

Politesse

Journal of the Washington Area Retinue of (Tacitly)
Highly Organized Gamesters #41 September 1986

Greetings

August brought us two allweek-end gaming extravaganzas held where no shoat has been slopped before, the kick-off of the Pig Tee initiative (still time to order yours!) and our publisher's entry into the computer age. The last development has created an urgent need for information processing projects to act as cost justification. Therefore, Ken is soliciting information from loyal shoats everywhere to process. Please complete the enclosed simple survey form and return it to him (address below). Ken will process the information, creating a referral network which will result in publishable hardcopy amenable to statement in a user-friendly format. Readers of Politesse will gain the capacity to manually peruse the output and readily identify nearby gamesters with compatible pastimes.



Kambiz/Nebelspatter/Zurich

There has been a great response to the Pig Tee offer. And there is still time to order your very own WARTHOG tee shirt emblazoned with the club name (cont.)

HavaGame

September 13, Baltimore. Johns Hopkins Diplomacy Invitational. Steve Nicewarner, 500 West University Pkwy, Apt 4-R, Baltimore, MD 21210. 301-889-3919.

September 27-28, Northern Virginia. Open gaming beginning at 10 o'clock Saturday morning. Bob Masso, 8102 Harte Pl #203, Vienna, VA 22180. 703-698-0147

October 24-26, Chapel, NC. Open gaming to include a game of Pax Britannica, given sufficient interest. Brad Wilson, 224 Valley Park Dr #9, Chapel Hill, NC 27514. Sleeping room for up to 8, campus facilities available for gaming. Phone number may be available from directory assistance by the time you read this. These are the Carolina Cup Games. Chapel Hill is the new home of World Diplomacy inventor, Dr. Mark Stegeman, who no doubt will be available for an autograph session.

November 1, Northern Virginia. Halloween Games to begin at 11 a.m. Ed Wrobel, 3932 Forestdale Ave, Dale City, VA 22193. Theme: Science Fiction, Fantasy and Horror. Appropriate costume required. Games consistent with the theme to be played (e.g., Titan, Illuminati, Borderlands, Stellar Conquest, Wabbit Wampage, Cosmic Encounter, Awful Green Things from Outer Space, others). Limited overnight space available for sleepy out-of-towners.

Postal Pax Britannica. John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302. PB standbies are needed by Robert Sacks, 4861 Broadway 5-V, New York, NY 10034. Sacks publishes a list of postal game openings called Known Game Openings as well as a Zine Directory.

Send literary contributions, gamefest announcements and letters to the editor, Ed Wrobel, 3932 Forestdale Ave, Dale City, VA 22193. Subscriptions cum memberships are available for 39¢ per month from Ken Peel, 8708 First Ave #T-2, Silver Spring, MD 20910. Keep Ken up to date on your address changes.

GREETINGS continued

and mascot if you CALL ME TODAY at 703-670-3489 (or 703-235-8402 weekdays). I originally set the cut-off date at September 15 but will extend that to 5 days after the postmark of this issue. The manufacturer says 7 to 10 days to process the order after we provide the list of sizes and colors we want. The cost is only \$8 for a high quality, heavy duty all-cotton shirt. Your choice of color.

We have made quasi-official contact with the Northern Virginia Adventure Gamers who sponsor a convention each February in Tysons Corner, VA. The convention has short on boardgaming and NOVAG needs gamesmasters. WARTHOG has been invited to sponsor some events. I have volunteered to run a Titan tourney and I hope other shoats who are experienced gamesters will volunteer to run their favorite games. Let me know as soon as possible because NOVAG wants to get their events scheduled in advance.

Hosts for gaming events are needed for November (other than the first!) and early December. Northern Virginia has been very active lately. Anybody in Maryland want to have us over? I am also looking for articles on any of the big commercial conventions held over the summer, as well as on Nonwargaming in Richmond and the Garbelman Labor Games, even by those who were not in attendance. To get into the October issue, send reports to me before September 26.

With the Titan issue (this one) under our snouts, we can now look forward to the Civilization issue in November. Civ is very popular in the sty so I expect a great outpouring of articles from shoatdom. Send me Civ articles by October 31 or bring them with you to the Halloween Games November 1 (preferably typed but handwritten is okay.) But let's not forget about Titan altogether! If the material in this issue inspires you, by all means send your comments. In the transportation industry, Doctor ChooChoo advise that he is indeed working on an 1830 opus, date of completion is still a light at the end of the tunnel.

Football season is here and Greg Ellis of Texas is running the Gonzo Football League. My Kokomo City Killer Frogs are looking forward to a return trip to the Gonzo Bowl especially since Ellis' Austin Autocrats won't be around to beat us there this year! Barring excessive subversion by anti-Gonzo elements like Sean Vessey and Ken Peel, I'll keep you updated on the GFL (probably with a more modest page count than the Gonzo Baseball League...a concession to the malcontents fingered supra). I have obtained the most recent Strat-O-Matic Football Game cards. There's a special rule for the Bears defense. Anybody wanna play SOM? Sunday afternoon in fron of the TV might be appropriate.

-Ed

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TRIVIAL LYRICS: The year was 1969, the group was the Beatles and the song was *Get Back*. Complete this lyric: "Get back, Loretta, your mother's waiting for you, wearing high heel shoes and..." The question comes from the new music trivia game *Play It Again Juke Box*, created by Mark Bonk of Des Plaines, Ill. The \$21.95 game contains 2,100 questions from 1950s, '60s and '70s songs. The answer: "A low neck sweater."

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A Titan Primer

This is a summary of the rules for Titan, my favorite game. It is intended for those who do not know the game. Perhaps this teaser will intrigue you sufficiently to play at a WARTHOG gathering and maybe even buy your own set one day. It would be an excellent investment. This summary cannot, of course, replace the actual Law of Titan.

Titan is a fantasy wargame for 2 to 6 players. Each player will move his legions composed of lords, demilords and monstrous creatures, muster new recruits (by having the right creatures in the right land) and, on occasion, engage in combat. The most important counter in each player's force is the Titan. Each player receives only one Titan. The object is to have the last surviving Titan on the board.

There are two realms of player interaction: Masterplay, that is, strategic movement of the legions on the Masterboard, and Battle, the engagement of two opposing legions within a single land. An Engagement must result in the complete and utter elimination of at least one of the involved legions.

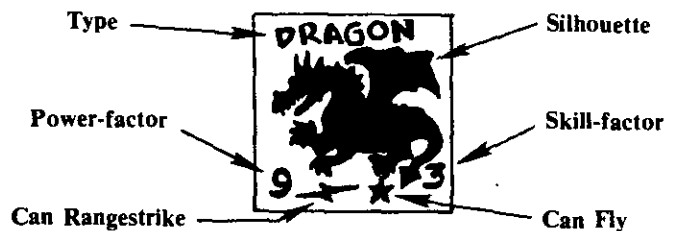
The Masterboard is divided into 11 types of lands (e.g., desert, jungle, tundra) connected by signs that regulate movement. (See movement chart next page.) Each land has 3 sides connected to other lands. One of the most difficult tasks novices face is conceptualizing the Masterboard, which can be divided into 3 sections. These are: the inner circle of mountain and tundra (inhabited by dragons, giants and colossi!), the vast serpentine midsection and the outer ring, which tends to move legions in a direction opposite the midsection. Legions tend to be forced into the outer ring. If you make no effort to rise from it, you will probably find yourself going around and around most of the game and be less likely to muster higher level creatures. Usually it is useful to carve out a turf around one of the towers. Keeping enemy legions out maximizes your movement options and, thus, recruitment.

