

THE

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ARMENIAN

#16

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THE USE OF FLIPPANCY IN MINIATURES

By Laurence Gillespie

It seems to me that there has been a tremendous amount of discussion in recent issues of THE POCKET ARMENIAN of the potential for the use of flippancy as a psychological device in regular wargames, while a much greener field for such endeavours would be the area of miniatures. Think of all those orderly rows of little plastic men, those neat and sparkling columns of tanks, and the ramrod-straight lines, trenches, walls, bridges etc. Miniatures is a field that attracts people who believe in ordered, clockwork maneuvers and uniform rules and units. Also, many table wargamers are really interested in the modeling and dioramic end of military miniatures and as such are much more susceptible to little acts of psychological warfare than a genuine wargamer who is used to coping with the frustrations and ambiguities printed in the units and rules of every game. Thus, a little flippancy will go a long way in the model soldier field.

First, a few notes on general strategy. The best way to re-introduce flippancy to miniatures is to remember whence all toy soldier fanatics spring. All you have to do to drive a table-top wargamer crazy is to bring back the good old days when said gamer was about seven years old and the only system of combat resolution he knew about was knocking a couple of soldiers against each other until one fell apart. Every miniatures fanatic thinks back to the bad old days when there were no such things as dice, or shot sticks, or hit circles, or even Donald Featherstone. Who didn't get a bag of toy soldiers when he was a kid? Honestly, how many people knew at that age that military battles could be fought in an organized fashion? So your main psychological device is a simple one: make the game as physical as possible without getting your face punched in. When you are losing (and when else would anyone in his right mind use flippancy?) ((who's in his right mind?)), remember that anything goes:

(1) PARATROOPS--this is a perfect device to use after your line holding the enemy soldiers across the river is broken, and thousands of them are within inches of your home base. Your opponent ignores all your pleas to concede, wishing to enjoy the extreme pleasure of seeing someone else get ground into the dirt for a change. This is the time when you hit him with the "Emergency Paratroop Rule." As he is rubbing his hands together with glee anticipating your slaughter, hunt around and find some decrepit old model plane. Nationality, type, color, even scale--none of these is important, although nothing burns up the true miniatures fan

(continued on p. 2)

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Scott Rosenberg  
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Editors: Matthew Diller  
Scott Rosenberg  
Greg Costikyan  
Adam kasanof  
Publisher and Financier: Scott Rosenberg

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Flippancy in miniatures (continued)

page two

as much as being bombed by something that's out of scale. All you have to do, then, is to cram a couple of "dead" soldiers into the fuselage, or on the wings somehow, and, making appropriate noises, make a low pass over the playing field, shout "...Pilot to Bombardier, Pilot to Bombardier--RELEASE PARATROOPS!!" and empty the paratroopers all over the table. Nothing wipes out a beautifully linear column like a pile of "Eighth Army" soldiers dumped all over it from a height of two or three feet. A friend of mine keeps an old "Made in Hongkong" D-3 for this express purpose.

This gambit can also be converted to a simple "Air Raid" by fropping rubber balls, pieces of terrain ((perhaps an air-droppable forest?)) or even dice, although the latter case is really a steal from the great "Two Ton Dice" trick. The last time I can remember this gambit being used was in the annual local tournament for mixed-up miniatures here, where a brilliant air-drop of a half-dozen minitanks completely disrupted my one-time opponent's headquarters.

(2) THE KAMIRAZE GAMBIT--This is particularly effective, and needs very little in the way of materials. A half-dozen sheets of paper can be folded into a "Peter Max Suicide Squad" that will take on all comers. Simply make up your paper airplanes and fling them into your opponent's ranks while fanatically screaming "Honorable Japanese Army will not sullen-dle! Die western dogs!" If you are foolish enough to be involved in a game outdoors, you may run the risk of having a paper airplane loaded with firecrackers flung at your beloved troops, but I have only seen this gambit tried once in an extremely desperate situation that developed during a naval battle. Paper airplanes are very effective against unarmored troop concentrations, and you can quite easily fire half a dozen paper airplanes from your end of the board while your opponent is frantically trying to shield the rest of his troops with his body.

(3) THE BATTERY-OPERATED TANK GAMBIT--This is simple enough, really, as all it involves is slipping a battery-powered tank that "really works" into a look-alike concentration of minitanks. When your opponent turns the heat on, you turn the engine on and watch the tank placidly roll through your opponent's troops. Two or more attacks launched from different directions should be enough to wipe out the game in most cases. NOTE: this gambit will not work against troop concentrations on hills, or supported by tanks of their own, as all the tanks I've tried to use in this capacity have been powered with very weak engines. But then, what do you expect for \$1.49?

