

Perelandra

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THE MASON

Nothing older than stone but the soil and the sea and the sky.
Nothing stronger than stone but water and air and fire.
Nothing worthier than stone but the harpstring, the word and the tree.
Nothing humbler or stubbornner than stone - whatever it be!

Stone is the bone of the world, under moor, under loam,
under ocean and churchyard-corruption of buried bone;
floor of the mountain, pound of the ocean, the world's cord.
God's creature, stone, that once was the vault of its Lord.
God gave me stone to know for a womb with child,
the time of delivery come but waiting the knife:
I free the stone-born glory into the air,
rounded and grooved and edged and grained and rare.

I have mastered the grain, the make, the temper of stone,
fingering it and considering, touching with hand and with soul,
quarrying it out of the course, piercing and severing it,
with a chirp of meeting metals like a bird's chirp.

Basalt I know - bottle-green still pools of stone
harder than hawk's beak, shark's tooth or tusk of the boar;
basalt - the glass-stone, stone without pore or wart;
causeway-stone stepped across Moyle-fjord in the north.

Granite I know - dust-pearl with silver eyes -
that moulds domed hills, with snow, rain, wind and time.
Marble - the multiple-tinted, - the satin-flesh -
daughter of the King of white Greece in the lands of the west.

Dark flint I know with the feel of a fox's tongue,
the unconsumed cold carrier of fire its young,
stone of hairedges and thornpoints, the dagger stone,
spearstone, swordstone, hatchet-stone, hearth-gilly stone.

O Christ, the stone which the builders rejected
and which is become the head of the corner,
part me from them the stone shall grind when it fall;
leave me not a stone in thine enemies' hand!

Robert Farren, 1909-

Perelandra is a monthly amateur magazine devoted to the postal play of Diplomacy (© Avalon-Hill Game Co.) and to fine literature in English and other languages. Subscriptions are \$5 US for ten issues, payable to the publisher, P.J. Gaughan (509 Sandpiper Dr. #130, Arlington TX 76013; phone 817-460-3253). Subscribers outside North America add \$2 or 5 International Reply Coupons. Samples are available for the cost of postage only. Readers' contributions are encouraged and full articles will be remunerated at the rate of \$1 per printed page.

Herelandra

1982 HK - Yavin

ITALY LOSES PUPPET -
BITES THE BIG ONE?

Summer 1905

GER a den r kie

Fall 1905 (Yes, 1905)

AUS (Ellis): a ser s Ra rum-bud,
f bul/sc-con.

ENG (Burgess): f nao-lvp,
f eng-bel (f nth s),
f nwy s f nth.

FRA (Cusack): f bre-eng,
f mid-nao (f iri s),
a pic s a bel,
a bur-ruh (a bel s).

GER (Keeney): a kie-ber,
a ruh-kie, f hol says ok,
a boh-tyo (a mun s).

ITA (Peery): a ven-tri,
a vie-boh (a tyo s /d r pie ven vie otb/, a gal s), f tyn-ion,
a bud s a gal /a bud d r vie otb/, f con s Af bul/sc (f smy s).

RUS (Givan): a war-gal, a ukr-rum, a rum-bud (AUS s), f bla s Af
bul/sc-con, f swe-nwy, f den-nth.

TUR (Keller): a ank-con (f smy s /nsu/), a con-bul /nsu/.

Winter 1905 supply centers, conditional on Italian retreats

AUS	ser gre bul	3	-	3	even (no room)
ENG	lon lvp edi nwy	4	-	4	even
FRA	par bre mar spa por bel	6	-	6	even
GER	ber kie mun hol den	5	-	4	lose one block
ITA	nap ven rom vie tri had tun smy CON	8	-	8	even or build(s)
RUS	stp mos war sev rum swe DEN BUD	6	-	8	build two
TUR	ank den	2	-	1	even

It has been commented that replacing Woody was "unreasonable". Not only did he have a free month beyond his sub to pay for more, but my HR allows me to drop a player without any grace period. I assume he didn't want to continue, since three consecutive issues warned him to resub. The Turkish Flying Dutchmen continue to confuse me, but I publish all orders (see GER f hol h). Thanks for no NMRs and some fantastic fighting! Autumn retreats, Winter adjustments and SPRING 1906 orders are due at 9pm CST November 27. Now the chatter:

Eng to GM: Did these orders make it OK?

UTA to Eng: Yes; I had your phone number last month, but not on your file card, only in the game report from Sept. Your guesses as to how long mail runs between us are all one day off.

Aus to Turk: Aw, nevermind. You don't even know where your units are.

