

AN OPEN LETTER TO THE HOBBY

The IDA General Meeting at Origins II unanimously agreed that the restructuring of the IDA is vital to its continued existence as a hobby service organization. The IDA depends too heavily on the president and editor. Nonetheless the IDA has expanded its non-working legislative and judicial bodies until there are 13 members on the Council and 13 on the Judicial Committee.

This has led to an unwieldy bureaucracy which does not meet the requirements of the hobby and places an impossible workload on two officers. The turnover of members is higher than 60%. Only 10% of all bills presently before the Council have anything to do with useful business.

Even if the IDA could survive as two debating factions, we cannot expect a few people to work while the rest talk. If present conditions continue, the IDA will collapse.

The solution accepted by the general meeting takes the form of a new charter. This charter streamlines the Council, reduces debate, and spreads the productive work among more people. This new Council will function more effectively so that the IDA can return to its original purpose: To serve and benefit the hobby.

We believe that this is not just a solution, but the only solution. The IDA cannot continue in its present form. A revised and healthy IDA is needed to work for the hobby.

We, the undersigned, urge all IDA members, and all members of the hobby, to support the general meeting's proposal for a new IDA.

Lewis Puljatos Walter Buchanan Larry Schifano
John Boyer Robert Lytle Roger D. Oliver
Tony Bayless Marie Bayless Walter K. Perry
Howard Maltzer John M. Baker John R. Kelly
Tim Wilson Robert A. Jones Michael Roman
J. W. Bursan Ernest R. Hessel
Carl White Robert Jackson

SECRET

From page one you can see that the general feeling of the majority of the EIA Group is in support of the idea of a new constitution which would be a step forward for the hobby.

We did not open the meeting with the proposal of writing a new constitution which is in Baltimore. The Constitution was on the agenda, in the place of honor, though no one was looking forward to the debate. We passed through 2 hours of argument, often hampered by the incessant ramblings of Robert Smith who the meeting came to be regarded with. Finally, though we had discovered a Diplomatic Digest of articles in earlier magazines and found a volunteer of the Hobby Case Project, we came to the constitution.

I read a brief resume of the bills before the 1976 Council. Only very few (less than 10) had any thing to do with the Hobby, in general. Most bills were on procedures, appointments, committee changes, etc. etc. We discussed the Diplomatic Review and had agreed that only one person out of 35 liked the content of Council business which the BS had become. We discussed the debate and the bills before our Justice which was trying to become a secret (if not only) Council through their (alleged) right to review every bill for constitutionality. In short all of what the EIA was doing was not helping the Hobby and the meeting wanted no more of it. There was some discussion on constitution and with very favorable response. Jay Pulispher told of his experience with a five man ruling body in the Michigan Organized Magicians. He said that each member of the ruling body should be a worker first, a legislator second. The meeting agreed. The meeting saw that a regional approach produced debate but no EIA representation. I then read an excerpt from a letter from Larry Rosen, the Continental European Secretary, in which he indicated as far as he could vote or debate with us so that he could have a chance to discuss it. This galvanized the meeting even more. Thus we decided to form a Federal Council of various diplomatic groups working together under a single international group. After all no more were the Atlantic area, the US and Canada were the only part that was international. All of these ideas crystallized into a form which was the general form of the new document. The meeting then voted to elect a drafting committee.

The point was raised that about one more committee was under way. Therefore the suggestion was made to vote at once and therefore bypass the restrictions that we are already passing. The point was raised that this was a strategic step for everyone at the meeting, and it was a broad proposition (Pulispher, Rosen, Kuchman, Keyserling, Rosen, Smith, Martin, Kuchman, et al.) agreed that we should proceed with all speed.

The meeting elected Pulispher, Kuchman and I to write the document. We had Roger Oliver and Bob Lipner help us with the final draft on Sunday night. The constitution was written rapidly and it does concentrate power in a few hands. But its purpose is to help the hobby and stop the debate that often goes on for months with nothing being done.

