

Murd'ring Ministers

Vol. II No. 17

February 22, 1980

STUFF

MURD'RING MINISTERS is a gamesine full of ~~lots~~ postal DIPLOMACY and other multi-player postal wargames. The subscription rate is back to what it always has been (I'll explain that later in STUFF) which is the paltry sum of 12 issues for \$4.00. You could almost say that you can receive a YEAR'S supply of MM for only \$4.00! In fact you can say it because MM features 3 week deadlines, therefore you will receive it at a rate of once a month. See GAME OPENINGS for asserted openings (yes, there are some!) and appropriate gamefees. MM is published by me, Ron Brown, 1528 El Sereno Pl., Napafield, CA 93304. Phone is (805) 834-8409.

You guys are going to have to ~~listen~~ listen to my ramble for quite awhile this time, I'm afraid. Of course, you don't HAVE to. You can skip this nonsense and find the important things, which are the game reports. But for those brave souls who dare, read on!

First of all, I'm going to beg all of you to give me some feedback on this issue which will be somewhat different from any past efforts. Tell me what parts of this sine you liked, which you disliked; which parts you framed and hung on the wall and which parts you used the day you ran out of toilet paper. OK?

By now you must surely realize (unless this the first time you've seen MM) that this issue is a little different from past issues. I can't promise that this is the way MM will be printed from now on, after all, this issue is somewhat of an experiment. However, I would appreciate getting an answer from some of you informing me if you like the change to photo-offset. Now I'll be able to print some of my favorite HAGAR comic strips.

I got a letter from John Michalski (see the RRR in this issue) telling me how to go about mailing MM at the 3rd class postage rate. So I decided to try it. Let me know if anybody has any complaints and/or problems arise from it.

By now most everyone has heard that Bruce Lindsey is the culprit who put out the fake VOLIGERWARDERUNG here a little while back. Right? I mean, he even announced it in his own zine, VOICE OF BOON. Wrong. Bruce claims that the only "fake" was the confession itself! Now did he or didn't he? Only his printer knows for sure.

With this issue, you will see the beginning of SUB-2, the second MM SUBMARINE game. It looks as if it will be a lot of fun. Check it out.

Al Rodrigues has been persuaded to join the ranks of MM as my first Associate Gamester. See GAME OPENINGS for more details . . .

MORE STUFF

In case you noticed, two issues ago I listed the sub rates as changing. I have since decided to forget about it as you will find that the rate is back to where it always has been, \$4.00/12 issues. Gamefees will remain separate depending on the game in question.

Believe it or Not Dept: TETRACUEPID #40 has a game beginning seen with Bernie Gaklyn, Eric Ozag (a staunch Bernie supporter), and David Barker. Remember the print of ~~BERNIEBARKER~~ last issue? ~~XXXXXXXXXXXX~~.

EVERYTHING #43 is out! I haven't had any contact with the new Boardman Number Questioner (BNC) Lee Kandler until now but it would seem as if all the people I know who have been saying that the Numbers were in capable hands knew what they were talking about. Lee has wasted no time in getting things rolling. In the issue he also has settled EVERYTHING (so to speak) about the controversy which was raging(?) through the postal DIPLOMACY rebeby ranks in which the "standard" fee of \$1.00 per PM was being questioned. It seems that there were some who felt that they objected to the charge for ethical reasons. Lee has said that the 2N fee is NOT mandatory, but greatly appreciated to help compensate for his time and expense involved. I have and always will support the BNC in this manner. It seems the least we can do . . .

It is very seldom that I feel compelled to give an unsolicited plug. However, in this case I just can't help it. EDHAIN MACHA, a zine published by Michael Mills, 3457 Wakya Rd, Nedrow, NY 13120 is one you should certainly take a look at if you haven't already. EM features DIPLOMACY, SHRARPA BACGHAIL a DIP variant set in ancient Ireland, letters, articles, Variant Rules, and historical quizzes. If you are a history buff, especially if you are interested in the Irish, then send for a sample right now. What I really find disgusting about EM, though, is the fact that Mike has done so much in only three issues. All the above is found in issue #5. What will EM be like when he hits #10? I'm green with envy (Ha, Kelly green, of course!).

Have you heard that our own John Kelley (of Klickitat fame) got punched out by a GIRL recently? Ain't that right, John? Must grow the woman pretty BAD up there!

Drew McGee, 100 Belmont Pl, Apt 3-F, Staten Island, NY 10301 is looking for people to fill out the last remaining spots in a game of Grand Tournament Diplomacy. Played on a regular board, this variant puts each unit under the command of a different player with one head-of-state for each country. Corps and defections run rampant. The gamefee will be \$3.00 which includes your sub.

Well, I'm going to cut it off now, but I'll probably remember something near the end that I forget. If so, I'll stick it in the WRAP-UP. So, remember . . .

"Mine never is my life: both grow in one;
Take honor from me, and my life is done."

KING RICHARD II, act I, sc. 1, l. 182

Oh, I just remembered! I was going to explain what the hell I mean by listing this issue as "Vol II, # 17". MURDERING MINISTERS will always be consecutively numbered. Therefore, the "#17" means that this is the 17th issue. All the "Vol." refers to is which year of publication. Therefore, Vol. II = "into the second year of print" So now Michalski, set your mind at ease.

READERS' THEORETICAL REACTIONS

((a letter from John Michalaki))

