

Rob, Contract looks good Will talk it over with you and  
Walt  
DipCon: I don't know too much about legal documents, but I  
think Walt does.

THE PODUNK NEWS - 50¢ per copy - (Circulation) 52  
Issue #46 May 28, 1978

Wiretap 37

You should have come to expect this, for I am late as usual. You are reading The Podunk News, which now includes Diplomacy, its variants, and Dungeons and Dragons. Subs are 30¢ per issue, 20¢ if you are a standby. Game fees are free, but publishers pay whatever they charge me. The various staff members are:

- Gamesmasters: Bob Hartwig and Konrad Baumeister.
- Contributors: Guy Erwin and Curt Gibson.

Standby List

Bob Acheson, Konrad Baumeister, Don Blasland, Curt Gibson, Vincent Lieu, Jim McManus, Ron Kelly, Pete Pariseau, and Craig Reges. (Acheson, Baumeister, Gibson, Kelly, and Reges are eligible for special sub rates.)

Collect Calls

Konrad Baumeister, Don Blasland, Doug Carman, and Jim Wilson.

Changes of Address

1. Guy Erwin - 1224 E. Fairview Ave.; Sapulpa, Oklahoma 74066

News

This issue will be short. Work has me so tired, I have not been able to motivate myself. I should be used to it this month.

My last game has filled. Due to several interested new people, some of my veterans have been bumped. Sorry guys, but new blood needs to be encouraged. My next game won't start until well into the future.

Paul Novak has resigned as Gamesmaster to go on an extended trip to Europe. All moves for his game will henceforth come to me. I extend an offer to Konrad Baumeister to turn his game over to me also, as experience has shown me that guest GM's are more hassle than helpful. Konrad?

For IDA news, I encourage you to peruse the Council Courier enclosed with this issue. I decided to combine them since I might as well get it out at the same time.

Finally, I am starting a D&D story with this issue. Korbach Reports is being partially combined with Podunk, and the players have been sent upon a Holy Quest to find the "True Ones", True Dragons that are needed to save the world from Death Vardar, who has slain the Platinum Dragon.

An introduction is included this time, and more will follow. The gameplan is for the characters to send in orders from which I write the story. If they get themselves into trouble, it is up to them to figure out how to get out of it. If they figure out something good, then I write them out of their predicament.

A few of you may be curious ask to Podunk's future. Podunk my games, I intend to slowly cut down on the number I GM. Podunk will slowly shrink in size, to eventually become a shadow of its present self. It was mre fun to GM when it was small and I could put it out late without being griped at. Now I feel guilty putting out late issues, and the size is beginning to get to me. Podunk is now at high tide, and will soon be receding.

\*\*\* THE GAMES \*\*\*

1975 BDdi - Fall, 463 - Anarchy.

GM: Bob Hartwig

Acheson (UKWRYD) - FNth Ret - Eng. F Eng-Bre, F Hol-Nth.  
 Baumeister (Greasola) - F Den Ret, Bal, F Nth-Hol, F Lon//H, F Nwy-Stp (NC), A Sil-Ber (S F Bal), A Vie-Gar, A Gal-War, A Rum-Sev (S A Ukr).  
 Dominskyj (UGBB) - A Boh-Mun (S A Tyl & Bur), F Bel //H, A Spa-Mar, F Tyn-Tus (S F Lyo), F Wes//H, F Aeg-Con (S F Bul (SC)), F Bas-Smy.  
 Reges (Xenopus) - F Lyo Ret - Pie, F Pie-Mar, A Mos-Ukr, A Arm-Sev, F Con-Bul (IMP - Coast Not Specified), A Lvn-Stp, A Kie-Ber, F Swe-Ska (S A Den (IMP)), A Ruh-Bur

\*\*\* Xenopus F Con Retreat to Bla, Ank, or OTB,

Acheson: ~~Bel~~, Hol, Bre; 2; No Builds. (2 open, 1 short.)  
 Baumeister: All Eng, All A-H, Nwy, Ser, Rum, ~~Den~~, Stp, Ber, War; 12; Build 3.  
 Dominskyj: Par, Mar, ~~Bre~~, All Ity, Spa, Por, Tun, Gre, Bul, Mun, Bel, Con, Smy; 14; Build 3. (2 open, 1 short).  
 Reges: Mos, ~~War~~, Sev, Swe, ~~Ber~~, ~~Mun~~, Kie, Ank, ~~Stp~~, ~~Con~~, Den; 6; Remove 3.

