

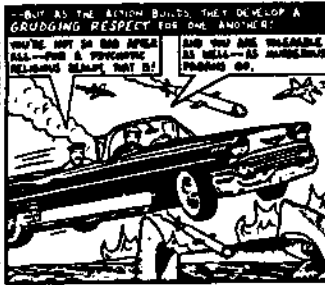
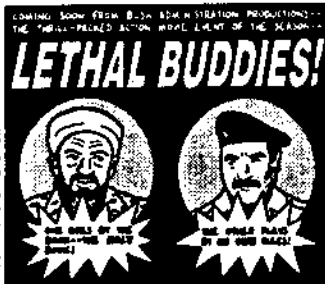
GRAUSTARK

The first 'zine for the postal play of Diplomacy, a game of negotiation and conflict designed by Allan B. Calhamer and published by Hasbro

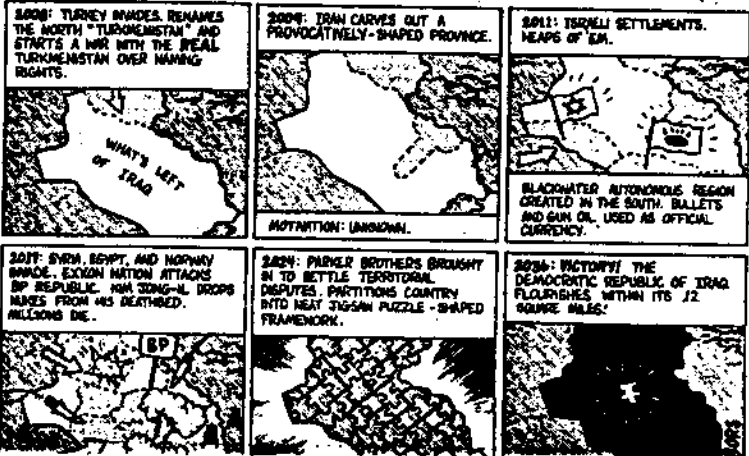
#783

2002D, "Fall 1914"; 2004C, "Spring 1909"; 2006A, "Fall 1903"

3 November 2007

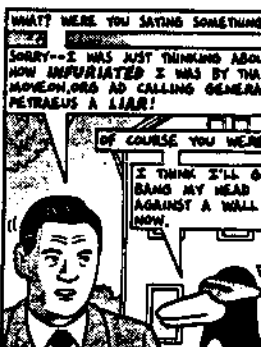
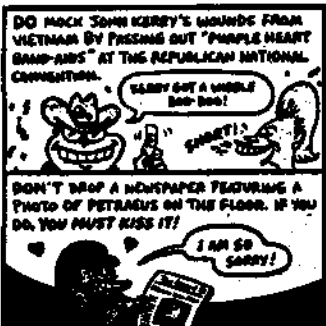
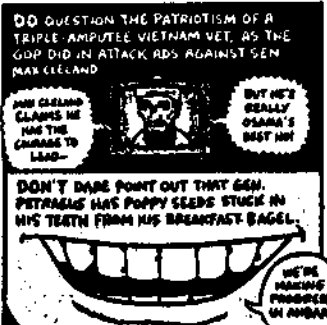
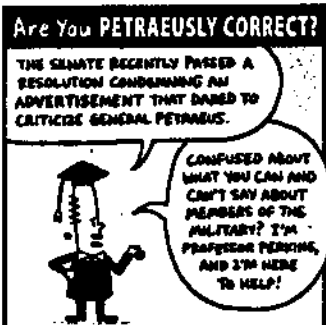


FUTURE LIBERATIONS OF IRAQ



THIS MODERN WORLD BY TOM TOMORROW

SLOWPONE BY JEN SORESENSEN



Is that "Axis of Evil" - or "Texas of Evil"?

(No, not really. If George Bush is a Texan, then Chico Marx was an Italian.)

MARIAH JOSEPHY
Washington

THAT COPIER AGAIN

I have had my copier repaired, but after I printed up and mailed out Graustark #782 it went out of order again. (Don't bother telling me that p. 5 is the same in #781 and #782. That was part of the problem in getting #782 printed.) Until it is repaired, I will mail out adjudications every four weeks only to active players, setting new deadlines, and postpone printing entire issues until the copier is finally repaired. If you are receiving this as a part of Graustark #783, be informed that the copier has finally been fixed, hopefully permanently, and that my publications will henceforth be mailed out more regularly.