Dear Ron,

I can't believe that I missed out on a double sized MM for some of telling you about mailing third class. You erroneously say that a double sized issue would cost you an extra 13¢. Nope. Even if it did, of course, you could get through people's subs faster for 2¢ less, and they'd be happier to get more zine despite the cost. But no need. You can put out a double sized for a nickel more! Here's what you need to do. Instead of the "First Class Postage" you have in the face block of this issue, you instead write "Printed Matter". That's the same as saying "third class mail". Then, under your return address, you add in all caps "Return Postage Guaranteed". That will give you first class service in case the addressee has moved, etc. (Third class mail won't be forwarded or returned unless you write Ret Post. Guaranteed' or even "Forwarding and Return postage Guaranteed". Then send it as usual. Advantage: you send twice the zine for 1/3 the cost, you provide your readers ~~off~~ with more of what they obviously signed up for. You save thru the subs with a lesser loss for that double issue, and you get the same service AS LONG AS YOU ARE MAILING LETTER-SIZED MAIL. You see, all letter mail moves the same, because that's the cheapest way the PO has. BIG envelopes, ~~with~~ called "flats" in the postal jargon, move by TRUCK 3d class, PLANE for 1st class. But small stuff, "letter mail" is all handled the same. That's why bulk rate letters arrive at least as fast as your game results. Note that you should receive this 1/2 oz letter as fast as you receive issue 55-56 of BB, sent 3d class, 4 oz for 40¢. Bruce Linney was just checking with me the other day about his, as his big VDA are costing him \$8 extra for mailing at 28¢ rather than 20¢. You should try the same. You don't have his 100+ to ~~own~~ mail, but hell, why spend any more than you have to for the service you get? You could send 12 sheets, 24 pages, for 20¢. Why not give it a try? The only real disadvantage is that, with the "return postage guaranteed", you will have to PAY the face postage again if and when an issue is returned to the addressee being gone/unknown/deceased/whatever. A small price to pay. But as long as you mail it at letter-size instead of flat (e.g., 10x12), you can send that second zine for a whopping 3¢. Get it while you can!

((I'm taking John's advice on this issue by mailing at the 3rd class rate to give it a try. Please let us know if it took longer than it should have to receive this issue. John was right about the letter vs. BB #55-56. BB arrived the day after this letter. So, since this will probably be a larger than average issue, we'll give 3rd class a try. On the topic of double issues. I'd like to know very much if others of you share John's feelings on this matter. Let's say, for example, that the average MM runs about 12 pages. If I have a lot of material ready for the next issue, I might print a "double issue" and call it MM #18-19. This results in two issues from your sub instead of one. It "goes" through your sub faster this way, but you get more reading material. How do you folks feel about this policy?))

PERCENTILE RANKINGS OF WIND-PLUG BOWSTERS
 GAME: 1901 and 1902

by John E. Masters

Since the 1901 rankings were charted last month, one game (1979R) has completed the 1901 season. Rankings for the players in this game are:

63. Tucker (A) 88	34. Kuszynski (F) 9
62. Staley (R) 59	33. Barker (I) 61
61. Williams (F) 16	43. Coughlan (R) 13
60. Blank (G) 76	

In seven games, the 1902 seasons have been completed. Percentile standings as of W102 and the change from 1901 are as follows:

1. Galsberger (G 77AN) 98 +01	21. Mooney (I 79AI) 66 -03
2. Carson (A 79AN) 94 +16	22. Shelton (I 79HN) 66 +05
3. Rumpas (G 79G) 93 +39	23. Michalski (T 79G) 63 +36
4. Michalski (R 78HI) 92 +33	24. Anonta (A 79CF) 59 -07
5. St. Germain (I 78II) 92 +31	25. Lee (F 79CW) 45 -19
6. Rodriguez (T 78II) 88 -09	26. Struckman (F 78II) 45 -34
7. Hefti (I 79CF) 79 -02	27. Schilling (T 79CW) 39 +12
8. Smyth (I 79AN) 79 -13	28. Williams (I 79CW) 32 -13
9. Arnett (R 79AI) 78 -13	29. Barker (G 79CW) 32 +22
10. Kerochner (R 79CF) 78 +10	30. Sbatto (A 78II) 30 -58
11. Hardman (F 79HI) 76 -03	31. Hestrel (R 79CW) 29 -52
12. Howard (T 79HN) 75 -22	32. Garrett (A 79AI) 24 -22
13. Masters (T 79AI) 75 -17	33. Leing (A 79HN) 24 -18
14. Liney (G 79CF) 71 +17	34. Spurling (F 79AI) 21 +01
15. Masters (G 79HI) 71 -05	35. Smyth (T 79AI) 17 -57
16. Camody (R 79HN) 66 +07	36. Chuan-Hang (F 79G) 15 -31
17. Grasser (R 79C) 66 +41	37. Burnett (R 79HN) 15 +02
18. Haffey (R 79AI) 66 +22	38. Sherwood (R 79CF) 12 -13
19. Haskins (R 79CW) 66 +22	39. Rodriguez (F 79CF) 9 +05
20. Masters (R 79AI) 66 +00	40. Muech (R 78II) 6 -07
	41. Pilant (G 78II) 6 -14
	42. Falter (F 79AN) 5 -07
	43. Webb (R 79AN) 2 +01

The differences (+ or - values) from the 1901 percentile may not agree exactly with the percentile reported last month for 1901. This is because the base data is now based upon 76 games, 19 more than the data presented last month. Anytime a new game is added to the data, it could effectively change the percentile score. For games in which standbys have taken over positions, the rankings for that country are not included here. Later ones I will develop the standby rankings and will report them. For 1902, there still tend to be large clumps at some points (note five English, all with a percentile of 66 above). In order to break these up, an allowance is made in 1902 percentiles for players losing, holding or gaining supply centers--where large aggregates exist. In a five supply center French position, for example, a player who has just dropped down from six supply centers in the previous year will get a higher score than a player who has held at five. The player who is holding at five will, in turn, get a higher ranking than a player who has just gained from four.

THE ITALIAN WHO WENT TO DETROIT

((This little amusing story is hereby dedicated to that Tribe of the Italians, Dave Grubar. I just thought that MM should do its part to promote the ignorance, bigotry, racism, and ethnic jokes that permeate this hobby.))

One day I'm gonna go Detroit to a bigga hotel. Ina morning I go down to eat breakfast. I tella the waitress I wanna two piss'n toast. She bring me only one piss. I tella her no understand, I wanna two piss on the plate. She say you better no piss on the plate, you sonnaa bitch.

Later I go out to eat at the bigga restaurant. The waitress brings me a spoon and knife but no fork. I tella her I wanna fork. She tolls me everyone wanna fork. I tella her you no understand, I wanna fork on the table. She say you better not fuck on the table. You gonna be bit ch.

So I go back to my room ina hotel and there is no white one by bed. I call the manager and tella him I wanna shit. He tolls me go to the toilet. I say you no understand, I wanna shit on the bed. He say you better not shit on the bed, you gonna be bitch.

