ita a APU-gre, f BLA s a con-ANK, a con-ANK

(Pack)ITALY: a ven-TRI, a APU-gre, f ION c a APU-gre

(Cunningham)AUS/HU: a BUD s Rus a SEV-rum/nso/, a SER-bul, f ALB-gre

(Beck)FRANCE: a bur-PIC, f mid-BRE, a SPA HOLDS

(Safirstein)GERMAN: f hol-NTH, a ruh-MUN, a kie-DEN

(Cartier)ENGLAN: f nth-NWY, a WAL HOLDS, f eng-MID

BUILDS (DISBANDS):

RUSSIA: 2/GAINS SWE, RUM

TURKEY: 1/GAINS BVL

ITALY: 1/GAINS TRI

AUS/HU: 0/GAINS SER. LOSSES TRI

FRANCE: 1/GAINS SPA

GERMAN: 1/GAINS DEN

ENGLAN: 1/GAINS NWY

PRESS:

"I would also have preferred that my press of last season been printed rather than your own version of what you thought we should say...have a great month. I'll try to write more when finals aren't so pressing.(John Pack)

GM- I'm sorry, John. I must have overlooked your press. because I always strive to include everything sent to me.

ITALY-WORLD: Hello? Anyone out there?

ITALY-AUSTRIA: I thought we had an alliance, but all I know for certain is that I've got three letters from Turkey.

(London) It might appear that England is trying to intimidate an innocent France, but is France really innocent? Has not France drafted elaborate plots against England and offered English territories to other nations?

'Never smile at a crocodile' - Old Diplomacy Song

"Do you have a modem for communications on your computer? (Joe Cunningham)

GM- No, not at the present time, nor do I have any plans to obtain a modem. I'm not against the idea, but I just do not wish to spend my money for a modem. My interest in the use of my computer lies in other directions.

"After playing a turn or two, I have discovered that I just can't keep up with this game as my schoolwork has become unbelievably burdensome. Regretably, I feel I have to leave the game. Seeing that there is a standby this shouldn't be a problem. In compliance with HR19, I submit my

orders for FRANCE Fall 1901...

"If possible please send the 'Zine to my Louisiana address as I would like to keep up with the progress of the game.

"Please express my regret to the other players."

Thanks,
(signed) Brian Beck

GM- I'm sorry to see you leave the game, Brian. Yes, I'll keep sending the 'zine per your sub. WOULD VERN PARKER, 1854 WAYBRIDGE LA., FENTON, MO, 63026, PLEASE SUBMIT ORDERS FOR FRANCE, BEGINNING WITH THE BUILD ORDERS NEXT DUE?

All other players should note this change,
DRAW FAILS: YES:0, NO:2, ABSTAIN:5 (abstentions count as a "no" vote.

Standbys for this game are wanted. Standby list: NONE

1901 Winter builds are due by December 15, 1984.

FINAL CONFLICT III will be run as game #10. See DIPLOMACY WORLD, for a demonstration game of FINAL CONFLICT III. The rules seem sufficiently complete to enable me to run a variant game, and I am intrigued enough by this variant to offer the following!

If I get seven players I will start a game. For a copy of the rules, I suggest that you purchase a copy of the spring, 1984, issue of DIPLOMACY WORLD (#37). Write to Rod Walker, 1273 Crest Dr., Encinitas CA 92024, for the current price of this back issue.

This variant is basically a seven player, world conflict game using DIPLOMACY type rules for conflict resolution, but taking place beginning in Spring 2101. Two additional units are included - planes, and "nukes". The powers include AUS(Commonwealth of Australia), BRA(United States of Brazil), CHI(People's Republic of China), PAL(Pan-Arab League), RUS(Soviet Union), SAF(South Africa), and USA(United States of America)

Any player who joins this game will be supplied with a copy of the rules and a copy of the map on 8-1/2 x 14. If interested, send a \$4 game fee(includes \$2 NMR) along with your preference list to: EARL WHISKEYMAN, 27 MARK ST., MILFORD CT 06460. Three individuals have expressed interest so far: OLIN (CT), BAHL (WA), GRASSLE(NJ)

THIS GAME ONLY WILL INCLUDE A MAP AS AN INSERT FOR PLAYERS ONLY. Ordinarily I do not use maps, but I am persuaded to include a map for this game as an insert for players. Since I do not have copier facilities, I wish to minimize the extra expense included for this game and will not include the map in the ordinary issue of TGZ.

