

# 238

games  
herein:

Feb. 5, 1979

744G  
77AB  
78Fha (Fl1)  
78G14 (CAOC)  
77AShe (Dia)

RUNESTONE

CDO

Another incomparable issue of RUNESTONE! Gleanings from my personal life will be found elsewhere in the zine; here, I'll get right to...

Odds & Ends:

1. I've heard rumblings to the effect that the Post Office is now refusing to give self-mailers (such as this) first class handling even when first class postage is affixed. I have been unable to receive confirmation or denial of this rumour, as the phone for the Information Department of the Post Office in Calgary is connected to a device which generates a permanent busy signal. I'll keep trying....

2. Theoretically, the deadline time is the time on deadline day when the mail arrives. I don't know when this is, except that it is during the day when I'm at work. Thus, in theory, all orders by phone on Monday are unacceptable. My general practice has been, though, to accept orders if I have not typed up the game. I have second thoughts about this, as it does give unfair advantage to the players whose games are typed up later in the arbitrary order in which I do them. I have misgivings about accepting any phone orders, as I feel there is little place for them in the postal game, and as they make undue demands on an already busy GM (although this is not to say that I don't enjoy talking to players).

However, I'm not about to outlaw phone orders (especially in view of the current state of the mails) nor even to get tough about Monday phone orders. However, I ask you to be considerate so as not to snow me under with phone calls while I'm trying to type up the zine. I also (very important, this) caution you not to count on being able to reach me by phone at any given time. I've said it often before, but I'll say it again....

3. The new trade policy of DIPLOMACY WORLD, under Jerry Jones' aegis, is as follows: All publishers are asked to continue to send their issues, and also to pay \$2 (half price) for the first year. At the end of the year, a zine which has published 12 or more issues in that year will not have to pay for the next year (i.e., will go on a straight trade basis). A zine which has come out less than 6 times will be asked to pay \$4 (full price) for the next year.

Also, there is some confusion over who is collecting Archives copies during Walt Buchanan's one-year hiatus, now that Conrad von Metzke is out of the picture. It seems that Rod Walker asked one person, while Jerry asked someone else. Until the smoke has cleared, Jerry is requesting that copies be sent to him. Therefore, I urge all publishers to send 2 copies of each issue of their zine to Jerry Jones, 1854 Wagner St., Pasadena, CA 91107, USA, in order to ensure the completeness of the Archives.

4. Robert Sacks keeps asking me, and I keep omitting, to mention that he has openings in the 7-player variant Parlement, to run in HANSA&D (subzine of THE FLYING ORPHAN); the gamefee is \$3 plus sub (rate?) from Robert E. Sacks, 4861 Broadway, 5-V, New York, NY 10034, USA.

Game 1978J was not in Monday's mail, so presumably is delayed a week.

Game 1977AO, Spring 1906: RUSSIAN GADFLY HEADING FOR BREST? TROOPS FILL BARREN ZONE! CZAR'S FLEET HEADS FOR COMBAT ZONE!

- Austria (Doug Hayward): a tri-ven, s by a rom; a ser-tri; a alb h; f tun s f tyr; f tyr s Rus f aeg-ion; a tyr s a tri-ven; a vie s a tyr; a boh s Rus a war-sil; a bud-gal.
- England (Gord Bartman): f nth-nwy; a edi h; f lpl-iri; f lon-eng; f wes-naf; f spasc-lyo.
- Germany (John D. Morgan): f ska s f swe; f swe s Eng f nth; f bal-bot; a hol-bel, s by a bur; a mun h, s by a ber; a pie-mar.
- Russia (Eric Kirchner): a sev-mos; a war-sil; a lva-pru; f aeg-ion; f bel-hol; f nwy h, s by f stpnc; a fin-swe.
- Turkey (Dave Grabar): NWR! f nap h un.

Retreat: Russian f bel to pic or disband.

