

Dear Larry,

Thanks for your recent issue of OWN. I noticed that you asked for trades. Here is the latest issue of my zine. If you are interested in trading, let me know.

DWN

PAGE 1

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GR.

THE MESSENGER # 24

MAY 17, 1987

PBM DIPLOMACY I : RESULTS FOR SPRING '10

TURKEY (Kent Brown) : A FINLAND HOLD, A ST.PETERSBURG->LIVONIA, A SEVASTOPOL->MOSCOW, a prussia sup a st.petersburg->livonia (\* CUT \*), F TUNIS->TYRRHENIAN SEA, F IONIAN SEA->APULIA, F NAPLES SUP A VENICE ->ROME, F AEGEAN SEA->GREECE, F EASTERN MEDITERRANEAN HOLD, F SMYRNA HOLD, F CONSTANTINOPLE->AEGEAN SEA  
AUSTRIA-HUNGARY (C.J.Shirk) : F APULIA->ADRIATIC SEA, A VENICE->ROME, A TYROLIA SUP A TRIESTE->VENICE, A MUNICH SUP A BERLIN, A BERLIN SUP A MUNICH, A SILESIA SUP A BERLIN, A BOHEMIA SUP A MUNICH, A TRIESTE->VENICE  
ITALY (Paul Ivanovskis) : f rome hold (\* FAILS \*) (RETREAT->TUSCANY)  
FRANCE (Steve Courtemanche) : F TYRRHENIAN SEA->IONIAN SEA, F GULF OF LYON SUP A PIEDMONT, F WESTERN MEDITERRANEAN SUP E F NORTH AFRICA->TUNIS, A SPAIN->MARSEILLES, A PIEDMONT HOLD  
ENGLAND (Linc Madison) : F BARENTS SEA SUP A NORWAY->ST.PETERSBURG, f sweden->finland (\* FAILS \*), F NORTH SEA ->NORWAY, F NORTH AFRICA->TUNIS, A NORWAY->ST.PETERSBURG  
GERMANY (Geoff Reiner) : f baltic sea->prussia (\* FAILS \*), A KIEL HOLD, A RUHR SUP A KIEL, A BURGANDY SUP A RUHR

NOTES: As promised, since everyone turned in Spring orders, here are the Spring '10 results (no one had any builds or removals in Winter '09). I did get orders from Kent, so he is still running Turkey. Thanks to Jack McHugh for submitting standby orders. We have another draw proposal for everyone to vote on; a six-way draw involving all the surviving countries (that is, it excludes Russia). Everyone submit a yes or no vote on this proposal with your Fall orders. Remember, an abstention counts as a yes vote!

THE PRESS

Tur-World: Ack! Hairballs.

AH-Germ: No hard feelings. Maybe next time.

AH-World: Due to recent illness of the Turkish Sultan, the Ausrian high command has taken temporary control of the Turkish armies, with glorious results.

Italy-France: Thanks for the assistance Guy, maybe I'll get my country back next year.

Burgundy: May 6, 1910. The vinyard keepers were proud of their work. They had added just the right amount of hallucinogens to the wines served the ambassadors of Germany and Turkey that the alliance papers were never signed. The delusions of grandeur suffered by the Turk were something to behold.

France-Turkey: You are a new guy in a good position. We should all benefit from the change of command. I'll call off the attack on you in exchange for an alliance against A-H.

Paris-Ger: We've got the Austrian scared. Just look at the way he covered up last turn. Keep at him; we're making headway.

French Freedom Fighter-Black Turkey Presser: You sure got that one wrong. Try cleaning your gun when it's not loaded so you don't shoot yourself in the foot.

French Free Press-Party Pooper: Here I was all set with the headline "Peace in Europe" and you had to spoil it. Andre, put the champagne back in the refrigerator.

Fra-A/T: Why didn't you let my ambassadors over the boarder? How are we going to conduct peace talks? C'mon relax, lower that gun, someone could get hurt. Me, for instance. Ummm... What do you mean that that's the whole idea?

Fra-Western Buddies: Help! Not only are the Eastern Allies monsters, they're rabid!

Fra-Ita: Paul, what would you like to do? Letters welcome. Sorry for not writing. Shall we make it a six-way draw?

