

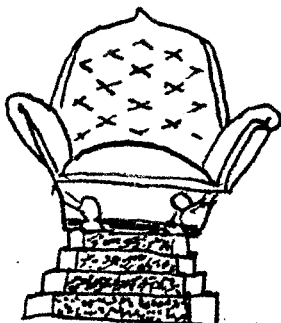
The Shogun's Sword

PUBLISHER:

TOM SWIDER

EDITOR:

MIKE P. BARNO



ISSUE #7

FROM THE THRONE....

BY TOM JAMES SWIDER

- 1) Bill LaFosse: Go jump into Lake Ontario! This zine is not called "From The Throne"; it's "The Shogun's Sword"! (Look very closely at the top of this page.) It's very frustrating!
- 2) Note to publishers: Since all of the zines in which I'm playing are trading with me, I thought I'd mention the following. Please remove me from any standby lists (except in TT's Dip. 1979A1 game, in which I'm standing by for Germany), and place my name on any phone lists. My number is (607) 729-2830. Call after 6:00 P.M.
- 3) I have decided to remain as neutral as possible in regard to the hobby's politics. In order to keep the readers informed of what's going on, TSS will carry a semi-regular section to be called "La Bastienne", which will serve as an outlet

for hobby news and conflicts. Just send items of interest in and they will probably appear. However, TSS will not be responsible for any charges of libel, slander, et al. Articles and plugs will rarely appear in "La Bastienne".

4) OFFICIAL HOUSERULES CHANGES

- VI.E. should read: If all players vote "YES", the proposal succeeds.
- V.B. should read:retreat OTB, and any builds will be forfeited. If a disbandment is necessary, it will be treated as in the case of civil disorder, as per the 1971 Rulebook.
- III.G. Delete this section. This situation will be treated as in the case of an NMR.
- II.F. (Addition) No two players may come from the same state in any one game. In the cases of NY and CA, two players from said states may be placed in the same game if their zip codes are different.

5) Best of luck to Bob Kerstetter, Greg Costikyan, Dan Palter, Mike Allen, and John Kelley, all of whom are now playing in Rebus Sic Stantibus' "Grand Tournament Diplomacy".

6) The Mad Italian did it again! In a FTF match here 3/8, I had the misfortune of drawing Italy, but nevertheless, I participated in a four-way draw among myself (ITA), Scott Smith (FRA), Alex Service (GER), and a local gamer by the name of Jerry Babcock (TUR). I only had 4 units on the board, but since one was an army in Greece, I could have made it possible for the Germans to capture the Balkans. With units in Venice, and threatening Piedmont and Tyrolia, the German position was in grave danger. ((Well, uh....)) My fellow players soon saw that I held the balance of power ((Did you all catch the irony, class?)), and I think that that helped them decide to call it a four-way draw. God I was lucky, but MPB (AUS) sure wasn't. ((Ed. note: I suicided to Jerry trying to wipe out Tom. Well, sometimes these things work....))

7) More playtesters needed for a second test game of my new SF Dip variant, Theta Colonies. Four free issues to active testers. Write T. Swider for all info.

8) Orphans (if we get these games, ever) : You will be receiving this issue of TSS, along with current unit positions as of the last completed season. However, I may not have everyone's current addresses. I'd appreciate any information concerning the addresses of the other players involved in these games. Depending on whether they arrive in time for publication from John Daly of The Flying Dogs of Retaliation (which I feel deserves a round of applause), the records will appear either printed within these pages in "The Stab Section", or in a separate insert or mailing. No further gamefees will be charged, but players will be expected to maintain a subscription.

9) HELP!!! With several orphan games going in (hopefully),

FROM THE THRONE (cont'd)

I'll need some reliable standbys to take a position or two. The current standby list consists of: Rod Fabrycky, Bob Kerstetter, James Morgan, Dan Palter, If you want to get onto or off of the standby list, please let me know quickly!

10) Hey! This is the Ides of March issue. You know, Julius Caesar (from Italy, no doubt) was assassinated on the Ides of March. Welll, since you know the story about the kniving, I won't go into the sword-ed details. (Well, I took a good stab at that pun, anyway!) I hope that the games will reflect this special occasion and that there will be a few good stabs.