COA: Eric Kirchner, 100 Fairway Drive, Apt. 39, Del Rio, TX 78840, USA.  
 Lt. John D. Morgan, c/o Officers' mess, CFB, Shilo, Man., Canada ROK 2A0 (as of Feb. 10).

Standby for Turkey: Norm Dunbar (ather addresses in #231).  
 Fall orders are due Mon., Mar. 5.

RUNNINGAWAYEIGHT: A PROPERLY ORDERED WILL DONT FORGET TOGETH THIS SIGNED PARTICULARLY ON THE

Game 1974AC, Fall 1920: ENGLAND TAKES WIN, TURKEY TAKES ONE LAST CENTRE...

Only Turkey submitted orders; they were: a sev-mos; f bla-con. The final centre ownership roster is:

- Austria (Cal White): home, ser, gre, bul, rum, ~~ss~~, war, ven, rom, nap, ~~ss~~, ank, smy (13).
- England (Bob Bawtinhiner): home, stp, nwy, swe, den, ber, kie, mun, hol, bel, bre, par, mar, spa, por, tun (13)
- Turkey (Doug Beyerlein): con, sev, mos (3).

Here's how the game lines up:

1974AC. Magazines: MORDOR GAZETTE (to W01), RUNESTONE. GMs: John D. Morgan (to W01), John Leeder. Players: AUS: Murray Logan (dro S03), Cal White. ENG: David Welch (dro W02), Bob Bawtinhiner (won W20). FRA: Arnold Fogelson (dro S03), John Hulland (dro W04), Richard Kovalcik, Jr. (out W18). GER: Knud Boelt (dro W01), Blair Cusack (res F11), Bob Normand (dro S16), c.d. (out W16). ITA: Greg Frost (dro W01), Douglas Dick (dro W03), Herb Barents (dro S06), Brian Johnston (out W06). RUS: Ernie Melchior (dro W01), Doug Ronson (out W05), TUR: Mitch McCormick (dro W01), Jim Harsney (dro S09), Doug Beyerlein.

Centres:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	
Austria	4	5*	6	6	5	7	6	6	7	7	7	9	9	14*	14*	16*	16	15	16	13	
England	4	3	3	5	5	4	4	3	4	4	4	5	6	8	10	11	13	16	16	18 won	
France	5	5	6	6*	7	7	8*	8	9*	8	9	11	12*	8	6	4	2	-	-	-	
Germany	5	7	6	8	10	10	9	10	8	9*	8*	5*	3	1	1	-	-	-	-	-	
Italy	5	4	4*	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Russia	5	5	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Turkey	5	5	5	5	6	6	7	7	6	6	6	4	4	3	3	3	3	3	3	2	3

Being pressed for time once again, I won't write a game analysis, but will

leave it to whatever players care to help out. Worthy of comment is Bob's amazing surge to first place, and Turkey's amazing longevity. Cal likely could have won if his heart had been in the game towards the end; but his final selfless concession was a recognition of reality.

I shouldn't have used the word "amazing" twice in the same sentence, but they both were, anyway....

**EVE OF BATTLE IF YOU LET SOME JUNIOR OFFICERS SPEAK AT THE CONTENTS VIZ I LEAVE ALL MY GOOD ST TO THE**

**Flintlock Comment:** I was still mixed up on the Algonkian situation last time. They could not build in Muskoka, as it's occupied; in any event, they had only one build coming, so the Nippissing build brings them to full strength.

No comment from anyone (including Steve) on the proposed new smallpox rules. If there are no objections by next season, consider them in force.

**Further development:** just after typing that, Steve Norris called. He has accepted the rule change, so it's now operative.

**Further development:** I just discovered that the Algonkian order for Fall, "F GeoB-Nipp", should have been underlined. A fairly obvious oversight.

**Game 1978Fha, Spring 1652: PHANTOM UNITS RIFE! ENGLISH MOVE NORTH!**

**Algonkians (Steve Norris):** "Algonquin-Saguenay" (nsu); Trois-Rivières-Montréal; Georgian Bay un; Mississauga-Georgian Bay; Michigan-Détroit; Michilimackinack-Lake Huron, s by Pottawatomie; Nippissing-Outouais, s by Muskoka.; Québec h.