2002D

"Fall 1914"

GRAND MEDITERRANEAN STAND-OFF

Following "Spring 1914" moves, Italy removed the dislodged A Bud and Russia retreated A Gal-Rum. All players were informed.

ENGLAND (Wiedemeyer): A Mos S GERMAN A War-Ukr[sic]; A St.P S A Mos; F Bar, F Nwy, F Nrg, & F Lon hold.

FRANCE (Lischett): F Ion-Gra; F Alb S F Ion-Gra; A Bud-Ser; F Apu-Ion; F Tun & F Tyr S F Apu-Ion; A Tri S A Bud-Ser; A Tyr S A Tri; A Rom, A Mar & A Par hold.

GERMANY (Quirk): A Pru S A War; A Mun holds; A Gal-Ukr; A War S A Gal-Ukr; A Boh-Gal; A Vie S FRENCH A Bud[sic]; F Bal-Swa; F Bot-Swa.

ITALY (Verheiden): F Aeg-Ion; F Gre S F Aeg-Ion.

RUSSIA (Jordan): F Eas S ITALIAN F Aeg-Ion; A Ser-Alb; A Rum S A Ukr; A Sev-Mos; A Ukr S A Sev-Mos.

Underlined moves are not possible. Russian retreats A Ser-Bul. The complicated situation around the Ionian Sea arises from the fact that the Italian F Aeg and the French F Apu were each ordered there with two valid supports. The support from the Italian F Gre is valid because it was attacked from the Ionian Sea. France cannot dislodge its own F Ion. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv, Lon, Mos, Nwy, St.P. (6)

FRANCE: Bel, Bre, Mar, Nap, Par, Por, Rom, Ser, Spa, Tri, Tun, Ven. (12)

GERMANY: Ber, Den, Hol, Kie, Mun, Swe, Vie, War. (8)

ITALY: ~~Bud, Gre~~ (2)

RUSSIA: Ank, Bul, Con, Rum, Sev, Smy. (6)

France may build one unit. Russia has no build because no home supply center is available. The French "Winter 1914" build should be sent in by IMMEDIATE RETURN MAIL or phone call, so that it arrives by Friday 16 November. All players will be informed. The deadline for "Spring 1915" orders is NOON, FRIDAY 30 NOVEMBER 2007.

2004C

"Spring 1909"

EASTERN ALLIES BLOCK GERMAN OFFENSIVE

FRANCE (Wiedemeyer): A Wal-Yor; A Par-Gas; F Por-Mid; F Mid-Nat.

GERMANY (Mathias): A Yor holds; A Mun-Tyr; A St.P-Mos; A War S A Ber-Sil; A Pru & A Liv S A War; F Spa(s.c.) holds; A Boh-Vie; A Bel-Pic; A Bur S A Bel-Pic; F Nth-Eng; F Hol-Bel; F Kie-Hol; A Ber-Sil.

ITALY (Mooney): A Vie-Boh; A Bud-Vie; A Tyr S A Vie-Boh; A Ven-Pie; F Tun-Naf; F Tyr-Wes; F Lyo-Mar; A Rom-Tus.

RUSSIA (Biehl): A Mos holds.

TURKEY (Bruce): A Gal S ITALIAN A Vie-Boh; A Rum S A Ukr; A Ukr & A Sev S RUSSIAN A Mos;
F Aeg, F Alb & F Bla hold.

Underlined moves are not possible. The German A Boh is dislodged and annihilated.
The deadline for "Fall 1909" moves is NOON, FRIDAY 30 NOVEMBER 2007.

2006A

"Fall 1903"

THE REVISED STANDARD VERSION

In the report of "Fall 1903" moves which I mailed out to you, and later printed in Graustark #782, I neglected to include Don Williams' Austro-Hungarian moves. The actual adjudications for that turn are:

ENGLAND (Wiedemeyer): F Eng-Bre; A Bre-Par; F Nth-Nwy; F Nrg S F Nth-Nwy; F Mid S GERMAN
A Mar-Spa.

FRANCE (Alme): No moves received. F Por, A Par, & A Gas hold.

GERMANY(Jordan): F Swe S ENGLISH F Nth-Nwy; A Mar-Spa; A Mun-Ber; A Ruh-Mun; A Sil-Ber.

