

THE
APPALACHIAN
GENERAL

ISSUE No. 23

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The Appalachian General has moved into the realm of reduction. In an attempt to cut costs, these next few issues will be done with this format. If you have any comments, let me hear them. If you have suggestions on additions or improvements, I will be glad to know about them.

This issue sees the beginning of Civilization, an attempt to run this fascinating game by mail. It will be interesting.

The cost of TAG is now being standardized at 75¢ per issue. Everyones balance will be taken up to the nearest $\frac{1}{4}$ dollar mark after the cost of this issue is subtracted. This balance will be listed below.

BALANCE: Trade

Game Openings: None.

Standbys: Filben, Johnson, Goltz, Ouzts, Price, Solomon

Please see page 9.

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ALL GAMES ARE DUE ON AUGUST 2, 1985!!

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Sorry for the
pagination problem.

FINAL CONFLICT III

by Tom Swider

This is a continuation of the rules for this game. It was started in Issue #22. This game will be started after a Youngstown game should end. I am taking names of interested people, but that is all.

7) NUCLEAR WEAPONS:

A) Movement:

- 1) Nukes can be moved as if they were armies, with the provision that they may only enter areas which are friendly and remain friendly.
- 2) Nukes have no attack, support or defensive strength, and are captured if enemy units end the turn in their areas. A country capturing a nuke replaces it with one of that country's nukes.

B) Launching Nukes:

- 1) Nukes can be launched against any space on the board. Example: USA orders N NEW York-(1)-TEHRan. (This is the format of the order.)
- 2) A nuke's order is written along with regular (conventional) orders, but the effects of a nuclear attack are resolved before actual movement takes place.

C) Effects of a Nuclear Attack:

- 1) On the turn of impact, all units in the area are destroyed. In addition, any units moving through or into the space are also destroyed. Planes which have no alternate route to their destination other than through the province nuked are destroyed. A fleet which conveys a unit through or into a nuked area is destroyed if it is adjacent to the space targeted. Units may not retreat into or through areas nuked that turn. Example: USA orders P LOS Angeles-Central America, A Dallas-MEXico, P Dallas S A Dallas-MEXico, P Caribbean Sea S A Dallas-MEXico. BRA orders N MATo Grosso-(1)-MEXico, P Mid-Western Atlantic-Caribbean Sea. (The nuclear attack destroys all American Units. P Dallas & F Caribbean are destroyed because they supported an attack upon MEXico. P LOS Angeles is destroyed because the only route it has to Central America is through MEXico. Since the aftermath of a nuclear attack is computed prior to normal movement, the Brazilian fleet's move to the Caribbean succeeds since there is no unit in the space to oppose the move.) A unit which is convoyed through or into a space which is nuked is also destroyed.

There is an exception to this rule. A nuke which holds and is in an area hit by nuclear attack is not destroyed. Instead, it is allowed a retaliatory counterstrike. It can only be ordered to launch; otherwise, it is destroyed. The retaliatory strike order is written along with the next season's orders. A nuke which moves into an area hit by a nuclear attack is destroyed and gets no counterstrike. The retaliating nuke does not necessarily have to launch on the player who launched the original nuke.

A nuke which has been launched is removed from play.

- 2) A nuked area is considered impassable during the next movement season and may not be entered by any unit. Planes may traverse the area but may not end their movement there.
- 3) Economic impact: An area which has been devastated by nuclear attack is rendered valueless for the next three Winter income phases. On the fourth Winter phase, the province regains its economic value. Also, if the area happens to be a supply center, new units may no longer be raised there until the economic value is regained.
- 4) Effect on Victory Criterion: A center which is currently devastated does not count toward the number needed to win the game. Furthermore, for every two centers currently devastated, the number of centers needed to win is reduced by one from the original goal of 24. A center regaining its economic value during the upcoming Winter is no longer devastated and does count as a center for victory condition purposes. Note that nuclear devastation has no effect on ownership of any province whatsoever.