Muster (as in "pass muster" or "do you have any Grey Poupon?") is the heart of the game, and the most important activity early on. (Later, destruction becomes more important.) Only legions that move may muster and to do so must end in the appropriate land with creatures who can persuade another to join you. For example, a gargoyle can muster another gargoyle in the jungle or brush, but it takes two gargoyles to muster the higher level cyclops. Cyclops go on to behemoths (jungle only) and behemoths to serpents. Cyclops can also muster

SAMPLE PLAYING PIECES LEGION MARKER:



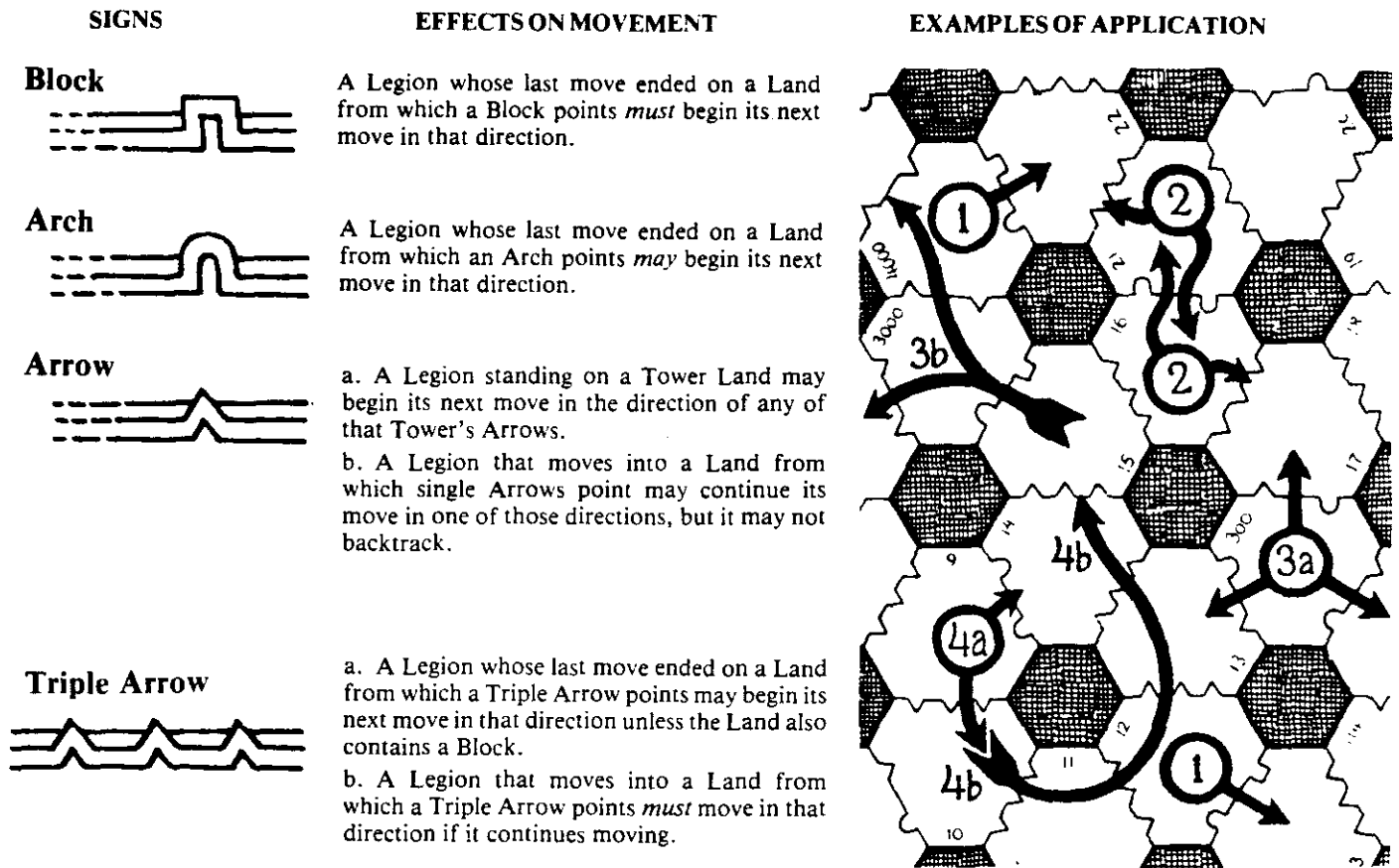
CHARACTER:



HIT MARKER:



7.4 MOVEMENT CHART

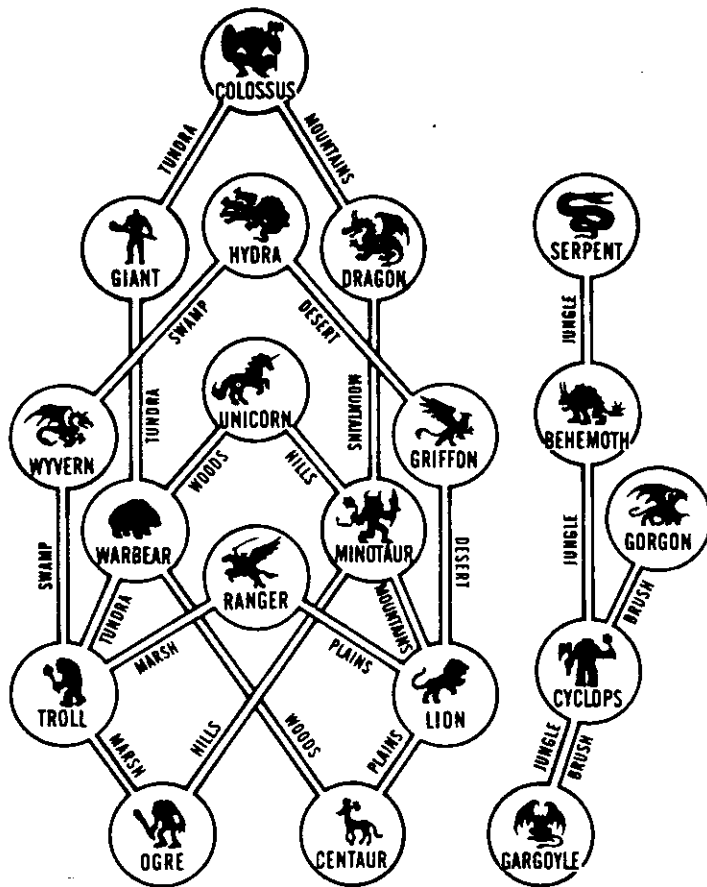


gorgons (in the brush only) but gorgons do not muster any higher level creatures. The Masterboard has a handy chart summarizing the muster possibilities. The Law of Titan also has a Muster Progression Diagram, a very nice visual aid reprinted here. Note that there are two separate tracks, the jungle-brush and everything else. Also note the evolutionary dead ends: gorgon, ranger and unicorn. Hydra and colossi are also ends but are relatively powerful. The dead ends can make very good mid-game strike forces but may be overpowered in the endgame.

Battles, euphemistically known as Engagements, occur when you move a legion onto a land occupied by an opposing legion. (You may move through your own legions but not through other players' legions.) It is usually wise to avoid engagements early in the game. Don't waste your recruiting stock in attrition but do keep an eye out for potentially successful offensive opportunities later on. Battle is necessary not only to reduce your opponents but also to gain points. Points increase the power of your Titan, deliver additional Angels (one for each 100 points) and provide you with the power of Titan teleportation. Once you have 400 points your Titan legion may teleport onto any enemy legion upon a roll of 6. (To be distinguished from Tower teleportation which permits a legion containing the Titan or an Angel to teleport from a Tower to any vacant Tower with a roll of 6; alternately, the Tower legion could move to any land within 6 spaces, ignoring the signs that normally regulate movement.)