DIPLOMACY GAME #11 IS NOW OPEN. THIS WILL BE A REGULAR NATIONAL PLAYER'S GAME OF DIPLOMACY. NO MORE THAN TWO PLAYERS FROM THE SAME TELEPHONE AREA CODE WILL BE ACCEPTED INTO THIS GAME. THE GAME FEE IS \$4(INCLUDES A \$2 NMR FEE). SEE ABOVE FOR SUB FEES AND ALSO SEE THE NOTE ON STANDBYS. THREE PLAYERS HAVE EXPRESSED INTEREST(I.E. PAID THEIR GAME FEE) IN THIS GAME SO FAR: GRASSLE (NJ), PARKER(MO), GENTRY(MA)

EDITORIAL&c. TODAY, NOVEMBER 17TH, 1984, AT 6:17pm, MY WIFE, RITA, GAVE BIRTH TO A 9 LB, 10 OZ, BABY BOY (OUR FIFTH).

As a result, I will not include any computer programs or other extensive editorial information in this issue, however, I expect that this issue will be published on schedule(well, maybe one day late) despite the distraction.

EN GARDE!

NAME	SL	STR	CON	END	EXPERTISE	MA	REGIMENT	MIST	CLUB	CROWNS	FAVORS
Bezukhov	20*	10	17	170	10-5.25*	2	Ma./RFG	OK	MR	97*	7.9, 7.8
Bic	27	10	12	192	12-17.75*	10	Field Marshal	-	MR	5370#	7.9
C-Mitaine	Killed in Action										5.1.7*
Gerard	11*	13	14	182	10-5.75*	7	Capt./GDMD	M*	Hunt	109	2.6
Lafayette	23*	11	11	121	23.75*	8	General	EM	MR	11054+	9.2, 7.7
LaMoyné	20*	9	12	92	5+9* 1.50	10	Col./DG	-	MR	1648	7
Poisson	19*	12	12	190	11+2.25*/3.50/y	2*	Sub./RMM*	OK	MR	78	6.2
St Robes	3	10	12	120	9	4	Ma./GR*	-	-	477	-
Santini	13	10	9	144	14+1.75*	2	Lt. Col./DG	-	Hunt	8088	3
(Olin)	3	12	11	131	13	1	-	-	-	450	-

w +13.25FR (footracing), 2H (horsemanship), 2M (marksmanship)

x +6H

y +10M

+ 1000 cr. investment in commerce

1000 cr. investment in arms

TITLES:

Knight: Santini, LaMoyné

Baron: Bezukhov

Marquis: Bic*

Earl: Lafayette*

Viscount:

Count:

Duc:

* indicates a change (Expertise, Crowns, Mention Points and Favours change frequently and thus are not marked)

@ indicates a temporary change

MISTRESSES SL (Age, Beauty, Influence, W=wealthy)

Anne Marie	11	BW	Fifi	3	BI	Katherine	15	Paulette	11
Babette	8	BIW	Michelle	10	B	Liseette	10	Quintina	10
Celeste	9	I	Helenice	10	BW	*Margueritte	14	Rehee	10
Desiree	10	IW	Isabelle	9	B	Nicolle	13	Eusette	11
Elise	15	I	Rosephine	11	B	*Olivia	17	Therese	9

MENTION POINTS:

Bezukhov	-	-	-	(2)	Gerard	-	-	-	(1)	Poisson	-	-	-	(5)
Bic	28.11.11	(11)	Lafayette	28.11.11	(11)	St Robes	10. 8. 6	(1)						
C-Mitaine	-	-	-	(1)	LaMoyné	28.12.12	(7)	Santini	22. 9. 8	(3)				

MILITARY APPOINTMENTS

Lafayette: Army C.C. (1st Army)

Santini: Aide to Field Marshall

GOVERNMENT APPOINTMENTS

Bezukhov: Chancellor of Exchequer (6/19)

Lafayette: Minister of Justice (9/19)

CURRENT DEBTS

NAME	AMOUNT	DATE DUE	CREDITOR
Poisson	1720	Mar/1819	Shylock
Poisson	120	Past Due	Shylock
St Robes	300	-	Santini
Gerard	1100	Mar/1819	Shylock

POLITICAL PARTIES

King's Party: Poisson (Dir.)

Rich Man's Party: LaMoyné, Lafayette

Note: Eric Olin's new character is the Bastard son of a wealthy gentleman

LE GOSSIFE PARISIENNE

LAFAYETTE BECOMES MINISTER OF JUSTICE...BIC BECOMES MINISTER WITHOUT PORTFOLIO...CHANCELLOR OF THE EXCHEQUER AND MINISTER OF JUSTICE MOVE TO ELEGANT QUARTERS...KING'S PARTY DOMINANT...CROQUE-MITAIN KILLED AND ST. ROBES WOUNDED ON CAMPAIGN

(GP) It appears that Baron Bezukhov has continued his sartorial lifestyle being seen all about town from his club to the theater and in the company of Mlle. Giselle no less. It appears that the lady's heart flitted like a butterfly from beau to beau this season, beginning in the arms of Field Marshall Bic only to leave him for the Baron but returning to M. Bic when she discovered that he had become a Marquis and again leaving him for the Chancellor of the Exchequer at the end of the season. Baron Bezukhov did not, however, escape unscathed from the Marquis' wrath as M. Bic gave the Baron a good thrashing with both his rapier and his boot. Bezukhov was in such poor shape that he could not carouse at his club and his seats at the Opera were conspicuously vacant the following week. The Marquis also was appointed to the office of Minister without Portfolio. Baron Bezukhov did spend a great deal of time in church this season praying for the soul of a recently departed uncle who appears to have left a considerable amount of money to his nephew.

Another man about town was the Earl Lafayette (how appropriate-ED) who received his new title upon being appointed Minister of Justice. The Earl was fabulously lucky at the gaming tables of the Moulin Rouge this season and has attracted the attention of Mlle. Elise in whose company he was frequently seen. He also spent a great deal of time in church and was heard to speak out against the local houses of rest and recreation: ah morality rears it's ugly head.

Wasn't M. Poisson lording it about town with his King's Party dominant this season. It appears that he also acquired the affection of a new lady being seen in the company of Mlle. Olivia. Capt. Gerard took time out from an intense schedule of practice with his sabre to court and win Mlle. Margueritte and show her around town in grand style in October.

At the front there was triumph and defeat at the frontier. While the Frontier regiments drove the Italians from a previously captured city that the Italians had hoped to retake, the Royal North Highland Border Regiment was badly defeated being caught in an ambush while attempting to follow up on their comrade's victory. In the latter action Private Croque-Mitaine, who had been sent to the front to serve a sentence for theft, was killed when his unit was cut off from the main body and destroyed. In the other action Major St. Robes was wounded when hit by a stray musket ball as he drove his men into the enemy in an attempt to break the siege. Both Col. LeMoine and Lt. Col. Santini acquitted themselves well in the siege.

Baron Bezukhov would like to announce a New Year's Eve party to be held the last week of December at the Moulin Rouge.

NOTE: The rules recently sent out are now being used, please read them carefully. If you have any suggestions to make about additions to or deletions from those rules or think that any of them should be changed please let me know before I clean them up and send out a final set. Included here are most of the rules

and tables that went included in that mailing.