ITALY(Burgess): A Tyr-Pie; A Alb-Gre; F Ion-Tun; F Lyo S FRENCH A Gas-Mar [sic].

AUSTRIA-HUNGARY (Williams): A Bud-Ser; A Tri & A Bul S A Bud-Ser; F Aeg S A Bul.

RUSSIA (Biehl): F Nwy-Nth; A Ank-Smy; F Con S A Ank-Smy; A Rum S AUSTRO-HUNGARIAN
A Bud-Ser; A Pru-War; F Bar-Nrg; A St.P-Mos.

TURKEY (Quirk): A Ser & F Smy hold.

Underlined moves are not possible. Russia retreats F Nwy-Ska. The Turkish units are dislodged and, because Turkey has no remaining supply centers, removed. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Bre, Edi, Liv, Lon, Nwy. (6)	AUSTRIA-HUNGARY: Bud, Bul, Ser, Tri, Vie. (5)
FRANCE: Mar, Par, Por. (3)	
GERMANY: Ber, Den, Hol, Kie, Mun, Spa, Swe. (7)	RUSSIA: Ank, Con, Mos, Rum, St.P, Sev, Smy, War. (8)
ITALY: Gre, Nap, Rom, Tun, Ven. (5)	

Germany may build two new units, and England, Italy, Austria-Hungary, and Russia may each build one. The deadline for these "Winter 1903" builds is NOON, FRIDAY 30 NOVEMBER 2007. Under the terms of Postal Rule 6 (see Graustark #749) Michael Quirk is entitled to a free entry in another postal Diplomacy game.

Don Williams and Hank Alme have written that they will continue to play in this game. I want to thank Eric Verheiden and Bill Young for sending in stand-by moves.

PLEASE STAND BY

I am willing to take over games that have been abandoned by their gamesmasters. So if you are a postal gamesmaster who is no longer able to publish, please get in touch with me and with the Orphan Games Director, Michael Lowrey. (See p. 9 for his address.) If the game is to continue in Graustark, I would need the addresses of all active players, the current position, and a list of who owns which supply centers. If subscription money can be passed along to me, fine. Otherwise I will ask players to join a new game in Graustark, or to subscribe to Graustark if they do not already do so. Players who resign or drop out can be replaced by Graustark stand-by players.

It is best if this is done quickly, should it be necessary. If a game is abandoned for too long, some players may lose interest, and may not continue to play when it resumes under another gamesmaster.

Stand-by players are always needed for postal Diplomacy games in Graustark. If you volunteer as a stand-by, you may be called upon whenever a current player misses a

IN BARBARIC GERMANY

[It had originally been my intention to review, in this issue, Lindsey Davis's *Saturnalia*, the eighteenth in her series of the detective adventures of Marcus Didius Falco in first-century Rome. However, the events of *Saturnalia* depend heavily on those of *The Iron Hand of Mars*, the fourth book in the series. The events of *The Iron Hand of Mars* are set in 71 CE, and I reviewed the book in *Graustark* #639, 21 January 1995. However, that was twelve years ago, and since then there has been a considerable turnover in readership, illustrated by the fact that of the 23 players in the seven games of #639, only three still get *Graustark*. Therefore, I am going to reprint here the review of *The Iron Hand of Mars*, and will review *Saturnalia*, set in 76 CE, in the next issue.]

This is the fourth book in Lindsey Davis's series about the adventures of Marcus Didius Falco, special investigating agent helping the Emperor Vespasianus patch the Roman Empire back together after the suicide of Nero and the three years of successful and unsuccessful military coups which have followed it. As we know, Vespasianus was largely successful in this, and like Lyndon Johnson, whom his busts greatly resemble, he combined a wise and moderate programs of social reforms at home with a savagely conducted overseas war against a rebellious client state.

By sympathy Falco would prefer a restoration of the Roman Republic, though I am not sure why. He is of the lowest free-born class, living in a miserable Aventine slum, and the Republic was a device enabling a small clique of fabulously wealthy land-owners to loot their own countrymen and as many foreigners as they could conquer. Still, men of Falco's social level today sometimes profess a nostalgia for the Confederate States of America, which lies about as far in our past as the Republic did in Falco's. Despite his idealism, Falco realizes that Vespasianus in the best ruler that Rome can realistically hope for, and he runs investigative errands for him, though he has some objections which he passes on to us. These objections include the Emperor's two sons and eventual successors - Titus, who is clearly interested in Falco's occasional ladyfriend Helena Justina, and Domitianus, who in his early twenties is already showing some of the qualities for which he later became notorious.