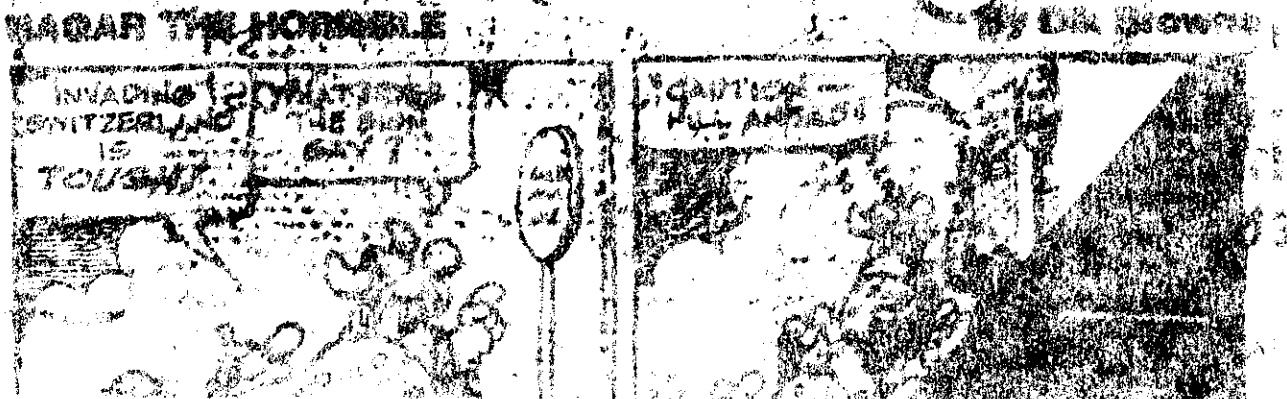
I go to the check out. The man at the desk say, "Peace to you." I say piss and you too, you gonna be bitch. I gonna go back to Italy!

GAME OFFERINGS

DIPLOMACY - Yes! There is an opening in a Regular **DIPLOMACY** game, guaranteed by Alirui Rodrigues. Gamefee \$3.00. Subscription to MM must be maintained. Preferences lists are accepted. This game will be carried in the pages of MM, just like all the others. The following people have sent their fees (save that person) Mark Kraft. Others have indicated their desire to be signed up for the next game. Please send the gamefee if you are still interested as the spots will be given to the first person who do.

ORIGINS OF WWII - Kirby Garrett has offered to guest GM a game of **ORIGINS**. If you have been looking for a not-so-common opening in this A-H game, now is your chance. \$2.00 gamefee in addition to maintaining a sub to MM are the prerequisites.

SUBMARINE - The Sub game is closed. However, I am looking for someone to standby in case someone drops out of the game. Any brave souls out there? I will wait a couple of months and see how this works out, but there may be another **SRB** opening in a little while.



THE GAMES:

197811 Press:

Austria (Fackler):
England (Black):
Germany (Black):
Italy (Black):

Italy: No Adj
Russia: No Adj
Turkey: Bolide F SWY

197811 SPRING 1982 GERMAN COMMUNICATION SYSTEMS FALL APART; ALL GERMAN FORCES HOLD!

Austria (Fackler, R.):
England (Michalaki):

A CAL-s-Russian A Ser; A VIE--s-a Cal; A RUD-s-a Via.
F LWI-TUN; F HVC-H; F Bar-BWI; A SIP-Mos; A LIMA-German
A SIL-Mag/NSO/; F BRAL(92)-MAG/sep/; F Vos-TUN; F LIO-s-
F Vos-TUN; F HVC-H; F Vos-TUN;
HMR! Has A FIS-A HMR; A ROMIA BER; A BERIA BER; A JIL; F DEN; all Hold.
A Tya-VEN; F TRI-s-A Tya-Ven; F Ros-MAP; A Ven-BCH; A Tya-
Len/4/-7-TUN, DTB.
A MOS-s-A Mos; A WAR-s-A Mos.
F Che-ALL; F UCH-H; F Con-ANG; F Say-EAS; A RUM-s-Austrian
A Gal; A UKR-s-Russian A War; A SEV-s-Russian A Mos; A Yar-
s-English A SIP-Mos/NSO/.

Germany (Pibent):
Italy (Kelley, J.):

Russia (Hastors):
Turkey (Rodriguez):

Fall 1982 due 3/21/80. There is a call for a C-T-S-A-T-R draw. Must be unanimous
to pass. No vote received is automatically a "Yes" vote.
World Dave Crockett, 2534 W. Belle Plaine, Chicago, ILL 60618 please submit orders
for Germany?

197811 Press:

GERMANY (MICHAELI)-LONDON:

CCPS:

ROME (MICHAELI)-LONDON:

My compliments on your tactical skill! If this is your
first game, you'll be a terror enemy! A pleasure to work with you!

SHIRAZ:

Cries of "Afghani Akbar" bid the Rajan of the Foreign Board farewell.
Sultan Sher-Ar-Bla had a tear in his eye as he saw the newest Turkish Frigate,
THE WOMAN FIS, leave the docks of Saryna. Afghani Rhod-Rigs' destination is rumored
to be Venice from where he will travel via rail to the Peace Tables of Geneva.

ROME (MICHAELI)-LONDON:

You two almost got me, but not quite!

ROME-ALL:

I am proposing a six-way draw. I urge E-G to vote yes -- our statements
here will be unbreakable! Unless one of you wants to stab the other (E-G), let's
call it a game.

197811 SPRING 1982 AUSTRIAN TROOPS TAKE VENICE, BULGARIA AS THE POPE AND MAJEN TAKE A VACATION!

Austria (Fackler):
England (Black):
France (Michalaki):
Germany (Black):
Italy (Black):
Russia (Black):
Turkey (Black):

A Tri-VEN; A VIE-H; A Bud-TRI; A Ser-BUL; F GER-s-A Ser-Bul.
F Scl-NWG; F Hvy-SEA; A Yot-BEL; F NTH-c-A Yot-Bel;
A Spa-CAS; A PAR-s-A Spa-Cas; F Par-SPA(20); A Spa-PIC.
HMR! Has F DEN; A KIEIA BER; A MUN; A MAR; all Hold.
SWR! Has A PLE; A ROM; F NAP; F TUN; all Hold.
F Bot-SWE; A SIP-MOS; A CAL-Ukr; F RUM-Bla.
A Bul-TUN/s/; A SEV-Ukr; A Con-Ser; F NLA-c-A Con-Ser; F Say-ANG.