Notes on the Military and Government Appointment Tables

Commissioner of Public Safety (CoPS)

The Commissioner seeks out traitors to the crown. He appoints up to two ferrets for use as spies and receives 10 crown per month for their salaries. He may pay them whatever he desires, however, any excess comes from his own pocket. He can make up to five arrests per year, during which the victim is incarcerated for one week. He may also trump up charges against five players per year. He must trump up charges against at least one player character during the first two seasons of his appointment. If he fails to convict at least one of those against whom he has trumped up charges during that time, he will lose his appointment (it is hoped that this rule modification will encourage CoPS to trump up charges against characters of higher social level rather than just going after those of low social level to get a conviction). The Minister of State judges all charges made by the Commissioner and may be influenced. The Commissioner may resign at any time.

The trial is always held during the first week of the following season. The Minister of State may NOT try a case and recede for his appointment during the same week. Attending a trial is considered an action. The trial is based on the following chart if there is no player character Minister of State. Roll two dice. The player is convicted if the dice roll equals or exceeds the number appearing in the to convict column. The sentence is indicated for the player per the chart. Influence may be used.

Victim's Social Level	To Convict	Sentence
3	4	To frontier for one year
4-7	7	Fine (1 die x 200 crowns)
8-12	9	Confiscation of all property *
13+	11	Death *

* The last two are cumulative

Successful prosecution of a Minister permits the Commissioner to seize the Minister's portfolio. Half of all property confiscated is the Commissioner's. A non-player Minister accused of treason will use all influence of his social level and office to fight the charge. A non-player Minister will have a social level equal to the minimum for his position plus the number rolled on one die. Cases involving the Minister of State are judged by the King.

The King, if appealed to, will commute any sentence on a roll of 6 with one die. he will commute a death sentence on a roll of 7 (influence is necessary here).

Witnesses will aid conviction. A witness of the same or higher social level will give a -1 table modifier to the conviction column. A witness from the same regiment or an employee will give a -1. Character witnesses may testify for the defense as well as for the prosecution as above. A maximum of

two of each is allowed in any one trial, and all witnesses must be player characters. The non-player characters (verrats) may testify for the prosecution but they may be bribed. They will not testify on a roll of 5 or one die if they receive a bribe equal to or more than twice what they have been paid by the Commissioner and for each additional multiple of that amount the die roll needed will be modified by -1 (as always a roll of 1 always fails). Of course, if the character really is plotting treason there is a -1 modifier. Admissions of guilt are not allowed.

Inquisitor

The Inquisitor may make up to two arrests per year, for an incarceration period of one month. The Inquisitor may extort money for his favorite charity from other player characters (the Inquisitor's favorite charity is himself), and non-player characters subject to the rules listed. The Inquisitor may attempt to do so against a maximum of one player and one non-player character per week. Such a targeted patron must pay a fee equal to 10 times his social level or duel the Cardinal's henchmen (the Inquisitor is always assumed to have two SPECIAL bodyguards along with himself whenever he attempts to solicit funds) If the player wins he gets +5 status points and doesn't have to pay (but all members of the Cardinal's Guard will bear him a grudge). If the player loses he must pay double (no grudge) and gets -2 status points for spunk. The Inquisitor MUST solicit from a player character at least once per season, and may not solicit more player characters than non-player characters. The Inquisitor receives +1 for each 100 crowns collected. Personal normal bodyguards will not fight against the Inquisition fearing reprisals. Special bodyguards will fight one of the henchmen but the player character must fight the other. The Inquisitor may not solicit from characters not in Paris.

