

LIAISONS DANGEREUSES

76

HAPPY HOLIDAYS!

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LIAISONS DANGEREUSES #76

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25 games have been played to completion herein, 21 GMed from start to finish by your trusty GamesMaster (making us number 4 in both of these categories).

We HAVE game openings for novice players (i.e. players who have played less than one full game to completion by MAIL--Face to Face play does NOT effect novice postal status. Game fee is \$7 (which INCLUDES a subscription until you are eliminated or dropped) with rebates for early elimination. Subscriptions are 9 for \$2. Foreign games fees & subs upon request.

WE HAVE NEW CONSTITUTION, AT LAST!

Doug Beyerlein has just totaled the results on the IDA NA Constitution and amendments and I am pleased to say that they all passed! In the last DR the constitution was referred to as the 'Lakofka Constitution'. That is incorrect. The Constitution was drafted by Lew Pulsipher with major editing and contribution by myself. Walt Buchanan, Bob Lipton, Roger Oliver and Doug Beyerlein aided in proofreading and editing the copy produced by Lew and myself. The major sections of the document were all brought up at the open meeting in Baltimore and were agreed upon by the majority of the membership.

Tallies;

Should the IDA NA Constitution be passed?

55 (73.3%) yes, 20 (26.7%) no, 2 abstain

Should the Council have 7 members adding a Canadian and US representative responsible for regional projects?

25 (80.6%) yes, 6 (19.4%) no

Should ambiguous wording in the document be cleared up (specific items were mentioned)?

25 (86.2%) yes, 4 (13.8%) no, 2 abstain

Should IDA seek to federate?

24 (80%) yes, 6 (20%) no, 1 abstain

From a conversation with Greg Costikyan I understand that we may expect DIPLOMACY REVIEW Vol 5 #6 to be forthcoming (before Christmas) with a call to accept nominations and make nominations for the two new Council seats. I have, as of two days ago, mailed Greg a check for \$60 (payment for V, 5 and partial prepayment for V, 6). Shortly thereafter Greg and Ben Grossman will produce V, 7 with the campaign statements and a ballot. Thus a new Council should be seated about March 1-15 1977. This is about 4 months later than the original plan but we have now cleared the air and had our debate and should be healthier for it.

The Nominees as printed by Doug are;

PRESIDENT: Beyerlein D., Paulson, Cornell, Boyer, Buchanan, Schlickhernd, Lakofka, Oliver, Horton, Baker, Heuer, Leeder, Rosenberg, Ronson, Pike & Gemignani

OMBUDSMAN: Bixson, Pulsipher, Costikyan, Lakofka, Oliver, Beyerlein D, Rocazora, Leeder, Pitsch, Kadlecek, Boyer, Galbanox, Baker, Fox, Brooks S, Kelley, Wahler, Doehrer, Ulanov, Walker, Gemignani, Buchanan C., & McIlvaine

TREASURER: Lakofka, Paulson, Bixson, Pitsch, Buchanan, Demanelis, Hessel, Sacks, Davis,

Boyer, Roczora, Pulsipher, Beyerlein DM, Brooks S, Drews, Walker, Kelly and Paulak.
 PERIODICALS EDITOR: Heuer, Grossman, Beyerlein, Rosenberg, Buchanan, Correll, White, Baker, Lipton, Mahler, Kadlecok, Leader, Boyer and Hiron
 SPECIAL PROJECTS EDITOR: Heuer, Grossman, Sachs, Boyer, Elyton, Birman, Buchanan, Boyer, Lakofka, White, Beyerlein, Kueth, Tihor, Correll, Conignant, Kadlecok, Ronson, Neiger, Pulsipher, Rosenberg, Beyerlein H, & Gostikyan

Also, in recent days, you may be interested to know that Ben Grossman (at request of "several members of the Council") has produced a copy of the GO UNCIL COURSER. Before I got into that let's go over some history. (briefly) In Baltimore the general meeting approved the basic concepts that should go into a new constitution. The Baltimore meeting then elected a Constitutional Drafting Committee. The Committee produced the document calling for the creation of IDA MA. The committee agreed to mail a ballot directly to the membership. (That was our only error as I see it) Some members, mainly from Council, objected to this last move. Scott Rosenberg produced DIPLOMACY REVIEW V,4 condemning our actions. (This was Scott's first error) We then agreed upon compromises with Scott et. al. ('we' - Beyerlein, Buchanan and myself) I chose to give the Presidency to Correll while returning to the VP/T job. Correll did not accept the Presidency (his first error). Leader tried to convene the Council. This effort failed and Leader and Correll resigned from Council. Rosenberg resigned and appointed Grossman and Gostikyan to produce V,5 breaking his verbal agreements to Buchanan, Beyerlein and myself. The Constitution passed.