Mike Dominskyj must resign the UGBB position. Winter only is called next season, and I hope that someone will send in moves for this choice, 14 center position. (Home Centers: Bre, Por, Gre.)

Konrad proposes a 2-way Greasola/UGBB draw. Mike is free to vote on this proposal. Vote must be unanimous to pass, and an NMR counts as a YES vote.

(Xenopus) - Sweden: His Highness, King Lewis, stated today his wish for a reconciliation with the other powers.

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1976 BJ - Winter, 1909.

GM: Bob Hartwig

England (Carman) - F Spa (SC), Wes, Mid, Nth, Kie, A Ruh, Gas, Par, Mun, A Bur, EDINBURGH.  
 Italy (Kelly) - F Tun, Rom, ~~Por~~, Lyo, ~~Ber~~ A Pie.  
 Russia (Wilson) - F NAT, Nrg, A Gal, Sil, Vie, Bud, Sey, Ukr, MOSCOW.  
 Turkey (Baumeister) - F Nap, Gre, Adr, Bla, SMYRNA, A Tri, Ven, Rum, Arm, A CONSTANTINOPLE.

Konrad proposes a 3-way draw between Russia, Turkey, and Engalnd. All must agree. An NMR counts as a YES vote.

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1977 (N) - Winter, 1905.

GM: Bob Hartwig

Draw passed unanimously. Final Game stats:  
 Game: 1977 (N) Magazine: The Podunk News GM: Bob Hartwig  
 Publisher: Bob Hartwig

- Players:
- Austria - Guy Erwin (Draw W 05)
  - England - Doran Greening (Drop S 04), Pete Pariseau
  - France - Kurt Mackes (Surrender to Italy - F 05)
  - Germany - Phil Richards (Draw W 05)
  - Italy - Bob Hartwig (Draw W 05)
  - Russia - Tony Taylor (Res F 03), Konrad Baumeister (Surrender to Austria - F 05)
  - Turkey - Peter DeBenedittis (Drop S 04); John Rapp (Draw W 05).

Games - 1977 (N) - (Cont'd) -

Player	01	02	03	04	05
A-H:	5	5	6	6	12 (Draw W 05)
Eng:	5	5	3	1	1
Fra:	4	3	4	4	0
Ger#:	4	5	5	5	4 (Draw W 05)
Ity:	4	5	6	8	14 (Draw W 05)
Rus:	7	7	7	8*	0
Tur:	4	4	3	2	3 (Draw W 05)

\*Played one unit short.

(Turkey) I can understand the French surrender, but not the Russian.

Why did you start the game in the first place, Konrad? I know the Squirrel Game is loose, but when a player with 8 Supply Centers turns them over to another player we're no longer playing Diplomacy. If you're short on time you should have stepped aside and let a replacement fill in! (Now if the 12 Supply Centers which have been surrendered were divided equally among the remaining players, with the extra centers and first choice going to the weakest powers, namely England and Turkey, hmmm...)

As an alternative proposal, I suggest to their most Christian majesties of Austria and Italy that they cede to us Tunis, Greece, Serbia, and Bulgaria, with attendant units, that in return we shall proclaim Roman Catholicism as the official religion of the Ottoman Empire, with no others tolerated - that includes those pesky Armenians.)

(Italy) Napoleon Returns to Watergate - Part 20.

