

This was going to be a big issue with an address list and all, but to hell with it....

Five-Player Madman, Spring 1902: MAD AND SANE MEN WORK AGAINST POOR-GOD 1-H!

- Austria (Steve Cartier): a tri-ser, s by a bud.
- England (Pete Reese): f edi-nrg; a nwy-spn; f nth-den; f eng-bel.
- France (Steve Colombo): f hrs-aid; f spase-was; a bur s Eng f eng-bel; a pic-tyr.
- Germany (madman): a mun-bon; a rub-tie; f kie-bal.
- Italy (madman): a vie-bud; a apu-ven; f ion-tyr; f rom-tus.
- Russia (Trevor Baillie): f stpas-nwy; s by f swe; a mos-stp; a war-sil; a rum s Tur a bul-ser; f sev s a rum.
- Turkey (Hugh Polley): a bul-ser; a spa-bul; f ank-gon; f any-peg.

Retreat: English a nwy to fin or disband.

Fall deadline: Mon., June 11. Hugh Polley COA: 8801 93rd St., Edmonton, Alta., Canada T6C 3T2.

Game 1978J, Fall 1903: GENERALS CONFUSED, DISPATCH ORDERS TO WRONG DESTINATION? ENGLAND'S IBERIAN LANDGRAB TAKES EDGE AMONG SUPERPOWERS!
(Leader GM)

- Austria (Mike Carroll): (Retreated a rum-okr); f adr-ven, s by a tri; a ser-bud; a ukr-rum.
- England (Heiki Walk): f mid-por; a gas-spa; f iri-eng; f nth-nwy, s by f ska.
- France (David Quesnelle): NRR; f mid disbands; NRR; a par h un; a bur dislodged
- Germany (Blair Cusack): a kie-den, s by f bel; a rah-bar, s by a mun; f pic-bel.
- Italy (Patrice Villeneuve): NRR! a ven dislodged; f ion; a apu & a tyo all hold unordered.
- Russia (Doug Karnes): a sev & a gal s g rum; f rum s a sev; a war h; a vie-tyo; f swe h.
- Turkey (Randolph Smyth): a ara-sev, s by f bla; a bul s Aus a ukr-rum; f aeg-lon; a gre h.

Retreats: French a bur to mar, gas, pic or disband; Italian a ven to rom, tus, pic or disband; Russian a sev to mos or disband.

- Centres:
- Austria: tri, bud, ser, ~~adr~~, ven (4) No change.
 - England: home, nwy, bre, spa, por (7) Build 2.
 - France: par, mar, ~~par~~ (2) No change; or if a bur disbands, build 1.
 - Germany: home, hol, bel, den (6) Build 1.
 - Italy: ~~adr~~, rom, nap, tun (3) No change; or if a ven retreats, remove 1.
 - Russia: ~~sev~~, mos, war, stp, rum, vie, swe (6) Build 1; or if a sev retreats, no change.
 - Turkey: home, bul, gre, sev (6) Build 1.

Winter deadline: Mon., May 28. (Nobody asked for 4 weeks.) Standbys: France: Trevor Baillie; Italy: Norm Dunbar (all addresses in #231). Orders to Leader!

Berlin to Paris: You reap what you sow -- your silence has been rewarded thus.

Game 1978Gid, Fall 1904: WILL TURKEY TAKE 'EM ON SINGLEHANDED?
(Alta-Ont Challenge)

Draw vote results: 2 Yes, the rest no vote. Make that "concession".

Austria (madman): a boh s Rus a kie-mun; f all-tri.
 England (Dan McLellan): f nth s Rus f bal-den; f ska-swe; f por-spasc.
 France (civil Disorder): MARI f was dislodged; a bel, a tre, a nar, f iyo
 & f spasc all hold unordered.
 Germany (Randolph Smyth): (Retreated f kis-den, f nwy-nrg); a ber-kie,
 s by f den; a sve s f den; f nrg-edi; a sil-mun; a hol s a ber-kie.
 Italy (Eric Roberge): (Retreated a tri-tyo); & tyr s Rus a kie-mun;
 a pie-ven; f tun-wes, s by f tyr.
 Russia (Hugh Polley): a kie-mun; a nwy s Eng f ska-swe; f bal-den.
 Turkey (Doug Hayward): a bud-yie, s by a tri; f aeg-gre, s by a bul; f rum h;
 f bla h; a nos-stp.

Retreats: French f wes t naf or disband, (or mid); German f den to hel, ska,
 or disband; German a swe ta fin or disband.