We have already heard some complaints. Some Canadians, claiming that they speak for everyone in Canada (I say they are not represented. As a direct cost, no. But more than one Canadian could easily be elected if they would vote. I would gladly support Leader for Periodicals Editor or for treasurer. I would also support Rosen or Correll or White for office. If the Canadians try to form their own group, which some say they will do, they have done so before the elections are even called for. What point is there in that?

I realize that there is little time for debate. But doubt is that is giving us a near 100% re-subscription rate. Debate is what is doing nothing for the hobby. Everyone would like to take a little more time but the hobby can not wait while we argue over every clause and every line. 35 people unanimously agreed that we had to do something and do it quickly. We have done that. The alternative is the possible collapse of the only democratic organization that hobby has got. If the new constitution fails the EIA will likely fall apart. We at Baltimore have done what we thought was right. Will you say our name?

Dungeon doors can have various characteristics:

- *They can open/close in different ways (roll, drop, slide, etc.)
- *They might be counter balanced or not (often dropping types are used in traps and thus are not counter balanced).
- *They may have locks in the door or elsewhere around the door jamb--the lock may only be accessible from one side of the door.
- *They may be locked by magic.
- *They may have internal, and therefore, unremovable hinges.
- *They can be made of different materials adding to their physical strength.
- *They might have a knob or only use side of the door, etc.
- *They may be hidden/secret.

Yet, for all of these things, they can all be opened, somehow.

As we know characters have a physical strength characteristic. If we say that doors also have a physical (counter-)strength that we can measure strength of person(s) versus door strength.

If one may be kicking, bashing or ramming at one door we have a easy formula. (you might find that wounded characters may not be able to batter doors at their full strength--you can use Blackagar's bars across 'Durable & Strong' later in these pages.)

A Figure can KICK a door at his strength minus (2-4)

can BATTER a door at his strength minus (1-4)

can run at a door (don't start) at his strength plus (1-4)

when ramming at a door there is a chance of damage if the door does not open.
5% for 2 points damage, 15 for 1 point of damage.

Take the resultant figure adjusted for the four sided die parity/evens for each attempt.

If the result is 3 points below the door strength NOTHING happens

is 2 points below a slight cracking will occur. Every 4 such hits remove 1 point of Strength from the door.

is 1 point below the door might crack so that the door would lose 1 point of Strength for every 2 such hits.

is equal to the door Strength door loses 1 point at once and opens 50% of the time.

is 1 point higher than door strength. Door loses 1 point and opens 85%.

is 2 points higher -2 from door strength and opens 95% of the time.

is 3 points or 4 points higher -2 from door strength and opens.

is 5 or 6 points higher -3 from door strength and 50% of door destruction.

is 7 or more points higher--door destroyed.

Door can also be lifted in some cases (particualins, e.g.) Apply Fighter Strength minus 2(1-4) as he can not use his weight against the door.

Sliding and falling doors when kicked, bashed etc. should be automatically stronger because of the jamb on 3 if not all 4 sides.

An average 3 to 4 foot door can be hit by two figures (dwarfs and hobbits 3 figures).

Yet the person hitting near the hinge is at a mechanical disadvantage and often coordination of the hit(kick) is not perfect. Thus you sum the strengths and subtract 1 six sided die for each figure. then use the table above.

Doors locked by magic.

Hold Portal should add 3-12 plus the level of the Magic User to the Door.

Wizard Lock should add 3-24 plus the level of the Magic User to the Door.

Knock should have a potential versus any door of at least 5%.

Use this formula: knock=20+(1-24) If the result is still less than door strength

at 5% -2 10% -3 15% -4 or more -5

Knock versus Wizard lock will shatter the door 50% of the time.
 Knock versus Hold Portal will shatter the door 75% of the time with 1-3 points of damage to the figure holding the door if it is shattered.
 On larger doors more persons can kick/bash/run at the door. Subtract 1 six sided die per person unless the door is very large then subtract only 1 4 sided die per person.

There should be a limit to how long a figure may kick/bash/run-at a door without tiring. This is a function of constitution.