Any member of the King's Musketeers may announce that he is "on call" during any week, month or season. If he is on call he will respond to any extortion attempts by the Inquisitor with two of his fellows (of varying abilities), and a brawl will ensue. The Cardinal will always send enough henchmen to make the odds even. The Musketeers (by chance there are three) may respond whether or not a player has decided to pay (but that player may not change his mind). There will never be more than three musketeers (so if three players respond no non-player characters will be present) If more than three Musketeers are on call than those who respond will be chosen randomly. Successful Musketeers receive a 100 crown reward and +10 status points if they bettered their rival. Any activity in which the Musketeer was engaged that week, however, is not considered to have occurred, though all monies that would normally have been spent will be spent. If the Musketeers are unsuccessful each will lose -5 status points for having beaten by the Cardinal's guard.

If targeted for arrest by the Inquisitor, a player may resist (he'll have to beat the henchman and the Inquisitor unless he has a special bodyguard or unless the Musketeers respond). If he is successful no arrest takes place, but one of the Inquisitor's arrests is used up nonetheless. The resisting player gets +5 status points for winning and +2 even if he loses. If, however a

player loses he will spend the entire season incommunicado.

THE CLUBS

Name	Req'ts	Dues	Stat	House	Gambling
			/mo.	Limit	Divisor
0. Moulin Rouge	SL of 16+	50	12	none, min of	150 750
1. Bothwell's	SL of 12+	30	8	none, min of	100 500
2. Hunter's	SL of 9+	20	6	200	300
3. The Horse Guards	Officer of Horse	20	4	250	300
	Gdes. Bde.				
4. The Blue Sables	SL of 7+	15	4	150	200
5. The Frog & Peach	SL of 5+	10	3	100	150
6. Red Phillios	SL of 3+	5	2	50	150

TITLES

Title	Min. SL	New SL	Status Pts. rec'd 1st mo.	Pension
Knight	6	10	10	-
Baron	7	11	10	10
Marquis	8	12	15	15
Earl	9	13	15	25
Viscount	10	14	20	100
Count	11	15	20	100
Duke	12	16	25	150

CLERICAL TITLES

Position	Min. SL	New SL	Status Points rec'd this mo.	Stipend
Novitiate	1	2	5	-
Priest	3	5	10	10
Pastor	7	10	15	20
Abbot	12	15	20	30
Bishop	17	20	25	50
Monsiegnor	22	25	30	100

GOVERNMENT APPOINTMENTS TABLE

Rank	Minimum SL	Appointment	number allowed	Who Appoints	Stat	Infl	Die Roll	Add Pay
Colonel or Knight	6	Comm. of Public Safety	1	Min. of State	6	8	8	50
Bishop	10	Inquisitor	1	Cardinal	12	8	8	-
Brigadeer or Baron	10	Chan. of Exchequer	1	Min. of State	14	7 & 8	7	50
	10	Minister w/o Portfolio	any	Min. of State	16	9	7	50
	8	Minister of Justice	1	Min. of State	12	7	7	50
Lt. Gen. or Marquis	12	Minister of War	1	King	18	9 & 9	8	100
General or Earl	12	Minister of State	1	King	20	9 & 9	9	150

SOURCE OF THE NILE

PLAYER'S LIST: INCLUDES ADDITIONS, DELETIONS AND CORRECTIONS.

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d) Advantages(a)	Nationlty	V F P P
Jeff Cornett	Viana-do-Castelo Coptic Church of Astrology	Dr. Nots G. Nivil	Doctor	Directional Sense(d)	Portuguese	15 0
David MacRae	The Church of the Water(Unblended) of Life	Alfred H. McGuffin	Journalist	Survivality(d)	Scottish	3 0
Sue Cornett	Paris Museum of Interesting Specimens	Mademoiselle Roxy LaRue	Zoologist	Double Physique(d) Survivality(a) Health(a)	French	4 2
Chuck Holleman	Societe Des Pierres et Choses Neat de Geheva	Orte'go de Dago	Ethnology	Health(d) Leadership(a) Directional Sense(a) Physique(a)	Portuguese	61 4
Pam Holleman	The Molasses and Sorghum Pharmaceutical Institute	Dr. Hypo Guy Cemia	Physician	Physique(d) Survivality(a) Directional Sense(a) Double Leadership(a,+1)	French	32 1
Doug Ford	Dublin Ethnological Survey	Lady Caroline Nelson	Explorer	Diplomacy(d) Double Physique(d)	British	2 1
Lou Cerreta	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzinese	Missionary	Survivality(a)	Italian	16 3
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humbert	Geology	Physique(d)	Swiss	0 0

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Spring, 1833

NOTE: ALL items in this column are RUMOR, therefore they are subject to error. No piece of information may be considered accurate until published by the explorer upon return to Europe.