D) Limitations on Launching Nukes:

- 1) A player may not nuke an area which he currently possesses.
- 2) A player may never nuke any of his own home territories, regardless of ownership.

8) CAPTURING PROVINCES:

- A) Any land province (regardless of whether it is a center) can be captured by merely passing through it. This implies that areas can be captured in a Spring or Fall turn. Centers captured in the Spring may be built in during the upcoming Winter, provided that the unit density (see Rule 5) is not violated.

- B) Control of an area takes place immediately. Examples: BRA-A IBERia-MORocco, P IBERia S A IBERia-MORocco; RUS-A France-IBERIA. Since Brazil captured MORocco during movement, P IBERia could legally retreat to MORocco. BRA-A IBERia H. P IBERia S P IBERia, RUS-A France-IBERIA, P ENGLand and P France S A France-IBERIA. Assuming that MORocco is open for a retreat and is unowned by Brazil (neutral or enemy owned), P IBERia could not retreat to MORocco since it isn't controlled prior to the retreat segment of this turn. The situation remains unchanged even if A IBERia retreats to MORocco.
- C) Areas which a player controls are the only spaces which are considered "friendly" to him; an ally can't allow his areas to be "friendly" to him. Control of an area gives its owner the right to land a plane in that area and gives him its economic value each Winter.

9) ECONOMICS:

- A) Supply centers produce \$3 a year for their owners.
 B) Non-supply center land areas produce \$1 a year for their owners.
 C) At the start of the game, each player owns all areas within the political boundaries of his country (shown in a dark black line on the map). These are the player's "home provinces". Note that the USA player does own ALaska and Hawaii.
 D) Money can be saved from one season to the next, and can be transferred as seen fit to other players (see Rule 12 for further clarifications).

10) BUILDING AND MAINTAINING UNITS:

- A) Units have the following costs:

Units	Build	Maintain
Army, Fleet, Plane	\$3	\$3
Nuke	\$9	\$1

- B) A player must pay maintenance on all units he currently has on the board, if he has the funds. If he does not have enough money to maintain all his units, he only maintains those which he does have the funds to maintain and removes all other units.
 C) If, and only if, all units have been maintained, a player is allowed to use any remaining money to raise new units. A power which disbanded even one unit is not allowed to make any builds.
 D) A player may build units in any undevastated center he controls, whether it is a home center or not.
 E) By the end of the Winter season, a player must have an even cash balance (\$0) or a cash surplus; players may not go into debt or have a negative money balance.
 F) In the case of a NMR, the country will pay all maintenance costs and keep any remaining money. If units need to be removed, the GM will remove plane units from provinces in alphabetic order until the deficit is paid. If this is not sufficient, the GM will begin removing armies and fleets alphabetically amongst those not occupying supply centers. Next, armies and fleets occupying supply centers will be removed. Lastly, any nukes will be removed until the budget deficit is paid up.
 G) When a power is knocked out of the game, any of his units which go into civil disorder remain on the board (maintenance free) and are disbanded once dislodged.

11) PLAYER ELIMINATION:

- A) A player may be eliminated from the game when he no longer controls any of his home provinces, regardless of whether it is a supply center.
 B) When a player has lost control of all of his home provinces, he has one last movement season in which to capture at least one of his home territories. If he succeeds, he remains in the game. If not, he is eliminated; all funds in his treasury are considered null and void, and any remaining units his country has hold in civil disorder (maintenance free) and are disbanded once dislodged. Nukes in civil disorder are susceptible to capture (see Rule Rule 7A2).