**English (Bob Fisher):** A New York-Catskill, s by A Philadelphia; DA Catskill-Oneida; DA Hudson-Mohawk; A Boston-New England, s by A Champlain; F New England-Massachusetts Bay.

**French (Norm Dunbar):** NLR! A Montréal, F Maine both hold unordered.

**Iroquois (Vic Melucci):** "Beke Ontario-Niagara" (nsu), s by Onondaga; Oneida-Lake Ontario; Mohawk-Adirondack, s by Frontenas; Gaspésie h; Cayuga s Onondaga. (Oneida annihilated).

**Ohio Tribes (Robert Paquin):** Delaware-Fort Pitt, s by Wingo; Erie-Lake Ontario (impossible), s by Miami; Allegheny-Delaware; Appalachia-Virginia; Ohio-Erie; Kaintuck-Onio; Shawnee h.

**Wendat (Doug Hayward):** Huron-Muskoka; Neutrals s OHIO Miami-Detroit (nso); Petun-Lake Ontario; Niagara h.

Standby for the French is Raynald Provost; all addresses in #231. The Fall deadline is Mon., Mar. 5.

Ohio Tribes to England: What's next?

**NATION YOU WILL IMMENSELY INCREASE YOUR KUDOS JUST BEFORE THE FIGHT WITHOUT LOSING VERY MUCH!**

**Madochi Comment:** This game seems unable to free itself from hassles. I have received neither orders nor new General Orders from Steve Payne, so it's compromise time again, folks! I'm going to use Dave Pengelly's standby orders (based on the old post-Spring situation) in lieu of General Orders, and call upon Dave Pengelly to standby once again. Also, John Lipscomb is making vague noises about resigning, so I'll call upon Konrad Baumeister to standby for Syria. All addresses in #231.

**Game 1978ASha, Fall 237 B.C.: EGYPT ATTACKS MACEDONIA! ROME FORGES AHEAD!**

**Carthage (Steve Payne):** NLR, but see above. (A Lug disbands in lieu of retreat); (orders overleaf)

- Carthage (continued): A Iberia-Aquitania, s by A Saguntum; F Sardinia un;  
F IberianSea-Sardinia, s by F LigurianSea; F AiolianSea un (dis-  
lodged, NRR, disbands); F Carthage-AiolianSea; A Sahara-Apsis;  
A Leptis-Apsis.
- Egypt (Steve Hueston): A Jerusalem s A Philadelphia; A Philadelphia s A Jerus;  
 F SyrtisGulf-AfricanSea, s by F MeltiaSea (latter retreats to Barca);  
 F Charax-SyrtisGulf; F EgyptianSea-Crete; A Libya-Sahara;  
 F Crete-AegeanSea, s by F IonianSea.
- Macedonia (Bob Bawtinheimer): F Korinth s F AegeanSea; A Larissa-Athens;  
F AegeanSea s F Korinth (NRR, disbands); A Pannonia-Dacia (impass.)  
A Moesia-Scythia, s by A Khersonese & F EuxineSea; A Illyria h;  
A Pergamum-Phrygia, s by A Nicomedia; A Thrace-Pergamum.
- Rome (Pete Reese): A WestCeltica-Aquitania, s by A Massilia & A Lugdunensis;  
 A EastCeltica-Belgica; F AfricanSea-AiolianSea, s by F Palermo &  
 F SouthTyrrhenianSea; F Neapolis-MelitaSea, s by F SouthAdriaticSea;  
 A Brundisium h; A Syracuse h; F NorthTyrrhenianSea-Sardinia.
- Syria (John Lipscomb): A Scythia-Khersonese (annihilated); A Sidon-Tyre;  
 F PamphylianSea & F Lycus s F Ephesus; A Cappadocia-Galatia;  
 F Ephesus s EGYPTIAN F Crete-AegeanSea; A Armenia-Colchis;  
 A Pontus-Armenia; A Paphlagonia-Nicomedia, s by A Phrygia.
- Centres: Car: car, had, nea, gad, ibe, sag, ~~aga~~, ~~zag~~, sar, lep (8) No change.  
 Egy: alk\*, cyr, pto, cha, jer, nab, phi, cre (9) No change.  
 Mac: kor, ath, lar, pel, epi, ill, thr, nic, per, ~~epi~~, scy, khe (11)  
Built F Lar (failed to specify coast, 1 short).  
 Rom: rom\*, nea, bru, rav, ven, cis, mas, ece, woe, bel, lug, agu.  
 syr, pmo (16) Builds f rom, f nea, a rav (1 short).  
 Syr: ant\*, arb, sel, arm, pon, gal, cap, sid, cyp, eph, phr (12)  
 Builds F Ant, A Arb, A Sel.