Battle is the true measure of a creature's mettle. You may find the cyclops sophisticated, the warbears cuddly and the rangers perky, but they will all be dogmeat if caught in the wrong terrain by superior forces. Terrain is

MUSTER PROGRESSION DIAGRAM



extremely important. Battles are fought on separate tactical boards, each representing a single land. Creatures native to a particular feature of terrain, e.g., cyclops in the bramble, have an advantage over non-natives. In addition to the tactical advantage, a defending legion can muster a reinforcement on the fourth battle-round if it has creatures surviving who are eligible to muster there. The attacker cannot muster but can summon an Angel from another of his legions. This must be done on the battleround immediately following the first kill of a defending character (otherwise it may be done after the battle if the attacker survives). An Angel or a defensive muster can turn the tide of battle. Note that timing is crucial. An attacker cannot summon the Angel if he still has 7 characters; a defender cannot muster if the reinforcement cannot legally move onto the battleboard in round 4.

Engagements are usually very bloody. Each player's turn includes a strike phase for each, a total of 4 strikes per character per battleround. Once two characters are engaged, neither may move until one dies. And once 2 legions are engaged, only one survives. An engagement must be concluded within 7 rounds; otherwise, it is declared a victory for the defender. Such a "time loss" is rare but the possibility keeps the attacker from dancing around too much. In lieu of actually fighting an engagement, either can concede; a defender can "flee" which results in the loss of his legion but yields only half as many points to the attacker; the two may agree on a deal which results in the elimination of one legion and some losses to the winner. Anyway you slice it, one legion must be eliminated altogether. A nasty business.

But that's Titan. The generative nourishment of muster is tempered by the necessity of combat to the death, a nicely drawn simulacrum of family and the marketplace. A deeply allusionary game.

CALVIN AND HOBBES BILL WATTERSON

Ed Wrobel



POLITICALLY CORRECT TITAN

Ed Wrobel

Is Titan a tool of the devil, a deadly bore or an imaginative delight? It is true that endless nightlong swirling through the ether may well induce the sensation of demonic possession. Sitting through others' inconsequential battles and waiting hours for just the right die roll can be tedious. But, oh! to muster a warbear on your second turn...to collect a 7-high ranger air force... to generate giants and dragons on the way to colossi...ah, to teleport, to fly, to lumber...such are the joys of The Avalon Hill Game Company's "Monster Slugathon Fantasy Wargame."

Titan is not for the dilettante. Not an unduly complex game, its secrets nonetheless do not reveal themselves readily. Of no little consequence is the time needed to complete a game (6 to 10 to 17 hours). Assembling a large contingent of players is not necessary as the game accomodates 3 to 6 players well. Afficionadoes will play two-person and even solitaire. Six player games frequently result in the early elimination of one, sometimes two Titans, due to overcrowding and unwanted engagements.

The first decision faced by the Titan novitiate is the choice of a set of legion markers. This is more than a matter of color. Each group of markers is a unique, integrated set. The black markers are decidedly evil; gold represents abundance; red is theatric, green amphibian (of duality); brown is domestic and blue releases the forces of nature. Be certain to choose a set compatible with your own innermost feelings and thoughts.

(Ultimately cool Titanmongers always use the term "set" to refer to their copy of the game, e.g., "We can play on this set" or "I've got my Titan set in the trunk of my car" or "If you spill beer on my set again, I'll use your teeth for a bottle opener.")

You will begin the game with two legions, one containing your Titan, the other, your Angel. Each legion will also have 3 creatures: 2 gargoyles, 2 ogres and 2 centaurs, split into 2 groups of 3 in any configuration. There is general agreement that placing one of each kind in each stack will delay your surge up the evolutionary monster chart. That's because 2 or 3 lower creatures are needed to muster a higher level creature. But with 3 to a stack, at least one of the 3 kinds must be split. I have read unqualified advice to split the gargoyles. There are a number of reasons to do that. Gargoyles muster in the brush and jungle, and there's a lot of that around with relatively easy access. Goyles evolve along a separate track than centaurs and ogres, topping out at serpents; centaurs and ogres may eventually lead to the most powerful creature, colossus, available only in the remote tundra and mountains. Developing colossi is a lengthy process. Serpents always appear before colossi. So splitting the gargoyles doesn't slow you down as much. On the other hand, keeping the gargoyles together gives you an even quicker jump along the cyclops-behemoth-serpent fast track. Do that if you want to play aggressively, maximize fighting strength early and defeat your opponents before they can get colossi.

As the game progresses, you will continue to split off legions since a legion can contain at most 7 characters. When and how to split is of the utmost import. There is usually a tension between maximizing recruitment and maintaining security. A stack of 2 or 3 characters makes a tempting morsel for your voracious opponents. A stack of 7 is imposing but it cannot muster. Knowing your opponent can be crucial. Is he one to take a chance on a risky attack or does he play conservatively, preferring to muster? Knowing your opponents'

legions is equally important. He may loathe to expose his Titan or risk a midlevel legion with good muster potential. But a stack of rangers or gorgons may be spoiling for a fight.

Is it better to mix or match? Yes and no. Legions mustering in the jungle and brush will tend to be pulled to the outer ring, away from mountains, tundra, woods and hills. Thus, mixing creatures who muster in these two sets of terrain may mean that one type prospers while the other languishes. But some mixtures work well, such as midlevel strike forces that needn't reach the inner circle (cyclops, gorgon, ranger) or legions that muster anywhere in the inner circle (lion/troll, warbear/minotaur, giant/dragon). These combinations maximize recruitment potential. Evolutionary tracks that require 3 creatures are not good candidates for mixing. Terrain is too specific and the 7-cap on legion size is too limiting. 3 trolls are needed to pick up wyverns which can only be accomplished in the swamp. Generally, it's better to wait for that swamp roll than to go cavorting off for something else. They're hard to come by but once you reach hydra, you can muster in swamp or desert. The same reasoning applies to the lion/griffon track. This is not to say that you cannot accumulate 3 trolls and 3 lions in the same legion and sit between swamp and desert, waiting for either. It's just not easy.

Fighting. You must do this. It's important to construct some legions you're not afraid to commit to battle in the mid-game. Saving every legion for colossi and serpents will make you too timid. Remember that you also want to disrupt your opponents' muster and pick off their weaker legions. For that, you need an enforcer. Rangers are most readily available early on because they muster in both marsh and plains, which are easy to reach. Gorgons are excellent in the brush. Cyclops are very powerful relative to the first generation of recruits, especially in the brush and jungle. Hydra are difficult to get started but accumulate well if you can maintain position on both swamp and desert. I once lost a game when a herd of unicorns (that's right!) stampeded my Titan to death.

Gee, that's all I know about the game. Wannaplay?

To generate or to consume? A vitally titanic question.



"We have a choice — we can let them evolve into human beings or we can eat them for lunch."

WAYS WHICH I USE TO WIN - (Or The Lies I've Never Told Carl Russell) - TITAN by Mark Frueh

Everyone who loves to play Titan quickly comes up with some basic strategies on how to play. The following is basic rules of thumb which I try to follow when playing. The grain of salt is not included - - provide your own...

For me, Titan combines luck, cunning, patience, planning, and a basic Kill instinct - called "Titan Lust". Above all remember that the other player's Titan isn't a nice guy with a bad reputation, but a cold hearted killing machine. It must be searched out, stopped, and stomped into oblivion.

Thoughts to keep when starting; a small game, 2-3 players is a short game - avg. 3 to 6 hours. But should enable you to recruit to high level creatures. Depending on what the other players do - steer your Titan away from the Cyclops-Serpent track towards the goal of Giants - Unicorns - Dragons. A medium game, 4 players is my personal favorite - avg. game time 4 to 8 hours. Usually a well played game will end before Colossus appear. Hydras are a good choice because of the quick way they recruit and terrain advantages. Keep in mind though what the others are recruiting. The large game, 5-6 players will be long or very short for you. Almost always two players will be out within two hours. The game generally runs 8 - 12+ hours. When playing remember - protection and are you keeping your future movements open? I like to have my Titan recruiting Cyclops when starting. But watch the majority. (You hardly see a stack of Lions attack Cyclops in the Brush or Jungle.)