Eng-(anyone): Please disregard all future English Press.

Eng-Fra: Forget the 5-way, once I dispose of the German, I'll be prepared for the one way in my bag.

Germany-GM: All I have to do is survive to be part of a 5-way treaty. The game starts as a 7-way, so I'm being succesful. Meanwhile, I'll eat some hot dogs with Kraut.

GM-Germany: True, but only in a relative sense. It would be nice to at least finish the game with your home provinces still under your control. I'd be embarassed if I were you.

Kiel: Mar 19, 1987. After extended drinking and deliberations between Germany and Turkey, the Turkish Sultan disappeared on the way back home.-It just goes to show that those Turkish Aggies just can't drink worth a load of camel dung.

Kiel: Jan 1, 1910. Abu el Ha9 makes a public statement concerning the latest craze in Denmark and the Low Countries, "Der Weinerschnitzel is bigger than Karl Headroom! We'll gladly put one in every country."

Germany-(everyone): Sorry about the balloting -have a hot dog with Kraut!

Bystander-Germ Racer X: Kindly leave your arming devices at the door. Playing nuclear croquet with them can be very harmful to everyone's health.

Wall Street: Rumors of a new Turkish government stabilized the piastre as peace looked possible. Austria's ostrich attitude did not inspire any confidence in the investment market. Some flyers were taken on the Italian futures as a few moguls tried to corner the market. The improved economy of France due to its control of the Western Med by the fishing fleet aided the franc. The London branch showed impressive gains as the military prepared an assault on occupied Russia. The German Mark was the biggest mover on the board as it moved to retake its homeland.

Germany-Board: For those who just tuned in, our story has gone something like this: Russia held from North, crushed from South. Out of game. Germany held from West, crushed from East. France crushed from North - regain, expand to South. England expand to South -retreat, expand to East. Italy expand to South, decimated from East and South. A-Hungary support Turkey North, expand West. Turkey expand North, expand West. Allies: A-H & Turkey; England; France & Germany (recent) and Italy (hurting).

END OF PRESS

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 DEADLINE FOR ALL GAMES IS FRIDAY JULY 3, 1987  
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ADDRESS LIST FOR GAME I

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 Geoff Reiner 1501 Harvey Rd. #558 College Station, TX 77840-3764

## PBM DIPLOMACY II : RESULTS FOR FALL '07

ITALY (Ted Reiner) : F EASTERN MEDITERRANEAN HOLD, F IONIAN SEA->TUNIS, tyrrhenian sea->western mediterranean (\* FAILS \*), A ROME HOLD, A VENICE->PIEDMONT  
 FRANCE (Steve Courtemanche) : F WESTERN MEDITERRANEAN HOLD, F NORTH SEA->NORWEGIAN SEA, F LONDON SUP F ENGLISH CHANNEL->NORTH SEA, F ENGLISH CHANNEL->NORTH SEA, a marseilles->burgundy (\* FAILS \*), a burgundy->munich (\* FAILS \*), A PICARDY SUP A BELGIUM, A BELGIUM HOLD, A YORKSHIRE HOLD  
 GERMANY (Lance Anderson) : RETREAT F DENMARK->SKAGERRAK: F NORWAY->ST.PETERSBURG(nc), F SKAGERRAK->DENMARK, F HOLLAND->HELGOLAND BIGHT, a ruhr->munich (\* FAILS \*), A KIEL SUP F SKAGERRAK->DENMARK  
 RUSSIA (Melinda Ann Holley) : F BALTIC CONVOY A LIVONIA->SWEDEN, a denmark sup a livonia->sweden (\* CUT \*) (RETREAT->DESTROYED), A PRUSSIA->BERLIN, A LIVONIA->SWEDEN, A WARSAW->SILESIA  
 TURKEY (Paul Ivanovskis) : A SEVASTOPOL SUP A RUMANIA, a rumania sup a bulgaria (\* CUT \*), A BULGARIA SUP F GREECE, f greece sup a bulgaria (\* CUT \*), F AEGEAN SEA SUP F GREECE, F SMYRNA SUP F AEGEAN SEA  
 AUSTRIA-HUNGARY (Nick Felella) : a albania->greece (\* FAILS \*), a budapest->rumania (\* FAILS \*), A SERBIA SUP A BUDAPEST->RUMANIA, a trieste->serbia (\* FAILS \*)

NOTES: First, the German fleet displaced from Denmark last turn retreated to Skagerrak. The Russian army in Denmark was destroyed this turn, as it had no retreat options. There appeared to be a mistake in the Austrian's orders, but it did not affect the outcome of anything in the Balkans. He ordered a Trieste to Serbia, but Serbia is occupied by one of his own units, which did not move. The Serbian unit's support is not cut by this, but is balanced out by the Russian army in Sevastopol's support (ie. you can not cut your own support).