11) STEVE YOUNG LIVES! I rec~~ea~~ved ((Ed. note: Whoops, I've been under Tom's influence too long-- now I'm spelling "received" I-E like he does. You've got no idea what it's like editing Tom's work! Do you know how many times the word "received/receives/receiving" appears in last month's house rules?)) Anyway, I received mail saying that he died, but through Bill LaFosse have found out that he's still around. He simply moved, and thought we folded.

12) Don't forget about the phone list!

13) Boardman Numbers are still pending. TSS/MAC-01 received a Miller Number (the equivalent of Boardman Numbers for variants.) TSS/Mac-01 is now also 80Cjb. If Dipvariants are your thing, you might send a SASE for Lord of Hosts, the Miller Number Custodial zine, to:

Greg Costikyan, PO Box 865, Brown University,
Providence, RI 02912

LoH is a good source for a listing of zines with variant game openings.

14) Publishers: It would be appreciated if you would plug TSS and make mention of the openings for Delayed Stab Dip, Ancient Empires, and Machiavelli. We'd like to see these games started in the next month or two.

15) Thanks to those who got their moves in early.

Elements of a Good Diplomacy Game

I. Complete participation by all players. Diplomacy is a game of interaction among all players. By not communicating with all other players in your game, you make the game drag and even slightly lopsided because of your lack of negotiations. I don't mean to imply that you must spend hours with pen in hand, but it should be general policy to send a couple of communiquees to your major allies, and a post card to everyone else, at the least. Also, playing fewer games by mail will allow you to put more effort into each

Time once again for....

THE MONSTER OF THE MONTH
The Pink Dragon

What??? That was last issue!

Well, your publisher has had a mental lapse and decided to take a vacation from the dungeon. However, Dan Palter, publisher of The Pink Dragon, provides the following updates on his own dragon, which I designed:

1. The Pink Dragon has no memory; each head has a 20% chance of forgetting that you are there.
2. The Pink Dragon is temporally unstable; there is a 35% chance that it will vanish into some future time period, determined randomly.
3. The Pink Dragon is spatially unstable; there is a 50% chance that instead of moving where it was going, it will instead go where it has been.
4. The Pink Dragon has a perverse sense of humor; it will only fail to attack if directly threatened. It is afraid only of xeroxed paper and postage stamps.

Well, Dan, you said it, not I!

ANDNOWSOMEMOREGOODIES-MOREFANZINEREVIEWSLIKEYOUALWAYSWANTED

FAN ZINE REVIEWS

THE FLYING DUTCHMAN

Jack & Susan Brawner, 2745 58th Ave. S. #260, St. Petersburg, FL 33712

GM'ing	: 2	n	A Flying Dutchman is an extra piece
Articles	: 2		placed illegally on the board, common
Print Quality:	2		especially in FTF play. So far, I can
Total Worth	: 2		only cite one such GM error from what
Pub.: Monthly			I've seen in <u>The Flying Dutchman</u> , so he
Rates:			does have -- excuse me, they have -- a
\$5/12 issues			good track record in their eight months.
\$2 game fee			<u>Dutchman</u> is lineo'ed, but some of the print
			doesn't come out as clear as it should.

They only have Dip openings now, but currently have games of Rail Baron and World War III (Dipvariant) running. Jack is one of the Orphan Stompers for The Flying Dogs of Retaliation and seems to be doing a good job. The only thing I don't like about the zine is the fact that Jack leaves out the dashes in his phone number! (Jack, the dashes make it easier to read: tryreadingthissentencewithoutanyspaces.See,it'stougher thanyouthink!) Well worth a copy. Send a SASE, if possible.

THE TETRACUSPID

Rishard Kovalcik, Jr., Apt. #40, 1001 Murrieta Boulevard, Livermore, CA 94550

GM'ing	: 3	When I first saw this zine, I mistook it
Articles	: 2	for a dentist's journal. When I took my
Print Quality:	3	first <u>bite</u> into it, I found only one art-
Total Worth	: 3	icle, but it was well-written. A look was

Rates:	then taken at the GM himself, and this is
sub: 1¢/page	the best item in the whole deal. He has
+ postage	been moderating Dip for five years now,
game fee:	and his games have been very good. However,
\$2 + \$3 deposit	he seems to be slipping a bit now -- wake
Published:	up, Rich! And for Bob Kerstetter's sake,
monthly	it has very clear printing.