I kept referring to the other players recruitment. Generally one can notice what the majority is recruiting from the stacks of remaining creatures left. I try to recruit the opposite, if possible. Simply because you have to compete with limited numbers of high level creatures. If you finally get a Serpent - great - but trouble if there's only one left to recruit.

Deciding when, where, and what to recruit is the crux of the game. Is it worth recruiting that Minotaur for a stack of five in the Hills which leads down to the outer row? Consider again if there's some large legions sitting near the Hills on the outer row. It's doubtful that they will move so you can move to get back up in the inner area. Keep in mind when moving from a safe area to a new one for a recruitment, have you limited your options from further movement & recruitment? Sometimes it may be wiser to sit and wait for a better roll of the die.

Some observations which I found true, never engage your Titan in battles early in the game. Greg Ellis noted once how the first player to accumulate battle points usually doesn't win. I noticed that also. I suppose it's because of limiting your future growth from early battles and an eagerness to battle. I'm usually not a timid player, especially if I notice someone snatching the first Giant or Dragon. That legion becomes a target - even if you lose a battle against a high level legion it is good to expose the goodies inside and weaken it for the next point hungry player.

I like the "Train" method of recruitment. Keeping the majority of your legions close together. Protection can come with the threat of killing off any legion which knocks off one of yours first. Hesitate to split, if you have a 7 stack being followed by point hungry legions. Split off if the player strongly suspects it's your Titan stack and you have a decent chance - 1/3 or better - of recruiting and moving out of harms way.

If ever you're in the awful position of only having one legion left - don't give up. I pulled a few games out having only my Titan stack left. Concern yourself with only 3 things; best possible recruitment of your stack, defensive positioning, and most important - Titan watching. If you have 400 battle points - use that Titan teleportation. It's probably one of your best chances to win I feel. But beware a fighting in terrain which your Titan can be separated and destroyed.

For me to tell anyone how to play is a joke. Everyone must develop their own style and enjoyment. For me there is nothing finer than to stalk after DICK MARTIN's Titan...Next time Dick won't be so lucky.....

The first and most critical point if one is to consistently win at Titan is to avoid playing with Mark Frueh. With that firmly in mind, we can move on to strategies of lesser importance.

As with my strategy for Rail Baron, I'll try to keep this brief. Not because Titan is simplistic, but because the game is simple to learn and difficult to master. The similarities to chess are obvious (now if only chess had dice...). I don't have the time to write a book on Titan, so some general principles will have to suffice.

Masterplay, recruiting, should ultimately decide the winner of the game. While the game can only be won by battle, the troops that one enters the battle with often are enough to determine the winner. You want to go into that final titan-titan battle with all the big stuff on your side. Obviously, you want to give highest priority to recruiting in your titan stack, recruits that will help in the long run. Warlocks, for instance, are flashy but a major liability to any titan stack with aspirations, as are angels. Having angels or warlocks in a titan stack means that you've exposed your titan to the other players (always a liability), and that you won't have room in your titan stack for that big recruit. Secondarily, if you've recruited a warlock, you could certainly have recruited something better. Yes, a centaur is no match for a warlock. But that centaur turns into two centaurs, then lions, griffons and hydrae. Your warlock is a dead end critter, with little hope of finding help. Stick with long term recruits where possible and avoid dead ends - warlocks, rangers, gorgons - until there's nothing else better.

Movement on the masterboard is where those recruits come from. If possible, keep your stacks bunched fairly close together. Many players are reluctant to attack a stack when there are several hostiles nearby ready to exact retribution. Since you can move through your own stacks, staking out a territory of your own can be very valuable - you won't be forced to attack because of a high roll. Let the other players hack at each other, getting points while you get serpents. In the long run, you'll be better off. Don't bypass the opportunity to squash any stack that wanders into your territory, if you can beat it, but don't go looking for trouble.

Keep an eye on what your opponents are recruiting. While this is not as critical or as difficult as you may think, it's certainly valuable. Don't necessarily recruit what the other players are avoiding - deplete the stock of their creatures if you can do it without slowing yourself down!

And, as with anyone who's played Diplomacy knows, never forget to denounce, threaten and whine when appropriate! If you can talk someone out of hitting one of your vulnerable stacks, well, a creature saved is a creature earned.

Battles are the weak point of the game, as they can take more time than masterplay, while holding the interest of only two players. If possible, try to make deals. Your fellow players will thank you. When a deal falls through and battle ensues, remember what the object of the game is: recruiting. If you're going to lose the battle, kill your opponent's best recruiting creature, or creature that diversifies the recruiting possibilities of a stack. If he hits you with brush creatures and a troll, kill the troll. If he hits you with a cyclops and two gargoyles, kill the cyclops instead of the two gargoyles. Many times, you're doing the other guy a favor by pruning out the lesser creatures (he won't have to split, and you won't be able to munch the little stack), so go for the biggest and best. On the other hand, if you feel that you're going to win the battle, try to preserve your best creatures.

At Marycon, Rex Martin mentioned that Titan has a wonderful "inner harmony" as a game. I agree, Titan is a wonderful game. Like college basketball, the better recruiter will usually win - but there's always hope for an upset.



TITAN -- A REFLECTION ON THE MEANING OF LIFE, THE UNIVERSE AND
EVERYTHING AFTER AN OGRE KILLED MY ANGEL IN ONE-ROUND

by Stephen H. Dorneman

Titan... what can I say about a game so fascinating that, when the local stores were sold out of the original Gorgonstar edition I xeroxed the copy of the Titan board that was in Adventure Gaming magazine and used that to play solitaire games on, keeping track of the stacks with borrowed SPI counters and fighting battles on a TSR blank hex sheet? About a game that has so corrupted our local Dungeons & Dragons group that any encounter of trolls in a swamp is assumed to hide wyverns and hydras as well? About the only game my wife doesn't play that I still play regularly face-to-face? What is the appeal of this silly game of jumbled mythology and triangular hexes?

For me, I think it's the elegance of it all. Two numbers on each counter, and you instantly know how far it moves, how many attacks it gets, what are its odds against any other counter, the range and strength of its range strike (if any), even how many victory points you get for defeating it. It's hard to imagine a game that could be more elegant, and still retain a freshness with each playing.

Or is it the macho appeal of the lone titan, a figure whose life and death is the only real event of importance for your entire army, a primal force that grows in strength by feeding on the dead of your enemies until it can crush the very archangels and colossi themselves?

Then again, on gentler days I think it is the cycle of growth and evolution of stacks in the game that keeps my interest. Populations rise, are scientifically classified ("a green titan," "typical ranger stack," "centaur-based"), evolve and continue to greatness -- or die off as dead ends. Christie Rudi, a female occasional wargamer and Biology PHD candidate, is always willing to play Titan, and cites this reason.

I guess it is a combination of all these, and a fast pace, that keeps me coming back to that odd-looking board with those triple arrows, blocks and towers.

Or maybe it's just that I like to roll dice...

((A moving tribute to a great game. But "fast-paced?" Well, individual turns can zip right along, but Titan's a loooong game, ever-so-appropriately subtitled "A monster slug-a-thon." In any case, a hearty welcome to the new shoat in good standing, Stephen Dorneman, who hails from clear up Boston-way. --Ken.))