Fall 1982 due 3/21/80

World Paul Bayin, 1528 Kenwood Rd, Santa Barbara, CA 93109 please submit standby orders
for Germany?

World Dave Grabar please submit orders for Italy? Date at 1583 Truman, Chgo hills,
Ill. Also for everyone else, please note that this is a new COA for Dave.

"We were not born to kneel, but to kneel
again."

197811 press on next page.

KING RICHARD D. I. R. 196.

Are you listening, Jim Buspar?

19780 France-
 VIENNA-PETROGRAD: The Turkey's roosting now. Put your phone back on the hook.
 PARIS-VIENNA: Why is it that everything Italy touches turns into a puppet, including you?

PETROGRAD (formerly St. Petersburg): The Tsar's wife recently presented the coveted "Tzarina Purina Prize for Punctilious Performance by the Powers" originally known as the "SPTTEPPER." And away we go!

1. Most predictable power -- France -- drive the invaders out, recover the homeland.
2. Most unpredictable power -- Austria -- what will she do? What will she do?
3. Most effective use of geographical location -- tie vote to Germany and Italy.
4. Most repeated use of the telephone as a persuasive tactic -- Turkey -- he's in Sevastopol, isn't he?
5. Fewest letters written -- Turkey -- too busy with the phone.
6. Most letters written -- Russia -- I work for the post office.
7. Slowest to answer letters -- tie vote to England and Germany. Italy deserves honorable mention.

The Tsar says all the awards will be delivered except for Austria, who received news in Galicia and Turkey who called via phone to say he was coming to Sevastopol to pick it up. He shouldn't have gone to such expense. He really shouldn't have.

The Tsar also reminds his fellow sovereigns that Feb 24-March 1 is National Letter Writing Week.

VIENNA-BERLIN: I like your style, Joel. Hope you get my letter at time.

PARIS-ROME: Sorry Barker. My head might be wooden but the rest of me is flesh and blood with no strings attached.

VIENNA-ROME: David, Old Buddy, what can I say? You're just too slick.

VIENNA-CON: I couldn't help myself, Dan. The sign of the device, wouldn't you say? I hear you are an expert on the subject.

VIENNA-PARIS: Soon, very soon!

PARIS-BERLIN: You've got a real friend in Italy. He tried, he really did.

VIENNA-LONDON: Agree with you completely. You'll be hearing from me soon.

19780F FALL 1904 STALEMATE IN BALKANS! ENGLAND AND ITALY MAKE PEACE, NOT WAR!

Austria (Palter): F GRE-Bul(S2); A SER-s-F Gre-Bul(ac); A BUL-s-F Gre-Bul(ac); A GAL-s-A Rus; A BUL-s-A Rus; A VIE-s-A Gal.

England (Sherwood)*: NMR! Has F ENG; A YOR; F Nth/d/-r-Lon, Wvg, Ska, Nrg, CFB.

France (Rodriguez): F Mid-WA; A POR-Spa.

Germany (Linsay): A BER-S; A VIC-Bel; F BEL-s-F Hel-Nth; A HOL-s-F bel; F Hel-Nth; F DEN-s-F Hel-Nth; A Man-BER.

Italy (Heidi)**: NMR! Has F SPA(ac); F WES; A MAN; A ALB; F IOW; F ARL; F NAP.

Russia (Kerchner): F Nvg-EDI; F Nvy-SWE; A StP-MOS; A WAR-s-A Ukr; JI HOP-s-F Gva; F SEV-H.

Turkey (Tucker): F BIA-Rus; A BUL-s-F BIA-Rus; F CON-s-A Bul; A SER-F Hel-CON

Winter 1904 AND Spring 1905 due 1/31/80.

1904 SUPPLY CENTER CHART

Austria - Rome, Ser, Gre, Rus	(6)	0
England - Lon, Lpl, Mid	(2)	-1
France - Wvg, Por	(1)	-1
Germany - Rome, Hel, Den, Bel, Par, BER	(8)	+1
Italy - Rome, Mar, Tur, Spa	(6)	0
Russia - Nvy, Sve, Nvy, EDI	(7)	+1
Turkey - Wvg, BIA	(4)	0

((19780F don't need page))

1914-1918

Would Timothy R. Haffey, 3923 Milton St., Oakland, CA 94605 please submit stamp orders for England?

Would Dave Craxson, 2954 W. Belle Plaine, Chicago, ILL 60616 please submit stamp orders for Italy? Thanks.

1929CF Press-

CON GERMANY: I don't get it (your press, not Radio Iceland).

LIEBSON-ROME: Tunisia or Bust!

CON ICELAND: What happens if her mouth is wet when you roll her in flour, and the Kaiser picks the wrong "wet" spot?

1929CF Winter 1905

Austria- No Adj

Italy- Builds F NAP

England- F Bre-r-MIL

Russia- A Vie-r-GAL, Builds A WAR

France- No Adj

Turkey- Disturbs F Agg

Germany- No Adj

1929CF SPRING 1906 CALL FOR SEPARATION FAILS TO GAIN A MAJORITY VOTE! WAR CONTINUES!

Austria (Haffey): A Vie-GAL; F CON-s-Turkish F Agg-Say/NSU/.

England (Craxson): F Nwy-NTH; F EDI-s-F Nwy-NTH; F LON-s-F Nwy-Nth; F ENG-Bre; F M.D-s-F Eng-Bre.

France (CD): A SPA-H.

Germany (Bumpas): A BER-Prus; A Tys-NUN; A BUR-s-A Tys-Mun; A BRE-H; A PIC-s-A Bre; F Hel-KIE; A HOL-s-F Hel. Kia; F DEM-Swe; F Nth-SKA.

Italy (Hachnel): A Ven-TYA; A TRI-s-A Ven-Tya; A Ros-VEN; A SER-s-A Tri; F Nag-TYS; F Alb-ION; F Gre-ABC; F SMY-s-F Gre-Agg.

Russia (Kuezyaski): F Rus-SEV; A MIL-F Italian F Say-Con/NSU/; A BUD-s-Italian; A Ser-TIL/ROE/; A GAL-SIL; A War-PRU; F BAL-s-A War-Prus; A SWE-H; F Nwy-NAT.