Now back at the CC. Baker asked me to produce a CG and to convene the Council. I told him that I saw no point in doing so since useful business would not be achieved. Note that Leader had already failed to gain a quorum in Council. Thus we would have had no more than 3 1/2 to 4 months left before a new Council would be seated. I believe it has also been shown that the 76 Council did not yield material that pleased the general membership. In earlier copies of the CG a bill passed allowing me to return to the VP/T job upon election of a new president. Thus my resignation was based upon the spirit of this already passed bill when I resigned the presidency in favor of Correll. We now have 8 elected members of Council left; Tihor (who voted only twice on Council in 1976), Diller (who voted three times on Council in 1976), Klein (who missed one vote on Council), Neiger (who missed two votes on Council), Baker (perfect voting record), Kadlecok (perfect voting record), Walkoffine (missed two votes), & Moran (missed one vote), according to this latest CG. They contend that I may be on Council or not---they are unsure. A group of bills has been proposed. I will comment on them. REMEMBER THAT WE WILL HAVE A NEW COUNCIL IN MARCH OF 1977!

1. That Stephen Tihor be made acting president, 2. Grossman Editor, Kelly Ombudsman, 7. Gillespie Canadian RR, Baker Treasurer. Now I ask at once what is the point?

This lame duck group will do nothing meaningful in 1 month of service. More could be accomplished by a constructive use of DR V,6 & 7. I have sent an open letter to Gostikyan suggesting just that. What he call for material for the 77 Handbooks, ask for volunteers etc. A Council based upon an outgoing Constitution may well be overridden by the 77 Council anyway.

4. That Len Lakofka do his VP/T job or resign. I contend that I have done so. I challenge anyone to demonstrate otherwise! I have kept the account up to date, and mailed updates of the record to Rosenberg and Tihor periodically. They claim that they have not gotten them. Since I can prove that Scott Rosenberg lied about advertising Vol V #4 (Boyer and Buchanan will attest that they have no letter(s) in their possession authored by Rosenberg asking for advertisement of the compromise) I contend that Scott is worthless in keeping his records up to date. Anyone who wishes a copy of the monthly statements or bank record may have one for a \$5.00 and 10¢ to cover Xerox!

DWARVES & HOBBITS & MAGIC

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Men and Elves are highly flexible, being allowed to advance in all (or almost all) classes. Dwarves & Hobbits are allowed only Fighter and Thief Classes--they can never be clerics or Magic Users (illusionists, Pyrologists or Alchemists). However, Dwarves have knowledge of stone & water and are clever in the use of metals. They could make use of these abilities. Hobbits, being hole dwellers and gardeners, would possess some Druid-like abilities. Both Dwarves & Hobbits should have some powers to aid their own races when wounded or hurt in some way.

Any Dwarf or Hobbit of WISDOM 13 or higher may learn limited Cleric Spells applicable mainly to his own race.

Any Dwarf of intelligence 13 or higher may learn limited and special abilities as a craftsman.

Any Hobbit of Wisdom 12 and Charisma 14 or higher may learn limited Druid Spells & Abilities.

HOBBIT DRUIDS advance as Druids. They use 6 sided dice for hits. A hobbit may advance separately as a Druid and a Thief (He must be Neutral therefore). He may be allowed only leather armor, daggers, spears, slings, oil, crescent shaped swords & staves. In all cases he fights as a Thief but has saving throws of a Cleric. He may advance only to Initiate of the 3rd Circle and may only use these spells:

1st	2nd	3rd
Predict Weather	Locate Plants	Hold Animal
Locate Animals	Speak with Animals	Plant Growth
Detect Snares & Pits	Cure light wounds (%)	

Inate powers; Identify pure H₂O, identify plants & Pass through overgrowth

HOBBIT & DWARF CLERICS-FIGHTERS

Either may advance simultaneously as fighters. As such they use 6 sided dice +1 at every other level.

