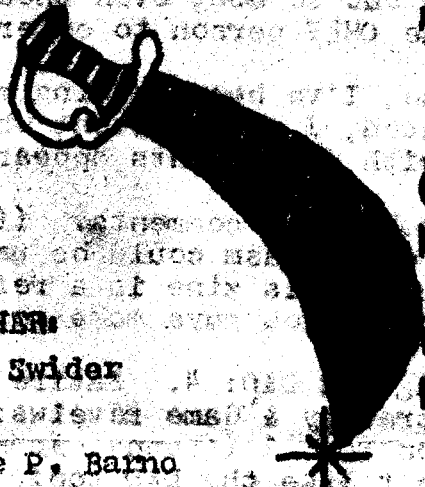


..... amount of time

is still too hard to see people looking at me, but
I think you've probably been reading the
magazine for a while and you know how
seasoned and experienced we are in this
field. I think you'll find it very
interesting.



The Shogun's Sword

PUBLISHER:

Tom Swider

EDITOR:

Mike P. Barno

ISSUE 15



FROM THE THRONE.....

By Tom Swider

First off this month, it seems that my ad in the general received several responses. So, if you are seeing TSS for the first time, let me know if you'd like us to open another Diplomacy section, and if we gather enough responses, we'll do so. If not, I can refer you to other fine publications which have openings in Dip. Also, if you are new to the PBM Multi player aspect of the hobby, I'll try to answer any queries you may have on the procedures. The Diplomacy hobby can always use some fresh blood.....

Secondly, there has been a format change; if it works out, it will be a permanent procedure. Instead of printing the results of the games with TSS's pages, the move results will appear in the form of an insert to those people in the game. Also, the Boardman Custodian will now only get the move results and not the rest of TSS. This is to help lower the cost of mailing, to cut down on unnecessary paperwork, and to allow the players to put the results directly in their records, instead of being forced to hunt for their copy to find the current positions. Also, this will allow some more room for more articles.

Unus

000

From The Throne.....

And, for those people foolish enough not to read our linear seperaters, Bob Wyatt has officially been declared the winner of our "Hidden Contest", which was hidden in a series of linear seperaters. Three freebies go out to Bob, even though his guesses were pretty far off, he was the ONLY person to enter. Wasn't that easy, Bob?

To prevent a hurried issue, I've been getting my materials typed up in two weeks in advanced, I will present whatever Reader's Survey input I have received with my comments appearing in (())'s.

0) As of 10/25/80, 10 people submitted comments. ((I think a little more reader participation and enthusiasm could be used from the rest of you guys. The quality of this zine is a reflection upon its readership. I work as hard as you guys make me.))

1) Article Preference: Anything but D&D: 4. Satire & Humor: 1. Humor and Game reviews: 1. Strategy & Game reviews: 1. Like current format: 2. Articles on Sex: 1 ((Funny, JOHN!)) ((I see that a large number of you don't like the D&D topic, so I will lessen the emphasis on D&D where I can. However, there will always be a place for Fantasy Role Playing in TSS. Also, I plan to write up some game reviews since they are in demand.))

2) Do you read our linear Seperaters? Yes? 6. No: 4 ((Well, we're still going to have them. I just wanted to see how many people appreciate the effort. Besides, you get more subegf your subscription this way!))

3) Suggestions for improving Format: READER A: I prefer (A WAR S) to (s A WAR). ((I guess that it is a matter of preference here. When I read the notation A swe-LVN(c F BAL,s A WAR), I read and say it as "Army Sweden to Livonia, convoyed by F Baltic and supporte by Army Warsaw. However, you can't 'say' (F BAL C, A WAR S) as readily in a complete sentence.)) READER B: Have more space between the beginnings and ends of each game. ((Note our new format.)) READER C: In KM, please specify exactly which cards are drawn from the event deck, including ones drawn to resolve combat. ((For the events, I do specify which one by printing the card in full. As for combat, there is an equal chance of any specific event card appearing, so why bother if this is true?)) READER D: On supply center charts, underline & cross out centers that change hands during the year. ((Mike and I once considered this, but it looks rather sloppy with all the slashmarks, and I personally see no real value to such format. If a good reason for doing so can be pointed out, we'll consider a similar format (Caps=New sc's, Underscored=centers &ast).))