Just as Titus's courtship of Helena, a strong-willed divorcee and Senator's daughter, is beginning to bother Falco, Titus's father comes up with a very convenient errand which requires Falco's presence on the German frontier, precariously located at that time in the Rheinland. Since Helena has left Rome in a snit for points unknown, and there is nothing to keep him in the city, Falco takes the job. During the wars that established who would claim Nero's throne, the Germans had erupted in revolt under a Batavian chieftain who had taken the Roman name Gaius Julius Civilis, and four Roman legions with numerous barbarian auxiliaries had actually gone over to this enemy. Though the frontier was just barely held, Civilis is still at large, and off in barbarian territory a priestess named Veleda is apparently stirring up a new war. So off Falco goes - nominally to present what we would call a "Unit Citation" to the haughty and possibly mutinous XIVth Legion, but actually to find out what had happened to Civilis, to Veleda, and to the former commander of the fort of Vetera, who had been sent off as a present to Veleda after Vetera's garrison had surrendered and then been massacred.*

Clearly a man traveling in such a place at such a time will need a strong, canny traveling companion, well-skilled in the weapons and languages necessary for the journey. And whom does Vespasianus assign to Falco? A barber, a dandified twerp named Xanthus, formerly in the employ of the fastidious Nero. Since Falco knows that Titus would not mourn his death, he suspects at first that Xanthus has private instructions

(continued on p. 9)

* - Vetera's record of treacherous and bloody deeds did not end here. Under its present name, Xanten, it was the site of a massacre of its Jewish community in the Dark Ages.

PATRIOTISM - LVI

PATRIOTISM is the principal cause of war.

PATRIOTISM is the unprincipled cause of war.

PATRIOTISM is the claim of Representative Peter King (R-NY), a supporter of Rudy Giuliani's presidential campaign, that there are too many mosques in America. . . Giuliani has endorsed King's statement.

PATRIOTISM is torturing with electric shocks ("taser") a University of Florida student who had the insolence to ask John Kerry why he did not protest the miscounting of votes which cost him the 2004 presidential election, and persisting in seeking an answer.

PATRIOTISM is the rejection by the American Psychological Association of "a moratorium that would have prevented its member psychologists from participating in interrogations at U. S. detention centers...at secret CIA 'black sites' around the world" where prisoners are tortured. (Amy Goodman, *New York Press*, 29 August 2007)

PATRIOTISM is the statement of attorney John Rizzo that "he didn't object to the Justice Department's 2002 'torture' memos, which allowed the infliction of pain unless it causes such injuries as "organ failure...or even death. (Nat Hentoff, *Village Voice*, 29 August 2007)

PATRIOTISM is President Bush's attempt to appoint Rizzo as the CIA's top lawyer. (*Ibid.*)

PATRIOTISM is the executive order issued by President Bush on 20 July 2007, "authorizing the CIA to continue using these techniques - without disclosing anything about them." (*Ibid.*)

PATRIOTISM is making a big fat deal out of three or four chronic losers who were caught sitting around a table in Trinidad, speculating that it would be nice to blow up things in New York City. (*Newsday*, 1 September 2007)

PATRIOTISM is imprisoning Karim Koubriti, an immigrant from Morocco, for three years and then throwing out his "terrorism-related conviction" for allegedly "being in a 'sleeper' terror cell in Detroit." (*New York Times*, 1 September 2007)

PATRIOTISM is federal prosecutor Richard G. Covertino withholding "evidence that could have proved the innocence of Mr. Koubriti and three others". (*Ibid.*)

PATRIOTISM is the claims by several New York City conservatives that a public high school which will teach Arabic language and culture is in some unspecified way part of a plot to indoctrinate students in Muslim fanaticism.

PATRIOTISM is the reluctance of the U. S. government to place on trial Private Steven Green, who led other members of the 101st Airborne in raping a 14-year-old Iraqi girl and murdering her and her entire family.

PATRIOTISM is the plan to try Private Green in Kentucky rather than in Iraq, even though he is accused of killing Iraqis in Iraq.