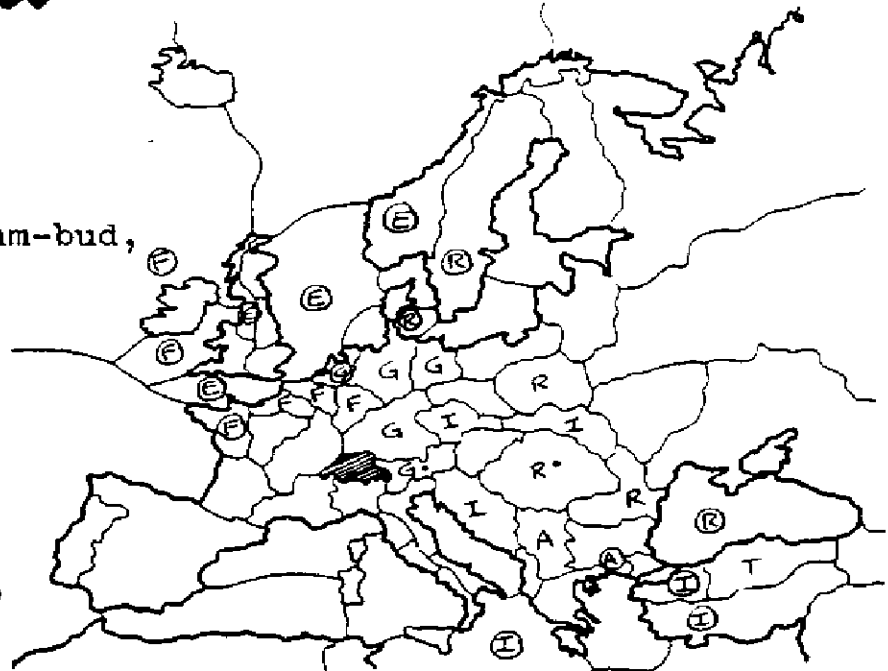
Aus to UTA: At first I was not pleased with the position you gave me, but after assessing the disarray of the board, I think I have as good a chance as *Turkey* anyone!

Turkey: Go Sacto!

Eng to the guys: I know I haven't been a very talkative standby, but I promise to pick up the writing if I get response. What do you think?

Italy: Come on guys, don't you think by 1905 we should have settled down with a single cast of performers? This is tiresome...

UTA: Performers have more to say on page 8.



Perelandra

Vital Statistics

Well, it's been a good month for most things except Perelandra statistics. Standby list--Makuc, Burgess, Givan, Ellis, Keeney, Luedi--has been shuffled considerably, but is long enough for two games. Problem is having so many people already in one or both; solution is to pick up another five to ten subbers.

New subscriber: Bob Albrecht, 1001-1239 12th Ave SW, Calgary Alta. Canada T3B 3R8, (403)244-8402. This is a trade for Bob's new zine Battle Stations, which I would recommend you get IF you're willing to play with some of the best Dippers in the Americas.

Expiring subscriptions: With this issue the Langritz* subscription is up. At #16, Mike Mazzer and Hector Roybal become the ninth and tenth ex-subscribers.

*ignore - check arrived today...

Dip Party: Any and all interested players are invited to my home here in beautiful Arlington January 13 and 14. Floor space (for sleeping bags) and drinks provided IF you RSVP. I will be in California for the holidays, so if you wait 'till the last minute you can call (213) 947-2766 to let me know whether you're coming.

Game Openings: WOZ (regular Diplomacy) still is open. Jim Makuc is paid, two others are 'interested' and gamefee is \$3. This issue also brings to the United States, for the first time, Snowball Fighting (©1983 Trevor Mendham & Dom Elias). I have space for two to six players in SF1, and gamefee is only \$2. If you don't have time for another game of Dip, this one's perfect because it requires no writing. Woz will remain open until January first, but there will be a standing game of SF open. Rules are printed elsewhere thish; c'mon, try it out!

Contest: Maybe you just couldn't read it on your copy (notice the new ribbon this issue?), but there two issues available for the most accurate "translation" of the word wowolfol (honorable mentions will get one issue if they're funny). Hints: there is a familiar English phrase which will give the meaning, and don't try using a dictionary.

Don Miller Dept: Whitestonia is approaching #75, and Italiano Pribe is coming up on #100 by the first of the year. Congrats!

Playlist: Keith Green, The Prodigal Son - easily the best lyrics I've heard, unfortunately a posthumous release - Sweet Comfort Band, Breakin' the Ice; Dallas Mavericks vs Phoenix Suns and SMU vs Texas A&M. Readlist: finally got to White Gold Wielder, last of the six Thomas Covenant Chronicles by Steven Donaldson. Wait for the paperback unless you're an Unbeliever addict.