Title	Exp. points	Hit Dice	Spells					
			1	2	3	4	5	
Veteran-Acolyte	0	1+1	0					
Warrior-Adept	3500	2	1					
Swordswarrior(hobbit)-priest	7000	3+2	2					
Hero-Vicar	14000	4	2	1				
Swashbuckler-Curate	28000	5+3	2	2				
Myrmidon-Bishop	57000	6	2	2	1	1		
Champion-Lama	114000	7+4	2	2	2	1	1	

Spells	2nd	3rd	4th	5th
	1st	Find Traps	Cure Disease %	Cure Serious Wounds %
Cure Light Wounds %	Wills *	Speak with Dead *	Neutralize Poison %	
Purify food & H ₂ O				
Protection Evil*				

* Use on their own race ONLY

% Use on their own race with full results but may try on other races with these results; For each point of Wisdom over 13 add 5% to a base of 50% for success of spell. If the spell fails 33 1/3% of the time it will prevent further deterioration. 66 2/3% of the time an additional 2-5 points of damage will be done to BOTH figures.

As Cleric-Fighters they may only use Maces & Muzzlers but may use up to Chain & Shield. Missiles, Swords, Daggers, Spears etc. may not be used if they act as Clerics

DWARF CRAFTSMEN

Title	Experience pts.	Hit Dice (6 sided)	Abilities					
			1	2	3	4	5	
Apprentice	0	1	1					
Journeyman	2250	2	2					
Tinker	4500	3	3	1				
Wright	9000	4	4	2				
Craftsman	18000	5	4	2	1			
Forger	33000	6	4	2	2			
Smith	57000	7	4	3	2	1		
Blacksmith	80000	7+1	4	3	3	2		
Mason	105000	7+2	4	3	3	2	1	
Master Mason	160000	7+3	4	4	3	3	2	

Level 1	Level 2	Level 3
Wedge Door	Make Ax (Hammer)	Make Chainmail
Make Shield	Build Wall	Dig Through Walls
Throw Hammer (Ax)	Strength	Detect Gold
Dig Trench	Break Portal	Withstand Cold
Heat Rock	Detect Wall Thickness	

Level 4	Level 5
Know depth below surface	Summon Earth Elemental
Wall of Stone	Transmute Rock/Mud
Enchant Ax (Hammer)	Enchant Armor
Detect Jewels	Make Magical Coat

DWARF CRAFTSMEN may wear leather armor, may carry a shield and may use an Ax or a Hammer. Use 6 sided dice for hits. They fight as FIGHTERS but use Magic User saving throws (they still gain $\frac{1}{2}$ on saving throws against magic).

Abilities

1st level

Wedge Door This ability adds to the strength of a closed door. If 'Dungeons & Doors' is used (see LD #73) 2-7 points of strength are added to the door. If normal hashing techniques are used (per Greyhawk) subtract 1 from the die roll of the figure hitting the door. This ability requires 2-7 maces turns and can be repeated by any dwarf under 50% damaged.

Make Shield This ability requires the basic raw materials either wooden or metal shields can be made. Wooden shields act as normal shields vs arrows & quarrels at long & medium ranges or vs daggers and hand axes. Other weapons (or arrows & quarrels at close range) will not be stopped and count as unshielded. A wooden shield takes 1 hour (6 movement turns) a metal shield takes 2 hours. Two can be made per day.

Throw Hammer/Ax This ability adds 1" to the range of the weapon and 1 to the hit probability. This ability applies only to Dwarves less than 50% damaged. May repeat over and over.

Dig Trench A Dwarf with a shovel can dig a trench 3 feet deep and 6 feet long in 20 minutes. He may dig 3 searches (or equivalent) (i.e. 3 times $\frac{1}{4}$ cubic feet). Only Dwarves under 50% damage may dig at this rate. (A normal Dwarf, human etc. would take around 90 mins minus twice his strength to dig the same trench.)