PATRIOTISM is attempting to deny that the United States has annexed Iraq, even though a crime against Iraqis in Iraq is being tried in another part of the United States.

PATRIOTISM is the decision by Staff Sergeant Frank D. Wuterich (USMC), following a bomb attack on his convoy, to line up five unarmed men who were in a surrender posture, and shooting them all dead. (*New York Times*, 1 September 2007)

PATRIOTISM is Sgt. Wuterich's commands to his men that "If we ever get hit again, we should kill everybody in that area...If anyone asks, say they were running away." (*Ibid.*)

PATRIOTISM is imprisoning the American Muslim John Walker Lindh, by blindfolding him, duct-taping him naked to a gurney, drugging him, refusing him a lawyer, failing to remove a bullet from him, and holding him incommunicado in a metal storage container in the desert. (*Newsday*, 8 August 2007)

PATRIOTISM is arresting a Brooklyn man, an immigrant from Pakistan, for "carrying potentially deadly materials" in his car. (*Newsday*, 28 April 2007) Actually it was "a machine that uses chemicals to test density at construction sites...It contains minute amounts of...radioactive chemicals."

PATRIOTISM is a jury of Marines giving no prison time to Corporal Trent D. Thomas (USMC), for kidnapping and conspiracy to murder an Iraqi civilian. (*New York Times*, 21 July 2007)

PATRIOTISM is the principal cause of war.

THE MINISTRY OF MISCELLANY

Today's Terrorism Alert Color Code is Invisible, the color of all the non-existent "reasons" for restricting our civil liberties in the name of "security".

*

Graustark is the Very First bulletin for the postal play of Diplomacy. It is published every fourth Saturday by John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302. Diplomacy is a board game of negotiation and conflict for the period of World War I. It was designed by Allan B. Calhamer and is now published by Hasbro. Another new postal Diplomacy game is now being organized in Graustark, at a game fee of \$35. (For Canadian and Mexican addresses the game fee is \$50, and for other foreign addresses it is \$100, or 75 euros in cash.) This game fee includes a subscription to Graustark for as long as the game lasts, whether or not you are eliminated. With your game fee send in a list of the countries you'd like to play, in your order of preference, and I'll try to put you as close to the top of that list as I can. If you do not already have the postal rules for Diplomacy, which were last published in Graustark #749, let me know when you send in your game fee, and I'll send you a copy.

Graustark subscriptions for non-players are 10 issues for \$15 for U. S. addresses, and \$40 or 30 euros for others. Back issues as available are 10 issues for \$5 for U. S. addresses. To foreign addresses, back

issues have the same price as for foreign subscriptions. Players who phone in their moves should call me at 718-693-1579. An answering machine is attached to this phone.

I want to again remind players that the U. S. Postal "Service" is not capable of reliably getting mail here in

less than a week. Please take this into account in sending in your moves. If, a few times, your moves have arrived here by mail in less than a week, do not assume that this will always be the case.

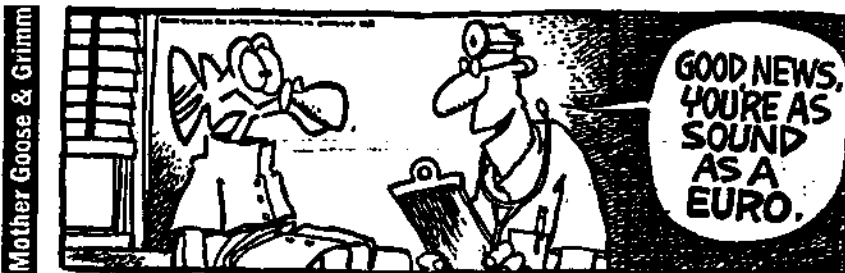
Graustark readers who are interested in postal games which don't run here, are invited to write to the publishers of 'zines with which I trade, and ask what game openings they have. For their addresses, see all the readers indicated by "(T)" for "trade" in the Graustark Directory on pp. 8-9. Several of these publishers run a wide variety of postal games.

*

A few minor misprints in recent issues of Graustark require correction. In the 19th century two Mayors of New York City did get elected to higher office, in their cases Governor of New York. The first was DeWitt Clinton, no relation to Lady Chatterbox's lover. In fact, he was even considered by his party as a possible presidential nominee.