(4) BIOLOGICAL WARFARE GAMBITS, also known as sci-fi ploys to the uninitiated--these are numerous and varied and the favorite of many just out of their cowboy-and-indian age. First there is:

(continued p. 3)

(A) THE GUINEA PIG/HAMSTER/GERBIL THAT ATE NEW YORK/LOS ANGELES/CHICAGO PLOY: To effect this device, simply beg, borrow, or steal one of the aforementioned rodents from a neighbor or relative. As your enemy launches his last victory charge, plunk the animal down on the table while shouting "Ve haff created a monster! heh heh heh..." This will scare the poor thing so much that it will frantically charge straight into your opponent's line, and a full-sized guinea pig can take on anything in the 1/72 or HO scale category without a hitch. The first thing the rodent does after running away will be to commence eating, gnawing on anything in range. I've weaned my sister's guinea pig on Airfix and expect it to graduate to other models soon. You've no idea how it pains a hard core diorama nut to see his beautiful hand-painted imperial guardsman being gulped down voraciously by some dumb hamster unable to discern between it and a head o' lettuce. Unfortunately, this gambit will only seriously affect plastic figures, otherwise the only problem your opponent will have is trying to set up his pieces again. If you can keep your opponent's soldiers in the vegetable bin of your refrigerator overnight, so much the better.

(B) Last but not least of the biological warfare gambits is the GIANTS MANUEVER. Simply gather up a few 54mm or 1/32 figures (or anything larger than what units you are using at the time) and line them up on the battlefield. You can then wade into your opponent's lines with impunity for he will be too flabbergasted by your violation of the cardinal taboo of the miniatures freak (NEVER DISREGARD SCALE!) to stop you.

((Next Issue: Flippancy in Dungeons and Dragons (chuckle)!))

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D I P P Y: Some More... COUSIN RAYMOND

Ray: We're on our own, Neiger. All alone, Neiger.  
Let's decide which 'zine to put out,  
Before us our subbers should doubt.  
You won't be so keen 'cos you publish three 'zines  
But if Carn Dum ain't done, I will shout.

Gil: How would you feel if I published your 'zine  
With three page'seventeens, 'and 'five' in between?  
What would you do if I smeared all the ink  
All over your pages; would your spirits sink?  
Maybe a "dud" or two on the Youngstown page  
Would send you into an incredible rage?  
Perhaps I'll do Carn Dum in two weeks or three:  
Now I'm doing DR so don't bother me!

Ray: I'm a TDA Officer for variants and such.  
I'm Associate H.N.C.; to Sacks I am a crutch.  
I should've been B.N.C., but wronged was I, much.

Gil: I'll mash up your stencils till they can't be read,  
And dud out your articles until they are dead.  
I'll short-change you for mimeo supplies too,  
And jump up and down, screaming "Dud out on Heu!"  
We're on our own, Heuer. All alone, Heuer.  
I thought of some nice things to do  
To Carn Dum; and they'll all blame you!  
You weren't all joy 'cos your zine was destroyed,  
But then, that I'd do these things you knew! MORE NEXTISH

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URF DURFAL is Greg Costikyan's new variant playtest zine. All variants published here will be playtested there. Subs 8/\$2, no gamefee, free ish for press submitters. Watch the game of UTTER CHAOS, a variant that includes, Schizo, Biluvian & Dilatory, Dud, Anarchy, Twin-Earth and others!

((Since TPA #8, the saga of JEREMY PAULSON, J.D.L. has been gracing our pages. Reaction to the series has always been very mixed: some comments have been: "high-class pulp," "low-class pulp," "glorified filler," "disgusting filler," "I love it" (Jeremy Paulson), "whose bad joke is this?", "MNIiii!", "I didn't do it! Really..." Adam followed up this amazing success with the first installment of JOHN VANABLE, AGENT OF M.A.D.S. in another 'zine. And now, we present an effort by Greg Costikyan to try his hand at this master's craft. So:))

ADAM KASANOF, INDUSTRIAL SPY

Adam sat in Jim Dunnigan's office. Adam was wearing a top hat, tails, a white shirt, and pin-stripe trousers. Underneath his shoes he had on silk socks, and he carried his white gloves in his right hand. Resting against his chair was a knob-head cane.

"You know what we're after, then?" asked Jim Dunnigan. Dunnigan wore a brown suit, a white shirt, and no tie. Underneath his sneakers, he had on no socks. As he spoke, he bit the end of his cigar off. Adam winced.

"Yes, sir. You want me to discover what Avalon Hill's sales plan for the next year is."

"Right. You have a map of their headquarters in Baltimore. The rest is up to you."

"I understand."

Behind Kasanof, against the wall, was a labyrinth of yellow piping and plastic boxes and wheels, all connected with each other. It ran across the wall, around the room's corner, and up to Dunnigan's desk. On Dunnigan's desk, a small part of the tubing ended, and at the end of the tube was a little plastic door. At the moment, a hamster stood at the end of the tube. Dunnigan unlatched the door and pulled the hamster out. He took it in his hands and began stroking it absent-mindedly.

"Is there anything else you need?" Dunnigan asked.

Suddenly, the rodent bit him in the hand. "Ouch," Dunnigan said, and dropped the hamster to the floor. Suddenly, Kasanof sprang to his feet and kicked off his shoes.