Turkey (Michalski): F RLA-waite offers (H).

Fall 1906 due 3/21/80.

1929CF Press-

VIENNA-ROME: Isn't that just like a wart? Cut it off one place and it pops in elsewhere else.

BONN: Upon a rumor that Frenchmen were behind our lines, German units scurried all over Germany looking for the elusive Frenchman.

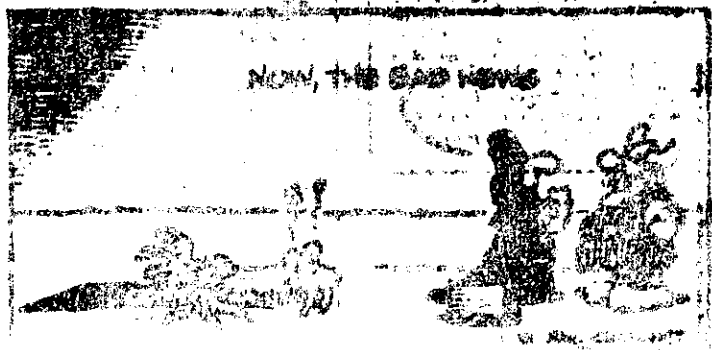
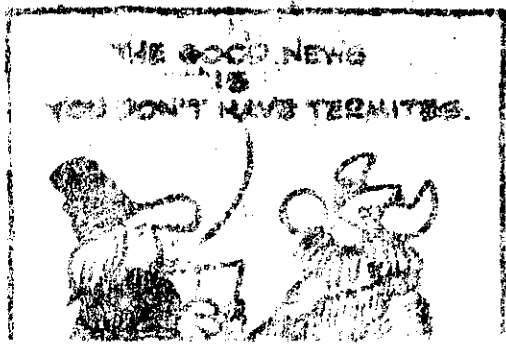
VIENNA-TRIESTE: I urge all loyal Austrians to keep up their brave resistance. The Italian present position in Tri is only temporary. I shall return.

CHANGHAIE: When are we all going to stop being sockered by Russia's slick tongue?

CON-USA: Why don't you go chase snow balls?

HAGAR THE HORRIBLE

By Dix Browne



1979 JAN 13-

AMERICANIZATION: Does the American Navy Prize Medal go to the survivors of the...
...of the...
...of the...

INSTRUCTIONS: Admiralty explained news in the Navy recruitment offices here. The
Queen decided matters that new navy recruits were being promised shore leave in Tunis
and Greece. "Untrue," she stated, "They are being promised leave in Constantinople
and Smyrna."

1979 JAN WINTER 1904

Austria- Builds A BUD Germany- Builds A KIX, A War-r-LIV
England- F Nwy-r-OTB, Builds A ION Italy- No Adj

France- No room to build, plays 1 short Turkey- disbands F Tun

1979 JAN SPRING 1905 TURKS STORM TRIESTE? IS THIS THEIR LAST CAST?

Austria (Carnon): F ION-H; A Sny-CON; A Rum-SER; A BUD-H; A Tri-H/d/r-Vie, Alb, OTB,
A SEV-H; A IER-H; English A War/OTM; A CAL-SIL; A TYA-HWA;
A BOH-a A Tya-Tun.

England (Haffey): A MOS-S; P; A WAR-SIL; F EDI-a-F Nth; F NTH-c-A Lon-Hel; A ION-Hel;
F ION-Sal.

France (Palter): A Ger-PAR; F Mar-SPA(ac).

Germany (Sulzbarger): F BEL-Hel; A Par-BUR; A MUN-a-Italian A Ven-Tya NSU/; A KIB-a-
A Mun; F Ska-DEN; F NNY-Nth; A Ska-FIN; A LIV-SIP; A SIL-PRU.

Italy (Smytho): A Ple-VEN; F Mar-TUN; F TYS-a F Mar-Tun; F Lya-WAL.

Turkey (Masters): A Ser-ORI; F ADR-a-A Ser-Tri.

Mar 1905 due 3/21/00.

1979 JAN Press-

ALBANIA-BERLIN: Great news for Germany: at least one more year of Turkish press!!!

BERLIN-TUNIS OR WHERE-EVER: Congratulations! You have succeeded in getting me
passed off.

VIENNA-BERLIN: Can we have some Munich Beer to go along with the Polish Sausages?

TOULON: The exhausted French fleet crept back into its lair today. The Italians
had left the grubby charms of its wall, ugly whores behind for a warm welcome by
the gretty blondes of Lvg.

LONDON-ROME: Why don't you go soak your head in a wine vat?

BERLIN-LONDON: Sorry I didn't answer your letter. I couldn't answer it in good
faith as I have found honesty is not the best policy.

LONDON-BUDAPEST: What was that you said about the Italian drunk?

VIENNA-TUNIS: These stray Armenians are still running around in the Balkans.

You'd best evacuate them before the converging lynch mobs catch up with them.

1979 JAN WINTER 1903 CRASH-FIRE IN EUROPE?

Austria (Loring): NMR: Has A BUD; F BLA; A Gre-r-OTB/unordered retreat/.

England (Carnedy): NMR: Has F BEL; F WAL; F LON; F NTH; A MOS; all held.

France (Hartman): F IER-Hel; F Bre-ENG; F Nth-a-F Bre-Eng; F TIC-a-F Bre-Eng;
A BEL-Hel; A Mar-BUR.

Germany (Masters): F Rec-BAL; F DEN-a-F Ven-Bal; A HOL-H; A BOH-a-Italian A TYA-Hel; N
A SIL-WAR; A CAL-ENG.

Italy (Shelden): NMR: Has A

Poland (Burratt): NMR: Has A SWEP POT; A Rum-r-OTB/unordered retreat/.

Russia (Howard): NMR: Has A SMY; F CRE; A SER; F ROM; A UKR; all held.

Mount Ron Kelly, 6038 Richmond Hwy, #314, Alexandria, VA 22303 please submit stand-
by orders for Turkey? The other players will not be called for the remaining round since
as they submitted orders but arrived (well) past the deadline.