Titan Character Rankings

Phil Dancause

Offensive rankings are based on quickness of kill, defensive on staying power.
 Rankings are from best to worst against an average creature of that skill level.

vs skill 2		vs skill 3		vs skill 4	
off	def	off	def	off	def
serpent	colossus	colossus	colossus	colossus	serpent
colossus	archangel	archangel	archangel	archangel	colossus
archangel	giant	serpent	serpent	giant	archangel
hydra	angel	hydra	giant	hydra	hydra
{ dragon	{ serpent	giant	hydra	{ angel	guardian
{ guardian	{ unicorn	dragon	{ angel	{ dragon	giant
giant	{ griffon	angel	{ dragon	{ serpent	dragon
behemoth	{ hydra	{ behemoth	{ guardian	{ unicorn	{ angel
{ angel	{ warlock	{ guardian	{ unicorn	behemoth	{ behemoth
{ unicorn	dragon	unicorn	behemoth	{ griffon	{ unicorn
wyvern	{ behemoth	wyvern	{ griffon	{ warlock	cyclops
cyclops	{ guardian	{ griffon	{ warlock	wyvern	wyvern
{ griffon	{ minotaur	{ warlock	wyvern	{ gorgon	{ griffon
{ warlock	ranger	cyclops	cyclops	{ guardian	{ warlock
{ gorgon	wyvern	{ gorgon	{ gorgon	{ minotaur	troll
{ troll	{ centaur	{ warbear	{ minotaur	ranger	{ gorgon
{ warbear	{ cyclops	{ minotaur	{ ranger	warbear	{ warbear
lion	{ gorgon	{ ranger	{ troll	lion	{ minotaur
{ minotaur	{ warbear	{ troll	{ warbear	{ centaur	{ ranger
ranger	troll	lion	lion	{ cyclops	lion
ogre	lion	{ centaur	{ centaur	{ gargoyle	ogre
gargoyle	{ gargoyle	{ gargoyle	{ ogre	{ troll	{ centaur
centaur	{ ogre	{ ogre	gargoyle	ogre	{ gargoyle



An ogre musters
 an infant in
 the suburbs

joint off-def ranking

	vs skill 2	vs skill 3	vs skill 4	overall	overall off	overall def
colossus	colossus	colossus	colossus	colossus	colossus	colossus
archangel	archangel	archangel	archangel	archangel	archangel	archangel
serpent	serpent	serpent	serpent	serpent	serpent	serpent
giant	{ giant	hydra	giant	giant	hydra	giant
hydra	{ hydra	giant	hydra	hydra	giant	hydra
{ angel	dragon	dragon	dragon	dragon	dragon	{ angel
{ unicorn	{ angel	{ angel	{ unicorn	{ angel	{ unicorn	{ unicorn
dragon	{ guardian	unicorn	guardian	guardian	behemoth	dragon
guardian	unicorn	behemoth	guardian	behemoth	guardian	guardian
behemoth	behemoth	guardian	behemoth	behemoth	guardian	behemoth
{ griffon	{ griffon	{ griffon	{ griffon	{ griffon	wyvern	{ griffon
{ warlock	{ warlock	{ warlock	{ warlock	{ warlock	{ griffon	{ warlock
wyvern	{ wyvern	wyvern	wyvern	wyvern	{ warlock	wyvern
cyclops	cyclops	{ gorgon	cyclops	cyclops	{ gorgon	cyclops
{ minotaur	{ gorgon	{ warbear	{ gorgon	{ gorgon	{ warbear	{ minotaur
{ ranger	{ warbear	cyclops	{ warbear	{ warbear	cyclops	{ ranger
{ gorgon	{ minotaur	{ minotaur	{ minotaur	{ minotaur	{ minotaur	{ gorgon
{ warbear	{ ranger	{ ranger	{ ranger	{ ranger	{ ranger	{ warbear
troll	{ troll	troll	troll	troll	troll	troll
lion	lion	lion	lion	lion	lion	lion
centaur	{ centaur	centaur	centaur	centaur	centaur	centaur
ogre	{ ogre	{ gargoyle	ogre	ogre	gargoyle	ogre
gargoyle	gargoyle	{ ogre	gargoyle	gargoyle	ogre	gargoyle



Carl Russell, one of the East's greatest Titan players, demonstrates his technique

TITAN TACTICAL MINI-TOURNAMENT

Phil Rennert

1. Each player starts with a legion worth up to 100 points, and a beginning Titan. This will be the player's legion for the whole tournament; it will grow or shrink according to the fortunes of war. No legion may contain more than one Warlock initially, or any angels.

2. The tournament consists of a series of tactical battles until only one player is left. The terrain is chosen randomly, by the roll of two dice:

- 2 --- Tundra
- 3 --- Tower
- 4 --- Woods
- 5 --- Swamp
- 6 --- Plains
- 7 --- Brush
- 8 --- Marsh
- 9 --- Jungle
- 10 --- Desert
- 11 --- Hills
- 12 --- Mountains

After choosing the terrain, each player rolls a die: high roller is the attacker. Roll for side of entry.

3. The battles are fought exactly as in Titan. If a player's Titan is killed, he is eliminated (at the end of the strike phase). If both Titans are killed in the same strike phase, both players are eliminated.

4. Reinforcements: The attacker may not summon an Angel. The defender may muster normally on his fourth turn.

The attacker may muster normally at the end of the battle, if he wins.

The winner gains points as in Titan (half points for units who surrender when their Titan is killed, no points for a time loss). The winner earns Angels and Archangels normally, and extra strength for his Titan (each player keeps a running score from the beginning of the tournament).

GOOD LUCK!

Note: A pyramidal structure is best for a tournament, so if the number of players is not a power of two, add some randomly chosen legions to flesh it out, to be played by someone other than their opponent. Another possibility is to let each player have two entries in the tournament; then set up pairings so a player does not play himself.

MEMORANDUM

TO: MR. ED; Conduit of the People
FROM: "Loose Cannon" Vessey; Proposer of Peaceful Pacifism

RE: Defensive Capability



Your recognition on the easy availability of automatic weapons (M19A & M19AMP) raises the issue of security and safety for W.A.R.T.H.O.G.'s shoats. W.A.R.T.H.O.G.'s members are free to provide proposals for the common defense under the, as yet, unwritten constitution. This along with the inalienable right to hos arms or arm hos leads me to the following proposals;

- (1) Spearings Defense Initiative: W.A.R.T.H.O.G. samins sites should be provided with point defensive and decoy capability to prevent the spearings of shoats.
- (2) Sharp Tusk Initiative: W.A.R.T.H.O.G.'s shoats should be well tasked to deter assersion.
- (3) Bis Hoove Initiative: W.A.R.T.H.O.G.'s movements to potentially hostile areas for samins events should be well protected to ensure the safety of our shoats.

In order to meet the requirements of these proposals the following off-the-shelf items are recommended for acquisition;

- 3X Goalkeeper radar directed 30mm sattling guns/ with ammo mounted on three mobile platforms (codenamed: Riggo Rangers). These items help meet the requirements of proposal 1.
- 3X Sentinel remotely piloted vehicles to meet proposal 1's requirements for a decoy, and proposal 3's requirement for over the horizon surveillance to ensure W.A.R.T.H.O.G. safety during re-deployments.
- 70X HK P7K3M19 9mm Pistols/2 magazines
- 1200X 9mm rounds
- 5X HK G41-TGS 5.56mm Automatic Rifles/HK79 Grenade launcher
- 300X 5.56mm rounds
- 25X 40mm grenades; 10 HE, 5 CS, 5 smoke, 5 Dazzle

These personnel hos defense items will ensure that all hos and hos activities will be well tasked and meet the requirements of Proposal 2.

- 3X 7.62mm Mini-guns/with ammo pods (To be installed in W.A.R.T.-H.O.G. primary transport vehicles. Yes, it will fit in a Datsun.). Under-powered vehicles will be modified with the TF 15 Industrial Turbine Engine to provide for rapid armament directional adjustments. These improvements to primary hos movers will help meet the requirements of proposal 3.
- 5X NASA Wireless Communication Systems
These items are to improve communications and meet the communications requirements of all the proposals.
- 2X MLRS/with 2 full ammo loads for secure movement and defensive fire support under proposals 1, 2, and 3.
- 1X WWMCCS Information System with TEMPEST security option to administer the above contracts.

The cost of these options per sec. for a year, per hos, is a security defensivible \$0.39. Like Politesse, the price is cheap for what you get. The cost of doing nothings in a world full of crazies is unacceptable. Recent terrorist strikes by Demon Diesters, Pro-milk Cows, and Hexason Hoodlums make defensive action imperative.