Lead editorial this time is on memorials. Why do we remember different individuals on their birthdays or on the anniversaries of their deaths? Dallas, of course, will have a commemoration of John Kennedy's assassination later this month, but he is a man I would far rather celebrate than mourn. FDR gets more notice in Warm Springs, GA, where he died, than in New York, where presumably they have enough Roosevelts to keep them occupied. And isn't Martin Luther King Jr.'s death at least as traumatic to much of the country as Kennedy's? Certainly not everywhere or everyone, but let's get a system going here.

Which raises the question of our new holiday (third Monday in January) in memory of MLK. I was born the day before JFK was sworn into office; growing up, I heard more wistful remembrances from blacks about him than about King. Granted this was Ohio, and not Alabama. But I can think of several people I would honor before King, as great and honorable as he was. Lincoln is the classic example, but like all historical figures he depends on accident; what if the Civil War breaks out in 1850? (Or if civil rights break out in 1950, in King's case.) What about Benjamin Franklin and Thomas Jefferson, who did more to take the concept "United States" out of the abstract than Washington ever did?

And there are pragmatic problems. Over \$5 billion lost in trade and wages; another chance for drunks and travellers to die on the roads (right after the worst period of the year, Christmas/New Year's); and don't we really need that holiday, if at all, in August (where we currently have an eight-week period without one)?

For the even-mildly interested, Martin Luther (a man at once both better and worse than the traditions which surround his legend) was born November 10, 1483.

I am not a sage. I am not as old or as wise as those who inform me of things that happen "out there" in the real world. But think about my 'generation' and how we have acquired knowledge.

My very earliest memory of something like world affairs is television's view, in 1972, of Vietnam and a presidential election. I have been struck to think that eleven-, twelve- and thirteen-year-olds across America are gaining their first awareness this week of a world beyond the state they live in, through the multiple tragedies of Sakhalin, Beirut, and Grenada. It is unfortunate but unavoidable (unless we stop warring) that pre-teens get exposed to adulthood outside of the home first through war.

Second, and more important, is that they will go through the same stages of gullibility I did. Even as I thought that we must be pretty nice guys in the U.S. to go fight someone's battle for them, kids today will believe that their Government is desperately trying to preserve justice in the world. But this is not true. We are trying to preserve democracy, one of the most unjust systems.

I should not have said we. I do not blame individual Soviet citizens for the excesses of their rulers; I will no longer be held responsible for those of mine. By 'our' continued reliance on military might, up to and including interfering in the internal affairs of sovereign nations, we have proven that it is not the "evil empire" versus "God-blessed" America.

There are two black hats in this feature.

IF you can tolerate more, it's on page nine . . . with other people's ideas, even.

Herelandra

Snowball Fighting

Snowball Fighting is a game for two to six players, playable either postally or face-to-face. It recreates a hectic snowball fight in a suburban backyard, with each player a combatant in the "Snow Wars", starting the game with a name, two 'simple' snowballs, and ten Hit Points. Although this is a simple game (for example, diplomacy is unnecessary though not forbidden), such terms as "hit prob" (% probability of a hit) may be new to middle-of-the-road Dippers, so I'll try to define them as I go.

- 1) Names Players should invent a nom de guerre under which to play. Some appropriate, if unoriginal, choices are Jack Frost, Snow Queen, Winter Wolf.
- 2) Objective To win, by inflicting a total of 15 points of damage on any combination of foes (Victory Points are in general one point per point of damage done; exception: Mendham Maniac). The amount of damage a player absorbs is irrelevant, except in that it may doom him to spend valuable time indoors recuperating. If two or more players reach or exceed 15 VP on the same segment and tie, there is a joint victory.
- 3) Play Each 'turn' (postally, one month) consists of three 'segments', players writing orders for all three segments of one turn each time. Players may perform one action per segment, and may make the action of the third segment only conditional on the results of the first two. (However, if a throw of any sort is made conditional its hit prob is reduced by 10%.)
- 4) Actions Players perform one action per segment. Notes: When throwing snowballs, range is calculated by the shortest route. This route may not pass through a conifer hex, but must be recalculated around it. A throw which would have to pass over the shed is allowed, but hit prob is halved. Whether or not a throw has to pass over the shed is up to the GM's discretion. The possible actions are--
 - A) MOVE. A player may move up to four hexes from where he stands if he states the reference number of all hexes he passes through. When moving along the path, all movement is doubled (two hexes moved use up only one hex of the allotment for that segment). Thus a player starting his turn adjacent to the path may move onto it, four hexes along it, then off the path again. When moving, a maximum of two simple snowballs or one Dolton Dirigible may be carried. Any player moving at maximum speed (i.e., four hexes) has a 10% chance of slipping and falling over. If this happens, he takes two HPs of damage, loses all his snowballs, and misses the next segment.
 - B) COLLECT. A player may collect up to two simple snowballs, or one Dolton Dirigible (a massive ball of snow, needed for a Dirigible or 'Shed Avalanche' throw). Snowballs may not be collected on the path (see map notes).
 - C) COLLECT & MOVE. The above two actions can be combined. A player may use the whole segment moving, or use the whole segment collecting a Dolton Dirigible. However, he may collect a snowball and still move two hexes (or move two and collect, or 1-collect-1). Collecting two snowballs also requires the whole segment.
 - D) ATTACK. This action requires the whole segment. There are seven different types of attacks:

Ravenscroft Rattlesnake The basic combat throw; a straight, fast and fairly certain throw of a ball to a foe's jaw. Player may specify a target by name (target must be within range) OR may say 'Anyone within range' (nearest person is chosen but hit prob is reduced to 70%).

Herelandra Dolton Demon A more defensive maneuver, combining a less accurate but still effective attack with mobility. Player states a specific target, then either 'Move' (moves one hex in snow, two on path) or 'Dodge' (25% is deducted from the hit prob of any direct attack on the player in this segment).

Barnard Bolero A characteristically sneaky move, attempting to hit two people at once. The player names two different targets and throws a simple snowball at each. However, while doing this he is more open to attack - any direct shots at him are at +10%.

Mendham Maniac The desperate, last-ditch defense of an unarmed "snow warrior", who scoops up handfuls of unmoulded snow and hurls them wildly at his foes. The action also incorporates an element of dodging and 5% is deducted from any direct attack on the player. This attack is not targeted; any player within 2 hexes has a 25% chance of being hit and taking one point of damage - BUT no VP are awarded when using this shot.

Dolton Dirigible The lobbing of a wholly gross and excessive, football-sized snoball up, up, and away, and then down, down out of the sun and down the neck of the unfortunate victim. The Dirigible is aimed at a particular opponent.

There are also two "indirect attacks":

Conifer Storm An attempt to hit a conifer with a snowball, and thus cause it to drop snow on its own and surrounding hexes. Following a successful hit (prob 90%), there is a 70% chance of it dropping snow, doing two points on anyone in the main hex and one point on anyone in surrounding hexes. Player states grid reference of conifer aimed at.

Shed Avalanche Drop a big enough snowball on the shed roof and watch the avalanche. Player states whether he wishes to avalanche the north or south side. If snowball hits (80% prob), there is an 80% chance of an avalanche, with a further 80% chance of it being on the right side. Everyone in the marked hexes takes 2 HP, and thrower receives a full 2 VP for each.

NOTE: With Conifer Storm and Shed Avalanche it is possible for the player to catch himself. In this case he takes the relevant damage but does not get VP for hitting himself!

5) Weapons Once collected, snowballs and Dirigibles last indefinitely (the weather's very cold). Players may collect as many as they wish as long as they remain stationary; when moving, they must state what they are carrying (up to maximums of 2 balls OR one Dirigible) and the rest are assumed destroyed. Thrown balls are, of course, useless. See map notes also about snowmen.

6) Hit Points When a player is reduced to zero HP, he must 'Move' as quickly as possible to the kitchen. If a player reaches zero HP part way through a turn, his remaining orders are ignored and he moves towards the kitchen at maximum speed at the fastest possible route. While "running for cover" a player is immune to attack. After spending three segments in the kitchen drying his socks, the player may return to the fray (possibly in the middle of a turn) through the door (W11). HP are restored to ten and the player is assumed to have taken two simple snowballs from the kitchen windowsill on the way out, his old ones having melted.