## THE SUPPLY CHART

ITALY: (VENICE), (ROME), (NAPLES), (TUNIS), <SMYRNA>. REMOVE ONE  
 FRANCE: (MARSEILLES), (PARIS), (BREST), (SPAIN), (PORTUGAL), (LIVERPOOL), (EDINBURGH), (LONDON), (BELGIUM). EVEN  
 ENGLAND: OUT  
 GERMANY: (MUNICH), (KIEL), (HOLLAND), (DENMARK), <BERLIN>, ST. PETERSBURG. EVEN  
 RUSSIA: (MOSCOW), (WARSAW), (SWEDEN), (NORWAY), <ST.PETERSBURG>, BERLIN. BUILD ONE\*  
 TURKEY: (ANKARA), (CONSTANTINOPLE), (BULGARIA), (SEVASTOPOL), (RUMANIA), (GREECE), SMYRNA. BUILD ONE  
 AUSTRIA-HUNGARY: (BUDAPEST), (TRIESTE), (VIENNA), (SERBIA). EVEN

NOTES: Russia gets to build one because of the army destroyed in Denmark on the Fall turn.

## THE PRESS

IT-France: This means war, you evil enemy of the Pope and the good people of Germany! Your filth must be purged from the world.

IT-France: It is with much relief that I continue to find no hostile actions growing between our countries. It would behoove us both to continue our peaceful relations.

IT-AH: I hope you got the last news from the front; it looks like Thanksgiving Day (T-Day) is here.

IT-Ger: Why are you sitting on your thumbs? The Russian has left you high and dry and is right now slavering over your exposed vitals.

Wop-Hun: There is no more maze, but I might send you a star or a clown - food for thought, eh?

Fra-World: Due to the Pope's abdication, we are establishing a meeting place for the College of Cardinals in Avignon.

Fra-Ger: I'm a problem and Turkey wasn't? That's probably because I'm on your border.

Fra-Rus: Now, that's what I call a Blitzkrieg! You show a flair for the dramatic while leaving the backdoor open.

Fra-Tur: It's an open question whether you can afford to take advantage of it though.

Fra-Fra: A potential R/T alliance? Hum, there must be something we can do about that.

Fra-Aus/Ita: Good pressure. It looks like you have acquired a submission hold on the Turk.

Paris: June 21, 1907. The President was smug but his Generals warned him that the short-term gains he had made might not last. It would be necessary to break through German lines soon or the southern flank would become a problem. The Turkish military had done admirably in throwing off the raider but now had to fight out of the Eastern Med again. The combined might of Austro-Italo units could spell trouble later. The Russian thrust might be beneficial if they did not aid the German.

Germany-Fra/Rus: Nice left-right combo; I'm staggered but not down yet!

Germ-Russ: I guess our treaty wasn't enough with France so strong?

World-ExPope: You better be speaking to all the Catholics of the world. I know a lot of Protestants and other religions that are laughing at the very idea of excommunication.

Lance-Ted: How the hell can I conduct Postal Dip. if you never WRITE!?!

Jim Baker-Jerry Falwell: OK, you can have PTL and that little tart Jessica; I'm through with women! God is a man, so is Linc Madison, and I love them both. If Dan Rather didn't need a hair-piece, I'd love him too! So keep the money and the tart, I'm moving to the Golden Gate city and open a Tub Club.