MEMORANDUM

TO: MR. Ed; Editor Functionaire
FROM: MR. Sean; Tactics Functionaire

RE: A.R.E.A. Capability

In order to enhance the functional, operational capability of the Tactics Functionaire, I have acquired a provisional A.R.E.A. ratings. This will enhance W.A.R.T.H.O.G.'s responsive, organizational flexibility to its boss in providing balanced, creative outputs in rated and nonrated games. This systematized, reciprocal mobility will allow W.A.R.T.H.O.G. to remain in parity with similar organizations, such as, Warsaming In Richmond, in providing compatible, logistical contingencies.

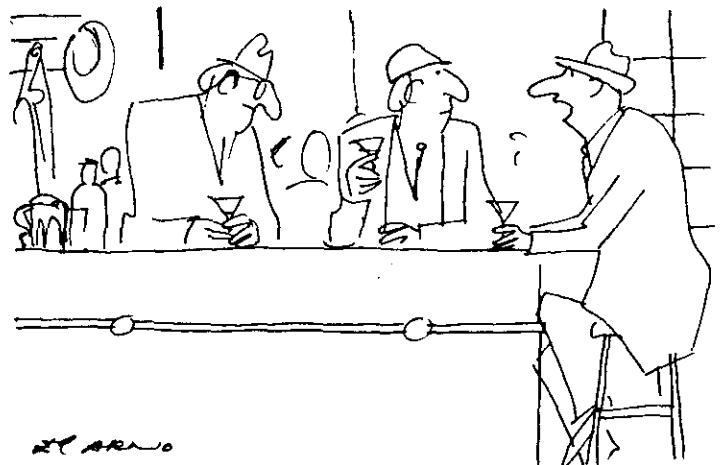
FROM: Editor Ed, Head Hog and Servant to All Shoatdom
TO: Loose Cannon Vessey, Notorious HexHead, Unquestionably Loyal Tactics Consultant
RE: Your Latest MAD Scheme

Thank you for your recent memoranda. Politesse has been weaker in recent months for want of an appearance by our favorite loyal opposition, the notorious Vessey Brothers. To learn that you continue to wallow in militaristic excess and bureaucratic dot-matrix obfuscation is, in a sense, comforting. The Vesseys roll dice and all is right with the world.

Forgive me, then, if I inject a small note of skepticism in regard to your arms proposals. I do not, however, intend to imply that your propped response to the very real threat of vast proliferation of semi-automatic B-B guns is, in any sense, akin to swatting infants with air-to-ground missiles. Further, let it not be said that I question your cost estimates, so obviously grounded in the most thorough, pain-staking research and analysis. It is, rather, the legal niceties involved in ownership of these nasties that concerns me. Might the Federal Bureau of Investigation misinterpret our porcine defensive zeal and mistake us for a group of survivalist, right-wing crazies? Personally, I do not relish the thought of bullet holes in my laminated Pax Britannica map or tear gas stains on my Civilization cards.

In view of the foregoing, I have decided to solicit legal opinions from the rules lawyers, patent clerks and minority staff consultants in ShoatDom. Warthogs with expertise in these areas should submit camera-ready, typed briefs to Politesse no later than September 26. Comments should be limited to the ramifications inherent in implementation of the Vessey arms proposals and the punishment appropriate for unauthorized participation in hexist rating systems.

-EW



"Damn it, Eddie! If you don't believe in nuclear war
and you don't believe in conventional war,
what the hell kind of war do you believe in?"

the gonzo baseball league

Week #14
July 26, 1986

GAME AFTER GAME OF THE WEEK

by Gonzo Founder Jake Halverstadt

It was clear from the beginning that this was not to be just another Sunday morning.

What it was was hard to say, but it was fun.

Northern Colorado is hardly a center of gaming activity, so I looked forward to visiting the Bay Area, not just because it's my favorite place in the States, but because I'd get to meet Chuff and Doug and Kevin.

This would make a grand total of four play-by-mail devotees I'd met.

Kevin was tied up Sunday morning (I don't think it had anything to do with bondage) but Doug and I had the chance to join Chuff and friends for what seems to be a long-running Sunday morning softball congregation.

The game goes down in some Oakland city park, an area not really designed for ballplaying. It would be easy to say there was a dip in centerfield, but Chuff might think I was talking about him. Suffice it to say that a sinking liner (a Titanic blast?) hit over second base had a little farther to sink.

The leftfield foul pole grew about 200 feet from home plate, its trunk was big enough for a couple to dally behind unseen, its branches provided ground-rule doubles for hitters who could reach them.

Winos commanded a picnic table in the leftfield power alley.

Statistics are for losers, they say. We'll note that our performances in batting practice were such that the three of us were put in status positions in the line-up; Chuff leading off, Jake batting third, Doug hitting clean-up. Chuff went 4-for-5, Doug visited the trees more than once, and Jake's Cubs jersey and cap earned him the nickname "Byrne Sandberg," even though he looked (and played) more like Jerry Garcia.

After a nine-inning, 9-7 setback, the Gonzo boys beat feet for the Coliseum and an A's-Jays matchup. After 15 innings, several \$2.50 beers (they come in a glass something like a cottage cheese container, more efficient for attracting wind-blown peanut shell debris), and several trips from our Colorado-altitude seats to the bathroom, the A's picked up a 1-0 win on a bases-loaded walk.

After several chickens and hogs gave their all to provide some fine Bob-Q, the Gonzoids launched a game of Civilization into the wee hours.

The next night, Oakland Hardrocks manager Kevin Rockwell took Doug's place as we made a return visit to the Coliseum for an A's-Angels game you might have seen on Monday Night Baseball.

This time, Gary Pettis took Joaquin Andujar's first pitch downtown, and Denver Bearcub Doug DeCinces added a two-run shot as the Angels went on to a 6-3 win. We managed some fine seats, 11th row in mid-leftfield, right behind the Oakland bullpen.

Ya shoulda been there, and, come to think of it, why weren't you?

(Thanks, Jake! It was a delight playing host to you and Sue, and you're welcome here anytime. But modesty requires that I point out that I was really 3-for-5 with an error, just as modesty prevented you from mentioning your own two RBI. And yes, folks, the Founder throws one wicked knuckleball!)

WEEK #14 RESULTS, 7-26-86:

In the East, Orioles starter Ted Higuera fanned ten over seven to shut out the Bombers, 3-0. Bomber Manager Kevin Stone finally emerged from the dugout with a new line-up, and was immediately ejected from the game! After saving up plays all season, he tried to call six at once.

Bruce Hurst was back, just barely, for the Bearcubs' big showdown in Oakland. The Hardrocks took it 10-1 with their big bats, big defense, and one (yes, one) perfect inning by Joaquin Andujar.

Upset of the week saw the Sailors stomp the #1 Varmints, 16-0, to keep five teams alive in the East. And Savannah did it with no starting pitcher! Tim Baines produced five runs for the Sailors, and Virginia pitching pitched in six more.

In the West, the two Texas rivals battled for 11 innings, with San Antonio edging Dallas 18-17 on Lou Whitaker's pinch hit. The Bandits, too, won with no starter, thanks to dismal pitching by the Dodger staff.

The Bats have fallen on hard times, but their 5-3 loss to the Mohicans was the hardest of all for Manager Doug Brown, as he watched a big lead sink in the wake of 7 walks by Botswana starter Jose Rijo.

With the two 2nd-place teams down in defeat, the Bruins only needed a victory to clinch a tie in the West. It didn't come easy--no starter, and only a defensive play to make one inning pitched. But the Oysters managed only a single run on offense, and the Bruins took command at the plate. Shawon Dunston and Danny Tartabull shared in Mr. Saturday honors with 4 RBI apiece, lifting the Bruins past the Oysters 10-7 . . . and right into the catbird seat!