"HIIIIYAH!" Kasanof yelled. He jumped up in the air, and landed on the hamster's back, killing it.

"I've seen them before," Kasanof said. "They're specially trained to rip your throat out. Lucky I caught it before the competition offered you."

"You've killed Roscoe," Dunnigan said. His face showed no emotion.

Kasanof bent over, and retrieved his shoes. "You're lucky. Another moment and we could both have been dead."

"Roscoe's dead," said Dunnigan. He bent over, and picked up the dead hamster. He began petting it absent-mindedly. "You killed him," he said.

Kasanof replied, "I'll get on the job right away," and strode out the door, putting on his white gloves.

Dunnigan flung the dead hamster in the wastebasket, and then bent over his desk.

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PAROXYSM is one of the finest 'zines to appear in a long time. Edited by three of the best-known and experienced Canadian Diplomacy notables, Harry Drews, Robert Correll, and Doug Ronson, it combines excellent articles on many subjects, humor (like buying John Leeder a new red master letters, and other interesting stuff on a bi-weekly schedule! Subs 10/\$. pay to Harry Drews, PO Box 282, Kitchener Ontario CANADA N2G 3X9.

## OUR VERY OWN DEMONSTRATION GAME

((This game, 1974CL, is gamemastered by Rod Walker. The game is up to 1905 or 6, but we'll present it from 1901 on, year by year, until we catch up. And of course our analysis will accompany it.))

1974CL -- Spring 1901

BLOOD ON THE SAND ALREADY AS ANGLO-FRENCH, RUSSO-TURKISH WARS ERUPT!!

AUSTRIA (Calhamer): A Bud-Ser, A Vie-Tri, F Tri-Alb.

ENGLAND (Birsan): A Lvp-Yor, F Edi-Nth, F Lon-Eng.

FRANCE (Iakofka): A Mar-Spa, A Par-Gas, F Bre-Eng.

GERMANY (Eller): A Ber-Kie, A Mun-Ruh, F Lie-Den.

ITALY (Key): A Rom-Apu, A Ven H, F Nap-Ion.

RUSSIA (Buchanan): A Mos-Sev, A War-Ukr, F StP(sc)-Bot, F Sev-Bla.

TURKEY (Anderson): A Con-Bul, A Smy-Arm, F Ank-Bla.

1974CL -- Fall 1901

ALL TWELVE NEUTRAL CENTERS GOBBLED UP. WARRING POWERS MANEUVER FOR POSITION.

AUSTRIA (Calhamer): F Alb-Gre S by A Ser, A Tri H.  
Owns: Bud, Tri, Vie, Gre, Ser (5). Build 2.

ENGLAND (Birsan): A Yor-Nwy C by F Nth, F Lon-Eng.  
Owns: Edi, Lvp, Lon, Nwy (4). Build 1.

FRANCE (Iakofka): F Bre-Mid, A Spa-Por, A Gas-Spa.  
Owns: Bre, Mar, Par, Por, Spa (5). Build 2.

GERMANY (Eller): A Kie-Hol, A Ruh-Bel, F Den H.  
Owns: Ber, Kie, Mun, Den, Bel, Hol (6). Build 3.

ITALY (Key): A Apu-Tun C by F Ion, A Ven H.  
Owns: Nap, Rom, Ven, Tun (4). Build 1.

RUSSIA (Buchanan): A Mos-Sev, F Sev-Rum S by A Ukr, F Bot-Swe.  
Owns: Mos, StP, Sev, War, Rum, Swe (6). Build 2.

TURKEY (Anderson): F Ank-Bla, A Bul-Rum, A Arm-Sev.  
Owns: Ank, Con, Smy, Bul (4). Build 1.

A BRIEF CATCH-UP ANALYSIS OF 1974CL by Wade H. Johnston

((At the request of Rod Walker, Wade has come out of semi-retirement to write up an analysis of this game. For those of you unfamiliar with ancient history, Wade was around when Wild 'n' Woolly was being published in the early to mid nineteen-sixties.))

As we have been granted only a single page to do this year's write-up, let us rush over the basic who's who in the game and get down to the blood and gore in the snake pits.

THE WEST: The early English-French war was undoubtedly the major attraction. It has allowed Germany to lie back in traditional Spring and Fall moves, picking his target over the Winter of 1901 and making his strategic move in the following year.

The English opening is indicative of a player who is uncertain of gaining the Channel and thus has left the army open for the convoy to Norway--holding F Nth for possible support actions in the Spring of 1902 should it be required.

The French opening is one of hopefully German influence, as it left Burgundy open and handed Belgium over to Germany without a struggle. Furthermore, the French moves indicate a reliance on the French diplomacy with Italy in that France felt secure that Italy would not be in the Piedmont passes. With armies heading for the south, the French were able to play F Brest to either the channel or the Mid. The Mid would have given him maximum flexibility vis a vis Italy and a moderate amount towards the English. However, Len was no doubt convinced of the English intentions to play the Channel opening and thus responded in kind. (continued p. 6)

The interaction of the players in the west, and especially the infamous non-feud between Birsan and Lakofka, gave the Germans the upper hand in the negotiations and has allowed German policy to be made in a fashion to tip the scales in the East and the West rather than be the subject of someone else's scale-tipping.

