

The Master Machiavellian

ISSUE #25

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Dispatchio di Machiavelli

Greetings, to all who read these words, whether you be of high station or low, a prince of new dominions, a king of ancient family, or but an ambitious man, may you receive benefit from prescribing your ways by these words, and pleasure from the accomplishments thereof:

The kingdoms known to history have been governed in two ways: either by a prince and his servants, who, as ministers by his grace and permission, assist in governing the realm; or by a prince and by barons, who hold their positions not by favour of the ruler but by antiquity of blood. Such barons have states and subjects of their own, who recognize them as their lords, and are naturally attached to them. In those states which are governed by a prince and his servants, the prince possesses more authority, because there is no one in the state regarded as a superior other than himself, and if others are obeyed it is merely as ministers and officials of the prince, and no one regards them with any special affection.

Examples of the two kinds of government are those of the Turk and the King of France. All the Turkish monarchy is governed by one ruler, the others are his servants, and dividing his kingdom into "sangiacates", he sends to them various administrators, and changes them or recalls them at his pleasure. But the King of France is surrounded by a large number of ancient nobles, recognized as such by their subjects, and loved by them; they have their prerogatives, of which the king cannot deprive them without danger to himself. Whoever now considers these two states will see that it would be difficult to acquire the state of the Turk; but once having conquered it, it would be very easy to hold. In many respects, on the other hand, it would be easier to conquer the kingdom of France, but there would be great difficulty in holding it.

The causes of the difficulty of occupying the Turkish kingdom are, that the invader could not be invited by princes of that kingdom, nor hope to facilitate his enterprise by the rebellion of those near the ruler's person. Being all slaves and dependent, it will be more difficult to corrupt them, and even if they were corrupted, little effect could be hoped for, as they would not be able to carry the people with them. If all opposition be extinguished, there is no longer any one to be feared, others having no credit with the people; and as the victor before the victory could place no hope in them, so he need not fear them after.

The contrary is the case in kingdoms governed like that of France, because it is easy to enter them by winning over some baron of the kingdom, there being always malcontents, and those desiring innovations. These can, for the reasons stated, open the way to you and facilitate victory; but afterwards, if you wish to keep possession, infinite difficulties arise. It is not sufficient to suppress the family of the prince, for there remain those nobles who will take the lead in new revolutions, and being neither able to content them nor exterminate them, you will lose the state whenever an occasion arises. Thus it is apparent that one change always leaves the way prepared for the introduction of another.

I hope you will be both stimulated and enriched by this publication, and that you gain greater command over the lion and fox, over force and fraud.

Niccolò Machiavelli

COLOPHON

The Master Machiavellian is a gamezine of postal Diplomacy, its variants, and other wargames inspired by the works and spirit of Niccolo Machiavelli, famous Italian statesman. Subs are 10/\$2.50. Openings in reg Dip (1 left) for \$1.50, in Kingmaker (Ariel) (4 remain) for 75¢, and in Russian Civil War (5) for \$1.50. Standbys for Diplomacy and both Colonias are earnestly solicited. Diplomacy, (c) Avalon Hill Co., 4517 Harford Rd., Baltimore MD 21214, was invented by Allan B. Calhamer. Please make all checks, money orders, etc. payable to "Michael Homeier". Publishing frequency: every four weeks as possible.

Editor-Publisher: Michael G. Homeier; Game Adjudications: Jonathan I. Reich (1975AV, 1975GG, 1976M), Michael G. Homeier (1975Ufh, 1975BKfh); Contributors: Michael Homeier, Timothy Lee.

Subscribing circulation: thirty-seven.

Print run: Fifty-five copies.

**New format:

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ALL PLAYERS NOTE!

GAMES SECTION

Deadline all games: 18 November 1976.

1975Ufh, 1975BKfh orders due to: Michael Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049 U.S.A.

1975AV, 1975GG, 1976M orders to: Jonathan Reich, 1443 Jonesboro Dr., Los Angeles, CA 90049 U.S.A.