END OF PRESS

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 DEADLINE FOR ALL GAMES IS FRIDAY JULY 3, 1987  
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 Nick Felella 17 Brokaw Ave Floral Park, NY 11001

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 PBM DIPLOMACY III : RESULTS FOR WINTER '04  
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ITALY (Earl Gessner) : EVEN  
 FRANCE (Kent Brown) : EVEN  
 ENGLAND (Steve Courtemanche) : REMOVE FLEET IRISH SEA  
 GERMANY (Fred Hyatt) : EVEN  
 RUSSIA (Paul Ivanovskis) : REMOVE FLEET GULF OF BOTHNIA  
 TURKEY (Lance Anderson) : BUILD FLEET SMYRNA, BUILD ARMY ANKARA  
 AUSTRIA-HUNGARY (Ted Reiner) : EVEN

NOTES: I have Spring '05 orders for Italy and Germany.

THE PRESS

Italy-A/H: Come on, let's not go to war over something as trivial as Tunis or border disputes.

Italy-Turkey: Now that you are the most powerful nation in the world, how about some help with the hostile forces surrounding me?

Eng-Tur: You did quite well for someone who can't read minds. Welcome back to the states.

Eng-Ger: I'm really surprised! Munich was his obvious choice. Your "misorder" was a nice smokescreen. Don't be so obvious next time.

Eng-Italy: I believe that I'll be able to help you with the growing menace next game year. These A/T's really cause problems.

Eng-Fra: Where did you go? Or has there been a revolution?

Eng-Rus: Which one comes off? Inquiring minds want to know.

Eng-Aus: Don't be a puppet!

Germany-Europe: Color my face red!

Turk-Eng: What Russian bear?

Lance-Earl: Agreed to terms set forth. Let's go for it! See you 30 & 31 May.

World-GM: What we need is someone who can write press, say a Pulitzer or Hearst or ...

END OF PRESS

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PBM DIPLOMACY IV : SPRING '01 RESULTS

GERMANY (Jack McHugh)-(Replacement-Chris Long): F KIEL->DENMARK, A BERLIN->KIEL, A MUNICH->RUHR  
 RUSSIA (Earl Gessner): F ST.PETERSBURG(sc)->GULF OF BOTHNIA, F SEVASTOPOL->RUMANIA, A WARSAW->PRUSSIA,  
 A MOSCOW->LIVONIA  
 TURKEY (Greg Weinmann): F ANKARA->BLACK SEA, A SMYRNA->CONSTANTINOPLE, A CONSTANTINOPLE->BULGARIA  
 AUSTRIA-HUNGARY (Wayne Ayers): F TRIESTE->ALBANIA, A VIENNA->GALICIA, A BUDAPEST->SERBIA  
 ITALY (Pete Gaughan): F NAPLES->IONIAN SEA, A VENICE->PIEDMONT, A ROME->VENICE  
 FRANCE (James Stoker): F BREST->MID-ATLANTIC OCEAN, A PARIS->BURGUNDY, A MARSEILLES->SPAIN  
 ENGLAND (Lance Anderson): F LONDON->NORTH SEA, F EDINBURGH->NORWEGIAN SEA, A LIVERPOOL->YORKSHIRE

NOTES: Jack McHugh did submit orders, but wants to be replaced as he is in too many Dip Games at the moment. Because of this, Chris Long is called as a standby for Germany. Next, on the votes, this Game will be using conditional orders (as opposed to prophetic retreats) and a three season year (Spring, Fall, and a separate Winter build turn). As for the first turn moves, everything went smoothly, although a couple of countries (Russia and Germany) are already facing potential attacks on their home supply centers. Since we are using conditional orders, the players don't have to submit retreat options until after a unit is displaced. No units were displaced in the Spring '01 turn, so no conditional orders are needed for Fall '01. Remember, you must occupy a supply center during the Fall turn in order to control it.

#### THE PRESS

Germany-A/H: Attack Russia!

Dateline Moscow: A mysterious pipe-smoking man held secret conferences with the Czar recently. Topics of discussion have been kept secret, but it is rumored that the entire Russian Government could be restructured in the upcoming year.

Russia-England: I'll take the high road.

Russia-A/H: Attack Turkey!

Turkey-A/H: Attack Italy!

A/H-England: And I'll be in Scotland to kick your butt for ye!

Dateline Bohemia: A Joint council of artists, musicians and writers from Russia, Germany and Austria are scheduled to meet here in the upcoming year. The event is of major importance and the participants are already being dubbed "Bohemians".

Italy-Board: Sorry about not writing, but school kept me busy.