**THE EAST:** There is a parallel development here with the West. Note that the Russo-Turkish alliance is broken as a possibility in the Spring and Austria, like Germany in the West, remains uncommitted in traditional openings. However, the fall '01 Russian moves were rather weak in comparison to the almost ritual dance being conducted in the Channel. The placement of a Russian fleet in Rumania, unless done with the utmost faith in an active Austrian ally, is generally an unwise move as the fleet's flexibility is rather limited and then tends to get in the way should things with Austria prove unworkable. A far superior set of Fall moves would have been A Mos-Sev, F Sev-Bla, and A Ukr-Rum, giving Russia a safe Sevastopol and delaying the fall of the Black Sea to Turkey. As a side note, it would have also forced the Russians to build Army Warsaw--which would act as a check on the Austrian's stab tendencies in such situations --and Army St. Petersburg as another forced build, thus securing the north from any English quick blitz with the help of Germany. Interesting here is that diplomatically a player is better off by reducing his build options in this case, since Russia could turn to Austria and Turkey and say, "Look, I had no choice but to build what I did."

**ITALY:** The Italians appear to be headed off on the now almost-standard Lepanto moves. But the possibility of a quick convoy to Albania is always there should Italy feel that perhaps the Austrians are going off to ally with Turkey against a shaky Russia.

**THINGS TO WATCH FOR:** Winter builds: how many fleets if any are the Germans to build? None would indicate an alliance with England, two would be a French alliance and one could be a sign of going after Russia. How many fleets for France? F Brest is a must, but will he go for F Mar or A Par? A second fleet means he prays at a German church. Army Paris means he went to church and the German kingmakers said very little.

((Thank you, Wade. Next ish: more of the same.))

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PRESS RELEASES FROM VARIOUS GAMES

1974GU (PA3): **MALTESE GAZETTE:** The Falcon says: "Never trust a frog not to jump on you, especially if you are a large English lily pad."

1975B (PA6): **PARIS:** A representative from Duke Myers' cabinet has informed us that he would like to set up unified world power conference meeting among all world powers and leaders.

1974ID: **BERLIN:** No one is perfect. So I lose a game. At least I put up a fight. ((With six centers you'll put up some fight!))

1973FC (PA5): **MOSCOW:** Field Marshal Bugrof, referring to the great guh-nash controversy, points out that all Russian armed forces have been given intensive training in the English language so that they will be able to communicate with the populace of England after the coming conquest.

Therefore: We Can Gnash!!! ((But you can't psychoanalyze!))

**RUSSIA TO ENGLAND:** Rom, I sweated over that press, and if you think I'm going to change it just because of a phone call...

1974ID (PA4): **SWITZERLAND:** Prime Minister Gallstone, having had the experience of being an orphan, reminds his compatriots that limbo is a bore. The worst of reasons for being without identity papers is lack of greenbacks placed carefully betwixt some bureaucrat's digits. He asks the assembled members of Parliament for a \$1 surtax. In the June 28 issue he requests seconds for the motion... ((I don't need contributions and I'm not about to fold... I would appreciate your getting your friends to subscribe

A COMMAND POST AT THE FRONTIER OF DUDLAND: General Costodud was poring over the latest reports of the encroachments of the Dudness. The war was not going well; the Dudness had just devoured the crucial highway 61 that connected Capitaldud to the coast and on which were carried most of the imported supplies to Dudland.

There was a knock on Costodud's door. "Come in," he said absently.

"Are you General...Costodud?" a robed figure said conspiratorially.

"Why, yes," the general answered. "What can I do for you?"

"Your life is in great danger, O General," the figure said. "You must leave Dudland at once!"

"And leave her armed forces leaderless? Whatever for?"

"The Order of John B. is convinced that you are the Custodian!"

The general let out a loud guffaw. "ME? That's incredible! I've been the chief proponent of the hard-line anti-Dudness policy for years!"

"Nonetheless, the Order has a warrant out for your arrest. I, as a high-level member of that Order who disagrees with it's decision, know of the only place in this area where you will be safe. Let me save you."

"I'm going to need more proof before I run off like a toad!"

"Then stare at this." The robed figure pulled a scroll of parchment from within his fold and unrolled it for the general's perusal.

Costodud read: "WE, the Royal Person of Dudland, do call up for trial one Costodud, son of Costikdud the Protestant, now a general in our Army, on charges of treason and conspiracy."

With horror, he saw the royal seal of King Neigerdud at the bottom.

"Is that enough for you, O General?"

Costodud did not answer, but strode over to the door. The figure followed.