- IN EUROPE

NONE -

- IN AFRICA

Having prayed for Divine Guidance, GUIDO VITTORIO SCONZINESE leaves Zanzibar with a canoe-borne expedition. He enters the mainland in hex 344, which is a veldt hex. He tells his bearers that they will carry the canoe inland. He knows that there is a river that flows north. He enters hex 322, which he discovers is a veldt hex with a river source flowing in direction 6 into hex 298. It is not known if the smile that came over his face was due to the fact that his faith had been rewarded or that he remembered to bring the maps of his previous expedition. Hex 298 is one that he had published himself. His hunters provide him with 2 rations each. He encounters 12 scouts from a slaving party, but pretends that they do not exist and nothing happens.

LADY CAROLINE NELSON continues down river moving from hex 602 into hex 588, which is a veldt hex and finally making camp in hex 574, which is a desert with a river flowing into hex 560. Her expedition makes camp along side an 180 ft cataract. Her hunters provide the expedition with 1 ration each.

ALFRED H. MCGUFFIN manages to find his way out of hex 423 into hex 422, which is a jungle/mountain hex. The mountain peaks soar to 20,800 ft, indeed spectacular. He knows that his expedition has been the victim of sabotage from the beginning, but he now believes that he will soon reach his goal. He has enough food to make it across Africa, he thinks, as a musket ball from a slaver's rifle slams into the tree trunk behind him. He dives into the jungle and crawls for his life. He hears the sound of the men searching the bush for him. He finds himself alone and without food, hiding in the jungle.

DR. NOTS G. NIVIL knows exactly where he is this turn. He is lost. He remains in hex 360.

DR. HYPO GUY GEMIA, unable to move into the swamp hex he thought should be desert to conform to the rest of the African terrain he has discovered, moves into hex 161, which is a jungle hex, where he can prepare his assault on the great African desert. His hunters provide him with 2 rations each.

ORTE'GO DE DAGO spends this turn studying the Basundi Tribe. He discovers that he can hire bearers for 2 gifts each, guides for 6 gifts and Askaris for 6 gifts. Canoes sell for 6 gifts each and 1 gift will buy 6 rations. He had to give the chief 10 gifts to gain the right to trade with the Tribe. His hunters do an excellent job of providing the expedition with rations this turn.

MADemoiselle ROXY LARUE spends this turn looking for interesting things, but does not find any. She does manage to feed herself.

PROFESSOR HUMBERT HUMBERT becomes somewhat confused and follows an animal trail and ends up in hex 490, which is a veldt hex with a river source flowing in direction 5 into hex 489. He must have accidentally moved in direction 4. As he is attempting to figure out what happened, he is attacked by slavers. He manages to escape alone without food or weapons. He vows vengeance on the scum of the earth that would take the most important thing on the face of the Earth from him.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askari's	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns ride	pack	Lost	Mount	Mount	Cmls
McGuffin	0	0	0	0	0	0	0	422	0	0	0	0	0	0
LaRue	0	0	0	0	0	0	0	577	0	0	0	0	0	0
Dago	27	41	1	5	312	96	1	616	0	0	0	0	0	0
Cemia	21	28	1	0	101	135	13	161	0	0	0	0	0	0
Sconzinese	6	24	1	3	142	50	4	322	0	0	0	0	0	0
Humbert	0	0	0	0	0	0	0	490	0	0	0	0	0	0
Nivil	0	0	0	0	0	0	0	360	1	0	0	0	0	0
Nelson	8	4	1	0	77	25	2	574	0	14	10	0	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS	#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe	8	Humbert	471	15 Gifts
2	O'Foran	211	31 Rations	9	McGuffin	431	1 Canoe, 16 Gifts, 1 Musket
3	Dago	260	1 Canoe, 1 Gift	10	Humbert	470	26 Gifts
4	McBuns	182	1 Canoe	11	Humbert	451	17 Gifts
5	Twombly	523	2 Canoes, 17 Gifts	12	Humbert	450	1 Canoe, 10 Gifts, 1 Musket
6	Twombly	521	20 Rations				
7	Humbert	452	20 Gifts, 1 muskets 1 Geological Specimen	13	Nivil	431	93 gifts