1980-1981 WORLD CHAMPIONSHIP CHART

America: USA, Mex, Can, Jpn, Ind	1	+1
England: Home, Nvy, Hon	5	0
France: Home, Bel, For, Spa	6	0
Germany: Home, Den, Hol, War	6	0
Italy: Home, Tri, Tun	5	0
Russia: SLP, Swa, FIA	2	0
Turkey: Ank, Saz, Bul, Sov, BUM, SER, GRE	7	+2

Winner 1983 AND Spring 1984 due 3/31/80.

CONTEST: BASEBALL! CONTEST!
 by
 Alfred Rodrigues

Here's one for all you prognosticators out there. ((You mean precrastinators?))
 Let's see who can best predict the outcome of the 1980 baseball season. On a card or letter predict:

- 1) The winner of this year's All Star Game.
- 2) The winner of each division.
- 3) The pennant winners of each league.
 (World Series representation)
- 4) The World Series Champ.

All entries must be postmarked prior to opening day. ((Postmarked?)). Send all entries to me, Al Rodrigues, 2112 Roosevelt, Bayview, CA 93304.

- 1st Prize = five issue subscription extension of MM
- 2nd Prize = two tickets to a private showing of "Little League Neechie."
- 3rd Prize = first edition autographed copy of my first novel, GODZILLA MEETS THE MUMBOJON PEOPLE.

Get those predictions in!

CURRENT STANDBY LIST

At this time, the following people are still ready to take on standby assignments. If I have left off anyone who wants to be on the standby list, please, please remains so once again as I have not deliberately omitted you, you see, it's just that my senile-retarded mind is incapable of remembering some very important things now and then. Dave Graber, John H. Masters, Ron Kelly, Timothy R. Haffey, Paul Smythe, Denise Tucker, David Crockett, Dan Falter.

I can't emphasize enough the importance of having a sufficient number of standby players. A Standby is a player who takes over a position that has been dropped. Any current subscriber is eligible to be included on the Standby List. If you are called, you get a free game (no gamefee) and the chance to do whatever you wish. If you are worried about player ratings and have not played as a standby because of it, don't! In most rating systems, standbys are not rated so you have nothing to fear. I hope that some of you will read this piece and rush me a note (along with your next order) telling, "Yes, Ben. Please be as a Standby in MURDERING MINISTERS on your standby list. I have always wanted the chance to stab mercilessly and not be concerned about creeping up my valuable starting position. Sign me up now!" Or something like that.

Also, I need a standby or two for MURKING. Anyone wish to volunteer?

MINISTER
by
Ron Brown

"There are more things in heaven and
earth, Horatio,
than are dreamt of in our philosophy."

HAMLET, ACT I, Scene v, line 166.

MURDERING MINISTERS is a gazette that began in Oct. of '78. I would like to go on record at this time and review some of the policies/philosophies that have evolved since the murky beginnings of MM, for clarifying the way I do or don't do some things around here. Of course, I'm hoping that if anyone disagrees with any aspect of the way the zine is being run, they will let me know in a note that you can include with your next orders.

Gee, where to begin? Let's try deadlines. MM runs three week deadlines with approximately a week interken for allowing me to type, adjudicate the moves, print the copies, address and stamp the copies, and finally, mail them at the P.O. (Whew! No wonder it takes me a week!) Therefore, you can count on getting your copy of MM once a month, or every four weeks.

Now, while on this subject, there may, from time to time, be a game that is run on faster deadlines. In this case, the game would be adjudicated separately and the condensed moves then published in MM. Anyone interested in a DIPLOMACY game being run the same way should let me know. I have discussed this before with Michalcki. Anyone else?

As previously noted in this issue, Alfred Rodriguez joins the staff of MM as an Associate Gamesmaster. He will introduce his subzine, (whose name he won't reveal yet), into the pages of MM before long. Alfred, for those who don't know him, has not been involved in the postal hobby for that long. However, his enthusiasm for the hobby, intelligence, wit, and integrity make him a most welcome addition. By kindly accepting this responsibility, Al makes it possible to open another DIP game immediately that otherwise would be impossible, because of my present time limitations which make it impossible for me to personally handle any more games at the moment.

While on the subject of "Guest Gamesmasters" (GGM) I'd like to clarify my stand. I found out the hard way that I made a mistake by trying to run a GGM game that I myself was playing in (GM-1). The result was a mess that is still in a state of confusion and may never be straightened out. The GGM was Rick Shatte who happens to live out of town. Therefore, I only have his word for it that everyone lost interest. Since I've heard only from one player (besides me) who expressed an interest to continue the game will simply be dropped. (UGH! This decision is extremely repelling to me!) Those requesting it will have a sub extension for the difference. I feel bad about this but I don't know what else to do. I will not place myself in this kind of situation again. If, for any reason, a GGM can't handle a game being run in MM then I will personally guarantee said game being concluded. I will finish the GM chores if a replacement GGM cannot be found immediately. And I will not play in any game in MM personally.

MURDERING MINISTERS is meant to be a zine which offers other gaming outlets besides DIPLOMACY, but MM is, was, and always shall be primarily a DIPzine. I will try to present as many articles on hobby activities, hobby politics (some), ethics, strategy, in short, just about anything connected with DIPLOMACY. But I'd also like

to print any game reviews, strategy articles, etc. about any other wargame people have an interest in. I'm thinking about an article or two on aspects of 210 play. Again, anyone interested?

Want to know why some of my House rules are the way they are? Of course any suggestions are welcomed. And in fact, the adaptation that have been made since the beginning of the zine have been for the most part the suggestions of there. One thing that needs to be emphasized to you guys in game is my philosophy on deadlines. As it says in the MM HOUSE RULES, "Article # 2, deadlines will be enforced. I'd like to put "strictly" in front of that but let me explain. The deadline is always on a Friday. If I have all the orders for a given game in, then I can go ahead and adjudge the moves a bit early. I love this as it allows me to spread out my workload which consequently results in you receiving your NH a little earlier than if (as in the case of this issue) I have to adjudge ALL the games, do all the typing etc over one weekend. Of course, any orders can be changed up to Friday. Sometimes . . . if I haven't already worked out a game's results I will accept orders received in Sat. morning's mail delivery. But this is the absolute latest. (And even at this, you can NEVER be sure I'll even accept it on Sat.)