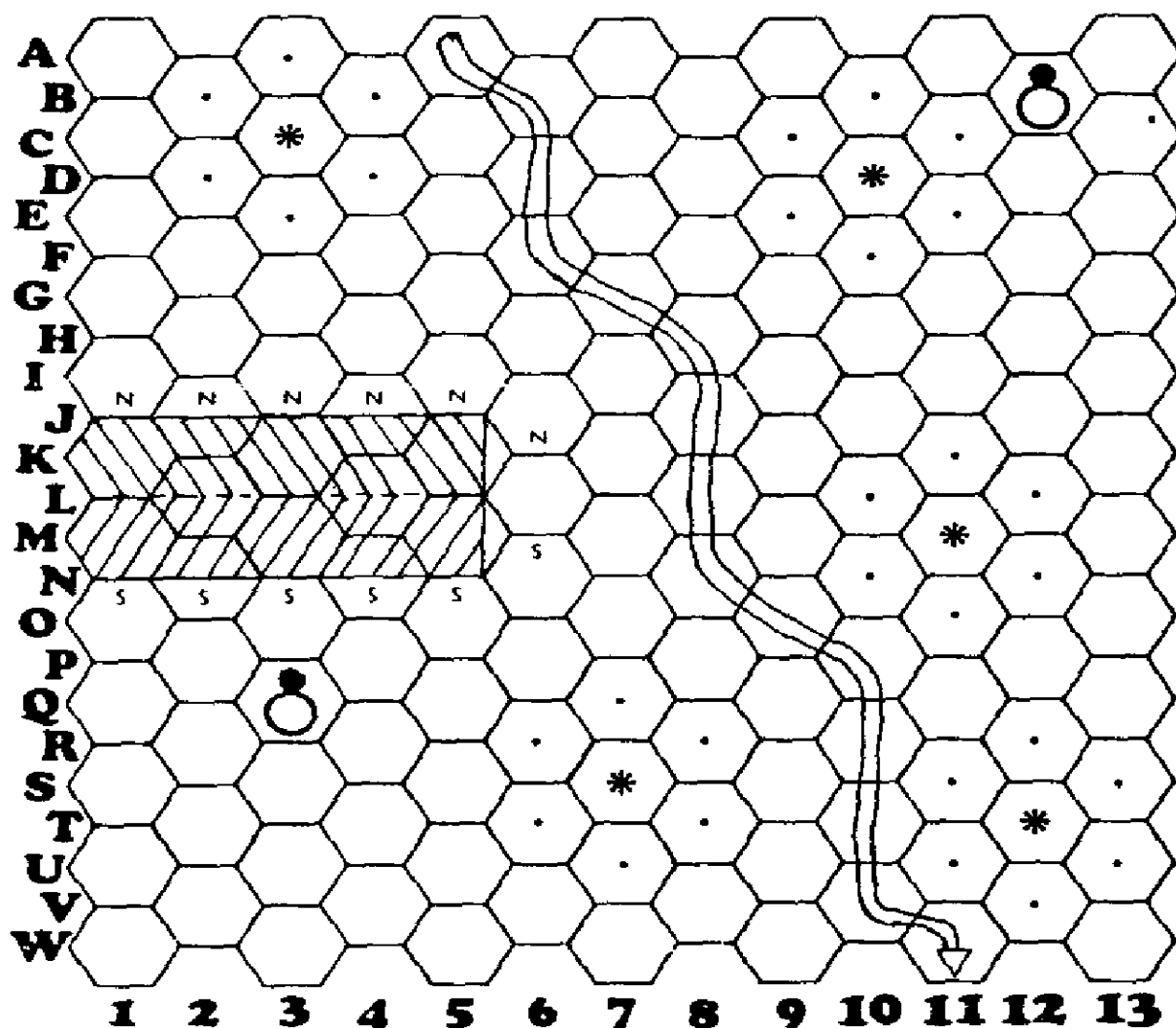
7) Starting Positions are allocated randomly.

8) NMRs If a player fails to send in orders, he is assumed to be standing around staring at the sky. He does not attack and any attacks on him hit at +10%. Two NMRs in succession and he will apparently have chickened out of the fight and gone to sulk in the kitchen - out of the game.

9) Press Shouting across the yard is encouraged.

Map and hit prob charts follow. Rules are copyrighted.

Herlandra



Initials will mark players' hexes. Asterisks mark large conifers, branches thickly laden with snow. These offer protection, but are liable to Conifer Storm. Dotted areas surrounding offer less protection but less risk from Storm.

Shed is marked by diagonal lines. Hexes K5 and M5 count as shed and may not be occupied. Hexes J2, J4, N2, and N4 may be occupied but count as possible damage areas. L6, notice, is safe because of the inverted 'V' shape of the roof.

Snowmen (at Q3 and B12) also give protection. If desired, head may be thrown as if it were a Dolton Dirigible (only once per snowman!) without using a segment to collect. Heads may not be carried.

The garden path, marked by a double line, is assumed to have been cleared. Players move at double speed but cannot collect snowballs. Hex W11 contains the kitchen door. Note--unless running for safety, players may not stop on the door hex.

Any number of players may pass through a hex during a segment, but only one may occupy it at the end. If two or more try to finish a segment on the same hex, the "faster" player takes it and the others end up one short. Ties are broken at random.