Oh well, I might as well wrap things up. The end goes something like this:

Bob was furious immediately preceding his trip to kill the Great Golden Gnrx. The game was a shambles, and surrenders had inundated the board. All of the old timers had left the game or were leaving shortly, and he found himself to be the only one left.

So he did what any self-respecting man would do. He went out after glory. The trip was long and torturous, but he finally made it and captured the Gnrx. It had posed many problems to him, but somehow he could not bring himself to kill it, since it was his last remaining link to how things were in days gone by. Together they decided to do what everyone does when their time has passed. They picked up the pieces and slowly faded away, never to return again.

(Will this serial ever return? For the answer to that question, just keep reading PODUNK. Perhaps someday it will.)

((You are all invited to send in final statements about strategies and such if you wish. I had treaties with France and England, but the one with England didn't take effect until the French elimination, after which it had already expired. Yes, I pulled a few sneaky tricks, like using France's own treaty to occupy Marseilles, and by using the English treaty to attack him off guard. But I didn't break a treaty once, and yet I managed to attack both countries I had treaties with. As for Guy, he and I never signed a treaty, yet we managed to stay more or less at peace for the entire game. - RAH)).

Games (Cont'd) -

(2130) - (1) 7701 - same

1977 CF - Fall, 1905.

GM: Paul Novak

East Bickers as French Approach Victory

- Austria (McManus) - A Bud-Vie\*, A Tri-Tyl\*
- England (Bunke) - (F Swe R Bot, F Bot\* S French A Den-Swe, F Bal\* C
- French A Kie-Lvo, A Ber\* S French A Mun.
- France (Baumeister) - A Den-Swe\*, F Nth-Nwy\*, F Eng-Nth\*, A Kie\*-Lvo,
- A Mun\* S English A Ber\*) A Ruh\*S A Mun, A Bur\* S A Mun, A Pic-Bei\*
- F Thn-Rom\*, F Wes-Thn\*, F Tun\* S F Wes-Thn, F Mar-Lyo.
- Italy (Rapp) - A Ven-Pie\*, F Rom-Tus\*, F Nap\* S F Ion, F Ion\* S F Nap,
- A Gal-Bud\*, A Rum\* S A Gal-Bud, A Bul-Ser\*, F Con-Smy\*
- Russia (Beardsley) - A Ber\* S Pru\*, A Nwy-StP\*, F Swe-Ska\*, A Pru\*-Lvn,
- A Sil-War\*, A Vie-Boh\*, A Ank\* H, F Bla-Sev\*
- Turkey (CD) - F Eas\* H.

A: Tri, Vie, Bud; 2 ; Even as begged to avoid... (1 short)

E: Ber, Den, Swe, Kie; 2 ; Remove... (1 short)

F: ALL Fra, Por, Bel, Hol, All Eng, Tun, Spa, Nwy, Swe, Mun, Kie, Rom; 16 ; Build 3.

G: Nap, Ven, Gre, Ser, Bul, Con, War, Rom, Smy, Rum, Bud ; 9 ; Build 1.

R: All Home, Ank, Ber, Kie, Nwy, Bud; 5 ; Remove 2.

T: Swe ; 3 ; Out Of Game

1. Winter 1905 and Spring 1906 orders ARE DUE TO BOB HARTWIG.
2. I must resign my position as guest GM effective immediately. I will be working for a short while and travelling for a long while in Europe this summer.
3. I consider my responsibilities to this game ended. All questions from now on should be directed to Bob Hartwig.
4. Good Luck to All. You guys will need it.
5. Concession vote was no.