Players are reminded to submit their next move by December 8, 1984, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

EN GARDE...WITH AN ENGLISH ACCENT

NAME	SL	ST	EN	CON	EXP	MA	REGT	M	CLUB	B	FAV
HAMBONE	11	10	8	80	12+2s	4*	Lt Col/RSG	A	Mer	1432	245
HENDON	9	11	13	57@	9	4	Col*/QD	J	Cvy	815	126
HORNBLOWER	7	13	8	104	9	3	Lt/Line	N	Bag	2152a	23
McBURKE	1	7	15	105	12+2.25d	1	Sea/Corv	-	---	33	(1)
MORGAN	12*	12	11	132	7+2.75c	6	M.D.	S*	Mer	94	35
O'CONNOR	6	14	10	140	12+1r	8	Bvt Brig*	F	Bag	825	1
PARKSBROW	9	10	9	90	10+7.25c	2	Ens/Flag	T	Mer	2016	15
T-WACKER	13	13	5	65	11+4r	7*	Maj/Ed	O	Csh	824	34

(*-indicates a change; @-indicates a temporary change.)
 a - Plus B200 bounty.

APPOINTMENTS:

Morgan: Prof/Med/Cmbge

MENTION:

Hornblower (1,1,1)(0)
 Morgan (1,1,1)(2)
 O'Connoi (7,5,5)(1)
 T-wacker (7,5,5)(1) ?

DEBTS: McBurke, 110, OD; Hornblower, 550, OD; Taffywacker, 330, OD; Morgan, 220, 1/31.

MISTRESSES: (SL, *=kept, B=beauty, I=influence, P=pregnant, W=wealthy).

*ALICE	12IPW	*FRANCES	6BIP	KATE	8	PATRICIA	10BIW
BARBARA	9I	GRACE	11	LORETTA	10B	RHONDA	9BW
CHARLOTTE	10I	HENRIETTA	18BIW	MARY	15W	*SARAH	16
DELORES	10W	IRENE	9B	*NELL	9BI	*TESS	15
EMILY	7	*JOAN	14BW	*OLIVIA	12BI	VIOLET	13

RULES MODIFICATION: Courting married mistresses is at minus one the first year of marriage, unmodified the second year, and plus one for all subsequent years.

LONDON TATLER "All the News that Fits" SUMMER 1630

TRIUMPH AND TRAGEDY IN POMERANIA - ROSTOCK FALLS - REBELLION
 FESTERS IN INDIA - THE GARTER FOR TAFFYWACKER? PROF. MORGAN?

The campaign in north Germany began on an inauspicious note during the unopposed Swedish landing at Peenemunde. When the Honourable Artillery tried to salute King Gustav's royal barge, seven of the army's new Pachelbel cannons exploded, decimating the regiment's officers. The Royal Military Commission has threatened an investigation.

When finally put into the field, the Swedish army managed a clumsy, but effective, series of small sanguinary engagements on a line running from Neugierde to Speck-an-der-Tei. In the

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end, the Imperialist army quitted both Mecklenburg and Pomerania, but it left, not as a beaten force, but rather like a bear goaded from one's doorway.