ANDNOWTIMEFOREVERYBODY'SFAVORITE,MIKEYWHONOLONGERHASGROUPIES

The CHRONICLES of the JIHAD

by MPBarno

Okay, so maybe S&T's figures show that MELEE outsells WarpWar in their markets. Check any copy of The Space Gamer; WW has much more popular support. (After all, the zine, pubbed by Metagaming, isn't called The Wolf-Killer, is it?) (Tom loves to put the character against hundreds of wolves.) Okay, Tom, before I go any further, WarpWar is available for \$2.95 from: Metagaming, Box 15346, Austin, TX 78761.

I had originally planned to include a full description of the system for playing PBM WarpWar, but it really is obvious enough for anyone interested to figure out for themselves. Only a few basic things need be pointed out: numbers and locations of new ships built; ship movements; systemship pickups and drops; and a date for simultaneous combat orders to be exchanged, if necessary, are the required features for a regular turn between two players with no ~~GM~~ GM. Combat turn orders include, for each ship, power levels for drive, beams, screens, and tubes; targets for beam fire or targets and drive settings for missiles; any S-ship pickup or drop orders; and (by the player whose turn it is) the date for the next combat round's orders, if needed.

Anyhow, I'd like to try a small experiment; does a game-master facilitate PBM play of WarpWar? I'm willing to GM one game to determine the effects and ease of play. If successful, it would open the door for introduction of my PBM'able, multi-player, economic WW-based game presently under redevelopment. This would also make it possible to easily introduce new players to WW. The standard WW game will be run basically as I have mentioned above, with deadlines of either 10 days or two weeks, depending upon the two players' locations and preferences. Play would be handled via individual releases, and play development would be chronicled in TSS. Being just a swell guy, I ~~won't~~ won't charge any gamefee for this particular test. If you're interested, write me (address in YOPS, back page) and I'll send you play-aid sheets and answers to any questions you may have.

-MPB

WASN'TTHATSWELLBYTHEWAYNEITHERDEBBIENORTHEGROUPIESNOWEXIST--
SHUTUPO'BRIEN

I, Tom Swider, wish to join the Anti-13760 Club. Please send me further information on it.

La Bastienne

(sorry, I don't do fancy French-looking curlicue lettering)

This section is the official outlet for the postal gaming hobby in TSS. We hold no responsibility for anything that appears in this section. If you'd like a notice to appear, send it in to T. J. Swider (address in YOPS) before the 15th of the month. Major hobby feuds may only appear once herein for each side. For those not interested in hobby feuds, we suggest that you only skim through La Bastienne, as there may or may not be something of interest to the casual player. The publisher reserves the right to reject or alter items submitted.

If you didn't know about it by now, "Bernie Oaklyn" has been alleged to be the pseudonym/alias of Buddy Tretick. Buddy came to be known as the worst GM in the hobby, and a thief besides. The hobby is now starting a petition to ensure that Bernie Oaklyn never guest-GM's or plays in any new games. If you want more info about this major item, write to: Mark Berch, 492 Naylor Place, Alexandria, VA 22304.

((Ifely more pressured into printing this than willing. Personally, I am not signing this petition. I see no reason that Oaklyn should be denied the right ~~for~~ to play in TSS as long as he abides by the house rules.))

Robert Sacks, Registrar of Orphan Games and an active leader in the hobby, is forming an independent, temporary committee of inquiry to determine whether Ray Heuer is guilty of malfeasance, misfeasance, or wrongdoing in his capacities of Director of Orphan Games, Head of the Variant Orphan Rescue Service, and Associate Miller Number Custodian. If you have any evidence of such, please submit it to Robert Sacks, 4861 Broadway 5-V, New York, NY 10034, before 1 May 1980, and include a complete report of the matter.