(With Paul's Resignation, I take over next issue. We will go back to the old system of adjudication abbreviations. As GM, I would like to call for a concession vote to France. All must agree. An NMR counts as a YES vote. -Rah)

(Russia): Moscow: I never in my days of playing Dip have I encountered such a butcher and greedy player as Baumeister. He simply tells no truths. That he dares write Diplomacy articles on good play is like Attila writing articles on precision drill techniques. If you play all your games like this Konrad, the word will get out. You've viciously stabbed everyone in reard on the board. England, wake up! ((Konrad's reply to this should be interesting, if he deems it worthy of reply to Rah))

(France): THE LITTLE SICILIAN (via Tours): Chapter VI. Papa Hartwig is thinking for a little while. After what must have been an hour (Roberto knew by the sweat running down his back), Papa called in his friend and confidante, Tim Jordan, whom he introduced to Roberto as his "right hand hit man". Roberto wondered where he had seen Mr. Jordan's face before, but he did not speak up. "Tim", Papa began, "we're gonna have ta utilize da services o' da post office again. You know what ta do, right? Send one o' dese ta Moricelli; dat oughta help da situation. Maybe he'll even respond and gimme da usual quadruple rate for late delivery." Pap opened a cabinet and withdrew from it a black hand, which Roberto instantly



Games - 1977 CU - Press - (Cont'd) -

(Russia): Moscow: The Czar must congratulate the French ministry on their negotiations with the Italians.  
St.Pete: Too bad just as the IEF alliance is formed Italy leaves.  
Oh well. Maybe the new Italian will be just as gullible.

(Austria): Tyrolean Tydings - We understand Paris' deep concern at the establishment of the Intellectual Meritocracy last year, but during the recent brief Achesoni revolution in Italy it was consternation, not mere concern, in not-so-gay Parea.

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1977 KU - Spring, 1902. GM: Konrad Baumeister  
Russians Open Scandinavian Front

- Austria (Clement Kelly) - A Vie-Gal/nsu/, A Ser-Rum, F Alb-Gre, A Bud H (unorderd), D-R Gal, OTB.
- England (Jones) - A Bre-Pic, F Eng-Mid, F Nth-Nwy, F Edi-Nwg.
- France (Day Reges) - A Bur-Par, A Spa-Gas, F Por-Mid.
- Germany (Shields) - A Hol-Bel, F Den-Swe, F Kie-Bal, A Ber-Sil, A Mun H.
- Italy (Williams) - A Ven-Tri, A Apu-Tun, F Con C A Apu-Tun.
- Russia (McManus) - F Bot-Swe, A StP-Fin, A Vie S A Rum-Bud, A Rum-Bud, A War-Sil, F Bla-Rum.
- Turkey (Pariseau) - A Ank-Con, A Con-Bul, A Bul-Gre, F Aeg S A Bul-Gre.

- 1) Thanks to Craig, Ron, And Bob for submitting standby orders, and thanks to Jim for staying with his position. No thanks to Clement and Day who indignantly dropped their positions.
- 2) There is the possibility that Bob will GM one season during the summer, but only if the deadline conflicts with my vacation. I will be on vacation between June 14 and July 6.

((It does conflict. Your next moves should be sent to me. I also hope that Konrad will turn this game over to me permanently, as I now feel that guest GM's serve only to inconvenience players in more than one game.--RAH))

(Italy): Proclamation: Victor-Emmanuel II  
I James V, Duke of Apulia, Prince Regeant of Piedmont, Protector of Tunis, and North African King of Venice and Naples, Emperor of Rome, and first consul of the New Roman Republic.

By Official Royal Proclamation the provinces of Marseilles and Spain are hereby made prtectorates of the New Roman Republic. This is not an Official announcement of alliance with France, but simply a notice to all my respectable sovereigne friends that any attempt to occupy these provinces will be considered an act of aggression toward the Roman Republic and responded to accordingly.