1974HO

LAST WORDS ON FIRST TMM GAME COMPLETED

Summer 1908

AUSTRIA - closing statement: "1974HO was one of the better games I've played in. It was characterized by very few dropouts and a minimum of NMRs. There wasn't, from my point of view anyway, as much negotiation as in most games but perhaps that was because of the great distance between players. Nonetheless the game was always full of action and it wasn't until the last game year that things began to drag out.

"Up to a reasonable point the players in this game were quite trustable. The opening alliances stayed intact until Fall 1905 when the headline read: 'England Hits Germany; Germany Hits Austria; Austria Hits Italy; Italy Hits ...' As England was reluctant to finish Germany off in the face of an Austro-Turkish alliance the game really finished in 1906 with four countries of about equal strength. All that remained was to convince everyone of the inevitable result.

"In conclusion then, 1974HO was a very enjoyable game. I was extremely surprised by Terry's withdrawal at the very end but that's how it goes. To everyone concerned -- thanks for a very good game and perhaps we'll meet again some time.

Thank you, Tom Kissner! For a first game, it did go pretty well! Now, about Game 1975AV . . . !

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1975Ufh

IBERIA IN ECLIPSE?

Winter 1753

AUSTRIA(CD): GM removes F Ion, F Run. ENGLAND(Scheutz): Builds F Aus, A Vir.
FRANCE(CD): No change/As Dam, Izm, Cnp/ NETHERLANDS(Hyatt): B F Cpc, A Jav, A Ant
BYZANTIUM(Greenwell): B F Jer(Se); PORTUGAL(Stimmel): * See below. // A Utr
RUSSIA(Schnaath): NBR. 4 short. SPAIN(Gemignani): ** See below.

* = I forgot to "/" Gab, so, as Bob points out, PO loses 3: A Cir, A Nig, A Ngo.
** = I erroneously listed Tun twice, so SP builds Ø; A Gas-Arg omitted lastish.
Also, F Tar /r/ Gil.

1975Ufh Press:

LISBONA: "An auxiliary branch of League of Little Nations is open to all Great Nations who want to work for world peace. We dare England, Holland to show up.

(CONTINUED)

(1975Ufh Press cont.)

"And work for peace."

THE HAGUE: "Stadtholder Frederick today proclaimed a general ceasefire in all combat zones involving Dutch and Portuguese forces. When asked if the armistice includes Spain, the Stadtholder shrugged his shoulders and replied that to his knowledge the Spanish Crown has not yet made its position known."

LISBOA: "Rembrandt Van Stroup, former ballet dancer, has been teaching Dutch troops to march to ballet steps. This could be how the goose-step was developed. Lola Montez has been teaching Flamenco dancing to Rembrandt Van Stroup in spite of living one century later than him ((a minor problem)). He may march his troops to flamenco rhythm."

FLORENCE: "I always thought 'goose-step' was a highly adjectival description."

AT SEA ABOARD THE FLAGSHIP Afrikaaner Keenige: "Feld-Marschall van Stroup reportedly has received orders to disengage the forces under his command from the Portuguese forces defending Argentina and Brazil. At present it is not known where the Fleet has been ordered, but speculation is rampant that van Stroup has been ordered to proceed to East Asian waters to block further Russian expansion in that area."

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1975BKfh

PEACE PROPOSALS REJECTED; WAR TO CONTINUE

Winter 1752

AUSTRIA(Hyatt): B F Nap, A Tri, A Som. ENGLAND(Scheutz): B F Vir, F Aus, A Nig. FRANCE(Stimmel): As FR also owns Niz, builds 4: F Que, F Pdy, F Tou, A Bor. NETHERLANDS(Fox): B F Cpc, F Jav, F Utr. PORTUGAL(Reich): B F Bra, F Mac. OTTOMANS(CD): No change. RUSSIA(CD): No change. SPAIN(CD): NB. 1 short. A second A/E/F/N/P tie has been proposed due to unequal CD center distribution. A/E/F/N/P tie proposal: 4 yes, 1 no (2 yes votes reluctant). PRESS:

PARIS: "With so many countries in civil disorder we are really playing Colonia. Nations are moving into backward areas without any organized governments. One good game is two-man Colonia. It's lots of work, but can show who are the game's best strategists. For information write: Fred Hyatt, 400 State St., Boerum Hill, Brooklyn, NY 11217. I (R.S.) lost my first two-man Colonia game: Huns 71 to Vikings 49."