KKWHYK?MAYBEACHORUSLINE

GAME OPENINGS

DIPLOMACY: TSS/Dip-04. Last game opening. John Kelley, Rick O'Brien, Dan Palter, John Strain. GM: MPBarno.

BOURSE accompanying TSS/Dip-04: Will start when Dip game is filled. ~~XXXXXXXXXX~~ Dan Palter, Clark Reynolds, Alex Service.

DELAYED STAB DIP: Only game opening. Dan Palter, Rick O'Brien. Rules upon request. GM: Tom Swider.

ANCIENT EMPIRES II: Only game opening. Dan Palter, Clark Reynolds, Rick O'Brien. GM: Tom Swider.

MACHIABELLI: Last game opening. Dan Palter is the sole player signed up. Will he win by default? GM: Tom Swindler (if our readers can be believed).

WARPGAR: Only game opening. Run separately, need 2. GM: MPBarno.

DUNGEONS & DRAGONS: DM: John Strain, 1154 Harbor Drive, North Fort Myers, FL 33903. Send for information to John, along with a \$2.00 gamefee. Major results will appear in TSS, while he will send individual notes to each player. Get in while you can!

The

Sub

Section

Diplomacy

TSS/Dip '01

EUROPE TRAVELS TIME WARP

Fall '06

Eng(C. Boggess) A StP-Mos; F Bar-StP; F Bot-S Ger- A Lvn(Imm); F Nwg-II; F Nth-II;
F Wes-TvS.
Ger(B. McPheeter) A Bur-Mun; A Bre-II; A Mun-Sil(s A Ber); A Liv-War(s A Pru);
F Bal-S A Pru.
Tur(B. Kerstetter) A Mos-S A War; *A War-S A Mos; A Sev-S A Mos; A Gal-S A Vie;
A Ser-Tri(s A Bud, A Vie); A Gre-Alb; *A Sil-S A War; F Nap-Rom; F Ion-Nap;
F Aeg-Ion.
Ita(M. Barno) A Tyr-S A Tri; A Boh-Vie(s A Tri); F Alb-Ion(s F Tun); F Ven-Apu;
A Pie-Ven; A Mar-Pie.

WORLD NEWS UPDATE.....

Dateline, Vacation City: Italian leaders are covering in fear at the impending Turkish invasion. Plans are being made for an evacuation to Corsica.

Sultan Bob regretfully announces that due to "outside interference", the President of the Italian League in favor of mandatory turkish baths has asked Turkish troops to move on Rome in order to restore order. Sultan Bob expects the oppressed citizens of Rome to welcome his liberating troops with great enthusiasm & defend the city against Pope Michael Angelo's barbaric hoardes. The Pope has been accused of committing gross atrocities against the civilian population including such horrible acts as making innocent women and children try to decipher the unreadable print of TSS. Such cruelty can't go unavenged!

TSS NEWS: We at the TSS thought we'd enlighten the folks out there about Sultan Bob's physical and mental condition. You see, the Sultan has a rather odd coincidence of visiting radiation-contaminated locals. Rumors have it that the Sultan went to Entiwetok for his vacation last year, and that his palace is in Middleburo, just minutes away from beautiful downtown "Three Mile Island". The scientists here at TSS have determined, from the press releases from the Sultan, and by his current military maneuvers, that low-level radiation has an effect on people's eyesight and intelligence.

TOM-ALL: Recently checking through my records, I discovered that this is Fall '06, not '07 as you were expecting, due to an earlier bookkeeping mistake in early 1979. Not a serious mistake, but I wanted to let you know about it. Besides, this whole game is a fix to me anyway!

Dateline, Caspian Sea: Maybe this time Sultan Bob will like fall '06 better than last time.
TOM-Caspian Sea Sailor: I don't think he will!

Retreats:

Tur A Sil is annihilated. Tur A War can retreat to Ukr or OTB.

Supply Center Check:

England owns home, StP, Nwy, Swe.	Total 6; Even
Germany owns home, Bre, Par, War, Bel, Den, Hol.	Total 9; Build 2
Turkey owns home, Bud, Vie, Nan, Rom, Mos, Sev, Bul, Gre, Rum, Ser.	Total 13; Builds 2
Italy owns Ven, Tri, Mar, Tor, Spa, Tun.	Total 6; Remove 2

* Germany only has room to build one unit.