A TRAINING CAMP IN DUDLAND: Kovaldud was worried. Here he was, standing in a line of Besh Puppets, trying to impersonate one of them, and now this stupid-looking lieutenant was standing before him, obviously curious about something.

"This one sure is funny-looking, isn't he, Captain?" the lieutenant said to another officer. "Let's see if he works."

The lieutenant pulled a small whistle out of Kovaldud's pocket and blew on it. Kovaldud began saying "DOO! DOO!" at a very high pitch.

The lieutenant said "March!" Kovaldud marched.

The lieutenant said "Sit!" Kovaldud sat.

The lieutenant said "Salute!" Kovaldud saluted.

The lieutenant said "Run!" Kovaldud ran.

Kovaldud wasn't worried anymore. He was used to being ordered around and fit very well into this mode of existence. He was well trained

THE COURTS OF CHAOS: The Custodian of the Dudness was satisfied. Plans were proceeding according to schedule. The new factor in the situation, these Besh Puppets, were going to be a piece of cake, since the Besh Puppets could be duded out by the Dudness as easily as normal folk.

The Custodian sat on his grey throne and pondered. Suddenly a flash of lightning and a clap of thunder assaulted his serenity. A figure appeared.

"I am UnDud. I am UnDud. I am UnDud. I am UnDud. I am UnDud..."

The figure continued in the same vein. The Custodian sat on his throne, furiously pushing controls that called for his guard and his Staff of knowledge. These came in. The figure continued like a broken record.

The Custodian asked his Staff what to do to stop this insanity. He was told. He said to the figure, "You said that already."

The figure stopped for a second, and then said, "Oh."

THE SHERLOCK HOLMES STORY: I served as Holmes' nursemaid on the long train ride to Schloss Artimory in Meiringen, Switzerland. My depression lifted somewhat after I realized that, whatever this mind-destroying drug was which Sherlock had been injected with, there must be an antidote--else why would our Enemy have bothered to capture us? Still, our chances looked pretty slim to me...two helpless, disarmed prisoners, one with the mental powers of a two-year-old (Holmes, that is!--though I would hesitate to describe my state).

Our car was uncoupled and left on a side line outside of town, so I had no chance to attract attention in a crowded train depot. No opportunity for escape presented itself during the carriage ride up to the castle, either, and in any case I could scarcely run away without my companion. Once inside the fortress, we were separated and I found myself led down into the dungeon and thrown into a cell already occupied by a shaggy young man who was sitting in a corner, pecking away at a rusty typewriter. He glanced up at me for a moment and then smiled.

"You haf bin in Afghanistan, I perzeive," he grunted in a thick German accent. My jaw dropped...I was dumbfounded to hear the words with which Holmes had greeted me almost three decades earlier. The man observed my astonishment with glee. His grin widened and he said, "No Herr Doktor Watson, I am not a detektiv...you are quite a famous figure among your fans in Europe, of whom I am von. Haf no fear--if you haf bin taken prisoner as I haf, I am sure that ve vill soon both be rescued by The Great Detektiv Himself."

I tried to tell him that Holmes was as much a prisoner as we were, but he refused to take me seriously, and went back to typing his paper. I glanced at the first page of it--"Zur Elektrodynamik bewegter Körper" von Albert... "Call me Al," he interrupted. I read on, but could make nothing of the subject and soon gave it up in favor of pacing back and forth in our 10-by-10-foot cell.

Years of subjective time passed, though when I checked my watch it was only 6 pm, three hours after we arrived at the schloss. A guard brought dinner for us; I wasn't hungry so Al devoured my food in addition to his own, and then went back to his writing.

Another hour later guards arrived and ordered us out of the cell (Al was still absorbed in his work, but their threat to blow his head off persuaded him to come along). We were marched down the corridor, then down a flight of stairs, then down another and another until I'm sure we were at least 100 feet below ground level, inside the mountain. There four more guards stopped and challenged the two escorting us; we were allowed to pass and came finally to an obviously heavy, thick, well-locked door. Someone examined us through a peephole and then, after half-a-dozen bolts were thrown back, the door slowly opened in front of Al and me and we were pushed forward--our two guards stayed behind. The door was slammed and locked by some automatic means...I saw no one around, though there had certainly been enough time occupied by the unlocking process for whoever looked at us through the door to make an exit. Al and I looked about for a few seconds, but there was nothing for us to do but to proceed down the narrow stone corridor in front of us. We did so, and soon came to a huge laboratory clearly carved out of the heart of the mountain. In its center stood one gigantic incomprehensible piece of apparatus. It had no gears or flashing lights, only strangely curved tubes that glowed. On the floor lying end-to-end were a series of a dozen objects that might have been coffins but were made of the same material as the tubes. Each contained 20-30 gallons of an ugly brown-chalky fluid. The room was perfectly silent until then, as we finished our examination of its contents, someone cleared his throat to the right of us. I looked that direction and gasped.