Italy-A/H: Attack Germany!

France-all: I'm sorry I was not able to write you before this turn. This will change immediately (if you have not heard from me already. Don't see it as aggression, see it as poor handling of time (am I the only one with this problem?).

Eng-World: The Kingdom of England would like to state that it is a neutral party to the carnage about to ensue.

Dateline London: A mysterious pipe-smoking chap addressed parliament recently. Although no attending members would comment, it has leaked out that the Gentleman is referred to as "Bob". More as the facts are uncovered.

England-Russia: I'll take the low road.

Lance-Earl: Let's set borders as you suggested.

Dateline Rumania: The forty-third running of the prestigious Turkish Cup will be held off the coast of Rumania this year. The Turks, who have held the cup for the last forty-three years are a strong favorite, although the Russian entry from Sevastopol (the only other entrant) cannot be ruled out. The deciding factor could be who gets the early lead into the Black Sea.

Dateline Portugal: Nothing of interest has happened here for the last few years. Portuguese officials call the observation "interesting".

World Weather Bureau: Continued cloudy over parts of the world. Scattered rain. Some snow. The usual seasonal phenomena.

"Bob"-World: The X-men are coming! Do you have enough slack?

END OF PRESS

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 DEADLINE FOR ALL GAMES IS FRIDAY JULY 3, 1987  
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 =====

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 GAME STARTS  
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SOURCE OF THE NILE :

Players: Paul Ivanovskis, Jack McHugh, Earl Gessner, Geoff Reiner

Each of the players has been sent a copy of the rules (if they did not have them to begin with). Anyone else wishing for me to send them a copy please send me \$1.00 to cover printing and mailing costs. Each player is also being sent a "blank" starting map and expedition sheet. Please copy the expedition sheet for your use. Everytime you start a new expedition, send me a copy of the expedition sheet (filled out). You will need to do this for the first turn, for your starting expedition. You each have \$1000.00 to outfit your expedition. You must choose a specialty and a port of entry as well (see sections 4.0-6.7 for help). Remember, horses may only be purchased in Durban, Port Elizabeth or Capetown. Camels may only be purchased at Khartoum (or from a friendly desert tribe). We will be using the rules for GAME I, with a few minor modifications, such as simultaneous movement by all players. You will have to write out a set of orders for each turn for each hex you plan to enter (and alternatives if you get lost or are prohibited from entering a hex). Your first turn orders will simply be choosing a specialty, picking a port of entry, and outfitting your expedition. We will try to run two turns for every issue of THE MESSENGER that comes out (about two turns every six weeks). I will print a map showing every player's location on each turn that coincides with a issue of this zine. The results of the other turns will be reported to the players by seperate means, and will only contain the results of that player's move. The first player to PUBLISH 75 victory points worth of information will be the winner.

\*\*\* THE FIRST SET OF ORDERS ARE DUE BY JUNE 17, 1987 \*\*\*

Anyone else interested in playing SOURCE OF THE NILE, can join up until the first turn is printed in the next issue. Just let me know if you are interested. A sample set of orders will be printed next issue to help you players see how they can be written. Good Luck to all!

CONQUEST OF THE EMPIRE:

Players: Jon Northern, Jack McHugh, Ted Reiner, Geoff Reiner

Country assignments-

Jon Northern-Galatia      Jack McHugh-Hispania      Ted Reiner-Macedonia      Geoff Reiner-Numidia

Again, players have been sent a copy of the rules, anyone else wanting a copy, send me \$1.00. The starting positions are indicated on a map included in this issue. Each player starts the game with: 1 Caesar, 6 Generals, 4 Infantry, and 1 Fortified City. Each player's starting tribute level is 15 (10 for the home province and 5 for the city). All movement will be simultaneous, which will result in a few rules changes.

Everyone must send in a set of WRITTEN orders for each of his units each turn. A sample set of first turn orders is given here for all four provinces:

MACEDONIA: Gen1+1 Inf Macedonia->Achaia (increases tribute by 10)  
 Gen2+1 Inf Macedonia->Thracia (increases tribute by 5)  
 Gen3+1 Inf Macedonia->Moesia (increases tribute by 5)  
 Gen4+1 Inf Macedonia->Dalmati (increases tribute by 5)

New Tribute Level: 40 talents

Purchases: City in Dalmatia (increases tribute by 5 to 45) cost-30 talents; road from Macedonia-Dalmatia cost-free; 1 Infantry (automatically comes in at Macedonia).