TSS/Din '02 GUESS WHO'S OUT! (OR GET PSYCHED OUT BY ITA & TUR) Fall '03

Eng(D. Palter) F Den-Swe(s F Nwy); F Nth-Den(s F Kie); A Hol-s F Nth(IMP);
F Ska left unordered.

Ger(R. O'Brien) A Kie r-Ber. A Ber-Mun(s A Sil); A Pru-Ber; * Swe-Den.
Rus(R. Fabryckv) A Mos-Ukr(s A War, *A Rum); F Sev-S A Rum.
Tur(J. Morgan) A Bul-Rum(s A Ser, F Bla); A Bud-S ITA A Tri-Vie; F Tun-MAf;
F Gre-Ion.

Agus(P. Spotswood) NHR OUT. Had A Vie (anarchy)
Ita(M. Allen) A Tri-Vie(s A Tyr); A Rom-Ven; F Ves-MAO; F TyS-Ves.
Fra(B. Kerstetter) A Bur-Mun(s A Ruh); A Pic-Tur; A Par-Gas; A Mar-Pie;
F Lyo-Spa(SC).

WORLD NEWS UPDATE:

Tur-Eng: I think someone noticed.

GI-TUR: Yes, re, perhaps?

TSS NEWS: We of the SBS (Chogun's Broadcasting Service) now announce that we are on strike from the services of the Avatollah Morean, and will only resume our position as press secretary if, and only if, we are given at least minimum wage. You know, it ain't that easy to come up with these brainstorms!

CM-TUR: Consider writing your own press. It makes the game more fun; you yourself even said that. I think it is pretty easy to boast about yourself and insult other people, especially with the guys in this game!

GI-AUS: You are hereby expelled as a TSS standby for your inconsistency, which is a must for any standby player. My apologies to everybody else.

WINTER '03 S.C. CHECK:

England owns Home, Kie, Den, Hol, Nwy, Swe.	Total 8: Build 2
Germany owns Ber, Mun.	Total 2: Remove 2
Russia owns Home.	Total 4: Even:
Turkey owns Home, Bud, Bul, Gre, Rum, Rum, Ser.	Total 8: Build 2
Austria owns ZILCH!	Total 0: Out.
Italy owns Home, Tri, Vie, Tun.	Total 6: Build 1
France owns Home, Bel, Tor, Spa.	Total 6: Even

* The German Fleet in Swe can retreat to Fin, Bot, Bal or OTB.
The Russian A Rum can retreat to Gal or OTB.

TSS/Din '03

RUSSIA BUILDS LARGE QUANTITIES OF ARMIES Winter '01

Eng(J. Morgan) Builds F Lvo. Has F Hth; F Hvg; A Lon; F Lvo.
Ger(R. O'Brien) Builds A Ber. Has A Mun; A Kie; F Bel; A Ber.
Rus(B. Snyder) Build A Mos, A Sev. Has A Sil; A Cal; F Swe; F Rum; A Mos; A Sev.
Tur(A. Service) Builds F Ank. Has A Bul; A Smv; F Con; F Ank.
Aus(G. Boggess) HA! Has A Tri; A Vie; F Alb.
Ita(J. Lindley) Builds A Ven. Has A Boh; A Tyr; A Ven; F Tun.
Fra(G. Gurski) Builds F Bre, A Par. Has A Por; A Spa; F Eng; F Pre; A Par.

WORLD NEWS UPDATE:

Eng-Pus: Just let me know when you wish to blitz our mutual freind.

TSS/Din '05 CURRENTLY 1978 IK (Formerly ran in Alan Rowland's "Warmonger")

CURRENT PLAYERS, ADDRESSES, AND POSITIONS AFTER SPRING '01.

Eng: Bill Nielson; Hunting Ridge; 665 Deerwatch Rd; Bridgeville, PA 15017.
(I have a second possible address: SAE, 1035 Morewood Ave.; Pittsburg, PA 15231. Will someone inform me of his correct address?) Has A Ser, A Cal F Alb.

Ger: Bernie Oaklyn; 13412 Brackley Terrace; Silver Spring, MD 20904.
Has A Kie, A Ruh, F Hol.