Heat Rock This is an ability that causes 4 square feet of rock to heat to 200 degrees during 1 movement turn. The rock is hot enough to start wood burning if the wood is held there 1 full movement turn. Figures with shoes can cross unharmed. Those figures that move barefoot take 2-5 points of damage. The rock can also be used a heat search. Duration 6 movement turns. Repeat but once per day.

Level 2

Make hand ax(hammer) A Dwarf can make an Ax from raw material in 30 minutes (hammer 60 minutes). Repeat 3 times per day.

Build wall A Dwarf can erect a fairly solid wall without the use of mortar from loose rocks that is 3 feet high and 5 feet long in 1 hour. The wall's strength is equal to that of a wooden door minus one on a die roll to break down a door. Maximum height is 12 feet. May hit up 60 Square feet of wall per day. Applies to Dwarves under 50% damaged. Normal Dwarves take twice as long and the subtraction is 2 from the die roll to break it down.

Strength This ability is the same as the Magic User spell but confined to himself or another Dwarf. Duration 30 minutes only. Repeat once per day.

Break Portal Can gain a -1 on ability to break down a door (per Grayhawk). Applies to those under 50% damaged only.

Detect wall thickness By tapping the wall he can determine a wall thickness to within 20% accuracy. He can also determine if earth is behind the wall. The wall can be of any material. Once learned can be repeated over and over.

level 3

Make Chainmail Given the raw material a dwarf can make a dwarf or hobbit sized coat in 3 hours. Man sized in five hours. 1 Coat per day.

Dig Through Walls A Dwarf can dig into/through 1 foot of stonewall in 30 minutes making a hole 3 feet square. For every 3 feet of hole there is a 10% chance of collapse per 30 minutes. Normal dwarf takes 3 times as long with 33 1/3% chance of collapse.

Detect Gold This ability will detect gold within 100 feet when given to a hammer or a sword as an enchantment. It takes one turn to enchant the weapon and then lasts from 2-7 movement turns. Repeatable only once per day. SWORDS already having any enchantment have a 25% of gaining detect gold permanently but there is also a 10% chance of erasing any prior enchantment(s).

Withstand cold This ability adds 3 to saving throw vs cold, ice storm, wall of ice, ward of cold etc for a single figure. Or it can protect a single figure from sub-zero cold for 12 hours. Usable one per day.

4th level

Know depth below surface This ability will give (within 10% accuracy) the depth below ground. The Dwarf must step two full movement turns and tap the roof of the cavern.

Wall of stone Same as MU spell but requires 1 movement turn to conjure. Repeat only once a week.

Enchant/Ax/Hammer With this ability a hand ax/battle ax/hammer will become +1, +2 or +3 to hit and damage. Usable only once per week.

Cast 6 sided die. 1-3 +1, 4-5 +2, 6 +3. Duration; Cast 10 sided die. 1-9 equals 1 to 9 hours. 10 equals permanent.

Detect Jewels Enchant Hammer or Sword as in detect gold.

Level 5

Summon an earth elemental Same as MU spell but requires 2-7 turns to summon the elemental. Will remain only 60 minutes.

Transmute rock to mud (but not vice versa) Same as MU spell. Requires 4-14 turns!

Enchant armor Armor will be +1 to +4 if so blessed. Once per week. Physical contact.

10 sided die. 1-4 +1, 5-7 +2, 8-9 +3, 10 +4. Duration 20 sided die. 1-18 equals 1- 18 hours, 19 equals 48 hours, 20 equals permanent. (A Shield may also be so enchanted but it must be metal, not wooden.)

Make Mithril coat Given the raw material and 10 hours a -10 coat of armor for a dwarf/hobbit is produced. A man sized coat takes two 10 hour periods on two different days

Dwarf Craftsmen may not use magic from scrolls or any other magic item unless it is usable by fighter or by all.