FLORENCE: "I feel terrible. I've been bribed to keep this Colonia game going It's not the bribe that makes me upset -- it's the amount: 50¢! Sigh what are deceit, treachery, dirty tricks, and all the other good things in life coming to?"

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1975AV

ITALO-GERMAN HEGEMONY SPREADING!

Fall 1906

AUSTRIA(Verheiden): F Smy-Con; A Tri-Tyo; A Vie-Boh; A Gal-War; A Bud-Ser; A Rum-Sev. FRANCE(Kelly): F Naf-Tun; F Wid S A Spa; A Por S A Spa; A Spa S A Por. GERMANY(Swabeck): F Bot-StP(sc); F Nth-Lon; F Hel-Nth; A Par-Gas; A Bra S A Par-Gas; A Sil-Pru; A StP-Nwy; A Rum-Kie; A Pic-Bel. ITALY(Weswig): F Aog-Smy; F Tyr-Tun; F Ion S F Tyr-Tun; F Wes S F Tyr-Tun; F Lyo S F Wes; A Ser S AU A Bud-Rum/nso/; A War-Spa; A Ank-Arm; A Pic-Ven. RUSSIA(Fox): Summer '06 - F StP(nc) /r/ Bar. F Bar S A Mos-StP; A Mos-StP; A Lvn S A Mos-StP; A Sev-Arm; F Cly-Lvp.

1906 Supply Center Chart:

AUSTRIA: Home, Bul, Rum, Con, War, Smy (7). +1. FRANCE: Por, Spa, Par, Lon, Lvp (3). -1. RUSSIA: Mos, Sev, StP, Edi, Lvp. GERMANY: Home, Bra, Den, Str, Bel, Bra, Nwy, Lon(10)+1// War (5). No change. ITALY: Home, Mar, Tun, Ser, Gre, Ank, Smy, Spa, Con (9). No change.

No press for 1975AV was submitted.

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(GAMES CONTINUED)

1975GG NEWLY-SUMMONED ITALIAN GOVERNMENT DEPUTES POSTS Spring 1903

- AUSTRIA (Bourns): F Bla-Bul(ec); F Alb-Gre; F Tri-Adr; A Boh-Mun; A Vie-Tyo; A Ser S F Alb-Gre; A Ven-Tus; A Pie S A Ven-Tus/r Ven, OTB/.
- ENGLAND (Diehl): F Ska S GE A Den-Swe; F Hol-Den; F Nwy-StP(nc)/r Bar, OTB/; A Edi H.
- FRANCE (Verheiden): F Bra-Mid; F Bel-Nth; F Wes S F Lyo; F Lyo S A Mar-Pie; A Mar-Pie; A Bur S GE A Kie-Mun.
- GERMANY (Fox): F Den-Swe; F Bal S A Ber; A Hol-Ruh; A Kie-Mun; A Ber S A Kie-Mun.
- ITALY (Parker/Gemignani?): NMR. A Gre /h/a/; F Tyr, F Rom, F Ion, A Tun all /h/.
- RUSSIA (Dunn): F StP(nc)-Nwy; F Nrg; S F StP(nc)-Nwy; A Pru-Ber; A Sil S A Pru-Ber; A Ank-Con; A Swe S F StP(nc)-Nwy/r Fin, OTB/.