12) NEGOTIATIONS:

- A) Players may negotiate during the Winter season.
 B) Players can make loans and money transfers as parts of deals. Orders can't be made conditional upon the receipt of money, except in the case of Winter builds (allowing players to maintain/raise additional units should they receive money from an outside source).
 1) During the Spring and Fall seasons, money transactions are written along with all other orders. Any amount may be transferred.
 2) During the Winter, money transactions are performed prior to paying maintenance. Up to \$3 (total) may be transferred to other players. Players are reminded that they should keep enough money to pay maintenance for all their own units, and that builds may not be made should they fail to pay all maintenance costs.

OLD HICKORY(1985Brb32)

Spring 1903

Gunboat

ITALY FORTIFIES POSITION IN FRANCE; RUSSIA MOVES SOUTH;
TURKEY DRAWS BACK

RETREATS: English P Den-Ska.

AUTRIA: Builds A Vna. F Gre-Bul(sc),
A Ser S F Gre-Bul(sc). A Vna H,
A Tri-Alb, A Bud S A Ser.

ENGLAND: Constant. F Ska-Swe, F Eng H,
A Nwy S F Ska-Swe, F Nth-Den.

FRANCE: Removes F Mid, FGoL. A Por-Spa,
A Gas S A Por-Spa/dsl, A Par-Bre.

GERMANY: Build not taken, one short.
A Ruh-Mun, A Kie S A Kie-Mun/imp,
F Den-Nth, F Bal-Ber.

ITALY: Builds F Nap, A Rom. F Spa(sc) H,
A Mar-Gas, A Bur S A Mar-Gas,
F Nap-Tyn, A Rom-Ven.

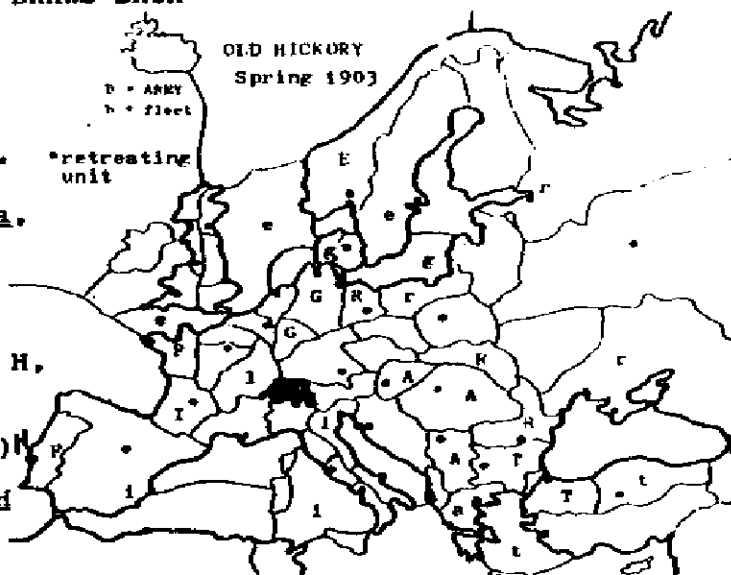
RUSSIA: Constant. A War-Gal, F StP(sc) H,
A Rum S A War-Gal, F Sev-Bla,
A Ber-Mun, F Pru-Bal, F Bla S **TURKISH**
A Eas-Tripoli/NSU, F Bla S **AUSTRIAN**
A Eas-Tripoli/NSU.

TURKEY: Constant: F Ank-Bla,
A Con S A Bul, A Bul S **RUSSIAN** A Rum H, F Ion-Aeg, F Bla S **RUSSIANS** to
regain their senses/NSU.

DIP: The dislodged French army may retreat to Paris or disband.

Fall 1903 moves are due with the next issue. Please check your moves to be sure that there are no mistakes (see Germany this turn) and that they are readable. If I can not read the moves, I can not report them.

As many of you pointed out, France had to remove 2 instead of 1 unit this turn. I love it when the players catch mistakes in the turns. It means that they are staying on their toes.