Centres: Austria: ~~hls, kls~~ (0) Remove 2, eliminated.
 England: ~~sal, lpl, lon, por, sve~~ (4) Build 1.
 France: home, spa, ~~por~~, bal (5) If f was disbands, no change;
 otherwise remove 1.
 Italy: home, ~~hls~~ (3) Remove 1.
 Germany: ~~mun, kis, hol, sal, sve, nwy~~, war; ~~sal~~ (4) Remove 2, 1 or
 0, depending on retreats.
 Russia: ~~hls, ber, hls, bal, mun, den, nwy~~ (4) No place to build,
 plays 1 short.
 Turkey: home, ~~gra, bul, rum, ser, tri, bud, yie, sev, mos, stn~~
 (13) Build 3, plays 3 short.

Nothing yet heard from Dave Pengelly; France lacks a player yet. Dave's
 address (in #231, Randolph) is 371 Glenrose Dr., London, Ont. N6K 2B1.

Winter orders are due Monday, May 28. COA: Hugh Polley, see page 1.

Game 78L was expected to be in this issue, but ol' Blair has been flu-
 bound and hasn't got the adjudications to me yet, so the game likely will be
 in next issue. Meantime, we'll go with....

Letters:

From Mark Berch: I was pleased to see your writing in #243, even if it took
 a cantankerous (and occasionally inaccurate) letter to do the trick.

I would be interested in seeing that flyer, which I did not receive when
 I started subbing to RUNESTONE. ((Guess you're an older hand than I realized
 when I was typing that....))

I was not suggesting that you abandon any games in progress. I was just
 suggesting that the number be cut back; by attrition would be the best ap-
 proach. And I am pleased to read that you are doing exactly that. I was not
 aware, however, that GMing was really your first love. And judging by the
 substantial amount of non-GMing material in RUNESTONE at the time that I
 started, I would not have guessed that this was true. (continued on p. 4)

Game 1977AChf, Fall 50 B.C.: CAESAR'S ARM IS LONG, BASHES SENATE! ART OF TRIUMVIRATE): READING NOT INVENTED YET!

- Caesar (Victor Melucci): F NewCarthage s A Saguntum; A Sag s F NCA (both out-law units); A WestCeltica-Massilia, s by A Aquitania; A EastCeltica-CisalpineGaul, s by F Belgica; A Stricum-Venetia, s by A Reatica; A CisalpineGaul-Ravenna, s by A Reatica; A Sicily-Syracuse; A Sicily-Catania; A Sicily-Messina; A Sicily-Tyr; A Seleukia s A Dura; F Cyprus-IssusGulf; F PamphylianSea-Crete, s by F EgyptianSea; F Pelia-AegeanSea; F Thrace n, s by A Nicomedia; A Pergamum n; A Phrygia-Ephesus; A Armenia n, s by A Pontus.
- Crassus (Trevor Baillie): (Retreated A Sic-ant); A Antioch-Sidon, s by A Palmyra & A Dura (latter impossible); F LevantineSea-Tyre; A Seleukia s A Dura; F Cyprus-IssusGulf; F PamphylianSea-Crete, s by F EgyptianSea; F Pelia-AegeanSea; F Thrace n, s by A Nicomedia; A Pergamum n; A Phrygia-Ephesus; A Armenia n, s by A Pontus.
- Egypt (Steve Cartier): A Carthage-Malaga, s by F IberianSea; A Gades-Iberia; F SouthTyr-Sardinia; F Palermo-MalagaSea; F Syracuse-Heapollis; F SouthAdR-Ravenna; A Charax-Cyrene; A Libya-Cyrene; F Aegean-PamphylianSea; F Cyprus-IssusGulf (retreats to BarcaSea); A Tyre-Palmyra; A Jerusalem-Philadelphia; F Sidon-LevantineSea; F Alexandria-LevantineSea.
- Pompey (Fred Winter): NARI A Colonia, F Euxine, T Moesia, F Larissa (ed); A Athens, F Korinth & F IonianSea all held unordered.
- Senate (Steve Payne): (Retreated F Sic-Bru; appoints Pompey sole consul); A Brundisium-Heapollis, s by F Rome; F Sardinia s F LigurianSea; F LigurianSea s F Sardinia; F Massilia-CisalpineGaul, s by A Etruria (F was retreat to Sic); A Venetia-Ravenna (could have retreated to Pan, not so ordered); A Spirus-Illyria.

Winter 50 B.C.: Cas: lug, ecc, bel, wes, ege, ibe, aeg, nca, mas, cis, ven (10) NER, plays 1 short.