(James Victor Emmanuel II)

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1978 (ONE) - Winter, 1900. GM: Bob Hartwig:

Austria-Hungary: John Robinson England: William C. Wilson  
716 Hutchins Ave. 2020 1/2 Alpha Way  
Ann Arbor, Michigan 48103 Antioch, California  
94509

Games - 1978 (ONE) - (Cont'd)-

France: J. Scott Jones  
1210 Mizell Rd.  
Leesburg, Florida 32748

Germany: Tom Sherwood  
Apt. P329  
5025 E. Pacific Coast Hwy.  
Long Beach, California  
90804

Italy : William C. Newell  
12734 - 11th Ave. NW  
Seattle, Washington 98177

Russia : Fred Wiedemeyer  
Box 51  
Derwent, Alberta  
Canada T0B-1C0

Turkey: Dean Washburn  
9770 Detroit St.  
Thornton, Colorado 80229

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Standby Request: Anyone for Mike Dominskyj in 1975 BDdi (Permanent Replacement).

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Council Courier Enclosed.

Moves Due:

1975 BDdi - Winter, 463.	1977 CU - Winter/Spring, 1905.
1976 BJ - Spring, 1910.	1977 KU - Fall, 1902.
1977 (N) - Eng Game Statements.	1978 (ONE) - Spring, 1901.
1977 CF - Winter/Spring, 1906.	

All Moves Due TO ME On: J U L Y 3 , 1 9 7 8 .  
Phoned Orders Due On: J U L Y 3 , 1 9 7 8 .

(I will be at DipCon from June 29 to July 3 (Home around 2 PM))

Bob Hartwig  
5030 North 109th Street  
Longmont, Colorado 80501.  
Ph: (303) 665 - 4852

\*\*\* \*\* TPN \*\*\* \*\*

Sub Ends: \_\_\_\_\_

Messages:

## The Search

(D&D fantasy formerly in Korbach Reports)

A lot had happened in a few short days. The great city of Korbach had become a madhouse of activity. Normally quiet streets resounded with the sounds of horses galloping everywhere.

Only a month ago, 2 hobbits had left town to adventure in the wilderness. Normally sedentary folk, two travelling hobbits seemed quite unusual.

On that same day, several others decided to try their luck in the dungeon beneath the desintegrating Castle of Korbach. The black obsidian castle had been abandoned for a long time, but an adventurer needed only to touch one of the shining walls to enter into the dungeon below.

Although not terribly extraordinary, these two separate events resulted in other more remarkable happenings. The dungeon adventurers returned intact, in one group, with the town baker (Bakor) leading the group. He had been adventuring for a short while, after many years as a non-adventurer, but his recent trips had made him many friends and enemies within the dungeon.

The Korbach triumvirate, a Lord, a Wizard, and a High Priest of the Lawful Church, was not overly alarmed by such an occurrence. They were more alarmed by the return of the 2 hobbits after a month in the wilderness. Their return was not the unusual part, their means of transportation was. They had returned to the Hobbit Lands (far to the Northwest) on the back of the Platinum Dragon.

In their absence, a generally chaotic atmosphere enveloped the town as the dungeon expeditioners soon proved their ineptness at handling themselves above ground. Greedily eyeing the wares of the local magic and alchemy shops, they soon produced an arsenal, a direct result of their successful dungeon trip.

One individual, using the name "Kwatherperthon", found himself the proud owner of a ring of Many Wishes, which he promptly used to increase his stats and to give himself monkey's feet and other trivial things.

Kwatherperthon's remaining wishes gave him trouble. Worshipping an unusual Demi-god, he attempted to gain converts, and soon found himself in the dungeon, addressing an assemblage of likely candidates. His speech brought them to a frenzy, as they converted to Ukko en masse, deciding to level Korbach to gain favor with their new-found god.

The march resulted in quick action on the part of the city, and battle lines were drawn immediately North of town. After some preliminaries between the super-normal humans, which resulted in the triumvirate wizard receiving a bald spot from his own sphere of annihilation, insults were exchanged by the rank-and-file, who prepared to fight.

Only a Mass Time Stop by the dungeon's highest wizard saved both sides from heavy losses. A quick talk brought both sides to peace terms, as Kwatherperthon rejoined the townsfolk, suddenly a hero. But in return for peace, the dungeon was closed to adventuring for one year, a high price to pay.