GALATIA: Gen1+1 Inf Galatia->Asia (increases tribute by 10)  
 Gen2+1 Inf Galatia->Pontus et Bithynia (increases tribute by 5)  
 Gen3+1 Inf Galatia->Cappadocia (increases tribute by 5)  
 Gen4+1 Inf Galatia->Cilicia (increases tribute by 5)

New Tribute Level: 40 talents

Purchases: 1 Cavalry cost-25; 1 Infantry cost-10; 5 talents left over (both the cavalry and infantry unit automatically enter in Galatia).

NUMIDIA: Gen1+1 Inf Numidia->Caesariensis (increases tribute by 10)  
 Gen2+Gen3+2 Inf Numidia->Africa Procons (increases tribute by 10)  
 Gen3+1 Inf Hold in Numidia

New Tribute Level: 35 talents

Purchases: 1 Galley cost-25 (note: if Macedonia or Hispania purchase a Galley, they must state which coast the galley will enter on); 1 Infantry cost-10 (Galley and Infantry automatically enter in Numidia).

HISPANIA: Gen1+1 Inf Hispania->Lusitania (increases tribute by 5)  
 Gen2+1 Inf Hispania->Aquitania (increase tribute by 5)  
 Gen3+2 Inf Hispania->Narbonensis (increases tribute by 10)

New Tribute Level: 35 talents

Purchases: 1 Cavalry cost-25; 1 Infantry cost-10 (both automatically enter in Hispania).

That would constitute one entire game turn. Anyone can request a separate build turn (especially useful if you are unsure what your final tribute level will be), by including a request with their orders for that turn. Several things to remember and be aware of: Macedonia, Italia, and Hispania have two separate coast lines; a legion consists of 1-7 combat units; every legion (except empty galleys), must be accompanied by a leader; if you build a city or fortified city or fortify an existing city-you must give a location; you must state if you wish to put a road between two cities and list the cities.

COMBAT: If any of your units might possibly come into conflict with an other countries' units, you should provide the following information: 1-retreat conditions (only apply if your units moved this turn); 2-attack sequence or preference (such as always attack catapults first, then cavalry, then infantry). An example of how this might work can be seen by examining the possible second turn moves of Macedonia and Hispania from the above example (around Italia). The Macedonian player chooses to move Gen4+1 Infantry Dalmatia->Italia. He has only one combat unit, so his retreat options are limited. An option he could use is: If combat occurs, retreat after one round if enemy has 2 or more combat units left. He must stay for at least one round of combat. The Hispanian player's move is more complicated; as he has more units that can move into Italia (the two infantry in Narbonensis and the Cavalry unit in Hispania which has a movement allowance of two). He opts for the following: G4+1 Cavalry Hispania->Narbonensis; pick-up two Infantry; Narbonensis->Italia. His retreat option might be: retreat if lose any two units. With this option, he will only retreat if he is reduced to one combat unit. Both players must list attack preferences. They both go with the standard form of going first for catapults, second for cavalry and lastly for infantry. Neither side has a combat advantage as no catapults and no fortified cities are present. For the first combat round, the Macedonian targets the Hispanian's cavalry unit and a 6 is rolled, which means he eliminates the cavalry unit. The Hispanian rolls against the Macedonian infantry unit and gets a 3, which is a miss. This completes one combat round. Checking the retreat conditions, the Macedonian meets his retreat conditions and so retreats his General and 1 infantry unit back to Dalmatia, leaving the Hispanian in control of Italia. If both forces satisfy their retreat conditions at the same time then both retreat and leave the province open. If a General is the last surviving unit, it is captured if the enemy has any combat units left and must retreat if the enemy has no combat units left (if it moved during the current turn). Retreat can only occur at the end of a combat round, that is, after both sides have attacked. Combat is simultaneous, so each side always attacks in every combat round that it has a unit left in at the beginning of (even if the last combat unit is eliminated during a combat round, a counter attack is still allowed in that round).