The religious doctrine which used to be called "creationism" has lately been renamed "intelligent design" by its true believers, since the courts have declared that the belief that the universe was created a few thousand years ago by a god is a religious doctrine, and therefore cannot be taught as science in the public schools. It is the creationists' contention that the universe, and particularly living things, are so complex that they cannot have evolved from simpler forms and therefore "must" have been created by an intelligent designer. This, however, is also a religious doctrine, as federal courts have ascertained. Indeed, one judge pointed out that, some 200 years ago, an English theologian named William Paley came to the same conclusion, called it "natural theology", and used this argument to prove, to his own satisfaction at least, that a god created the universe.

Senator Larry Craig (R-ID) was arrested in a men's room in Minneapolis, not Chicago. Since then, the state of Idaho has announced that he has been named to the Idaho Hall of Fame. Comment would be superfluous.



This is
O At
P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

2140

*

More details about Duke Riley's modern replica of David Bushnell's 1776 submarine *The Turtle*, the world's first combat submarine, were printed about where you might expect them - in the *Village Voice* of 24 October 2007. The article, by Robert Shuster, was entitled "Brooklyn's Captain Nemo", and gives details that the "mainstream" media did not - that Riley, who built the submarine, named it *The Acorn*, and that it was to be a feature in a movie he was producing, to be called *After the Battle of Brooklyn*. (There was a "Battle of Brooklyn" in August 1776. The home team was soundly defeated.) Riley has already been fined by the local police for "violating a security zone" by launching *The Acorn* near the *Queen Mary 2*, and the FBI has promised "to keep their dark shades trained on him". The police and the FBI, with their characteristic muddle-headedness, seem to believe that Riley is somehow connected to the Irish Republican Army, since he once received a grant for an arts project in Belfast from an Irish woman.

Riley himself planned to go to sea in *The Acorn* by contrast with Bushnell, who sent a grunt named Ezra Lee out in *The Turtle* in 1776. Fortunately, Lee survived *The Turtle's* failure to sink *HMS Eagle*, and was eventually rewarded with a commission. And, after all, Oppenheimer and Teller did not personally drop fission bombs on Japan.

While *The Turtle* was the first combat submarine, it was far from being the first submarine. Underwater navigation has long fascinated inventors. In 1620 Cornelius Drebbel, a Dutch inventor, took King James I of England to the bottom of the Thames in a submersible Drebbel had constructed.

*

This *Dennis the Menace* strip refers to the Renaissance changes in the rules of Chess, which gave us our present game. The original game of Chess, invented in India sometime around the sixth century CE, used the same rules as ours for the moves of the King, Rook, Knight, and Pawn, except that there was no castling, and the Pawn did not have its option of a double step on its first move. But the piece we now call the Bishop could move only two spaces diagonally, neither more nor less, and could jump over any piece between it and its target square. It was then called the Elephant, as it still is in some languages. (Russian *Slon*) The piece we now call the Queen could move only one space diagonally, and was conceived as a guard for the King. (Joseph Boyer, *Les Jeux d'Échecs Non Orthodoxe*) The present moves were probably invented in Italy, although the rules on castling did not become uniform until the 19th century.

The powerful Queen was probably not the invention of a female player, although some women have been strong players since the time of Dilaram during the Middle Ages. Vera Menchik, active in the early 20th century, had wins against most of the better male players of her time; she was nicknamed "the Empress Menchik". And today there are several female players of grandmaster quality.



WHEN DO YOU EXPIRE?

The subscriptions of the following readers expire with the indicated issue of *Graustark*. This information is valid to the date of 1 November 2007. See p. 6 for information about extending your subscription or joining a new game.

787 - Eric Verheiden
790 - Mike Fisher

797 - W. Andrew York
799 - Brenton Verploeg

THE GRAUSTARK DIRECTORY

Players in a current postal Diplomacy games are indicated by its Boardman Number, with the initial of the country being played, and with "S" indicating a substitute player. (E. g., "2006A-R" or "2002D-FS".) Paying subscribers will be indicated by the number of the issue with which the subscription expires. Other designations are:

C: complimentary copy for a gamer

N: entrant in the next Graustark postal Diplomacy game

R: complimentary copy for a non-gamer interested in the mystery novel reviews

T: trade copy

U: uncomplimentary copy

This directory is accurate to the date of 1 November 2007. Please let me know of any corrections or additions that need to be made, particularly if you want your nine-digit ZIP code, phone number, fax number, or e-mail address added to your listing. This is particularly important for electronic addresses, which seem to change more frequently than do postal addresses.