Casualties were heavy. Among the dead: Col. Lee, RD; Capt. Wynn, RD; Col. King, RSG; Capt. Campbell, RSG; Lt Col Harper, HA; Maj Hickok, HA; Maj Williams, HA; Capt Miller, HA; Capt Forgyth, HA; Capt Lindsay, HA; Capt Doyle, QD; Capt Wall, OH; Col Stewart, 51HR; Capt Lindsay, IR; Capt Douglas, IR.

Among those mentioned in dispatches was Maj Percy Taffywacker, who rallied the Blues after the demise of Col Lee. Brigadier the Earl of Baxter cited the major's valour as "being in the finest tradition of the Horse Guards." Rumour has it that the free-spending buggy-whip heir will be knighted if he can come up with the initiation fees.

Also mentioned was "fighting Fitz" O'Connor of the Munster Fusiliers for a stout action at Zweck-am-Fass. But later, O'Connor's regiment came in for some criticism for alleged looting of Protestant farms. O'Connor was nonetheless promoted Brigadier, but whether the move was intended as a sop to Irish interests or to separate a popular and effective soldier from his command, none can say.

Meanwhile, Miles Hendon of the Dragoons suffered a narrow brush with death. Hendon and the regimental adjutant, Capt. Doyle, rode up to a farmhouse they believed to be the Blues' headquarters. Too late, they discovered it to be occupied by the cerulean-garbed Baron Boris' Bohemian Blue Hussars, an Imperialist cavalry regiment. Doyle was killed outright and Hendon was led back to camp across his horse by five subalterns. He had three musket balls in him in addition to multiple sabre cuts. The regimental surgeon said, "it's a miracle he's alive."

(Hidden Contest #5: This journal is called the London Tatler, but is named for an older publication of the same name. Who wrote the original Tatler? Tell Earl and win a goodie.)

Across north Germany, the port of Rostock fell to the blockading fleet. Aboard HMS Scorpion, Lt. Chris Fletcher has begun training in boarding tactics for seamen disgruntled at the corvette's failure to take a prize during the fighting. "You can't rush these things," Lt. Fletcher was overheard telling Seaman Paddy McBurke, "In the RN, everything takes time."

Here at home, Dr. Llewellyn ap Morgan resigned his army and staff positions for professorial robes beginning with the Michaelmas term at Cambridge. Morgan has also set himself up at a

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private practice in a plush Harley St. address. Unfortunately, Dr. Morgan's first patient, Viscount Twombly passed away. "He was at death's door when I was called in," lamented the Welsh physician. Dr. Morgan's fee is a whopping £90!

A late report from India indicates Bombay Squadron have taken damage from rebel Sikh gun positions. HMS St Andrew is said to have taken 36 cannon ball hits, but is still seaworthy. A certain amount of ill-feeling has arisen between the crew of the "Merry Andrew" and that of HMS Royal Oak. The latter ship is said to have broken off St Andrew's covering fire to pursue and capture a prize.

Orders, including applications for all military positions are due December 8, 1984 at the CGC meeting or may be mailed to:

LORD PRIVY SEAL
30 Lynn Court
Darien, CT 06820

Current English Accent Players:

Hambone	Pam Holleman	287 W. Cedar St., 4-F, Norwalk, Ct.
Hendon	R. Keenan Greenalch	PO Box 460, Branford, CT 06405
Hornblower	Chuck Holleman	(See Hambone - Zip is 06851)
McBurke	Harry Burke	PO Box 2004, Darien, CT 06820
O'Connor	Doug Fnord	4 Whitlock Ave, Bethel CT 06801
Parksbrow	Mark Martens	1120 NW Fernwood, Corvallis, OR
T-wacker	Dave MacRae	206 School St., Ffld, CT 06430
Morgan	Steve Harris	1762 NW Grant Ci, Corvallis OR.

(The Federal Government recently stripped Oregon of its Zip Codes.)