Any agreements by players can be worked out seperately through the mails. Any deal involving the transfer of money, units, territories, or leaders (especially ransom arrangements for captured Generals), should also be submitted by both players to the GM (me) in written form. Any captured General may be executed or held for ransom. Any turn on which inflation occurs or on which a Caesar is captured (involving a tribute bonus) will result in automatic seperation of the build turn. If both forces are simultaneously eliminated in a naval battle, then any Generals involved are considered lost at sea. Remember, you have a limited number of leaders (6 Generals and your Caesar) who can move legions (cities also act as leaders, but can not move or move legions). The winner is the last surviving Caesar. Press will also be accepted for this game and it will be run on the same schedule as the Diplomacy Games unless all players agree otherwise. The first turn deadline theefore is Friday July 3, 1987.

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#### NOTES AND NEWS

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I have a couple of people interested in starting another game of Diplomacy. Right now, I don't wish to start another Diplomacy game until one of the other four is completed. Game I might be ending fairly soon by a vote, so I will start taking names for the next start. If anyone is interested, let me know. SOURCE OF THE NILE and CONQUEST OF THE EMPIRE have been started this issue. I still only have three players interested in ANARCHY (the Diplomacy variant for seventeen people). Unless several more people express an interest in the next issue, it will be dropped.

The change in format last issue brought quite a few comments, unfortunately, most were negative. Most people thought the smaller print was okay, but found the overall organization of material hard to follow because of the two column system. I went back to full width printing this issue but will try a different variation of the column system next issue (with better labeling and hopefully better organization). My thanks to everyone who did express an opinion. I appreciate the feedback. If anyone has any sort of ideas about changes they would like to see or improvements they think should be made, please inform me of them.

A quick reminder about the 1987 RUNESTONE POLL. Ballots are due by June 27. If you have not already sent in your ballot, please do! Remember, every ballot helps raise money for the American Cancer Society. There is also a contest being run in conjunction with the poll that will allow you to win a brand new German Diplomacy set or equivalent cash prize. If you did not get a ballot in the last issue or need a new one, contact Bruce Lindsey at 73 Asheulot St., Apt. 3, Dalton, MA 01226 or Nelson Heintzman at P.O. Box 203, Boumansville, NY 14206. Everyone please take the time to vote!!!

Ted Reiner sent in the following Word Jumble with Diplomacy words for everyone's entertainment:

Example: clue - ppprstu	Answer: SUPPORT		
1) clue - rtertea	Answer: -----*	2) clue - meov	Answer: ---*
3) clue - dbsdian	Answer: -----*	4) clue - ldho	Answer: *---
5) clue - vvnoco	Answer: -*----	6) clue - ydoacimp!	Answer: ---*-----
7) clue - ipnsa	Answer: --*---	8) clue - yialt	Answer: ---*--
9) clue - lfinnda	Answer: ---*---	10) clue - iapau!	Answer: ----*--

Now, take all the letters that correspond to asterisks in your ten answers and arrange them to spell this Diplomacy related word: \*\*\*\*\* \*\*\* (answers will be printed next issue).

Final note: This is a nonprofit magazine. Subscription price is \$.50 per issue plus \$.10 per game played in (per issue) or, send me a stamped (at least \$.39) self-addressed envelope for each issue.