Always allow 3 kicks or 2 bashes/runs without penalty.

Then; Constitution	Subtraction of _____ per kick/bash/run	Limit before rest
3-5	-1 4th kick, 3rd bash or run	6 Kicks, 5 bashes 4 runs
6-8	-1 5th kick, 4th bash 3rd run	7K, 6B, 5R
9-12	-1 6th kick, 5th bash 4th run	8K, 7B, 6R
13-15	-1 7th kick, 6th bash, 5th run	10K, 8B, 7R
16-17	-1 9th Kick, 8th bash, 7th run	13K, 11B, 10R
18	none	16K, 14B, 13R

If a figures is damaged by a run at a door for bid further runs at that door. Figure must rest for 3+(1-4) turns when the Kick/Bash/Run limit is reached.

Figures may use rams vs. doors but these must be large available objects. Figures (must be 2 or more to use a ram) run from 6-10 feet with the ram. Sum combined strengths and subtract one 6 sided die for 2nd and each subsequent figure.

Other figures may physically brace doors with their bodies at 3/4 st rongth. If a door gives when being braced 1-6 points of damage to each figure who was bracing the door.

Doors of wood may be hit by axes and battle axes. (other weapons would be very slow and awkward) Axes subtract 1 point/hit from the door strength 75% of the time

	2 points/hit	25%
Battle Axes	1 point/hit	25%
	2 points/hit	50%
	3 points/hit	25%

Doors held by magic will reject ax attack by either;
 breaking ax 20%

Causng ax to fly from wielder's hands 35%

Cause 1-4 points of damage to wielder 20%

Subtract one from door 25% (inform player he hit a magic closed door)

Flying axes can damage person fool enough to be near the door at full ax damage plus 2.

Hinges can be removed from a door in 3+(1-6) turns

Strong figures (15+) 2+(1-4) turns.

In drawing your maps specify the door type and its characteristics.

A basic door strength of 12 is good for most cases. Treasure rooms, traps, etc. will have much hig er strengths. Unless locked by magic doors should not be above 20+3(level in dungeon).

Doors that might take a long time to open might also attract wandering monsters!

PLEASE PRINT OR TYPE CLEARLY AND COMPLETELY. THIS IS THE ONLY FORM TO BE USED FOR ALL INFORMATION.

Damage Reductions at 25%

The BLACKMOOR system (I wonder if Mike Anderson ever sent a copy to the producers of KUNG FU) for damage is rather complex for rapid play. With a large # of figures it can bog down in zero record keeping that it is easy to maintain.

Damage should effect; morale, physical strength, dexterity, constitution and hand-to-hand fighting level.

At each plateau of damage there are these reductions;

Damage Plateau	MORALE	STRENGTH	DEXTERITY	CONSTITUTION	LEVEL (HAND TO HAND)
25%	-1	-1	-2	-1	same
50%	-2	-2	-4	-3	-1
75%	-4	-4	-6	-5	-2
90%	-7	-7	-9	-8	-3

Note: These are not cumulative subtractions. Thus at 90% damage a figure has just a total of 7 morale points, not 14!

If any category goes to zero the figure is unconscious.

Any Bonuses due to excess STRENGTH, DEXTERITY or CONSTITUTION are subtracted/reduced and penalties (of. WSB & MACHO and GREENHORN) must be subtracted also.

At 90% damage, unless some type of healing spell is applied, there is always a chance of death. The chance for death is a function of corrected Constitution.

Corrected constitution	Chance of Death
0	50%
1	40%
2	35%
3-4	30%
5-6	25%
7-8	20%
9	15%
10	10%

Check for death every 25 turns. If Death does not occur boost constitution by one point for a maximum boost of 3 points total. If a figure takes any damage over 90% check for death at once but apply a 1 point constitution bonus if the figure makes the check against death.