STANDINGS:

<u>East</u>					<u>West</u>					
W	L	Pct.	GB	W	L	Pct.	GB			
Varmints	9	5	.643	-	Bruins*	10	4	.714	-	
Hardrocks	8	6	.571	1	Bats	8	6	.571	2	
Bearcubs	7	7	.500	2	Dodgers	8	6	.571	2	
Orioles	7	7	.500	2	Mohicans	7	7	.571	3	
Sailors	7	7	.500	2	Oysters	5	9	.357	5	*clinched tie
Bombers	4	10	.286	5	Bandits	4	10	.286	6	for first

TRANSACTIONS:

Dodgers: qualify Trillo, ChC(2B/3B) at 1B

Bats: qualify Oberkfell, Atl(3B) at 2B

CORRECTION: The Bandits' starter against the Bruins last week was not Schrom, Cle as listed, but was actually LaCoss, SF. On Friday, 7-18, LaCoss had 7IP with 5H, 2ER, 2BB, and 5SO. The corrected -4 Runs Allowed changes the final score from 9-1 to 5-1, Bruins over Bandits. Sorry, Joe.

WEEK #15 SCHEDULE: The next 3 Saturdays are vacation days, and some teams will keep sharp by playing in Phil Dancause's Blueberry League. We'll bring you those results when everyone returns on Saturday, August 24th. All pitchers will be rested and ready to play. See y'all then!

the gonzo baseball league

Week #15
August 23rd, 1986

VARMINTS AND BRUINS ONE GAME AHEAD WITH ONE GAME LEFT

Game of the Week: It's a rivalry that began back in April, in a pre-season donnybrook that the Varmints took 16-14. Their first regular-season game went the other way, when the Orioles were on that early hot streak. lately, the competition was rekindled in the vacation Blueberry League. So when these Beltway rivals met for their final match-up, it was no wonder they played for a sell-out crowd. The O's had ventured across the Occoquan in hopes of staying alive for one more week, while the Varmints knew a victory there on the shores of Hidden Lake would clinch their spot in the Gonzo East.

The Varmints got to Oriole starter Bannister early, outfielders Yount and Webster leading the attack. While Manager Wrobel's bullpen provided damage control, his shortstop Trammell went to work. His 3 runs and 2 RBI singlehandedly knocked Varmint Sanderson out of the box in the fifth. Occoquan relief pitched in with 5 big strikeouts in late innings, but they were evenly matched by reliever Eichhorn of the Varmints. His excellent performance gave the home team a thrilling 9-8 win and Manager Dancause was guaranteed his share of the top.

But the Oakland Hardrocks still managed to rain on the Varmints' party. Down in Savannah, they got into a pitchers' duel with the Sailors, Kurt Young matching John Tudor pitch for pitch. Both managers put defense to good use, and the teams remained scoreless after nine. They went into extra innings, and Manager Rockwell found yet one more way to squeeze out a run--and a victory--to give Oakland one more week to catch those Varmints.

Elsewhere in the East, the Bearcubs beat up on the Bombers 6-0, with Kirk Gibson chalking up 3 runs and 3 RBI. Denver still has one eye on second place, the other eye on that final game against the number-one Varmints next week.

In the West, the Mohicans did their part as giant-killers, easily handling the first-place Bruins. After clinching a tie last week, the Bruins took the day off at the plate, and their 6-0 loss ends that league-leading win streak at seven games.

The Dodgers seized the opportunity to gain a game and came out smoking against the Oysters. Starter Ojeda shut down the Clams with nine strikeouts in 8 innings for a 9-0 victory. So next week Dallas will be in Southern California for the Game of the Season. If they beat the Bruins, they tie them for first and play the deciding game the following Saturday. If the Bruins win, they take first and earn a valuable week of rest before the Gonzo Series begins.

The third game in the West was a major moral victory for the San Antonio Bandits: they knocked the once-mighty Bats out of the pennant race, and climbed out of the cellar to catch the Oysters. Each of the Botswana batters produced at least one run and the team tallied 16--but Bandit pitcher Ron Guidry erased every one in a splendid three-hit performance. His 4-0 shutout earned him the Mr. Saturday award, as his team and manager looked on with satisfaction and pride.

WEEK #15 RESULTS, 8-23-86:

Bearcubs 6, Bombers 0
Orioles 8, Varmints 9
Hardrocks 1, Sailors 0
Bats 0, Bandits 4
Dodgers 9, Oysters 0
Mohicans 6, Bruins 0

WEEK #16 SCHEDULE, 8-30-86:

Bombers at Hardrocks
Sailors at Orioles
Varmints at Bearcubs
Oysters at Bats
Dodgers at Bruins
Bandits at Mohicans

STANDINGS:

<u>East</u>	W	L	Pct.	GB	<u>West</u>	W	L	Pct.	GB
Varmints*	10	5	.667	-	Bruins*	10	5	.667	-
Hardrocks	9	6	.600	1	Dodgers	9	6	.600	1
Bearcubs	8	7	.533	2	Bats	8	7	.533	2
Orioles	7	8	.467	3	Mohicans	8	7	.533	2
Sailors	7	8	.467	3	Oysters	5	10	.333	5
Bombers	4	11	.267	6	Bandits	5	10	.333	5

*clinched tie for first place

(should 3 teams tie for second in the West, all 3 teams should submit line-ups for the tie-breaker games scheduled for Saturday, Sept. 6th)

BLUEBERRY LEAGUE UPDATE:

As of August 15th, the vacation league had played 6 games of a 10-game schedule, with no team as yet taking a commanding lead. The Orioles and Sailors each had 4 wins to 2 losses; the Bruins and Varmints were playing .500 ball; the Bats and Club 13 trailed with 2-4 records. But with 4 big games left, the opera ain't over yet.

Before leaving on my own vacation, I submitted an "automatic pilot" line-up for Club 13. It was made up of marginal talent left unsigned by the Gonzo managers. It clearly pointed up the problems with expanding the league unless rosters sizes are cut from the current 36 men. Mr. Dancause seems to have hit on a key improvement: using the substitute players as pinch hitters as well as back-ups for the starters. Rosters could be cut by as many as 6 players, making the teams more manageable for managers and commissioners alike.

On the other hand, Phil has had little luck with his new pitching formula to cut down on the inflated final scores. He writes: "Except for the 2 Bats-Orioles games, the lowest winning score has been 9 runs. Throw out those 2 games and the average winning score has been 19 runs! The average losing score has been 7 runs! We need those scores in the Gonzo Football League!" Look for the final Blueberry results next week.

SCOUTING REPORT:

Remember Willie Aikens of the 1980 Kansas City Royals? After they won the Series, he and a few other teammates were busted for drugs, effectively ending their major league careers. But Willie has established himself quite a career south of the border. This year his .454 batting average led the Black Angels of Puebla to the Mexican League championship. And while his compadres get paid in pesos, Mr. Aikens earns U.S. dollars!

(The Gonzo Baseball League was founded by Jake Halverstadt; the 1986 Commissioner is Chuff Afflerbach, 5632 Oakgrove, Oakland CA 94618.)

the gonzo baseball league

Week #16
August 30, 1986

VARMINTS AND BRUINS IN THE GONZO SERIES!

The Dallas Dodgers had come a long way to play in the Game of the Week. They had dodged their way through three extra-inning games in four weeks, hanging on for one last shot at the division title. But their hopes were slashed in Culver City by the ruthless claws of the Bad News Bruins.

The play by the two teams was far from inspired. By the fourth inning both starting pitchers had had their showers. Unearned runs for the day numbered seventeen. But the deciding factor proved to be the Dodgers' inability to mount an attack; their one run scored and two batted in added up to their worst day at the plate since the season began.

Bruin Manager Dan Young had the Phillies to thank for his victory; Gary Redus and Von Hayes provided the winning margin with their run production. After the game, Manager Young congratulated Dallas Manager Pete Gaughan, thanking him for "a good race." Right now the Bruins are looking forward to a week's rest, then a visit by the Virginia Varmints.