"You!" I whispered in astonishment. (TO BE CONTINUED)



1974GH (PA2) FRANCE GUESSES HIMSELF OUT OF PARIS

- AUSTRIA (Gilinsky): Retreat f wmed-glyo. A UKR-mos; A RUM s a bud-GAL; A TYO s a BOH-mun; F GLYO o A PIE-spa.
- ENGLAND (McMullin): F ENG s F IRI-mid; F MID-por; F WMED-spa(sc); a bre-GAS
- FRANCE (Gildroy): A MAR s a par-LUR; A SPA-por. See COA under PA1.
- GERMANY (Gillespie): f bel-PIC; A SIL s A MUN-boh; A RUH-mun; a bur (-GAS, BEL, OTB) s A GAS-par.
- RUSSIA (Zimmermann): A MOG s a war; A WAR s a mos; F BOT h.
- TURKEY (Penn): A SEV s austrian a ukr-mos; a ARM s a sev; f bla-CON; A BUL h; a ven-TUS; f aeg-ION; F TRN-wmed; F NAF-mid.

SUPPLY CENTER CHART:

- AUSTRIA: vie, bud, tri, gre, rum, ser, ven. (7) even
- ENGLAND: lvp, edi, lon, nwy, bre. (5) even
- FRANCE: mar, spa, por, ~~par~~. (3) even
- GERMANY: ber, kie, mun, den, hol, bel, PAR. (7) build one
- RUSSIA: mos, war, stp, swe. (4) build one
- TURKEY: ank, con, smy, bul, sev, nap, rom, tun. (8) even

WE ARE COMBINING WINTER 1903 & SPRING 1904. BOTH DUE 12 noon saturday June 28, to GREG COSTIKYAN, who is the GM. See last page for notation.

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1974GU (PA3)

Winter 1903/Spring 04

WOULD SOMEONE PLEASE EXPLAIN TO THE GAMEMASTER WHAT IS GOING ON?

- AUSTRIA (Bennett): Build a bud, f tri. f tri-ADR; f tun-WMED; a bud-TRI; a tyo-PIE; A VIE s A GAL.
- ENGLAND (Fox): A FIN s a nwy-STP; f nth-HBL; f nwg-NTH; f den-BAL; A EDI h.
- FRANCE (Malmquist): Build f bre, f mar. A BEL s english a edi-hol/nso/; f mid-IRI; f bre-LNG; f mar-GLYO; f wmed-MID; a bur-PIC; F NAP s a ven-ROM.
- GERMANY (Diller): A MUN s f ber-KIE; A WAR prays; a kie-HOL.
- ITALY (Weswig): Remove a naf, f apu, f rom. A TUS s french a ven/otm/.
- RUSSIA (Torrey): Remove a boh, dislodged f sev.NMR. A LVN/h/; a mos/h/ (-OTB)
- TURKEY (Rosenzweig): Build a con. A CON, F AEG H; a rum-SEV; f BLA/h/; A UKR s a sev-MOS.

Greg Costikyan will be taking over for Paul Rosenzweig after next season. FALL 1904 DUE TO SCOTT ROSENBERG 12N Sat, June 28.

See last page for explanantion of the new notation.

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1974AGcv

CHINESE RECRUITING SLOWED

Winter 1902

- AUSTRIA (Grossman): Even.
- ENGLAND (Barlow): Build F lvp.
- CHINA (Darden): Build F Can (owed one more build).
- FRANCE (Gilinsky): Build F Sai, A Par.
- GERMANY (Proujansky): Retreat A Bel-OTB. Builds A Pos.
- INDIA (Prosnitz): Build F Mad.
- ITALY (Honig): Build F Mog.
- JAPAN (Weswig): Remove F SOK.
- RUSSIA (Eisen): Build A War, F Oms.
- TURKEY (McGee): Retreat A Egy-OTB. Build F Smy.

COA: Drew McGee, 261 Utter Ave, Staten Island, NY 10314.

Last issue, Russian F Sev was listed as A Sev.

SPRING 1903 MOVES DUE to Matthew Diller 12 NOON SAT. June 28 1975.

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Jeff Myers, (276 Riverside Br, NY NY 10028) is willing to and can make variant maps of any area you wish for a small fee. Write him for details.

1974FM(PA1) BARLOW GETS DOWN TO BUSINESS Fall 1905  
 AUSTRIA (Darden): a TYO s a sil-mun; a BOH s a sil-mun; a SIL-mun; a ser-BUD; a bul-CON; f con-PEG.  
 FRANCE (Gruen): f NAT-nwg; f mid-SPA(sc); a PIE-tus; a spa-MAR; f MED s f naf-tun; f naf-TUN; a BUR & a RUH s german a ber-mun.  
 GERMANY (Barlow): a EDI h; a FIN s f nwy; f NWY / french f nat-nwg; a BER-mun; f BAL-ber; a KIE s f bal-ber; f BOT-stp(sc).  
 ITALY (Kelly): Retreats f wmed-TRN. a VEN s a rom-tus; a rom-TUS; f smy-EMED; f TAN-tun.  
 RUSSIA (Gildroy): Retreats a ber-PRU. a STP-nwy; f LVN-bal; a mos-MAR; a SEV h; f BLI-ank; f BAR-nwg; a PRU-ber.  
 TURKEY (Zimmermann): f RII-ank.