A BATTLE OF WITS - #1

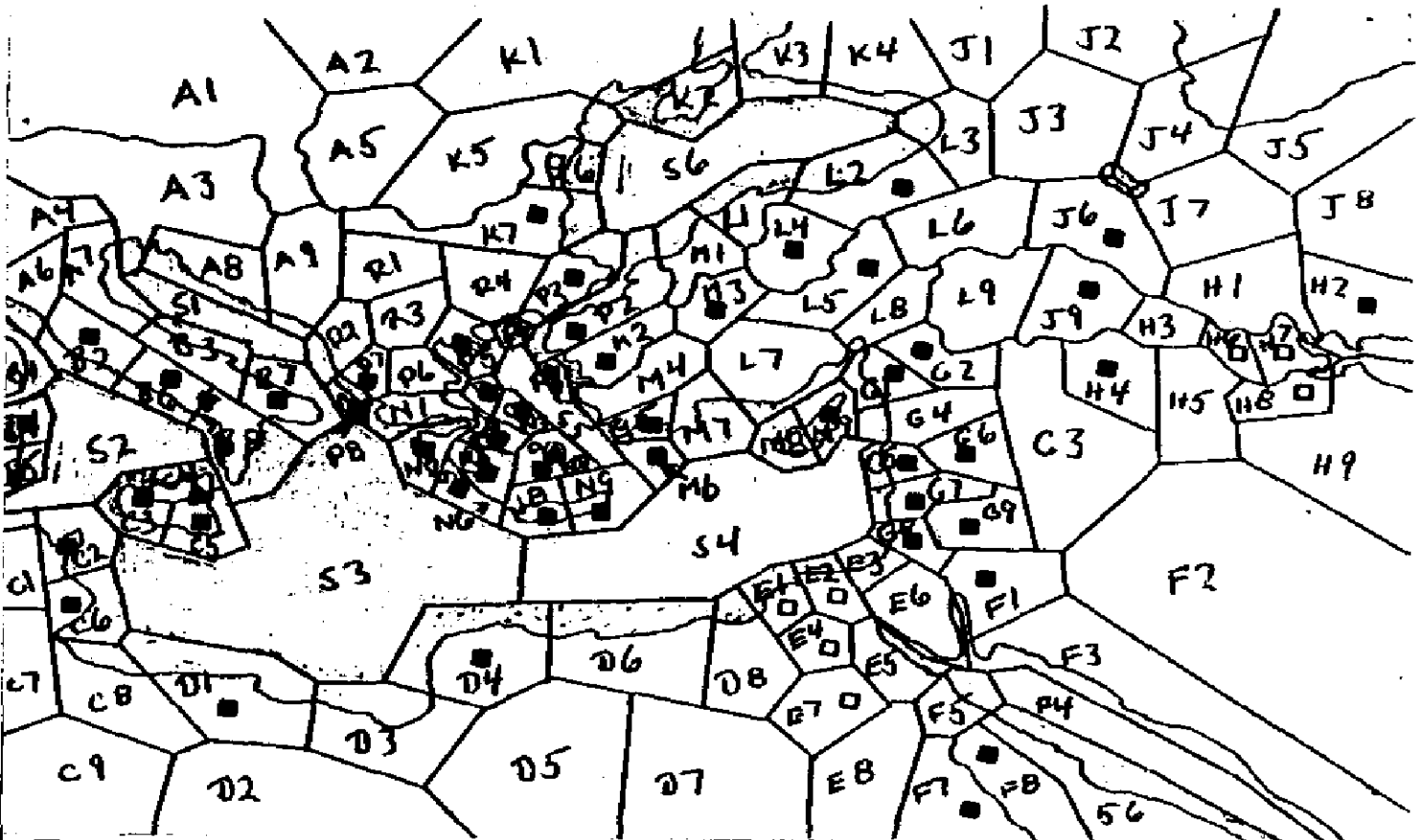
The following questions deal with the military, past and present. Some are very easy, while most of them are difficult and would require some digging to find the answers. The person that can get the most correct answers by the due date of Issue #24 will receive as a prize an autographed copy of Lovely in Her Bones by Sharyn Mc/Crumb (her latest book). Partial credit will be given, so do your best.