Don Parker didn't resubscribe, so he's obviously not interested in '75GG. Would Peggy Gemignani, 3200 NE 36th St., Ft. Lauderdale FL 33308 please take over Italy? And would Tom McNally, 2515 Hampton Rd., Rocky River, OH 44116 please submit standby orders for Italy? Thanks to you both! Press:

BERLIN: "The Duetsch Vundapost Service today declared that even though it costs 2/100 of a mark to mail a letter, it costs 5¢ in the USA. This is competition at its' best."
 OUR ITALIAN CORRESPONDENT: "The Correspondent reports that Italian troop movements in Udine, near the Austrian border, continue. Other troop movements in Cividale, Portogruaro, St. Vito, Gemona, and all along the Togliamento River."

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1976M MORE NMRs - THANKS A HELLUVA LOT, BILL! Fall 1903

- AUSTRIA (Kdgm Verheiden?): NMR. F Ang, A Tri, A Bud, A Vie all /h/.
- ENGLAND (Diehl): F Nth-Lon; F Hol-Kie; F Hol-Bel; A Wal-Lvp; A Edi S A Wal-Lvp.
- FRANCE (Fujihara): F Nrg-edi; F Eng-Nth; A Lvp S F Nrg-edi; A Bel-Hol; A Bur-Nrg; A Gas-Spa.
- GERMANY (Gobber CD): F Ber /h/a/; F Bal, A Ruh /h/.
- ITALY (Dittmar?): NMR. GM R A Tri. NMR. F Wes, F Tyr, A Pie, A Tyo all /h/.
- RUSSIA (van den Boogaard): F Swe-Bal; F Nwy H; F Sev-Arm; A Rum-Bul; A Pru-Ber; A Sil S A Pru-Ber.
- TURKEY (Kelly): F Bul(ec) S F Smy-Con; F Smy-Con; A Con-Ank; A Gre S RU A Rum-Ser/nso/.

Would Eric Verheiden, CalTech 1-86, Pasadena CA 91126 please take over AU? Tom McNally (2515 Hampton Rd., Rocky River, OH, 44116), wanna standby IT? Not such a bad deal to get into two games just on standbys. Doesn't say much about some player quality. 1903 Supply Center Chart:

- AU: Home, Ser, ~~Tri~~ (4). No change. EF: Lon, edi, Den, Hol, ~~Nth~~, Kie (5). NC.
- FR: Home, Bel, Por, Lvp, Spa (7). +1. GE: ~~Bel~~, ~~Kie~~, Mun (1). Removes 2.
- IT: Home, Tun, ~~Tri~~ (4). No change. YU: Home, Bul, Gre (5). Builds one.
- RU: Home, Rum, Swe, Nwy, Ber (8). Builds two.

((Mike here, just noted Jon forgot to list Tri under AU; thus (5), builds one.))

There was no press submitted. * * * * *

STANDBY POOL

1975GG - Peggy Gemignani, Tom McNally 1976M - Eric Verheiden, Tom McNally

Pool status - Peggy Gemignani, Tom McNally, Eric Verheiden, Ron Kelly. I take it Bert van den Boogaard is still in, but he hasn't resubscribed. Somebody inform him. Also, we need standbys for reg Dip now! And, ad nauseum, Colonia.

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HYMN TO THE WELFARE STATE
Anonymous
Cambridge University Medical Society
Lent, 1957

The Government is my shepherd,
Therefore I need not work.
It alloweth me to lie down on a good job.
It leadeth me beside still factories;
It destroyeth my initiative.
It leadeth me in the path of a parasite
for politic's sake.
Yea, though I walk through the valley of
laziness and deficit-spending,
I will fear no evil, for the Government is

with me.
It prepareth an economic Utopia for
me, by appropriating the earnings
of my own grandchildren.
It filleth my head with false security.
My inefficiency runneth over.
Surely the Government should care
for me for all the days of my
life!!
And I shall dwell in a fool's paradise
for ever.