How can one discuss deadlines and how they're handled and not mention my philosophy on NMR's? (No Moves Received). These two are closely related so forgive me if I drift from one to another. (And this will lead into my feelings on separations). If a player NMR's in a DIPLOMACY game, his country's units hold in place and a standby player is called to submit next season's orders. This is a precautionary measure to insure that the game will not be bogged down by a player's inability to get his/her moves in on time. If a player NMR's twice in succession, then he/she is replaced with the standby player, who was called (See the short section this issue on STANDBYS). Now, I feel like this: NMR's should not delay a game. (Unless every player NMR's then it counts as a unanimous vote to delay the game one season). If I am playing, say, England in a game and I'm launching a stab surprise attack on France, why should I be punished by not accepting my move? Hell, the other players had the same opportunity to get their moves in! Why punish the interested players who get their moves in on time in the interests of players who are not-quite-so-careful ones? I say the NMR will punish the guy that didn't take enough care to insure that his moves were in on time, not the player whose units are moving and gaining while the NMR's are just hanging around (See 1977NH this issue). This is yet another matter I request feedback on from the readers and players.

Separation of seasons? Now that's as touchy a subject as any! Here is the MM Philosophy: MM games take a long time to complete because only 12 issues a year are printed. I estimate the average MM DIP game will last from 16-21 months. That's if there are no delays. Because I want to offer the deadlines as they now exist (for allowing enough time to conduct diplomacy) and also run the game as quickly as possible, seasons are combined (Winter and Spring) after 1901. Only if a MAJORITY of players request a separation will one be given. But what if somebody has to retreat a unit and I'm not sure where it will go? The answer is the conditional order. I plan to devote a future article exclusively to giving a precise description of the conditional order. But briefly, a conditional order is actually several orders which are based on "conditional" builds or retreats of other powers. For example, if Germany must retreat A Hun because my French A Bur-MON dislodged him and I want to attack either Ber or Kie on my next move, I write my "conditional" order as, "If Germany retreats A Hun-Kie, then A Hun-Kie. If Germany retreats A Hun-Ber, then A Hun-Ber." See? More on this aspect in a future issue. Therefore, I will not delay a game on the

segment of nothing short of a majority of the players. If you can't stand this type of play, then there ARE games available in other lines where a single segment for reputation is sufficient. If NH can run 2 week deadlines, I'd probably do it this way instead.

Well, I've dragged this out much longer than I meant to. So I'll try to stop now. There's now I could ramble on about instead, I'll give you a chance to respond to this much first. There's sure to be a few comments, probably mostly from other publishers, about what I've stated thus far. And remember, the only way to change things from the status quo is to let your voice be heard if you have any preferences you wish to state.

May all your games in NH be games where you find not too many unflatteringly blades lodged in your back . . . (S/N/A).

Now after reading all this garbage, you must be feeling a bit melancholy as John Donne's talk of graves, of worms, and epitaphs;

taphs;

Make dust our paper, and with rainy

eyes

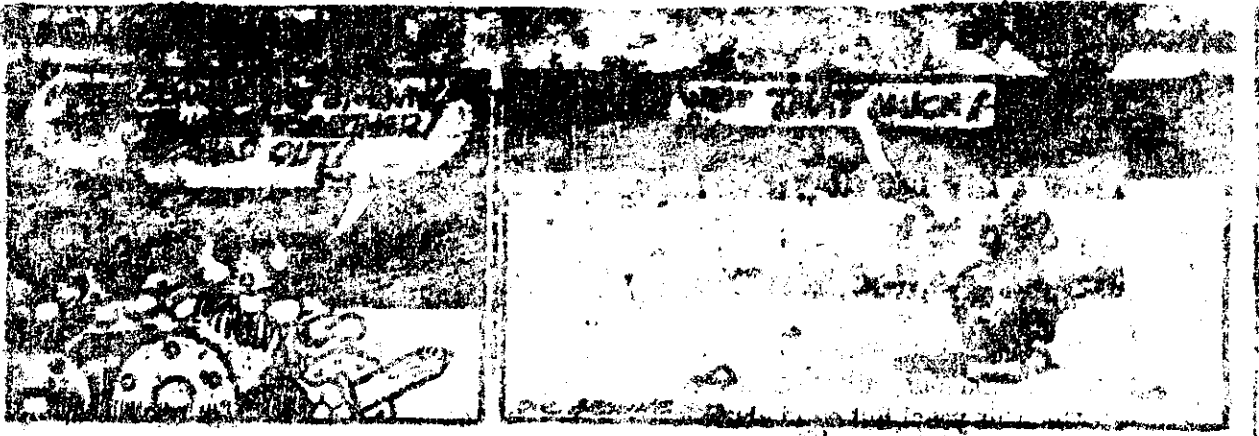
write sorrow on the bosom of the

earth;

Let's choose executors and talk of

wills."

RICHARD II, III, II, 144.



Overheard on the JOHNNY CARSON SHOW:

"I drove through a rich neighborhood the other day. I could tell it was a rich neighborhood because of the local church. It was called "St. Francis of Assisi." "Bill Martin was hired by Charlie Finley the other day. That's like Capt. Hook hiring the Alligator."

PAUSE-TO-FACE PLAYER AID - On the following page is a sheet helpful during FIF play of DIPLOMACY. How you reproduce it in sufficient quantities to fit your needs is up to you!

by

Alan Kassarof

((This article first appeared in POCKET ARMELLES #2, DIPLOMACY WORLD #13(7), and SUICIDE #16. As is the case with good articles, it turns up now in HUND'REDS OF MINISTERS #17. I hope you enjoy it.))

The average DIPLOMACY player shows up at a game with only his preference list and his wits, oblivious to the battery of useful devices science has provided him with and to the veritable arsenal at his command. I hope to delve briefly into this storehouse of resources, such to the profit of everyone involved. The first item on the list is chemical warfare, since it's the simplest.

In DIPLOMACY, as in any game of skill (or chance, if you intend to cheat), the basic rules for the use of intoxicants apply, i.e., don't drink yourself, and encourage everyone else to do so as much as possible. (A good idea which you can appropriate from The Sting is to bring a bottle of watered liquor along with you and drink from it profusely, indicating to everyone else that now is the time to take advantage of you, since you're drunk.)

If you should find yourself playing host to a DIPLOMACY game in your own home, you might reflect on "augmenting" whatever beverages you serve with vodka, or some other alcohol without a distasteful flavor. Above all, DON'T DRINK YOURSELF!