1. As declared by Congress, when was the 'First Battle of the American Revolution'?
2. What type of aircraft do the Navy's 'Blue Angels' fly?
3. Of all the ships present in Pearl Harbor during the Japanese attack, which was the last one sunk--and by whom?
4. Who is Georg Gaertner?
5. How many British ships were sunk in the Falklands War?
6. What was 'Operation Coronet'?
7. Who was the last Confederate general to surrender?
8. When did Manfred von Richtofen score his first and last victories?
9. How many Americans died in 'Operation Urgent Fury'?
10. What was the first operational American jet fighter?
11. Where is 'Hellfire Corner'?
12. How many steps did Hitler take in his 'famous jig' at the French surrender in WWII?
13. What was the first submarine to sink an enemy ship?
14. Who invented the 'Molotov cocktail'?
15. What was a Habakkuk?

The players are being sent a set of questions about the rules for this game. Please answer them and return them with the next turn. A set of rules will be printed with the next turn.

Everyone recieved their first choice of country. The preference was: Assyria, Africa, Crete, Babylon, Egypt and Italy (tie), Asia, Thrace, and finally Illyria. Egypt was the only country mentioned on everyone's preference list. It is amazing that Africa was the second favorite choice, yet nobody made it their first choice. The assignments and starting positions are as follows:

ASIA	K4	Mark Larzelere
ASSYRIA	J1	Mark Frueh
BABYLON	J8	Cecil Solomon
CRETE	N9	Dave Bongard
EGYPT	P8	Rick Dorsey
ITALY	A6	Bill Wulff



This map will be used in the future to report the unit positions. You can locate them yourself this turn. The number-letter code will be used now. Due with the next turn will be: Builds(on above positions), movement of both units, builds on new positions, and movement of those units. The second set of moves can and should be made contingent on the movement of the other players first movement, especially those of Asia and Assyria.

STANDBY PLAYERS:

Please fill out this form and return it as soon as possible.