Pus: Arturo Guafardo; 3201 E. Greenlee Rd. #13; Tucson, AZ, 35716 Has A Sev.
A Ukr, F Bot, F Rum.

Tur: Craig Reges; 16 W. 761 White Pines Rd.; Bensenville, IL 60106.
Has A Bul, A Con, F Bla

Aus: Jerry Van Alkemade; 110 Sheffield Dr.; Racine, WI 53402.
Has A Ser, A Cal, F Alb.

Ita: Steve Garritano; No address listed. Will some player please notify me
of his correct address.

Fra: Wayne Callahan; 1009 E. Dominick St.; Rome, NY 13440.
Has A Mar, A Bur, F MAO.

The Shogun's Sword is the new home for this orphan game from THE HARMONIZER.
If I cannot get the correct addresses of the Italian and English players,
I'll have to find a stand by player for these positions.

I would like to get this game back on schedule before anybody loses
interest in the game. Please send me your FALL '01 moves, and if I get
everybody's moves, I'll proceed from that point. If I don't get moves
from the English or Italian player because he hasn't heard from me, the game
will be delayed for that turn and standbys will be assigned. However,
that is no excuse for you not sending 9n fall '01 orders, so play it safe
and get them in before the deadline. Thank you for your patience and I
wish all of you the best of luck.. If you didn't receive a copy of the house
rules, that's because I forgot to give them to you, and so, if you didn't,
please write me for a copy.

ISN'T THIS AMAZING? I THINK I CAN SEND THIS ISSUE OF THE SHOGUN'S SWORD FOR ONLY 15¢!

Kingmaker

TSS/KM '01

KNIGHTSBRIDGE SETS OFF TO WAR!

Turn 2

Open Battle Phase:

((Note that I made a typo: Greystoke ended movement in Midlands 30, and I will assume that Knightsbridge will initiate combat now. The combat will take place in Midlands 30.))

SCROPE (KNIGHTSBRIDGE) VS. GREYSTOKE (BOAR'S HEAD) The Battle of Higan.

Scrope has a combat str. of 100; Greystoke has a str. of 10. The card drawn results in ((First of all, a writ or free move card was chose by the CM and rewarded to the attacker, Knightsbridge.)) a 3-1 ratio or lower was needed, but Greystoke lost the battle. However, Greystoke was killed in action.

Bouchier (KNIGHTSBRIDGE) VS. HOWARD (BOAR'S HEAD) THE Batt;e of Leeds Lane

Bouchier has a str. of 80 and Howard has a str. of 40, for a 2:1 combat ratio. A 3:2 card was drawn, so that means that another victory is chalked up for the Knights of the bridge ((I guess they scored a grand slam.)) Howard will be shot at sunrise come next term unless ransom terms are made and accented between the two factions, involved.

HASTINGS (BOAR'S HEAD) VS. HOLLAND (IRISH ROSES). THE BATTLE OF ASHBY'S CURSE.

Hastings (str. 110) against Holland (str. 20) After three writ/free move card draws ((all awarded to the attacker)), the result ends up a let down, as the whole attack was delayed by bad wheather!

EVENTS B-D will be skinned, except for the breif mention that Margaret survived the plaque.

Movement Phase:

"The Wild Irish Roses" (commonly refered to by the uncommon commons as "The Wild Bunch") ((Faction 1) Plays Duke; York in Stokestay and moves to Cardigan, seizing George of Clarence. Fitzalan (Wallingford) to Oxford- attempts to lay seige to Oxford. Clifford (York) migrates to Durham, taking Richard of York along for the festivities. Holland enters the city of Coventry and siezes Margaret ((I won't say where or how!))

"Pink Dragon" (Faction 2) Beaufort moves to Swansea commons. Plays "Le Swan" and makes waves from Berkeley to Sea Zone 27.

"Boar's Head" (Faction 3) NMD! Has Hastings, currently sleeping in the town of Ashby after a long day's journey. Greystoke is captured by Scrope in battle, and is bodyguarded by him in Shewsbury.