((Any relationship to present day politics
is purely coincidental))

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GAME SIGNUPS

For TMM #7, regular Diplomacy: Tom McNally, David Hoffman, John Kador, David Meuth, Thomas Bray. Two positions remain.
For TMM #8, trial Kingmaker: Michael Chumler, Larry Trenam, Thomas Bray. Four positions remain.

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SUBSCRIPTION TERMINATIONS

Issue #25 (this issue!) - Jad Dittmar, David Calvert, Dr. Franklin Loehr, Tom Kissner, Tom Hubbard, Terry Lucero, David Fujihara.
Issue #26 (next issue) - Gus Ferguson, Chris Pike, Jon Pepper, Jon Reich.

Peggy Gemignani, Peter Shapley, Erich Swabeck, Mark Zimmermann, Ron Kelly, Fred Hyatt, Robert Stimmel, and Steve Norris resubscribed; Eric Spak, William Adam, Don Parker, Victor Ricci did not.
Bert van den Boogaard is now playing without a subscription.

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SPECIAL NOTE

Please excuse any typos; unfortunately this came out just when my midterms came up. From now on all of my personal and TMM correspondence will have to be restricted to weekends. If I'm a little slow in responding, please bear with me.

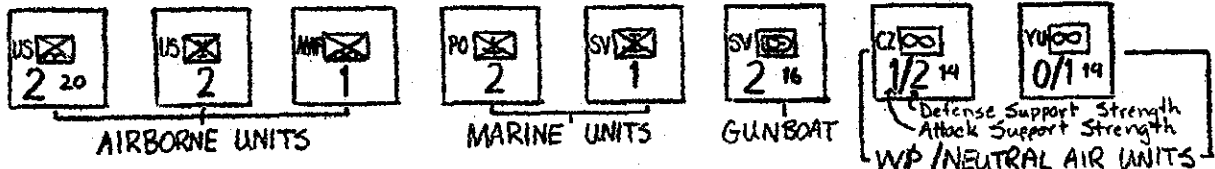
Mike Homeier

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REPORT FROM THE TRENCHES:
Game Profile of Revolt in the East (cont.)
by Timothy Lee

THE SCENARIOS
NATO OB AND REINFORCEMENT ADDITIONS (see next page)

NEW UNITS =



Unit Type	S&Y	C	H
IT 2	(1)	(1)	0
IT Ma 1 (Venice)	1	1	1
US Ab 2	(1)	(2)	(2)
US Am 2	(1)	0	0
NATO AMF 1	(1)	(1)	0

NEUTRAL COUNTRY OB ADDITIONS

Unit Type	S&Y	C	H
AU 1 (Salzburg)	1		
AU 1/1	1		
YU 1/1	1		

WP OB ADDITIONS

Unit Type	S&Y	C	H
PO Ma 2 (Gdynia)	1	1	
PO Ab 2 (Krakow)	1	1	
BU 1/1	1		
CZ 1/2	2		
EG 1/1	2		
PO 1/2	2		
PO 0/1	1		
RU 0/1	1		

SV OB AND REINFORCEMENT ADDITIONS

Unit Type	S&Y	C	H
SV Ab 2	(5)	(4)	(3)
SV Ma 1	2	2	0
SV AF	3(2)	2(2)	2(2)
SV 1/2	2	2	
SV 1/1	1	1	

(14.1) STANDARD SCENARIO

(14.11) BERLIN GARRISON SPECIAL RULE

Addition: The Berlin Division is always in Supply and is destroyed if forced to retreat.

(14.14) POLISH SPECIAL RULE

The Polish Ma 2 has no amphibious capability and the Polish Ab 2 has no air-borne movement ability unless Poland turns Pro-Soviet.