Note the adjustments (next page) for such things as physical state of target, position on protection hex, or distance within/outside of range.

Herelandra

Attack Specifications:

attack	range	damage	ammo req'd	base hit prob
Rattlesnake	6	1	1 'ball	80% (70% if 'anyone')
Demon	4	1	1 'ball	60%
Bolero	4	1ea	2 'balls	50% each target
Maniac	2	1	none	25%
Dirigible	3	3	1 Dirig.	55%
Storm	4*	1or2	1 'ball	90%, then 70% to storm
Avalanche	2*	2	1 Dirig.	80%, then 80%, then 80%

*for throw, not damage

Adjustments to Base Hit Probs:

target collected two snowballs this segment (arms full)	+10%
target collected one snowball this segment	+ 5
target stationary this segment	+ 5
target moved 1 or 2 hexes	- 5
target moved 3 or 4 hexes	-10
target hit by Avalanche or Dirigible last segment	+10
assailant hit by Avalanche or Dirigible last segment	-10
target outside normal range	+ 5*
target within normal range	- 5*

*per hex within/without!

target on conifer hex	-25
target adjacent to conifer hex	-10
target on snowman hex	-10
target did Mendham Maniac this segment	- 5
target did Dolton Demon and 'dodge' this segment	-20
target did Barnard Bolero this segment	+10

After all these, the hit prob is halved if the shot has to pass over the shed. Movement is calculated first, then Demon/move (if any) then other attacks "simultaneously".

1982HK Yavin press continued

Aus to Ita: For an ally you don't write much. You are also sitting on all my centers. Get off my centers and write me a letter or two and I might reconsider helping you.

Ger to Italy: You have forgotten about Scorpio, haven't you.

UTA to Readers: If this is going to become the Cross-Gamer's Journal, I'm getting out.

Eng to Ger: OK, I'll bite, did we try it again? Damn Frenchman. You gotta like a guy who plays all the tricks & plays to win (like to snuff him, that is).

Ger to Fra: Holland has said it all, so let's go get him.

Ger to Rus: Do what you must, but remember, be kind and gentle.

Aus to Rus: Don't look now, but your St. Peter is showing.

Eng to Rus: Yes, I see that you've attacked Germany. I am glad and mightily impressed except that it seems as if I need an ally to stop the leapfrogging hordes. I don't know about you but this I/F alliance bothers me. Peery claims it's unshakable and I think that he's not lying to me. What do you think?

UTA to Board: I think it's time for a joke (other than Austria's press)--

Two sailors were directing evacuations from a sinking boat. One was yelling, at the top of his lungs, "Woman the lifeboats! Woman the lifeboats!" The other nudged him and said, "That's 'Man the lifebbats!'" The first sailor looked back and replied, "Hey, you fill yours and I'll fill mine!"

Thought for the month:

The more you run over a dead cat, the flatter it gets.

Herelandra More opinions: I'm really sorry last issue came out so badly; most of you probably didn't bother trying to read the letters. Well, you should have; they were almost worth the space to run again. I won't go to that extreme, but Roland Sturm has added a few thoughts to the debate:

Yes, government can promote demand! E.g., if it increases or decreases the petroleum tax, people will buy smaller or larger cars. The problem is that starving people cannot emphatically demand food because of their weakness. And, by the way, what's good for your country might be disastrous for Ethiopia.

And to Evans: don't you see the difference between food and cars? Without food you can hardly stay alive, but without a car you can. I wonder what you would say if you had an empty stomach for some months, and then some fat people came to you and said, "Here, we have some bread for you, but in advance ...!"

I get the feeling Roland is trying to say that government already does regulate supply and demand, something Greg and Evans had both expressed distaste at.

On a non-controversial tone, Gary Coughlan wrote from Brussels:

I've done things here I've never thought about doing. I've eaten frog legs and snails (escargot!) and shark meat -- all were delicious but where will I find them in Memphis? ...Ah, it's now half-over!

I don't know whether that's disappointment or relief.

I asked Guy Hall for a sample of Great War and Modern Memory, but then found out he had folded. However, he mentioned a topic of mutual interest:

My wife and I may be able to attend a Dip party in January. Too much depends on how well our 1977 Pinto functions that week. And it is a long way 'till the 14th of January. I also assume I'll see you at Origins in 1984 (Orwellcon). I attended Dalcon 1981 and it was terrible - only 15 signed for the Diplomacy tournament. I went home the same night. Because the Dalcon organizers are putting on Origins I have lowered expectations.