"Knightsbridge Club" (Faction 4) Plays Roos, Poos, Scrope, and Bouchier meet TO HAVE TEA IN Shewsbury commons, and discuss the plans of the seige planned for the town later that day.....

EVENT AND CROWN DRAW PHASE:

EVENT CARD DRAWN: _____ (Player info only!)

Events:

Peasant Revolt: Stafford to Leed, Earl: Kent to Rochester, Marshal to Black Heath.
French Raid: Courtenay to Okehampton, Admiral to Penzance with two ships.

Seige Phase:

The Wild Bunch seige at Oxford: Fitzalan, with a 200 str. beseiges Oxford with no casualties.

Knightsbridge Club seige at Shewsbury: Scrope, Roos, and Bourchier give it a heave-ho with their combined 200 str. and finally take the town safely. Roos enters Shewsbury.

NOTES TO PLAYERS:

For those confused by the PBM system lately, we will now be following the sequence of play outlined in the EM PBM rules.

The zone of control is only into one square, and you must specify which one(s) during movement, and if you are exerting one at all.

The Wild Bunch and Knightsbridge Club have combined forces in a formal alliance.

Will Bob Kerstetter of RD #3 Box 125A, Middleburg, PA 17042 please submit standby orders for "Boar's Head" faction.

TSC/EM '02

The Rose War Begins

PLAYERS, ADDRESSES, AND INITIAL CROWN DECK DESCRIPTION:

Faction #1: William Nune; P.O. Box 2445; Denver, Colorado 80201.

Faction #2: Bob Kerstetter; R.D. #3 Box 125 A; Middleburg, PA 17042.

Faction #3: Dan Falter; P.O. Box 156; Cedarhurst, NY 11516.

Faction #4: Alex Service; 102 Awad Park; Erin, NY 14838.

Faction #5: John Strain; 1154 Harbor Dr.; Nth. Ft. Myers, FL 33903.

Bob Kerstetter and John Strain both owe me gamefees.

INITIAL HOLDINGS:

FACTION #1: Percy, Talbot, Constable: London, Chancellor: Lancaster, Steward: Royal Household, Earl: Kent (worthless), Bishop: Lincoln, Le Swan.

FACTION #2: Courtenay, Cromwell, Mowbray, Earl: Richmond, Earl: Worcester, Archbishop: Canterbury, Saxons (1).

FACTION #3: Roos, Hastings, Herbert, Duke: Exeter, Admiral: England, Bishop: Carlisle, Flemish (1).

FACTION #4: Crev, Scrope, Warden: Nth Marches (worthless), Chancellor: Cornwall (worthless), Bishop: Durham, Breundians (2).

FACTION #5: Cole, Clifford, Earl: Essex, Scots (1), Coventry, Shrewsbury, Ipswich

By next time, all players must be paid in full, have sent in their crown card arrangements, what cards go to the Chancery, the space that each piece begins in, and a vote stating whether or not you wish to use the EM variant event cards in this game. If nobody votes against it, the cards will enter play.

Good luck; and may it come your way...

YE OLDE PUBLISHER'S STATEMENT:

"The Shogun's Sword" is a fan 'zine published by Tom Swider of 1183 Robinson Hill Road, Endwell, New York 13760. Mike P. Barno helps me by offering his GM ability, editing, and overall criticisms. He also offers possible reading material. Mike's address is: 2811 Robins St, Endwell, NY 13760. In case you ever need to call one of us, my phone number is (607) 729-2830 and Mike's is (607) 748-4490.

TSS comes out every month about the 17-19, thusly the moves for my games are for the 15th (the 16th if the 15th is a Sunday) and anybody else's deadlines in this 'zine are for the 13th. Subscriptions are \$5/ year and for each game you enter, you must pay an additional \$1.00 Game fee. Send all checks/ money orders and donations to Thomas Swider. Always give a pref. list. Houserules on request.

The Shogun's Sword
Tom Swider
1183 Robinson Hill Road
Endwell, N.Y.
13760



Jerry Jones
1854 Wagner St.
Pasadena, CA
91107

THIS OFFICE

Your sub ends: _____

You owe me: _____

Trade? YES/NO

Remember, The deadline is the 15th! Happy Dipping!!!