1974 HW the Fall of 1909 (Winter of 1909)

England Vagts/13/owns; bal, may, odd, lyp, lon, bol, ave, atp, nos, Don, Karl, war, ber, BHS 14-13+1
A WAR(S) A MOS, A FEN(S) A MAR, A BEE(S) GER A SIL, A FOS(S) AVAR, A SEP(S) AMOS, F WES+
F MAO C FHE a gas-TUS, A KIEL(S) FHE A MUN, F MSP-BUN, a bol-MUNI, F sch-BRE, f den-
BAL, A RUH (S) FHE A MUN (2824 Venano Pl, Irvine Calif. 92664)

France, Horton, Don, 16 Jordan, Sacramento Calif. 95826 owns; mar, ~~1/2/2~~ port, spa, tun,
par, MUN 6-6 owns F TYRR C & F LYON (S) a gas-TUS, A HAR-pied, F TURS() F TYRR, AMIN H
Germany, CD/1/owns; ~~1/2/2~~ A SIL H 0-1-1

Italy ~~1/2/2~~, NHR, WNO, dropped Alan Rowland, Lafayette, Col., P.O. Box 2173, Raston PA 18042
owns; veg, rom 2-2 owns A FIED, A BOM

Turkey, Pitack, Don, 988 Wheeling, Ill., Mt. Prospect, Ill. 60056 owns; ser, geo, tun, con,
bal, ank, sny, tri, sev, map, vie, bal 12-12 owns

F NAP(S) F ION-tyrr, A BOM (S) FHE A MUN, A VIE(S) A TYO, A TYO(S) FHE A MUN, A SEV
(S) A UKK-ows, F ARG-lon, a alb-TRI, A GAL-mar, a bal-MUN, a con-BUL

The DEADLINE for the SPRING OF 1910, dependent upon the English build, is by 4pm on
Tuesday January 11, 1977. Also I have a call for a concession to England. The vote
must be at least 30 supply center votes yes to pass. Failures to vote is a no.

1975 S the Winter of 1908

Austria, Allan
A TRI, A BUD/13, 1 short/A BUN, A SEV, A GER, A YIRL, A BER, A SEL, A ANN, A MUN,
A VIE, A RUL, F ANK

England, Treco
-1/2/F LOW, F NTH, ~~1/2/2~~ NHR, GER

France, Mathias
EVER/1/A HCL

Italy, Foster
A NAP/11/A BEL, A BRE, A PIC, F IRL, F MAO, F LYP, F ROM, F TYRR, F WES, F SPANC

Russia, Weeks
EVER/6/A MOS, A MAR, F EDIN, A STP, A LYN, A BOM

THE DEADLINE for the Spring of 1909 is by 4pm on Tuesday January 11, 1977

1975 W, the Winter of 1904

Austria, Kazan, NHR, GER
-1/4/A TYO, A BOM, A GAL, A BER, ~~1/2/2~~

England, Sypher DEB 22 through Holidays 115 Mollard Ave., Floral Pt, N.Y. 11001
A LOW/6/F HCH, A BUN, F MAO, A BER, F NTH

France, Gene NHR, GER
-1/3/A GAS, A BUN, A BEL, ~~1/2/2~~

Germany, Gouper
EVER/2/A LIEL, A HCL

Italy, Silio
A BOM/6/A HAR, F SPANC, F WES, A FIED, A VEH

Russia, Foster
A WAR/3/A SEV, F ROM, A BER, A MUN, F BAL, A BUD, A UKR

Turkey, Michal
A CON/5/ F BIL, F BUL SC, A ANK, A ANN

the DEADLINE for the spring of 1905 is by 4PM on Tuesday January 11, 1977

1975 CP the Spring of 1903

Austria, Kados/5/A BUD(S) A MUN, A MUN(S) NUS a nos-SIV, A TRI-alb, a vie-TRI, A SER-bal

England, Kohn/2/ F NTH (S) F SHG-ank
France, Rowland (see 1974 HW above--Italy) F NTH(C) F WAG-WHY, F SHAG(S) A KIEL-den,
F TUN(S)+ F NAP(S) F was-TYRR, F BOD-egg, a mar-BUN, a par-PIC, F bos-KCH, a tus-VEH,
a ven-ANU, a mun-SIL, a bor-TSU, A HCL-Kiel, 16-1 short