Prime Morale is a function of 1) Prime Characteristic(s), 2) Race and 3) Level

Prime Characteristic	Morale	Race	Morale	Level	Morale
3-5	-2	Human	0	1	0
6-9	-1	Hobbit/Dwarf	+1	2-3	+1
10-12	0	ELF	+2	4-5	+2
13-14	+1	Intelligent Monster	+1	6-7	+3
15	+2		+1	8-9	+4
16	+3	Unintelligent Monster		10-11	+5
17	+4		-1	12-13	+6
18	+5	Undead/Charmed Morale		14-15	+7
		does not apply		16+	+8

Sum the Prime Morale #'s for each figure and record the sum.

There are changes in morale for circumstances.

1. Damage--see table above
2. In a party with ANY Higher Level Figure +2
3. Death of the Party's Leader (lasts 6 turns) -3
4. Death of ANY Higher Level in Party -1 (lasts 3 turns)
Maximum subtraction for death is -5 regardless of how many figures are killed.
5. Killing a monster with more or equal hit dice (must be in on the kill) +2 (Bonus)

1974/4D the Winter of 1909--gaze ends

Concession in 1909

	01	02	03	04	05	06	07	08	09
Austria Lagerson/d F09CD/	5	6	7	9	9	7	5	5	1
England B.Kelly DFO2/Hoffman/DFO5/W.Ameling	4	4	5	4	2	1	-		
France B. Wolf	3	3	-						
Germany Steve Mc Lendon	5	7	9	9	10	11	13	14	16 Concession
Italy R. Keeping/ DFO4/Joe Dorczack	5	5	7	9	10	11	11	10	11
Russia R. Pieloch	5	4	2	-					
Turkey Richard Weeks	4	4	4	3	3	4	5	5	6

I have statements from Mr. Dorczack and Mr. Weeks that are remarkable in agreement as to why Germany won. Basically it was due to the fact that Italy and Turkey could never get their acts TOGETHER. Too bad guys--congrats Steve!

1974 HW the Fall of 1908

- Austria, Verheiden/2/owns; y/b, y/d 0=1-1 cut
a vic(s)/Tur atri-tyc/nso/D+A/, A GAL(z)ger A SIL-gal/nso(?)
- England, Vagts/11/owns; bel, nwy, edi, lvp, lon, hol, swe, oby, mos, den, kiel, WAP, BER 12=1142
A NOS(S)A WAR, A PRU(S)A WAR, A WAR(z)GER A SIL-gal/nso/, A STP(S)ANOS, A BER(S)
a ruhr-KIEL, F WBS(S)TIE F TYRR, F BAL(S) A BER, F NAO(S)PLSS, a ruhr-KIEL, Eden-ETH, a bel-RHIN
- France, Horton/6/owns; war, byz, port, spa, tur, par 6=511
F TYRR(z)ita a ROM-ven/nso/, F TUR(S) F TYRR, F ANOS(S)A PAR-pied, a pied-tyc/dt6/
A BURG(S) GER A MON.
- Germany, Pitsch/2-ishort/owns; war, y/b, y/d, y/d even C.D. 1=2-1
A SIL U, A WIN U
- Italy, Birsan/3/owns; ven, y/b, rom 2=3-1
F TUR(z)Se ven-PIED, a ROM H
- Turkey, Pitsch/9/owns; ser, gre, rum, con, bul, ank, spy, bri, sev, NAT, VIE, BUD 12=3+3
F ANG(S)F ION, F ION(z)S F NAP-tyrr, A ROM(S)a bel-VIE, A TYO(S)ita a ven-PIED,
A UKR(z)ger A SIL-war/nso/, a ruhr-BUD, A SER-nos

I have a call for a 4 way draw (I, F, E, T), 3 way draw (F, E, T) and 2 way (E, T)
Any vote must be unanimous. I do not favor the 2 way draw.
Deadline for the Winter of 1908 is by 4PM on Tuesday September 7, 1976