One of the simplest yet most versatile playing aids you can bring to a game of DIPLOMACY is a cigarette, or better still, a cigar. Anyone who has ever played chess knows the uses of a cigar in breaking an opponent's concentration while sitting at the board at figuring moves, and the greasy smoke produced by a cigar can also act as a screen while pieces are "manipulated" in manners other than those strictly provided for in the rules.

A cigar can also be used as an agent of misdirection when you are playing DIPLOMACY in someone else's house (i.e., place your cigar a thirty-second of an inch away from a flowered oil hanging on the wall nearby). Another useful tactic is dropping a lighted cigar into someone else's glass of liquor and watching the blaze. One more tactic of note is passing out cigars or cigarettes to members of various alliances opposing you and then passing out cigarette leads. If you are Italy and Turkey leads Austria's cigarette, the advantages become obvious. An ashtray is a good thing to have on a DIPLOMACY table, since a convulsed sneeze or a twitch of a finger can provide the needed diversion for some devious tactic that you have in mind.

Incense is not without its uses either. If you are playing in your own home, say that you always keep a few sticks burning for "atmosphere," or to cover the smell of burning flesh from the nightly rituals of your Satanic-cultist neighbors, or to mask the occasional odor of boiling clover which comes from the chemistry set of some kid down the hall. If you are at someone else's house, comment on the way the place smells like "a water tower after a washing sanitation strike," or something similar, and produce from your pocket the incense which you "always carry" just for such contingencies. It's advisable always to incense like "Camel Dug" which has a nauseating tendency, or some other scent which makes your eyes water. Better yet you can make your own incense with both of the desirable qualities above, if you're willing to invest the effort to improve your DIPLOMACY game.

A final off-beat note is the use of insect warfare by some enterprising individuals. The idea is that you simply appear at the game liberally coated with 6-12 or some other insect repellent (carrying a sufficient back up supply to sell at a handsome markup over cost), along with a jar of mosquitoes, gnats, tse tse flies, or whatever is on sale at your local truck and novelty emporium, which you release (discreetly of course). And, that's all there is to it.

All players will receive the rules, scenario description, and starting locations within a couple of days separately. It will contain all you need. These will probably be mailed to you on Tuesday. Good luck to you (all five of you). The first move will be printed with the next ENI

Now, if you're brave, read about the day that

GEORGE TAKES UP GOLF

My wife said to me - George it is about time that you learned to play golf - you know, golf - that's the game where you chase a ball all over the country when you are too old to chase women.

So, I went to see Jonas and asked him if he would teach me how to play. He said - sure, you've got balls, haven't you? I said yes but sometimes on cold mornings they're kinda hard to find. Bring them to the Club House tomorrow, he said, and we will tee off. What's tee off, I asked? He said, it's a golf term, and we have to tee off in front of the Club House. Not for me, I said, you can tee off there if you want to, but I'll tee off behind the barn somewhere. No, no, he said, a tee is a little thing about the size of your little finger. Yeah, I've got one of those. Well, he said, you stick it in the ground and put your ball on top of it. I asked, do you play golf copping down? I always thought you stood up and walked around. You do, he said, you're standing up when you put your ball on the tee.

Well, folks, I thought that was stretching things a little bit too far and said so.

He said, you've got a bag, haven't you? Sure, I said. He said, your balls are in it, aren't they? Of course, I told him. Well, he said, can't you open the bag and take one out? He said I suppose I could but damned if I was going to. He asked if I didn't have a sipper on my bag, but I told him no, I'm the old fashioned kind.

Then he asked me if I knew how to hold my club. Well, after fifty years I should have some sort of an idea, and I told him so. He said, take your club in both hands - folks, I knew right then he didn't know what he was talking about. Then he said you swing it over your shoulder. No, no that's my brother you're talking about. He asked me, how do you hold your club, and before I thought, I said, "In two fingers." He said that wasn't right and got behind me and put both arms around me and told me to bend over and he would show me how. He couldn't catch me there because I didn't put four years in the Navy for nothing.

He said, you hit the ball with your club and it will soar and soar. I said I could well imagine. Then he said, when you are on the green - what's the green, I asked? That's where the hole is, he said. Sure you're not color blind, I asked? No, then you take your putter - what's a putter, I asked him? That's the smallest club made, he said. That's what I've got, a putter. And with it, he said, you put the ball in the hole. I corrected, you mean the putter? He said, the ball - the hole isn't big enough for the ball and the putter, too. Well, I've seen holes big enough for a horse and wagon. Then he said, after you make the first hole you go on to the next seventeen.

He wasn't talking to me. After two holes I'm shot to hell. You mean, he said, you can't make eighteen holes in one day? Hell, no, it takes me eighteen days to make one hole; besides, how do I know when I'm in the eighteenth hole? He said, the flag will go up.

That would be just my luck.....

Well, that about does it for #17. Hope everyone is still around for #18 next time... By the way, I'd appreciate it very much if anyone knows how or where I can find a set of the rules for ASPA ~~MANAGEMENT~~ and letting me know. Please?

Again, if it's not too much trouble, when you are making your covers for the next deadline (3/21/80) please write a few words giving me some feedback on this issue. Much thanks.

I know who faked ~~VOLKREINMANAGEMENT~~: Do you? It was _____ . Sorry, but I can't say until after Bob Arnett releases all the facts in his next issue!

Roy Mendicino, of ENVOY fame, is taking over ALL the ~~COMMAND~~ orphan pages. Way to go Roy! I'm in one of those games . . . On second thought, why don't we just forget about them, Roy. (Just kidding.) If you were a player in any of those games contact Roy. (I don't have the address now but I can give it to you if you write for it or you will probably see this announcement elsewhere anyway!) By the way if you are interested in pbn games other than DUP, write Roy and ask for a sample. He does a great job on ENVOY. Next issue I'll give you his address for sure.

So remember . . .

"Tomorrow and tomorrow and tomorrow. . ."
follows today and today and today.

Eye

* * * * *

Your sub expires issue # _____

Trade _____

Plug? _____

Would you please send standby orders for

_____ on page _____?

RAMBLING: RAMBLING: Jerry - What's this \$25,000 Cas Vegas deal? Is it for real? Ron

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