Well, I don't know the people from Dalcon, but I also can't get anyone to tell me anything about Origins except when it will be held (July 4th weekend). At this point, the odds on me living in the Dallas area next summer are 70% against, but if I'm here I guarantee I'll be attending and probably hosting.

I'm living on half a shoestring these days, and recently found a selection from the writer with whom I sympathize the most, despite his humanistic outlooks, which is fairly representative. The kindred spirit is Henry Thoreau, from his journals. In reply to a letter from Harvard (early Feb. 1859) asking for contributions to the library, he sends \$5 and writes, "I would gladly give more, but this exceeds my income from all sources together for the last four months." Then, in an entry for January 3, 1861:

"How few ever get beyond feeding, clothing, sheltering, and warming themselves in this world, and begin to treat themselves as human beings -- as intellectual and moral beings! Most seem not to see any further [than] over the ridge-pole of their barns. ... They venture a little, run some risks, when it is a question of a larger crop of corn or potatoes; but they are commonly timid and count their coppers, when the question is [on page 10!]

Hereandra

Our Guest of Honor

William Shakespeare, King Lear Act II, Scene 2. Enter Lear and Fool. Storm continues.

LEAR. Blow, winds, and crack your cheeks! rage! blow!
You cataracts and hurricanoes, spout
Till you have drenched our steeples, drowned the cocks!
You sulphurous and thought-executing fires,
Vaunt-couriers to oak-cleaving thunderbolts,
Singe my white head! And thou, all-shaking thunder,
Smite flat the thick rotundity o'the world!
Crack Nature's molds, all germens spill at once,
That make ingrateful man!

FOOL. O nuncle, court holy-water in a dry house is better than
this rain-water out o'door. Good nuncle, in, and ask thy daught-
ers' blessing! Here's a night pities neither wise man nor fool.

LEAR. Rumble thy bellyful! Spit, fire! spout, rain!
Nor rain, wind, thunder, fire, are my daughters:
I tax not you, you elements, with unkindness;
I never gave you kingdom, called you children,
You owe me no subscription. Then let fall
Your horrible pleasure. Here I stand, your slave,
A poor, infirm, weak, and despised old man.
But yet I call you servile ministers,
That have with two pernicious daughters joined
Your high engendered battles 'gainst a head
So old and white as this. O! O! 't is foul!

[Fool's soliloquy. Enter Kent.]

KENT. Alas, sir, are you here? things that love night
Love not such nights as these; the wrathful skies
Gallow the very wanderers of the dark,
And make them keep their caves. Since I was man,
Such sheets of fire, such bursts of horrid thunder,
Such groans of roaring wind and rain, I never
Remember to have heard. Man's nature cannot carry
The affliction nor the fear.

LEAR. Let the great gods,
That keep this dreadful pother o'er our heads,
Find out their enemies now. Tremble, thou wretch,
That hast within thee undivulged crimes,
Unwhipped of justice. Hide thee, thou bloody hand;
Thou perjured, and thou simular of virtue
That are incestuous. Caitiff, to pieces shake,
That under covert and convenient seeming
Hast practiced on man's life. Close pent-up guilts
Rive your concealing continents, and cry
These dreadful summoners grace. I am a man
More sinned against than sinning.

[Thoreau continued] whether their children shall be educated.
He who has the reputation of being the thriftiest farmer and making
the best bargains is really the most thriftless and makes the worst
It is safest to invest in knowledge, for the probability is that
you can carry that with you wherever you go."

I have a million and a half other things which I'd love to share
with you all, and now that I have the SF rules out of the way I've
got four pages to put 'em in. But let's make this a group effort,
okay? Even if you only send a card, write this month, or sign up
for a game (be goofy and sign on for Snowball Fighting). The
oldCeltic blood says, "Godspeed" through this month of peril; the
renegade Baptist says, "Praise God for basketball!" Shalom!

Herelandra

1983 G - Darkover

CLEAR AS MUD, JUST AS DIRTY

Autumn 1902

ENG a kie r ruh ITA f tun r otb
GER f hol r bel TUR a bul r otb

Winter 1902

ENG build f lon and a edi
FRA b f bre
GER r a mun RUS b a mos
ITA b f nap TUR b f smy

Spring 1903

AUS (Cusack): a bud-vie
(a tri s), a gre-ser,
a bul-gre (f alb s).

ENG (Givan): a edi-nwy
(f nth c), f lon-eng,
f hel-den (f swe s),
a ruh-bel (a hol s
/a hol d r ruh otb/).

FRA (Ellis): a bur-mun,
a gas-bur, f bre-eng,
f tun-ion (f tyn s), a naf-tun.