*double centre

- Cre: ant*, ant, pny, sel, arb, arm, pon, cap, gal, phr, cyp, eph, nca, per, thr, pel, aeg (7) NER, plays 2 short.
- Egy: alm*, pto, cyr, jer, pal, sid, nab, chr, lep, aeg, had, car, pmo, syr, nca, ibe (15) No change (played with one extra unit last season, as I typed "phi" twice....)
- Pom: kor, ath, lar, thr, scy, aeg (sole consul) (8) NER, plays 1 short).
- Sen: rom*, ant, rev, nca, bru, ear, ill, epi, mas (8) Builds f bru.

My condolences to those who neglected to read everything last season. Spring orders and Summer retreats are due Mon., June 18. Standby for Pompey: Dan McLellan (addresses in #231). COA: Jim Fred C. Winter, 193-54-1972, 19th USAFAD, APO New York, NY 09693, USA or Fred C. Winter, 180K TZAKAI, ANAFARZ, OEEZAAONIKI, Greece.

Caesar to the World: Greetings to the new and ambitious ruler of Egypt! - Hail friend Crassus! You never lacked courage and you proved it by crossing the Bosphorus. Watch your head... - Hail Pompey! Do they understand your Greek? - Caesar welcomes the new Senate leader. Good start, but not enough....

Nit-Picking Comment: If you're playing in several games, and you move, please write your COA on each set of orders for each game. Otherwise it's liable to get printed on one game and not the rest. Not really a nit-picking comment, but I'm home even less than I used to be, if that's possible. Don't count on being able to reach me by phone. Ever.

Mark Barsh letter continued:

When you say, "It is hard, though, to carry on in the hobby in the face of constant demands... to increase my workload," I understand exactly where you're coming from. Only you are in a position to judge what Leeder's workload ought to be. Within the last year or so I have turned down requests from Conrad von Metake to take over DW and to run the DW demo game, and afterward from Verheiden to play in it. Walt Buchanan pressured me heavily to take over Hoosier Archives, Ron Kelly wants me to revive the ratings zine EVEREST, someone nominated me to IDA office. Had I taken on any of these, my principal interests in the hobby would have been cut back or eliminated.

I am aware that when time pressures mount your first priority is to get the games moving on time, and this is entirely admirable. But I didn't want you to get the impression that your readers don't notice or care when the good reading material gets cut back. (I notice and care, at least, but mostly the readers don't care enough to write anything original - they only come out of the woodwork in response to whatever outrageous things I write, for the most part. So if the readers are reactors only, and they have nothing to react to in times when I'm too busy to write, then there's little to go in the zine. So be it....)

I really appreciate your zine review in #242((of DIP DIGEST)). I am unsure about your not getting the Feb. issue, #20. You mentioned a "lively letter column", which was what #20 was all about - I don't think you'd have got that impression without seeing #20, as letters are otherwise rare (printed letters, that is). If you don't have #20, I'll send you a replacement. #21-22 has been delayed, I'm afraid, but it'll get out.

Those "digest size pages" are in fact somewhat larger than the usual page in a dipzine, in terms of characters per line and lines per page. The proper amount of "play of the game material" is a source of great frustration. It is the most commonly mentioned category when I get letters of suggestion for what people want to see. But there is no consensus on whether people want more or less. ((In that case, you go with your own tastes....))

From Eric Kirchner: Answer a quick question for me, please. Situation:

I am country A., being attacked by country B. in the later stages of a game. B. tells me in writing that he believes that A. and B. can never get together and must always fight. In an effort to get B. off my back, I threaten to send a copy of B.'s statement to a player of country A. in an unrelated game where my foe is also playing country B. In your opinion, is this ethical, or does it fall into the cross-game problem area?

((I abstracted the country names in case Eric was asking about a real situation; I think his question deserves more than a private answer,

((I feel that any interference in a game by a non-player in order to influence the outcome of that game is unethical. When the non-player's reasons for interfering are to gain advantages for himself in another game, this adds an extra aura of unethicality. Similarly when his motives are (as has happened in the past, eg., Len Lakofka) to get back at someone who has, in his opinion, wronged him in another game.

((Games should be as free from outside influences as possible. Players already have to cope with the GM and the postal system; they shouldn't have to cope with outsiders as well, a factor which they are incapable of dealing with.))

To Francois Guerrier: Concerning the variants I sent you, I give you carte blanche to use them in whatever way you wish (non-commercially, of course).

To David Grabar: No, I have no record of receiving money from you. And please don't send me you 78L orders.

CHIMO!