Spring orders/Summer retreats are due Monday, Mar. 5. The press was submitted with Steve's Spring replay orders.

Carthage: After a trying period of enforced silence, Hanno and Drooble have returned from a top secret undercover mission which took them to the very gates of Rome.

Hanno: Holy Homer, Drooble! That was some adventure! I thought we might never get back to civilization!

Drooble: We're sure lucky I knew pig-Latin, or we would still be in that land of barbarians. But you went a bit too far when you stopped to sell that guard the TiberGate Bridge.

Hanno: Just trying to keep my hand in for the postwar. But what do you think of these new orders?

Drooble: Pure hogwash! We must have a real ding-a-ling for a boss. Here we cause strikes and riots, paralyze Rome and what happens? Nothing. Just these orders - and I'm gonna sit down anyway, no matter what they say.

Does Drooble really know pig-Latin, or is he just an acquaintance? What does Hanno want to keep his hand in? Why does Drooble want to sit down? What do those orders say anyway? For answers to none of these and more, tune in next month to Dateline Carthage.

THENATIONWILLTAKEMOSTOFITANYWAY)NINE:THINGSTOCHECKBEFOREBATTLE(A)HAVEYOUREMEDIATED

(continued from p. 6) The former may not be the players' fault, while latter indicates, at least, a lack of attention and possibly a lack of interest in the game; it also is a mark of discourtesy to the other players and to the GM.)

Game (1978Gid), Fall 1903: GERMAN TACTICAL MIRACLE! MISSING PERSONS GET OFF LIGHTLY! GETTING LATE... TWENTY TO ELEVEN!

Austria (madman): a boh s Tur a bud-vie (nso); a ser-tri; f gre-alb.  
 England (Dan McLellan): a yor h; f nsh s Ger f bal-den (no such German unit); f ske-swe; f mid-spang.  
 France (Bob Sawtinhimer): NMR! a bel, a bre, a mar, f spang, f lyo & f wes all hold unordered.  
 Germany (Randolph Smyth): f swe-nwy; a den-swe; a sil-war; a ruh-hol.  
 Italy (Eric Roberge): NMR! a pie, a tri, f tyr & f ion all h un.  
 Russia (Hugh Pelley): f bal-den; a pru-ber; f bla-rum, s by a sev.  
 Turkey (Doug Hayward): (Retreated a sev-mos); a smy-con; f ank-bla; f rum-sev, s by a nos; a bul-ser, s by a bud.

Retreats: Austrian a ser to gre or disband; Russian a sev to ukr, arm or dis.

Centres: Austria: vie, ~~ser~~, gre (2) Remove 1 or no change, depending on ret.  
 England: home, ~~nwy~~ (3) Remove 1.  
 France: home, spa, por, bel (6) No change.  
 Germany: ~~ser~~, mun, kie, hol, den, swe, nwy, war (7) Build 3, room only for 2, 1 short.  
 Italy: home, tri (4) No change, No, build 1 (see below).  
 Russia: stp, ~~ser~~, ~~ser~~, ber, rum, bul (4) Build 1 or no change, depending on retreat.  
 Turkey: home, ser, bud, ~~ser~~, sev, mos (7) Build 1.