4) Qualifications for Joining the Endwellian Society of Mediocrity (a/k/a ESM): "I'm already in it.":2. "I am too apathetic to bother" 6. "I'm sorry. I guess I just don't qualify for the ESM. However, if you form a Society for Humble & Intellegent Types, let me know." ((I know that you would certainly qualify!));1. "You put my name at the bottom of the list. It is bad enough to wait until practically the last page of your zine to plug my 'zeen' but this is incredible! Keep up the good work. I play better humble.":1 ((I bet you folks couldn't guess who this is.)). "Absolutely none whatsoever. Can I join anyway?":1 ((Sure!)).

Conquest of North America is a Diplomacy variant that re-creates the conflict between European colonials and Indian nations starting in the late 16th century. There are seven powers represented. There are three Indian nations (Algonquin, Cherokee and Iroquois) and four European Colonies (Dutch, English, French and Spanish). The map, which is printed on heavy paper stock, essentially covers the area east of the Mississippi River and south of the Hudson Bay. The major Caribbean Islands and Bermuda are also included.

In this game, the strategic areas (equivalent to Diplomacy Supply Centers) are marked by Indian villages or Colonial stockade symbols. The terms land force and sea vessel are used instead of the familiar army and fleet. Each power starts with control of four strategic areas; only the colonials are allowed to use sea vessels. The Indians are limited to land forces only. Die-cut counters are used to represent these forces. Crossed musket and saber mark the colonial land forces while a tomahawk and spear are used on the Indian counters. An anchor symbol is used on the sea vessel counters. The background color of the counter denotes the owning power. Also included are counters used to indicate control of the various strategic areas. These are placed in the area once control is established (see below).

The game has three deployment seasons (spring, summer and fall) and a winter reinforcement and removal season. An interesting feature of the game system is that no negotiations are allowed between the Spring and Summer move seasons. Players thus must make the most of the Spring negotiation period if joint operations in the Summer are to be successful. Retreats and builds/removals are also made without negotiations.

A further unique rule is that control of a strategic area does not change until the end of the second season of continuous occupation (not including winter). Thus, an area may be occupied in the winter season by a power not actually controlling it. A power may thus fight on for up to three seasons after the loss of all his strategic areas. While on the subject of strategic areas, it should be pointed out that there are no "home" areas as in Diplomacy. The limitations on reinforcements is that the European colonials may not build in inland areas marked with an Indian village symbol. Also, as usual, sea vessels may only be built in coastal strategic areas, while the Indians cannot build sea vessels at all.

A twist in the naval transport (ie convoy) rules is that if the transported land unit fails to reach its destination, it remains on board the last available sea vessel in the convoy chain. It may only stay onboard the vessel for two seasons or else it is lost. If the sea vessel is ordered to move or support rather than again transporting the land unit, and it fails in the attempt, the land unit is also ~~lost~~ ^{lost}. The "onboard" land unit does not add to the vessel's strength in any way. Also, it should be noted that a convoy is disrupted by just attacking a convoying fleet; dislodgement is not necessary. All in all, naval transport is ~~very~~ ^{very} risky.

The above just wraps up this game review. I've only played Coquest once, but more experienced players say it has better balance than Diplomacy. If you are a collector of Diplomacy variants, this game should appeal to you. ((Designed by P. LeBoutillier, sold by Fantasy Games Unlimited; PO Box 182; Roslyn, NY 11576. Price \$7.50))

Thanks for the review, Alex. Three free issues to you!

Time For More Diplomatic Floundering!

The Shogun's Sword First (And Only) Demolition GameZ

TSS/Demo
Spring 1902

International Convoy Shocks
All Of Europe

GM:T. Swider
1980 PU

ENG (K. Kendall) A WAL-h; F cly-NAT; F ENG-s-rus a nwy-bre.
GER (R. O'Brien) A hol-BEL; a den-KIE(s A BER); F NTH-c-rus
a nwy-bre.
RUS ("M. Barno") A nwy-BRE; A war-SIL; A gal-RUN; A sev-ARM;
F stp(nc)-NWY; F swe-SKA; F rum-BLA.
TUR (A. Guajardo) A SMY-h; A ser-GRE(s A BUL); F bla-CON;
F con-AEG.
AUS (K. Byrne) A vie-BOH; A bud-SER; F tri-ALB.
ITA (D. Martin) *A gre-bul; A MUN-kie; A ven-PIE; A rom-VEN;
F ion-EAS.
FRA (J. Kelley) A spa-AS; A por-SPA; F bel-PIC.