1976 IN the Winter of 1901 Spring 1902 due by 4PM Tue January 11, 1977

- Austria, Kohn P TRI, A EUR/5/A DEN, F GNY, A VIB
- England, Smith P LON/4/P WTH, A WTH, F WTH
- France, Ayderok KHAS 5047 St. Yvonne, Chicago, then 1839 A. Grand S. De Harb. IL. 60015
A PAR, F EUR/5/A DEN, A PORT, F MAG
- Germany, Baillie P KIRL, A BER/5/A MUN, A HOL, F DEN
- Italy Brockman P NAP/4/ A YTO, A YTO, FTUN
- Russia, Fabry P STPH, A SEK/6/ F BLA, A UKR, A MUN, F SWE
- Turkey, Hinton P SHY/4/ F DEN, A DEN, A AME

1976 BY the Winter of 1901 Spring 1902 due by 4PM Tue January 11, 1977

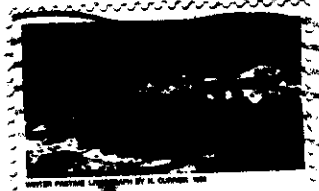
- Austria, Holt P TYR, A EUR/5/ A DEN, A DEN, F ALB
- England, Shaler P LON, F DEN/5/ F WNY, F WTH, A DEN
- France, Crockett A PAR, F MAR, F DEN/6/A SPA, A DEN, F PORT
- Germany, Dornbeck A KIRL/4/ A HOL, A WTH, F SWE
- Italy, Sypher X apt 115 Holland Ave., Floral Pl. N.Y. 11001 F NAP/4/STPH, NYUN, A VEN
- Russia, Blazo P STPH, F SEK/6/P BAL, A FLE, F MUN, A DEN
- Turkey, Sanyo P ANI/3/A CON, F AME

1976 BY the Fall of 1901 Winter 1901 due by 4PM on Tue January 11, 1977

- Austria, Coon KHAS 812 S. 2nd St., De Harb IL 60015 then 286 Carver Champaign IL, Jan. 13
A TRI-don, A DEN-run, F alb-GNY comp,or, 4, gro, vio, bud 4-3-1
- England Blazo owns; home NY 4-3-1 F WTH(G)A DEN-don, F WNY-WNY
- France Decker owns; home, BEL, FOR 5-3-2 A WINE (S) a pic-WTH, F mac-PORT
- Germany, Hecks owns; home, DEN, HOL 5-3-2 F DEN-ave, a mini-HOL, A WTH-don
- Italy, Tallow owns; home, THA, DEN 5-3-2 a pic-YTO, a von-TRI, F den-WTH
- Russia, Thompson owns; home, DEN 5-4-1 F DEN-ave, A SIL-don, a ukr-GAL, F MUN R
- Turkey, Karaman owns; home, DEN 4-3-1 F con-BLA, a wny-ARD, A DEN/3/AUS A DEN ordered to move

1976 BY the Fall of 1903 and Winter of 1903 Spring 1904 due by 4PM on Tue Jan. 11, 1977

- Austria, Tilton/5/owns; home, DEN, ONE 5-5 A DEN(S)DEN A DEN, A DEN(S) a gal-sil/no such unit
A YTO-don, A DEN U, F GND-coy
- England, Blazo/4/owns; home, NY 3-3 even LATE F DEN, F WNY, F MAG, a hol/D+A/
- France, Hallow/6/owns; home, PORT, SPA 5-5 even A BRIG(S) DEN a sil-WTH, A TIC-bro, F space-
MAG, F mac-TRI, A GAS-bro
- Germany, Pitsch/7/owns; home, sue, hol, bel, don, NY 6-7-1 builds A Berlin
F DEN(G) a bel-HOL, ams-KIRL, WTH-ath, F sue-WNY, a wny-LVN, a sil-WTH
- Italy, Boyer/4/owns; home, DEN 4-4 even F DEN/5/DEN(G) a apo-SYR, A VEN(S)ADS a YTO/cta
- Russia, Bepardain/6/owns; home, bel, run 6-6 even A KOS(S) a ukr-WAR, F stepc-BOTH, F sec-
MA, a wny-SIL, A BOL R
- Turkey, Yagis/3/ home 5-3 even F DEN(S) ams F GND-rob/usc/ a con-SNY, F amc-CON



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