Winter orders are due Monday, February 26. See last issue for my decisions regarding NMRs. Er, last "season"...

Hmmm... The Italian f ion does not exist. Italian builds were late last year, but he sent Winter/Spring orders and I went ahead and used the order "f nap-ion" without realizing that f nap was nonexistent. It seems to've had little effect on the game....

PRAVDA News: Today the Central Committee called upon all revolutionaries to fight the imperialist forces invading the Motherland.

The Danish people today hailed the liberating proletariat forces ((who waved back from their ships!))

FLASH! The Imperial army has deposed the Kaiser, who has fled (with a large part of the Imperial treasury) to Alberta.

EDTOSHAVE?ALITTLEBEARDCANLOOKGOODANDBEDEADBUTCHBUTBETTERTOHAVEASHAVEIFYOUARETHIN

After spending the weekend as a companion, roadie, opening act, and associate (all those can be taken as exaggerations) to Ontario folksingers Ian Robb and Grit Laskin all weekend (including an out-of-town gig Sunday night) you may well ask how come I'm managing more than a warehouse issue this time. I can't give you a rational answer.

Latest lifestyle change: as of mid-February, I will be Technical Editor of Criminal Reports - not a lurid tabloid, but a sober publication on criminal law, intended for judges and lawyers. It remains to be seen what holding down a "real" editorial job will do to affect RUNESTONE. Perhaps my job will begin to fulfil the needs hobby publication has been satisfying, in which case RUNESTONE will fade into a warehouse zine. Or perhaps I'll be so frustrated by the constraints of a "serious" magazine that I'll go crazy in these pages. Remains to be seen. I never promised you a...

A Letter from Fred Davis:

May I first ask you what your House Rules do when one player refuses to cast a vote one way or another on a draw proposition?...This is not spelled out in your rules. In my own GMing, I usually do nothing about it the first time we have a vote. That is, on a first proposal for concession, I'll count a failure or refusal to vote as a "No" vote. Thereafter, on any subsequent calls for a vote, I have announced in BUSHWACKER that "failure to vote will be counted as a 'Yes' vote". I am not alone in this practice. I've seen the same procedures used in other zines. Some have even counted failure to vote as a "Yes" vote in the first round. My personal feeling is that a first vote can sometimes still be a preliminary sounding out, and I don't want to penalize anyone. However, by the time a second vote is called for, it can be presumed that the game is pretty close to a conclusion. I don't see why one person should be able to hold up the end of the game merely by refusing to vote. If the guy wants to vote "No", fine, that's his right, and the game continues. But, is it fair to count a failure to vote as a "No" vote? How long can this continue under your rules? Shouldn't this eventually be counted as an "NMR" and the majority vote prevail?

((I have deliberately refrained from specifying in my house rules this sort of thing, as I feel many situations arise which should be taken on their individual merits. In 1975AT, which prompted your letter, I felt that the missing vote was merely an oversight, and I turned out to have been correct.

((In general, I treat a missing vote as neither "Yes" nor "No", but simply hold the question open. The player whose vote is missing is asked to vote next season, and (in almost all cases) does. Meantime, other players are free to change their votes if they wish. If a player fails to vote more than once in succession, and I feel that laziness or lack of interest is involved, rather than mere oversight, I will specify that missing votes will be counted as "Yes". I've done this at least once, in 1973IZ.

((In general, I don't feel that failure to vote should be counted as "Yes". One missing vote should not cause a player to lose a win or draw, any more than one missing set of orders should cause him to lose a position.

((I also feel that there is a qualitative difference between a vote missed because of an NMR, and a case where a player orders his units but neglects to register a vote. (continued on p. 4)

CHIMO!

RUNESTONE #238,  
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Printed Matter

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