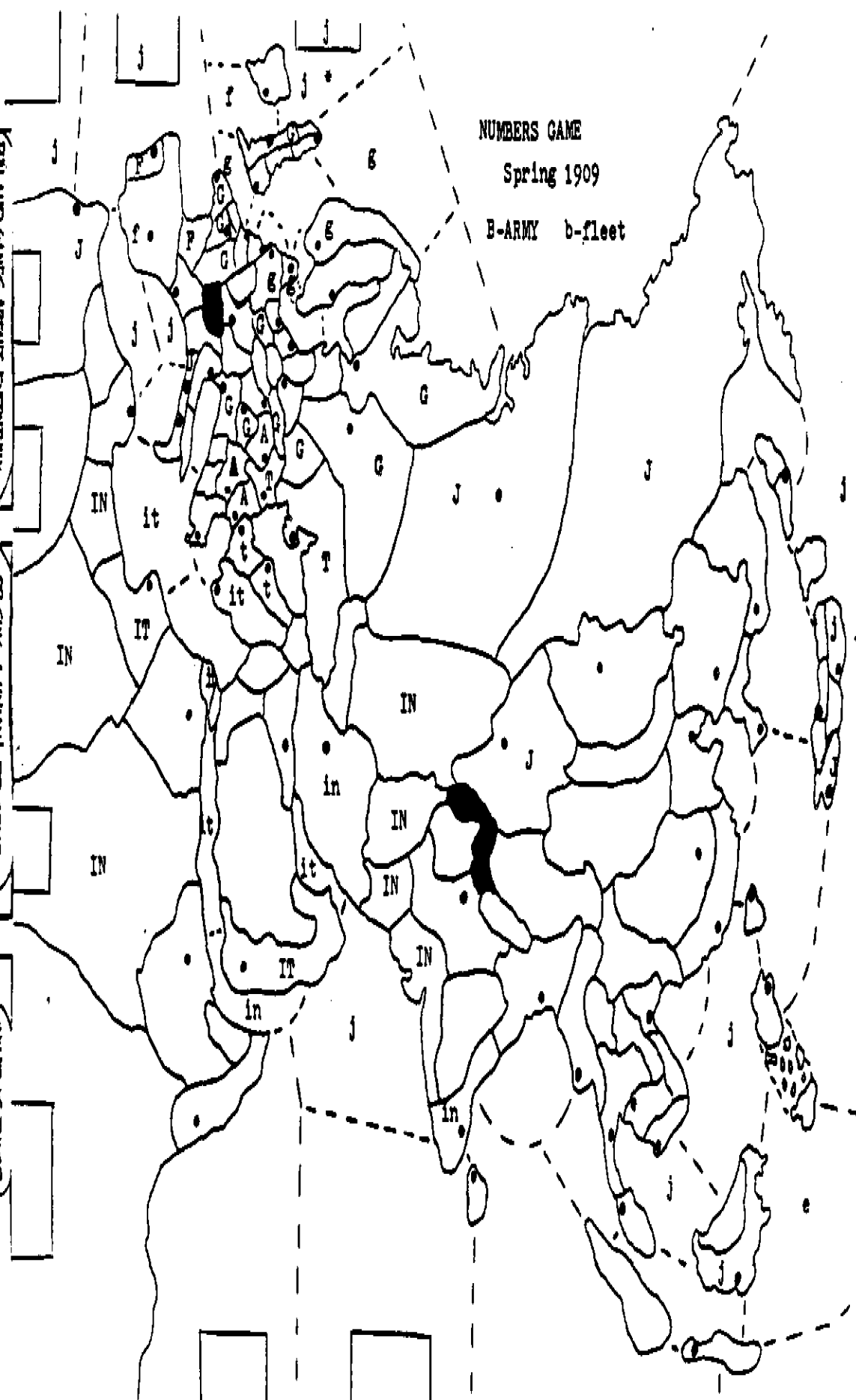
- I, _____, will be a standby player in the following games:
- Diplomacy
 - Gunboat Diplomacy
 - Youngstown IV
 - Youngstown XII
 - Civilization

I will accept and play any position that I am given in the games marked. If I play the position to conclusion, I understand that I will receive three free issues of The Appalachian General.

NUMBERS GAME

Spring 1909

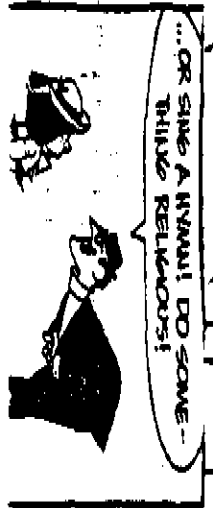
B-ARMY b-fleet



FID AND GAMES ARENT ESSENTIAL,
 NATURE...OCEAN IN A WALK YOU SHOULD
 SAY A LITTLE PRAYER...

...OR SING A HYMN! DO SOME--
 THINK RELIGIOUS!

WHAT IS THIS?
 COLLECTION



© 1978 W.M. I.R.A.

RETREATS: All retreating units disband.

AUSTRIA(CD): A Clu H, A Ser H, A Bul H.

ENGLAND(Evans): F Bor-Clu.

FRANCE(CD): F Iri H, A Por H, F Spa(sc), H, A Gas H.

GERMANY(Ouzts): Builds F Ber, F Kie, A Pos, A Mun, A Tri S A Vna-Bud, A Vna-Bud, A Gal S A War-Ukr, A War-Ukr, A Mos S A StP-Oms, A StP-Oms, A Fin-StP, A Mun-Bgy, A Pic-Par, A Bre S A Pic-Par, F Eng-Matl, F Natl H/dsl, F Nrg S F Natl H, F Bar-Nwy, F Kie-Den, A Pos-Sax, F Ber-Kie, A Lpl goes to see a Julian Lennon concert.