SUPPLY CENTER CHART

AUSTRIA: vie, bud, tri, ser, gre, bul, con (7) Build 1  
 FRANCE: par, mar, bre, por, spa, lon, lvp, bel, tun (9) Build 1  
 GERMANY: kie, mun, swe, nwy, edi, den, hol, ber (8) Build 1  
 ITALY: rom, ven, nap, smy, ~~tan~~ (4) Remove 1  
 RUSSIA: mos, war, sev, stp, rum, ank, ~~bl~~ (6) Remove 1  
 TURKEY: ~~rii~~ (0) Out

Players please note that last issue German F Nwy was incorrectly listed as an army. GM-Matt Diller (should be on top I know.) Kelly takes Italy. COA - Wayne Gildroy, 5040 Kings Highland Drive West, Apt #315, Columbus, Ohio 43229. WINTER 1905 BUILDS AND REMOVALS DUE 5/28/75 NOON

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1975B WESTERN POWERS DUD OUT Fall 1902

AUSTRIA (Wyman): f ALB-gre; a SER s turkish a bul-rum /nso/; a BUD s a ser-ENGLAND (Gruen): a BEL s german a ruh-bur /nso/; f NTH s a bel; f iri-MID, f ENG s f iri-mid; f NWY s russian f bot-swe.  
 FRANCE (Myers): NMR!! a PIC, a MAR, a BUR, a POR /h/ f mid /h/ (-NAF, SPA, WMED, GAS, BRE, NAT, OTB).  
 GERMANY (Ditter): NMR!!!! a RUH, a SIL, a MUN, f BAL, f DEN /h/.  
 ITALY (Drews): a VIE-gal; a tyo-BOH; a ven-PIE; f ION / austrian f alb-gre; f TUN s f ion.  
 RUSSIA (Grebnesor): f bot-SWE; a GAL / a rum; a War s a gal; a RUM s a gal; f SEV s a rum.  
 TURKEY (Torrey): a con-GRE; a BUL s a con-gre; f AEG c a con-gre; f EMED-ion.

SUPPLY CENTER CHART

AUSTRIA: bud, ser, ~~tan~~ (2) Remove 1  
 ENGLAND: lon, lvp, edi, nwy, bel (5) Even  
 FRANCE: par, mar, bre, por, spa (5) Even  
 GERMANY: ber, kie, mun, hol, den (5) Even  
 ITALY: rom, ven, nap, tun, tri, vie (6) Build 1  
 RUSSIA: mos, war, sev, stp, rum, swe (6) Build 1  
 TURKEY: con, smy, ank, bul, gre (5) Build 1

((Don-I tried to phone, but I couldn't get a hold of you.))  
 DEADLINE FOR WINTER 02 and SPRING 03 IS NOON, 5/28/75.

Will Robert Goldman please standby for France. His address is 200 Old army Rd., Scarsdale, NY 10583. Will Wayne Gildroy, address above, please standby for Germany. For explanation of new notation see last page \*\*\*\*\*

CLAW AND FANG is a excellent, well-run 'zine. It is bi-weekly, good mimeo, and always has some interesting articles. Each issue it's dedicated to some sort of animal. There are even some recipes included (recently they've been preoccupied with sourdough bread). Write Don Horton, 16 Jordan Ct., Sacramento CA 95826. Subs 12/\$3.

PTARTH has reg. openings--\$3+sub to IDA, \$4 plus sub non-IDA. Write Blair Cusack, 1620 42nd St SW, Calgary Alta. CANADA T3C 1Z5.

1974ID (PA4) "LOSING" GERMANY GETS TWO BUILDS

AUSTRIA (Honig): a vie-BOH; A BUD-tri; a ser-BUI; f aeg-CON; f alb-GRE.  
ENGLAND (Denhart): Retreat f bel-eng. F NTH c & F HEL s A LON-hol;  
F ENG s french a pic-bel/nso/. see COA at page bottom  
FRANCE (Brennick): NMR. a pic, a bur, a mar, a gas, f spa(sc)/h/.  
GERMANY (Fox): a DEN h; A RUH s F BEL-hol; A MUN h.  
ITALY (Keeping): f ion-EAS; f apu-NAP; A VEN-tri; A TUN h.  
RUSSIA (Malmquist): A war-SIL; F SWE s english f hel-den/nso/; f sev-ARM;  
F BLA s austrian f aeg-con; a RUM s austrian a ser-bul;  
F NWY h.  
TURKEY (McCullam): f con (-ANK, OTB) g f smy-AEG; a bul-ser (-OTB);  
a ank-SMY.