1975 S the Winter of 1907

- Austria, Allen A sil retreated to man
A BUD/ishort/12/a rum, a sev, a ber, a gal, a kiel, a ruhr, a vic, a ans, a say,
f con, a man
- England, Tresco
EVEN/4/f den, f nth, a lvp, f lon
- France, Mathius
EVEN/1/ A hol
- Italy, Fester KBR, SOU
F ROM/10/a bel, f ano, f nao, f tyrr, f woa, f ani, a bre, a pic, f spaa
- Russia, Weeks
-3/6/a pru, a sil, a war, a nos, f nwy, a stp, f y/b, f y/d, f y/d
the deadline for the spring of 1908 is by 4PM on Tuesday September 7, 1976

1975 W the Winter of 1903

- Austria, Kawan A VIE, A BUD/5/a bel, a wa, a gal
- England, Sypher A LVP, f lon, f nth, f nao, a den/5/
- France, Mathius EVEN/5/a gas, f port, a burz, f nth, a bel
- Germany, Sporn A NEM/4/a hol

1975 HS the Spring of 1904

Austria, Baillie/5/

A BUD(S) A TRI H, A GAL II, a ser-GRE, f grs-ION

England, Dorchack/6/

F NYH(S) F WAL-ack, F JEH(S) F Juy-MAO, F HCN-pic, f sco-ONE

France, Wain/5/

A PAR(S)+A PIC(S) A BURG(S) A PIC, F MAG(S) F WED-ack

Germany, Aneling/7-Isahrt/

A VAR(S) a ser-GER, A BER(S) a ser-GER, F HCN-pic, F HCN-pic, F HCN-pic, F HCN-pic

Italy, Sannwald/5/

F AEG(S) F EPD-say, A SMY-ack, A VEN H, F ADR H

Russia, Syphax/2/

F ser + a ser /SIA/

Turkey, Anderson/3/

F HLA(S) a ser-SKY, A CON-ant

the DEADLINE for the Fall of 1904 is by 4PM on Tuesday September 7, 1976

1976 HS the Spring of 1902

Austria, Karsa/5/

a tri-TYO, A VII-boh, A BUD-gal, a ser-bul/d+a/, F GRE(S) a ser-bul

England, Dorchack/5/

F Juy-IRI, a lon-WAL, a bre-GAS, f ser-MAO, F NYH H

France, Ditter/4/

a burg/D+A/, A PAR, F PORT, A SPA

Germany, Aneling/6/

A BER(S) a ser-BURG, a keil-RUHR, a BER H, A DEN H, f hol-HELGO

Italy, Sannwald/4/

F ION(C) a tun-ALBI, a ven-TRI, f ser-ATU

Russia, Syphax/6/

A MAG-gal, a ser-GER, F SWER, f ser-RUN, A GAL-boh, a rum-SER

Turkey, Aneling/4/

f say-EMD, A HUL(S) RUS a rum-SER, F AEG(S) f smy-EMD, A COWS(A)

the DEADLINE FOR THE FALL OF 1902 is by 4PM on Tuesday September 7, 1976

NEW GAME

1976 D.H. ...

Austria, Harry Karsa, 6396 Sunset Ln, Indianapolis, Ind. 46260

England, Garrett Smith, 620 Park St., Charlottesville, Va. 22901

France, Cindy Wyderer, Rm 422, Neptune Hall East, Northern Ill. Univ., DeKalb Ill. 60113

Germany, R. Trevor Baillie, 3622 Emerald Ave., Apt. 37, Cole St. Jax, Quebec, H1M 2S8

Italy, Mark Brockman, 1835 N. Sarnandes Ave., Arlington Heights, Ill. 60004

Russia, Bob Faby, 602 N. Oak, Niles, Ill. 60648

Turkey, Elmer Hinton, 20 Albion St., Neapua, N. H. 03060

The Deadline for the Spring of 1901 is by 4PM on Tuesday September 14, 1976

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Morale, continued from page 6

Sum Prime Morale and any changes due to circumstances.