(14.15) RUMANIAN TRANSIT

Commentary: Rumania is considered to be one of the most Western-oriented WP nations ((remember, its a Latin, not a Slavic, country - Ed.)). It is also one of the few WP members that does not have Russian troops stationed within her borders. Rumania had adopted a policy of benign neutrality in East European affairs up to the Czech invasion of 1968, when she assured the Soviet Union that Rumania would fulfill all her obligations to the Warsaw Treaty (Rumania was sure that she would be invaded next by Russia after the suppression of Czechoslovakia in August 1968). However, it might be possible that Rumania would again lapse into her former neutrality if Soviet units were deployed in Rumania during a Revolt-in-the-East.

Russian units may not end the Movement Phase in Rumania, except on her border hexes (the 1st hexes inside her national borders). If SV units are found beyond Rumanian border hexes, Rumania automatically Rebels the following GT (Rumanian Rebellion occurs before the WP Rebellion Phase).

(14.16) Mechanics: If East Germany turns Pro-Soviet, EG air units in Berlin are displaced one hex east.

Special Rules (14.11), (14.14), and (14.15) are used in all Scenarios.

(14.2) YUGOSLAVIAN REVOLUTION SCENARIO

(14.21) Addition: The YU AF 0/1 is pro-NATO and is based in Zagreb; the YU AF 1/1 is pro-Soviet and is deployed 1 hex southwest of Belgrade.

(14.26) Modification: Additionally, the SV Player may move as many as 2 ground and 1 air units of each loyal (unrevolted) WP country. Between one-half to two-thirds of each loyal nation's total force may be transferred this way. (Even the WP nations are not so stupid as to have all their military forces transferred out of the country, leaving the homeland to the mercy of the Russians!).

((What mercy!?!))

(14.28) YUGOSLAV REPLACEMENTS

Commentary: It is very likely that destroyed pro-NATO Yugoslav units could be reformed and re-equipped from NATO stocks in Italy and the U.S. The Soviets would not be able to do the same to their Yugoslav allies because their spare

(RE Revisions cont.)

equipment is located hundreds of miles away in European Russia, while NATO Italy is just next door to Yugoslavia.

The 1st time a pro-NATO YU 2 or YU AF O/1 is destroyed, it returns in 4 GTs. These replacements are regular NATO units and if destroyed again, return in 2 GTs. - NOTE: The 1st YU replacement arrives 4 GTs after NATO intervenes.

Pro-NATO YU replacements appear on any Yugoslav City-in-Revolt or clear Italian terrain hex.

(14.3) CZECHOSLOVAKIA RESISTS, 1968

(14.34) RUMANIAN TRANSIT MODIFICATION

No Russian units may end the Movement Phase anywhere in Rumania. If any are found within the country, Rumania automatically Rebels the following GT. There is no WP Rebellion Phase the GT that Rumania automatically Rebels.

(15.0) VICTORY CONDITIONS

GENERAL RULE

The NATO Player can attain 1 of 3 levels of Victory by occupying a certain number of WP/Neutral cities at the end of the Game. The SV Player can also attain various levels of Victory by controlling WP/Neutral cities.

(15.3) CONTROL OF NEUTRALS

(15.33) A Neutral country invaded by NATO immediately assumes a permanent pro-Soviet status and its cities are treated as such for victory conditions (see 12.25).

(15.5) LEVELS OF VICTORY

	Number of WP/Neutral Cities Held		
	Y	S&C	H*
NATO DECISIVE	16-18	15-17	
NATO SUBSTANTIAL	11-15	12-14	
NATO MARGINAL	9-10	10-11	
SV DECISIVE	11-15	14-18	*To be added later.
SV SUBSTANTIAL	8-10	11-13	
SV MARGINAL	6-7	9-10	

Game Track Additions

GT	NATO	SV
2	US Ab 2 sych, US Am 2 sy, AF sch (to IT y)	--
3	NATO AMF 1 syc, US Ab 2 ch, AF (to GK/TU syc)	SV 2 sych
4	AF (to GK/TU h)	AF sych
5	IT 2 and US Ma 1 (both to GK/TU syc)	SV 2 syc
6	--	AF syc

* * * FINIS * * *

TMM BACK ISSUES

Ish Nr:	Nmbr Pages:	Total Games:	Games Pages:	Nmbr Avail:	Ish Nr:	Nmbr Pages:	Total Games:	Games Pages:	Nmbr Avail:
1	6	-	-	24	5	6	1	1	2
2	6	-	-	7	6	11	1	1	8
3	6	-	-	6	7	6	1	2	3
4	6	1	1	2	8	6	1	2	13

(CONTINUED)

((Back issues cont.))