SUPPLY CENTERS:

AUSTRIA: vie, bud, tri, gre, BUL, CON. (7) build two  
ENGLAND: edi, lvp, lon, ~~hol~~. (3) remove one  
FRANCE: mar, par, bre, spa, por. (5) even  
GERMANY: ber, kie, mun, hol, DEN, BEL. (6) build two  
ITALY: ven, nap, rom, tun. (4) even  
RUSSIA: war, sev, stp, mos, rum, swe, NWY. (7) build one  
TURKEY: ank, smy, ~~ank~~, ~~sm~~. (2) remove one

Robert Goldman (200 Old Army Rd, Scarsdale NY 10583) standby for France.  
WINTER 1902 due to Greg Costikyan 12 noon sat. JUNE 28 1975.

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1973FC (PA5)

Fall 1906

RUSSIA FINALLY GETS A BUILD: WILL HE CEASE THIS INSUFFERABLE GNASHING'

AUSTRIA (kellog?): NMR. A VIE/h/. A bud /h/ (-OTB).  
ENGLAND (Kelly): F BAR & F BOT s a stp; A STP s f bal-LVN; F DEN s german  
a kie.  
FRANCE (Cusack): F NWG s f nth-NWY; A EDI sneers at the turks via  
satellite ((in 1906?)); f eng-NTH; A HOL s german a kie;  
a ruh-MUN; A TYO-ven; F GLYO g f pie-TUS; F WMED S A TUN  
GERMANY (~~Denney~~/Kovalcik): A KIE s a ber; A BER s a kie.  
ITALY (Zimmermann): a nap-ROM; F TRN-glyo; A VEN-tyo.  
RUSSIA (Leeder): a lvn-WAR; A MOS H; a gal-BUD; F RUM draws attention to  
the press.  
TURKEY (Swies): A TRI-vie; F ADR s A ALB-tri; A SER s russian a gal-bud;  
F ION s italian f trn/otm/; f emed-AEG. Remember, you may  
not dislodge your own units.

SUPPLY CENTERS:

AUSTRIA: vie, ~~tri~~, ~~gre~~. (1) even  
ENGLAND: swe, stp, den, ~~edi~~, ~~lvp~~. (3) remove 2  
FRANCE: bre, par, mar, spa, por, bel, hol, mun, tun, lon, lvp, edi, nwy. (13) build 2  
GERMANY: kie, ber. (2) even  
ITALY: ven, nap, rom. (3) even  
RUSSIA: mos, sev, war, rum, bud. (5) build one  
TURKEY: ank, con, smy, bul, gre, ser, tri. (7) build one

COMBINED WINTER 1906/SPRING 1907 moves DUE TO SCOTT ROSENBERG 12noon, sat,  
June 28 1975. Austria will go into civil disorder if he misses again.

Kovalcik takes over for Denney. See last page for explanation of notation

COA--Curt Denhart, 93 Ordale Blvd, Pittsburgh PA 15228.

I recommend to everyone that they go and see MONTY PYTHON AND THE  
HOLY GRAIL. It's the finest thing they've done.

THE NEW NOTATION FOR GAMES

The players may by now have taken a look at their game reports and been shocked into revulsion. Yes, we are changing our notation--basically to the one used in Len Lakofka's LIASONS DANGEREUSES. It seems to be more sensible than the other.

The units location is upper case. Thus, a move that succeeded would be a par-BUR; one that did not would be A PAR-bur. There will be no underlining, though this issue we included it to get you accustomed. When you have one unit supporting another's action, both units are printed in one order: thus, A MAR s a par-BUR. That order includes A Mar and A Bar. A cut support is slashed (/). A unit whose move didn't work and that is dislodged is listed thus: a par-bur(-GAS,BRE,PIC,OTB). A unit whose support is cut and that is dislodged is thus: a mar (-SPA,PIE,GAS,OTB) / a par-BUR.

With this notation, you can tell at a glance what units a player has. It also saves space (F TRN C & A TUS S a tun-ROM is shorter than those moves in the old method). New supply centers are capitalized instead of underlined. A convoying unit that is dislodged has its C slashed (/).

New abbreviations: WMed becomes wes, EMed becomes Eas, GLyo becomes Lyo.

Would players please either date their sets of orders or number them. Any other changes in notation should be or become obvious.

As you may have noticed, page ten looks a little bit different from the rest of the issue. Matthew Diller typed it up. Forgive him for its slight messiness and whatever minor errors there may be; it is, after all, his first stencil. His capital A and W are messed up, as is his underlining. Matt will probably be typing up his games in the future, and Costikyan may well do so too.

ANNIVERSARY ISSUE: Nextish is our first anniversary. We're having a special big issue. Any material you have is appreciated.

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\*\*\*\*\*KEEP ON DUDDING!\*\*\*\*\*  
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THE POCKET ARMENIAN #16  
Scott Rosenberg  
182-31 Radnor Rd.  
Jamaica NY 11432

FIRST CLASS MAIL  
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\_\_\_ Your sub runs out this issue

All variants that have been printed in these pages have openings in URF DURFAL. See page three.