Morale is checked at these times;

1. Any time there is a subtraction of 3 or more points (at any time)
2. Any time the PARTY is being attacked/attacking a equal or stronger
3. Whenever the Rules call for a morale check

Cast two 6 sided dice and add to the Prime morale plus Circumstances changes
 Always check the leader first, then the stronger (higher level) figures in the party.
 If the leader fails his bonus for being with lower level figures is lost.

Result	Retreat	Drop excess Encumbrance**	Offer if no retreat***	Turns that pass before rally (nolec turns)
7 or higher	none	no	none	none
6	50 feet*	no	25% Treasure	none
5	50 feet	50%	25% Treasure	out 1 full melec round
4	100 feet	100%	50% Treasure	1+(1-4)melec rounds
3	100 feet	100%	50% Treasure	2+(1-6)melec rounds check morale again @ -1
2	Flee	100%	50%--50% 75%--25% 100%--20% surrender--5%	4+(1-5)melec rounds check morale again @ -2
1	Flee	100%	50%--40% 75%--30% 100%--20% surrender--10%	6+(1-6)melec rounds check morale again @ -3
0	Rout	100%	100%--80% surrender--20%	12+(1-12)melec rounds check morale again @ -4

-1 Surrender

Any time a rally fails consider and apply the more severe of the two morale checks.

* Feet--these are scale feet in whatever scale your dungeon/wilderness uses.

If a figure can complete 60% or more of the retreat without running into a stone wall (etc.) consider the retreat valid.

** Excess encumbrance is all excess--may keep back pack and weapons of course.

*** Offer is the amount of treasure the figure will give up to escape. Note that weapons and magic items are not treasure unless the figure attacking can wield that item. If the figure does not accept the offer (cast dice) the battle continues but the figure loses 2 more on his morale and must check every melec round.

Surrendered figures, if neutral can not be executed. Chaotic figures may execute Lawful AND vice versa.

That meeting in Baltimore--more.

I have just received a copy of a questionnaire being circulated by Robert Carroll concerning the continued union of the Canadian and US postal Diplomacy players under one banner. Let me say that it might well be pointless for the Canadians to form their own organization since IDA-NA, if it is ratified, will still be open to them. Thus persons can belong to both and even hold office in both and that seems like a waste. Next we'll have IDA New York City, then IDA Kansas, then IDA Louisville, where will it stop? IDA Robert Sacks?? WE HAVE BEEN HASTY WITH THE CONSTITUTION! LET'S NOT SO FAST TO FORM TO DUPLICATE GROUPS WHEN THAT IS NOT NECESSARY!

Now we can haggle over this document for weeks to come. We can have a trial in the JudCon to remove me from office for Malfeasance but will it accomplish anything? It will not! It might cause the hobby to break apart. What the objectors fail to note is the group who did agree on the document! Can you believe that Fulsipher, Lipton, Buchanan, Boyer, Kovalcik, Birsan and I, plus the other signatories, could agree on a course of actions!!!!??? What is happening now is the objections of persons who were not at Baltimore. Were they there they would likely have signed the letter also! Leader and Correll may argue that they would not vote for anything not giving Canada one guaranteed vote but I even doubt that. After all it was no secret that the constitution would be on the agenda, I published a prior proposal in the preceding Council Courier I can't believe that Correll/Leader did not think that we would talk about it.

In conclusion let me say that some have said I have done this to steal the treasury! Anyone who wants to see the books is welcome to look them over! In the last analysis it is all academic as the constitution, when I last spoke to Boyer/Birn, was passing by a wide margin. Therefore by September we will have a new constitution, for better or for worse. I suggest WE ALL WORK TO IMPLEMENT IT OR THE HOBBY WILL SUFFER-- REMEMBER THE HOBBY?

Next issue: CAPTURE AND BONDAGE in DED
a report on GenCon IX



NOTE NEW DEADLINE: 8:00PM

FROM:
Leonard Lakoffka
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Chicago, Ill. 60657

Rod Walker, T
1273 Crest Dr.,
ENCINITAS CALIF 92024

PLAYERS--see page 11
now game page 9

FIRST CLASS MAIL