PBM I - SPRING '10



# CONFERENCE MAP

#8190004  
R10182

PBM 4 FALL '07



#190004  
R10182

# CONFERENCE MAP

# CONFERENCE MAP



**Diplomacy**

Locations of the Hague, 1948 Conference

Locations of previous and future conferences

Locations of the 1948 Conference

Locations of the 1948 Conference

#819004  
R10182

P&M - WINTER OF

PBM IV - SPRING '01

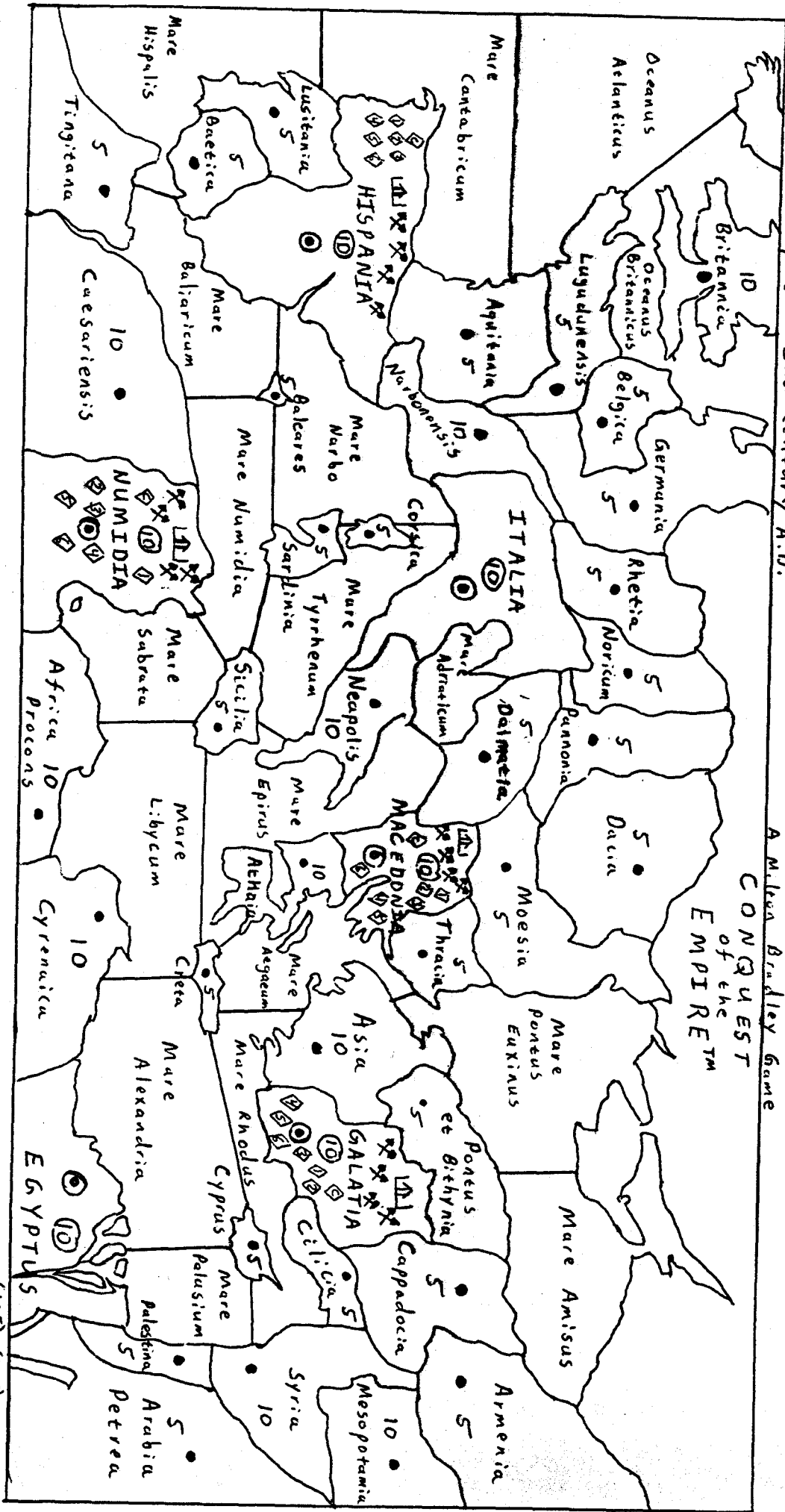


# CONFERENCE MAP

#8190004  
R10182



CONQUEST of the EMPIRE™



TRIBUTE

TED R. MACEDONIA 15

JOHN N. GALATIA 15

EGYPTUS - ITALIA -

15

15

↑ City  
 ↗ Fortified City  
 ↘ Catapult  
 ○ Cavalry  
 ✕ Infantry  
 ⊕ Gallery  
 □ Fortification

Base	(105)		(205)		Max #
	1st	2nd	1st	2nd	
City	30	60	90	30*	
Fortified City	55	110	165	18*	
Catapult	40	80	120	20	
Cavalry	25	50	75	30	
Infantry	10	20	30	60	
Gallery	25	50	75	6/caess.	
Fortification	25	50	75	18*	

◊ General (Ch-1-c) - - -  
 ◊ Carior - - - 6/caess.