If you are already a Graustark subscriber when you decide to send in a game fee, then when the game begins, the number of issues you had coming when you joined will be added to your subscription once the game ends. After your name in the Directory will appear some such notation as "2004C-T+6".

- Stephen Agar (T), 4 Cedar Gardens, Brighton BN1 6YD, ENGLAND; 01273-562430;
<stephen@stephenagar.com>
- Hank Alme (2004C, 2006A-FS), Apartment Q, 12010 Little Patuxent Parkway, Columbia, MD 21044; 410-740-2627; <almehj@alumni.rice.edu>
- Thom Anderson (R), #5-D, 10 Park Terrace East, New York, NY 10034
- Ruth Berman (R), 2809 Drew Avenue South, Minneapolis, MN 55416-4209
- John R. Biehl (2004C-R, 2006A-R), #8, 11530 84th Avenue, Delta, BC V4C 2M1, CANADA; 604-816-0460; <jrb@dccnet.com>
- Mark Blackman (C), Apt. 4A, 1745 E. 18th St., Brooklyn, NY 11229
- Paul Bolduc (U), 203 Devon Court, Ft. Walton Beach, FL 32547-3110; 850-863-9081; <prbolduc@aol.com>; <bolduc@eglin.af.com>
- Anne Braude (R), 5313 W. Acapulco Lane, Glendale, AZ 85306-3416
- Colin Bruce (2004C-T+6), 30 Almoners' Avenue, Cambridge CB1 8PA, ENGLAND
- Jim Burgess (2006A-I, T), 664 Smith St., Providence, RI 02908-4327; 401-351-0287; <burgess@world.std.com>; web page <<http://devel.diplom.org/DipPouch/Postal/Zines/TAP/index.html>>
- Allan B. Calhamer (C), 501 N. Stone, La Grange Park, IL 60525-5523
- Paul Cardwell Jr. (C), 1127 Cedar, Bonham, TX 75418-2913; 903-583-9296
- David Charlton (C), 150 The Parade, Island Bay, Wellington 6002, NEW ZEALAND
- Columbia Games Inc. (C), P. O. Box 3457, Blaine, WA 98231
- Jim Dunnigan (C), 328 W. 19th St., New York, NY 10011
- Paul Evans (T), 180 Aylsham Dr., Ickenham, Uxbridge, Middlesex UB10 8UF, ENGLAND
- Mark Fassio (U), 276 Yates Lane, Pendleton, KY 40055-7751
- Sue Feder (R), Historical Mystery Appreciation Society, 3 Goucher Woods Court, Towson, MD 21286; fax 410-847-9303; <monkshould@home.com>; <<http://members.home.net/monkshould>>
- Mike Fisher (790), #2, 43 W. Manheim St., Philadelphia, PA 19144-2942
- Timothy R. Haffey Sr. (U), 810 53rd Ave., Oakland, CA 94601; 510-536-3513; <trhaffey@yahoo.com>
- Chris Hassler (T), 2000 S. Armour Court, La Habra, CA 90631; 562-690-7827; fax 562-690-7827; <chassler@adelphia.com>
- Sharon Heap (C), 2876 NY Route 26 South, Vestal, NY 13856
- Raymond & Faith Heuer (R), 2nd floor, 9 Beacon Terrace, Keansburg, NJ 07734-1914
- Tom Howell (T), 365 Storm King Road, Port Angeles, WA 98363; 360-928-9698; <off-the-shelf@olympus.net>
- Harley Jordan (2002D-RS, 2006A-G), 109 Sunnyside Dr., Rochester, NY 14623; 585-475-9832
- Susan Keaveny (R), 1030 Tyrus Court, North Merrick, NY 11566-1035
- Paul D. Kenny (T), 9 Cobblestone Road, Cherry Hill, NJ 08003-1420
- Paul Koch (2004C), 24920 Fairmount Dr., Dearborn, MI 48124; 313-274-6579