GM Commentary

ENG: Kieth looks like he wishes to expand south through Iberia in order to get personal gains, revenge for once playing in a John Kelley game, and to keep peace with Russia. Helping Russia into Brest was a good move, since he is not in a good position to mass an attack.....yet.

GER: Rick is in a pincer. If he doesn't aid Russia, he's a gonner. If he does, he'll fall victim to a Russian steamroller. Too bad!!

RUS: I must question my... uh I mean Mike's moves, especially Brest. There is a point of going just a bit too far before reaching the ridiculous, but with talks I've had with Mike, he says it is a measure to prevent any future stalemate lines against him. Besides that, Russia is doing great.

TUR: Art has awoken to find a strong A-R alliance. So, he's hanging on for dear life right now! I see his only chance lays in the hands of a child; Italy.

ITA: No Comment! Game note: A Gre r To the Box!

FRA: John is in deep trouble. France is destined to be doomed, but still has a role in playing Kingmaker to the dominating power in the west, should one arise.

AUS: Kathy's quick tounge has gotten her out of a sticky mess by allying with Russia. Allthings are fine, as long as the random factor (ie Italy) remains in the west.

Fall 1902

ENG: A wal-BEL(c F ENG); F nat-MID.
GER: F nth-DEN; *A bel-h; A KIE-mun(s A BER).
RUS: A bre-PAR; A SIL-s-aus a boh-mun; A arm-ANK.
TUR: A SMY-h(s F AEG); *A gre-h(s A BUL); F CON-s-a bul.
AUS: F alb-GRE(s A SER); A BOH-mun.
ITA: A mun-BUR; A PIE-mar; A ven-TYO; F EAS-aeg.
FRA: A SPA-mar; A GAS-mar; F PIC-s-eng a wal-bel.

(The Supply Center Ownership chart and my briefly GM comments can be found on the next page.)

Sex (Not that meaning, Dick!)

Ye Olde Publisher's Statement

"The Shogun's Sword" is a fan'zine published by Tom Swider with help from Mike Barno. TSS comes out each month about the 20th, and so, the deadlines for all games is the 15th (or the 16th if the 15th should fall on a Sunday.). Subscriptions are \$6/Year and if you enter a game, you must pay any required game fee. When entering a game, please give a preference list if applicable. Houserules available upon request. Important addresses and phone numbers:

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Last Notes

By looking at the front cover title for this month, you can tell that the Canadian Postal strike is over with. Thank God!!

More on why the format change (ie moves contained in seperate flyers.) Many of our subbers (about 1/2 of them) don't even play in any of TSS's games. And, seeing that the postal rates are going to go up again in the near future, I'd like to send out TSS without going broke! Even with a \$6 subscription, I can't break even until I get around 90 subbers. Still, we pian on continuing giving you plenty of goodies to read; wer'e just throwing out what I feel is an unecessary expense. If anybody is interested in keeping tabs on a certain game that we're running, I'd be glad to insert an extra copy of the results in your copy. In fact, we may be able to give out more reading material in a month's time than in previous issues. Hopefully, this will be a change for the best.

Next issue will be our Christmas issue, and we plan on printing another of our games. Gosh, if we keep this up, we'll be the hobbie's next Strategy & Tactics! You have to admit that a TSS Inc. game is more interesting than your standard S&T game!

IMPORTANT!

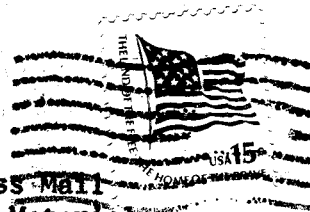
IMPORTANT!

IMPORTANT!

IMPORTANT!

The reader is officially warned to send their moves in early ~~due~~ to the Christmas Mail season coming upon us. Christmas does funny things ~~to~~ the USPS's. So, don't risk NMRing. Get your moves in quickly, if not sooner!

THE SHOGUN'S SWORD
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