Ish Nr:	Nmbr Pages:	Total Games:	Games Pages:	Nmbr Avail:	Ish Nr:	Nmbr Pages:	Total Games:	Games Pages:	Number Available:
9	10	2	3	8	17	8	5	5	5
10	8	2	4	6	18	8	6	5	16
11	8	2	4	0	19	8	6	5	6
12	8	4	6	1	20	8	6	5	6
13	24	4	11	23	21	6	6	4	0
14	10	4	7	8	22	10	6	5	NA
15	6	4	3	17	23	11	6	4	NA
16	10	5	6	10	24	10	6	4	0

KEY: Ish Nr = issue number; Nmbr Pages: # of pages of that issue; Total Games = # of games running; Games Pages = # of zine pages devoted to the games; Nmbr Avail = number of copies of that issue remaining; NA = numbers not available.

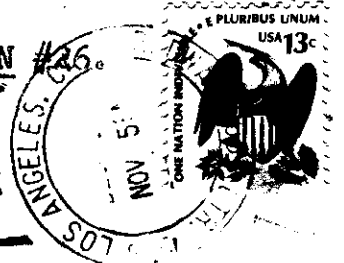
Contents by Issue:

- #1 Dip 1701 (variant) (Michael Homeier); Who Was Machiavelli (biography) (Michael Homeier); Original House Rules; Diplomacy & Great War (history) (Michael Homeier).
- #2 Revised House Rules; 1801 5-Person Variant Ex. Game; Whole Dip-Schtick (humor) (David Calvert); Dip 1701 Errata (Michael Homeier); Letters; Plugs.
- #3 1801 5-Person Ex. Game; The Inspiration (humor) (Peter Homeier); Rise & Fall of U.S. Empire (history) (Michael Homeier).
- #4 S.P.Q.R. (variant) (Michael Homeier); Afrika Korps I (history) (Timothy Lee).
- #5 Afrika Korps I & II (history) (Timothy Lee); Colonia Review (Michael Homeier).
- #6 Afrika Korps III (history) (Timothy Lee); German Armored Levathans (history) (Jonathan Reich).
- #7 Afrika Korps IV (history) (Timothy Lee).
- #8 April Fools Issue; two humor articles (David Calvert); Afrika Korps IV (history) (Timothy Lee); Plugs.
- #9 House Rules; S.P.I. (profile) (Jonathan Reich); A Rising Star (D&D) (Peter Homeier); Afrika Korps V (history) (Timothy Lee); Plugs.
- #10 A Rising Star II (D&D) (Peter Homeier); Afrika Korps VI (history) (Timothy Lee).
- #11 A Rising Star III (D&D) (Peter Homeier); Afrika Korps VII (History) (Tim Lee).
- #12 Information for Dinki-Con II.
- #13 First Anniversary Issue. House Rules; Who Was Machiavelli (biography) (Michael Homeier); The Inspiration (humor) (Peter Homeier); Strategy of Indirect Approach (history) (Ron Stephens); Report from Dinki-Con II (humor) (Victor Machiavelli); Dinki-Con II Masters' Game I (GM Rod Walker); A Rising Star IV (humor) (Peter Homeier); Afrika Korps VIII (History) (Tim Lee); Diplomacy Rating Service (editorial) (Peter Homeier); Plugs.

YEAR TWO'S ISSUES WILL BE CRITIQUED IN THE MASTER MACHIAVELLIAN #26.

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