The dungeoners, left with idle time, went about their business, thinking up all sorts of strange things. They held a party (2 of them) in the wilderness, inviting sprites, leprechauns, ents, and others to wine and food. Druids made it a meeting place, after which they hurried to town with news that a townsman who had purchased a special ring from the magic shop, was using that ring for various evil purposes.

Things started happening fast. A Bard and his followers had arrived in town, along with news that the Platinum Dragon was dead. He soon returned, however, having received Divine Intervention from the Father (Lawful God). He entered Korbach secretly, and went about questing



various individuals to go find the only beings that good save the world from the continued evil acts of the man now calling himself Death Vardar, who was continuing to do terrible things.

The individuals selected proved to be a largely popular group, with the exception of a cleric of another Demi-god -- Atlas. In his search for converts, he had been caught talking to horses, found insane upon multiple occasions, and had tried to convert men in bars. These men had been plied with drink, and their hangovers left them rather touchy when Yarrl returned the next day. A fight erupted, resulting in the arrival of several Knights of the Realm. Yarrl resisted arrest, and a resulting charge by knights to catch him caused several deaths. He came to trial again.

But before this, and immediately following the secret return of the Platinum Dragon, the Lord had declared himself. The Lord of Korbach had turned out to be none other than King Arthur, the Wizard was Merlin, and the Cleric turns out to be Archbishop John of Camelot. Korbach is the disguised village of Camelot, and the Castle is transformed overnight into a Royal Palace, where Arthur takes residency. A Round Table is constructed, and the Lords Men are actually the Knights of the Round Table.

Kwathperthon is knighted as Sir Kay (officially), or Sir Ron (Unofficial). Others on the quest are awarded Knight Errancies, permitting them to ride horses -- not normally allowed under the rules of chivalry. Yarrl lost his Errancy from the party after his various exploits.

The quested group quickly equipped itself and assembled in the City Square. The party of 14 included a wide assortment of characters.

First there were the 2 hobbits who had returned to town after meeting the Platinum Dragon. They were joined by Phantom Grayeagle (a Demi-god Cleric), Brad Montmyntarc (Bard), Gandalf the Wise (a magician who rides a horse (Shadowfax) although he turned down his Errancy), Baloo Kandia (Hobbit Thief), Cro LeeOrc (Orc Fighter played by ~~Carl~~ Dave Cook), Gannalon (Human Fighter played by Elmer Hinton), Sir Ronald Kay Kwathperthon (Human Demi-god Cleric -- Ron Lighthall), Yarrl (Human Demi-god Cleric -- Larry Lighthall), Sunshine (Human Ranger -- Dawn Lighthall), Bakor (Human Fighter), Bergil (Human magician -- Brian Welte), and Bongdar the Insignificant (Human magician -- Mark Cummings).

Sir Kay has named his horse Kwathhorthey and performs all sorts of strange stunts each morning. These include climbing trees barefoot in Plate armor. People think his deformed feet have resulted in some minor form of insanity.

Phantom Grayeagle appeared first at Yarrl's party, and is going on the quest to assist with his special knowledge of nature and animals.

Brad Montmyntarc is a visitor from an unknown land. His titles include: The Blood Stained Bard (he wears permanently blood-stained leather armor - from an encounter with a "Samurai Hit Man"), Earl of Talsey, Governor of Virginia (Honorary), General of the Army of Northern Virginia (Honorary). He rides a horse named Old Faithful and his second name is Robert E. Lee.

Gandalf the Wise arrived at nearly the same time as Brad, but has no titles. He especially enjoys performing tricks for Hobbits.

The party is quested to find the True Dragons, present location unknown. First clue is that they are north of the Northern Mountains, which run generally east and west to the north of Camelot. The party should proceed first by road to the Hobbit Lands to the Northwest.

Although not terribly exciting, I hope that this introduction has at least proven informative. Your next orders should include whether you'll follow instructions and go to the Hobbit Lands, and what you'll do if you meet anything (attack immediately, wait, etc.)