At day's end the Varmints thanked their lucky stars to be going anywhere, after being mauled by the Bearcubs. Rick Rhoden pitched the first complete Gonzo game in three weeks, lifting Denver to a 14-8 win. Varmint pitching pretty well gave the game away, but Virginia still managed to slide into the Series through the hard luck of the Hardrocks.

And wouldn't you know it would be the Wall Street Bombers who decided the race! After five straight losses, they woke up on the final day to play the spoiler. Wall Street starter Doyle Alexander held off the Hardrock hitters for seven tough innings, while Manager Kevin Stone called plays on the field and at the plate. Manager Kevin Rockwell called plays of his own for Oakland, but without a single pitcher to throw for him he was forced to throw in the towel.

And yes, the Bats are back! Roger Clemens claimed his second Mr. Saturday award by striking out eleven Oysters and pitching Botswana into a tie for second place. So Next Saturday they meet the Dodgers in a playoff game to decide who will represent the West in the Consolation Series. Over in the East, Oakland's loss and Denver's win put those two teams into a similar playoff. Home team assignments were decided with a coin toss by the Commissioner. The same coin also determined home teams for the two Series openers; after the first game, the teams will alternate as home and visitors.

The Gonzo All-Star Championship is also about to begin, with the four alternate managers meeting again for the final showdown. This tournament will run concurrent with the Gonzo Series.

And in preparation for the occasion, your Commissioner had the privilege of playing host over the Labor Day Weekend to All-Star Manager Mike Siggins. Manager Siggins flew in direct from England to deliver his line-up, accompanied by his copilot and wicketkeeper Craig Pointer. We rendezvoused at the Oakland Coliseum for a Friday double-

header against Baltimore (the A's swept it!) Through the weekend we swapped sports trivia, bits of slang, and the latest issues of our respective zines. (Mike published Man in Motion, quite knowledgeable on American sports and having its own postal baseball league.)

Sunday Mike himself was a man in motion; at softball he lashed out four hits, including a triple, and knocked in two of his team's four runs. Craig traded in his cricket bat to make his first-ever attempt at the game--and turned in a thrilling catch in deep right field. It was a jolly good show!

Then on Monday it was back to see the A's outslug the Damn Yankees in a 9-8 thriller, capped off with a Labor Day fireworks show to make Guy Fawkes proud. Next on their itinerary: a scouting trip to Anaheim (and of course Disneyland.) Cheerio, old chaps, stay on the right side of the road, and we'll see you at Candlestick Park in two weeks!

WEEK #16 RESULTS, 8-30-86:

Bombers 8, Hardrocks 3
 Sailors 6, Orioles 12
 Varmints 8, Bearcubs 14
 Oysters 0, Bats 8
 Dodgers 11, Bruins 16
 Bandits 20, Mohicans 4

SECOND-PLACE PLAYOFFS, 9-6-86:

East: Hardrocks at Bearcubs
 West: Bats at Dodgers

SERIES GAME #1, 9-13-86:

Championship: Varmints at Bruins
 Consolation: West at East

FINAL STANDINGS:

<u>East</u>	W	L	Pct.	GB	<u>West</u>	W	L	Pct.	GB
Varmints	10	6	.625	-	Bruins	11	5	.687	-
Hardrocks*	9	7	.562	1	Dodgers*	9	7	.562	2
Bearcubs*	9	7	.562		Bats*	9	7	.562	2
Orioles	8	8	.500	2	Mohicans	8	8	.500	3
Sailors	7	9	.438	3	Bandits	6	10	.375	5
Bombers	5	11	.313	5	Oysters	5	11	.313	6

(*tied for second place)

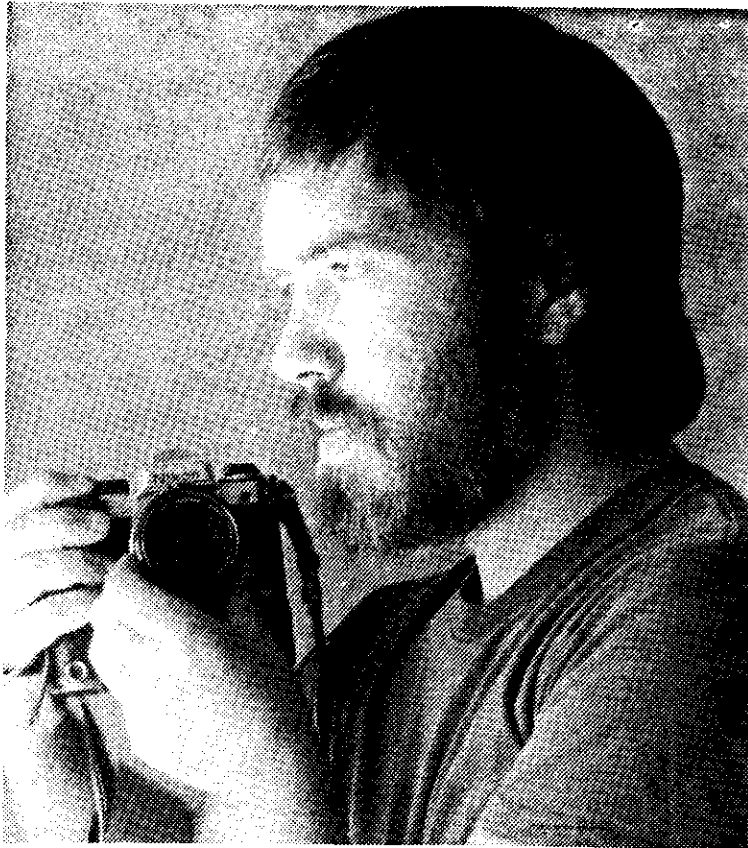
BLUEBERRY LEAGUE WRAP-UP:

The home stretch of the vacation league ended with a bang, and also a whimper. The Orioles ran away with it by winning all of their last four games, while my own Club 13 lived up to its name and dropped all four. Congratulations to Manager Ed Wrobel for his strong finish, and many thanks to Phil for running the league.

Final Standings:

Orioles	8 - 2	.800	-
Bruins	6 - 4	.600	2
Sailors	6 - 4	.600	2
Varmints	5 - 5	.500	3
Bats	3 - 7	.300	5
Club 13	2 - 8	.200	6

(The Gonzo Baseball is a creation of Jake Halverstadt; the Commissioner for 1986 is Chuff Afflerbach, 5632 Oakgrove Avenue, Oakland, California, zip 94618. Phone for results at 415-655-7393.)



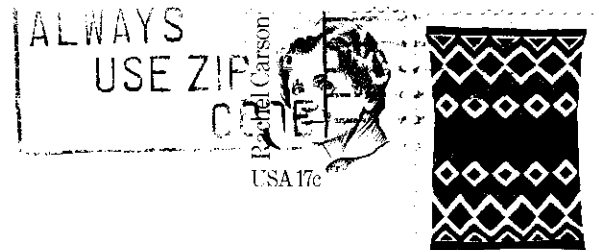
WARTHOG Profiles

Doug Brown, photojournalist,
 gambler, golf pro
 Favorite Games by Mail: World
 Diplomacy, Gonzo Baseball,
 anything I can win
 Favorite Games Face-to-Face:
 Poker, Trivial Pursuit, World
 Diplomacy
 Favorite Participational Sport:
 Golf
 Favorite TV Shows: Sesame Street,
 Queen for a Day
 Favorite Hobbies: Sex, THE Hobby
 Game Best Suited For: Godsthron
 Distinction: Best Gamester west
 of Nevada, north of SF, south
 of Portland, east of Pacific
 Recent Accomplishment: Proved
 statistically that my Gonzo
 Baseball team, the Botswana Bats,
 were number one, even though
 they did not make the play-offs
 Game Club: WARTHOG



Politesse

Ken Peel
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 Silver Spring, MD 20910



Larry Peery
 PO Box 8416
 San Diego, CA 92102

(T)