GER (Makuc): f bel-hol (a kie s), a sil-ber /d r boh gal pru otb/

ITA (Mazzer): a rom h, a ven-tyo, f nap s Af alb-ion /nso/.

RUS (Ragsdale): a war-sil (a ber s), f bal s a ber, f sev-rum,
a mos-lvn, a vie s Ta rum-bud /nso and d r boh gal otb/.

TUR (Luedi): a rum-ser, f bla-con, f aeg-ion, f smy-eas.

Everyone noticed the errors in last month's map (a war, not mos) & adjudication (f swe-den failed). Thanks gentlemen; no NMRs and plenty of surprises, with diplomacy (apparently) going right down to the deadline. Summer retreats and FALL 1903 orders are due 9pm CST November 27 (Sunday). Here comes da press:

Rome to Mun: Whadya say. First out buys drinks?

Munich to Burgundy: Want some centers, too? Come on, join the fun!!

Fra to Ger: Look, I am getting there as fast as I can! Is Munich an open city?

Fra to Board: You guys fall asleep? I mean, I expected at least one letter this season!

Rome to GM: Too bad my press got lost with my orders last season. There was some great press about the Italian hordes sweeping down the Alps, driving the terrified French before them. You'd have loved it.

ITA to Rome: Why not resubmit it as a fiction item?

Fra to Eng: I promise, you will know when/if I attack you.

Rome to Paris: Notice how I caused Turkey to NMR. Be forewarned! I could do the same, or worse, to you!

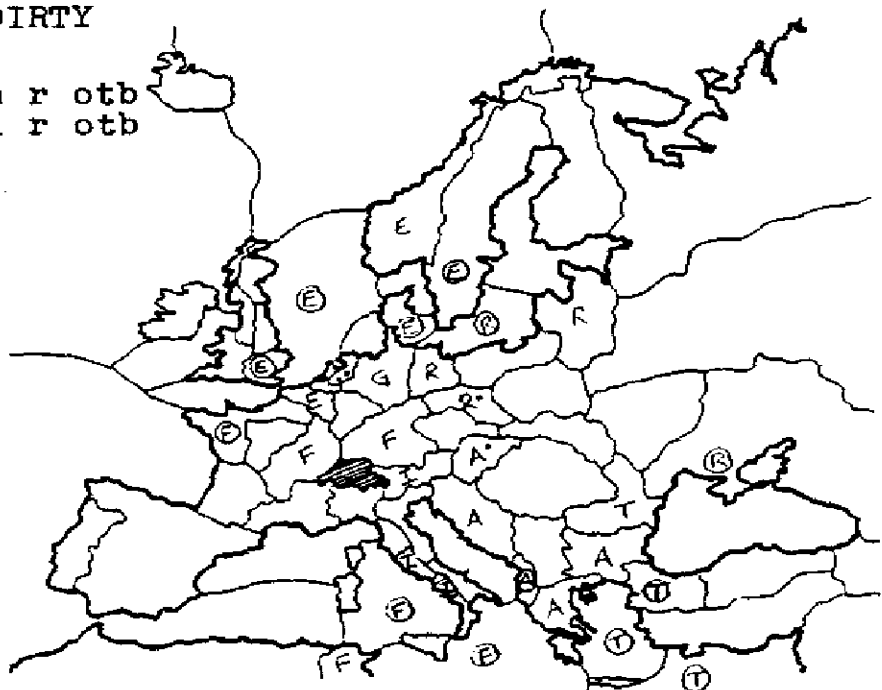
Ger to Eng & Rus: I never cross-game, but I'll remember this!!!

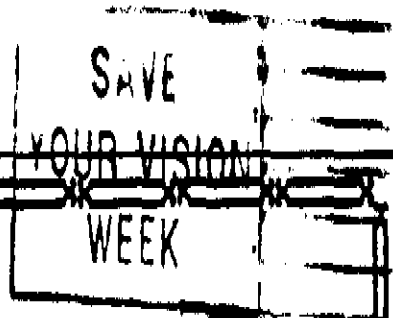
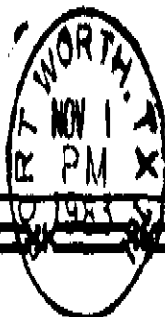
UTA to Board: Wake up you guys! Don't you realize that every exclamation point takes me two keystrokes???

Fra to Board: Evans is a funny guy. He told Germany that he was moving out of Kiel and Russia he was moving out of Sweden. Son of a gun, he bounced in Denmark! Now how did that happen? Way to go Blade!

UTA Two-Liners: What's the difference between Florida and yogurt?

Two-Liner Answer: Yogurt has an active culture.





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We trade

Your sub ends with issue 60



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