Timothy Lane (R), P. O. Box 37281, Louisville, KY 40233-7281
 Robert Lesco (T), 49 Parkside Drive, Brampton, Ontario L6Y 2H1, CANADA; 905-452-6304;
 <rlesco@yahoo.com>
 Andy Lischett (2002D-FS, T), 2402 Ridgeland Ave., Berwyn, IL 60402; 708-788-1507
 Rick Loomis (C), Flying Buffalo Inc., P. O. Box 1467, Scottsdale, AZ 85252
 Michael Lowrey (C), 6903 Kentucky Derby Drive, Charlotte, NC 28215-6507; 704-569-4269;
 <mlowrey@infionline.net>
 Joseph T. Major (C), 1409 Christy Ave., Louisville, KY 40204-2040
 Harry Manogg (C), 63 Parker Hill Road, Landmark...Apt. 401, Boston, MA 02120; 617-277-3037
 Brad Martin (C), 180 Peninsula Road, Maylands 6051, Western Australia, AUSTRALIA;
 <Westfront@hotmail.com>
 Dan Mathias (2004C-G), 509 Bayview Drive, Lusby, MD 20657; 410-326-2568;
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IN BARBARIC GERMANY (continued from p. 4)

regarding well-honed steel. However, as the journey proceeds, it turns out that Xanthus has abilities unsuspected by Falco or anyone else.

We usually tend to think of the Roman Empire as a military, political, and cultural entity. However, most of its inhabitants lived as we live - by providing goods and services to one another. The pottery trade plays an important role in this economy, and Falco and Xanthus get caught up in a sometimes bloody rivalry between Gallic potters who dominate the manufacture and export of high-grade pottery to Italy, and German potters who want to break into this very profitable market. This rivalry, like the commerce of our own time, sometimes breaks into violence.

Once they reach the Rheinland, matters get even worse. We think of the Rheinland as a relatively civilized part of Germany, and indeed the roots of German culture lie in the three archepiscopal cities Köln, Mainz, and Trier, which were important commercial and cultural centers when Hamburg was a deserted river bank and Berlin was a clearing in

the forest. These cities may be better known outside Germany by their French names - Cologne, Mayence, and Treves. But in *The Iron Hand of Mars* they are rough, stockaded frontier garrison posts called Colonia Agrippinensis, Moguntiacum, and Augusta Treverorum.

And Falco finds that he is in a bit of trouble in the two-legion fort at Moguntiacum. A recently commissioned 1st Legion, assembled from odds and ends of military manpower including several sailors and watermen, shares Moguntiacum with the famous XIVth. Fortunately, Helena's brother Quintus Camillus Justinus is an officer in the 1st, so Falco has a source of reliable information. However, Falco had done his own military service in the IInd Legion in Nero's reign, during the suppression of the great British revolt under Queen Boudicca ("Boadicea"), which makes him decidedly unpopular among the XIVth, since they resent that an incompetent commander did not bring the IInd to their aid at a critical moment in that campaign. But the legate (commander) of the XIVth is missing, which adds to the complications of Falco's assignment.

The investigation takes Falco on a visit to Valeda, deep in barbarian territory. If your education included tales of virtuous Romans and vicious barbarians, or vice versa, you will find them contradicted by Falco's narrative, which gives a good character to few people on either side. But, unlike Poul Anderson's fictitious Dominic Flandry or Oliver North's fictitious Oliver North, Falco does not waste time complaining to us about how he must serve an admittedly unworthy system because the alternatives are even worse. He just does his job, files a bullshit report with the Emperor, and takes care of the small number of people who are important to him. These include Helena and Falco's little niece Augustinilla, who make a surprise appearance at Moguntiacum in time to be instrumental to the book's climax.

PLEASE STAND BY (continued from p. 3)

move. If you send in moves for that country for the next turn, and the present player does not, you will take over play of that position. No game fee will be asked, though you should keep your subscription current, or enroll in a new Graustark game. No stand-by will be called upon in a game in which he or she has already played.

Stand-by volunteers who are willing to take on additional games of postal Diplomacy are listed below. A stand-by player who is already playing in a Graustark game is indicated by "*". A stand-by player who is called on in this issue is indicated by "#". If you wish your name added to or removed from this list, please let me know.

Hank Alme*	Harley Jordan*	Eric Verheiden*	Bill Young
John R. Biehl	Michael Quirk*	Fred Wiedemeyer*	

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FIRST CLASS MAIL

- () - Sample copy.
- () - You may be interested in an item on p. ____.

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