INDIA(Dorsey): Builds A Mdr, F Clt. A Del-Snd, A Afg-Ira, F Ira-Per, F Ade H, A Tur S A Afg-Ira, F Clt-Mdr, A Mdr-Raj, A Tun-Lya, A Sud-Pez, A Eth-Sud.

ITALY(Hopson-CD): F Per H, A Yem H, F Red H, F Sue H, F Smy H, F Ion H, A Pen H.

JAPAN(Goltz): Builds A Osa, F Tok. F Cam-Sia, F Phi-Schi, F Mal-Bor, A Oms freezes, A Sib S A Oms, A Kan-Skg, F Ara CON INDIAN A Mdr-Yem/NSO, A Osa-Mor, F SPac CON A Osa-Mor, F SPac(OBB) CON A Osa-Mor, F Satl CON A Osa-Mor, A Hon-Osa, A Alg-Tus, F WMed CON A Alg-Tus, F Lyo CON A Alg-Tus, F Matl-Natl, F NPac(OBB) S F Matl-Natl, F Natl(OBB) S F Matl-Natl, F NPac H, F Matl(OBB)-Matl.

TURKEY(Lowman): NMR; A Sev H, A Rum H, F Con H, F Ank H.

DIP: Does anybody have any idea why everyone has dropped out of this game in the last 1 1/2 game years? Italy has been placed in Civil Disorder starting with this turn. If Turkey should miss the next turn, this fate will also befall them. Since it looks like England may be out after this year, we may be down to the Big Three fighting over the spoils towards victory.

The draw proposal was defeated with ONE NO vote! It looks like this game will be played out to its natural conclusion.

The German fleet may retreat to Ireland, Clyde, or disband. Germany should have been listed as picking up Lpl last year instead of Edi, Edi was picked up in a previous year.

Fall 1909 moves are due with the next issue.

PRESS (surprisingly)

TWO MEN DEAD IN POWER SURGE

Banjarasin, Borneo (Aug 28, 1908): Two electrical engineers died today working on their experiment. They had found an ingenious method of producing electricity using quarks instead of electrons. The only problem was that it produced so much electricity that they died in the explosion, and sent a current backsurge into the nearby communications facility. An important message from Japan was lost in the melee.

HOKIE(1981Djm)

Winter 1913

Youngstown XII

MAJOR ADJUSTMENTS PROMPT SEASON SEPERATION

RETREATS: Russian A Skg disbands; USA F Ivo disbands, USA F Nfk-Tex.

ENGLAND(Dorsey): Builds F Lpl, F Lon. Has F Nfk, A Neb, A Bos, F Gra, F Natl, F Iri, F Eng, F Bre, F Spa(sc), F WMed, A Mun, A Ruh, A Bgy, F Matl.

FRANCE(Evans): Builds F Sen. Has F Ivo, A Gas.

ITALY(Kendter): Removes A Boh, F Tyr. Has F Ion, F Tyn, F Apu.

JAPAN(Wulff): Builds A Kyo, F Tok, A Osa. Has F Sind, F Som, F Wind, F Ade, F Mind, F EInd, A Sin, A Del, A Skg, A Tib, A Pek, A Man, A Yla, A Hok, A Han, A Aus, F SPac, F Per, F Mag, F Tim, F Cal. One unit short.

RUSSIA(Lowman): NMR; Removes A Inn. Has A Sil, A Oms, A Ukr, A Gal, A Sib, A Out, F StP(nc), A Mos.

TRANSVAAL(Goltz): Builds F Dur, A Pre, A Loz. Has A Tun, A Sah, A Tua, F GoG, A Nig, A Cyn, A Ken, A Mog, A Gor, A Lom, A Cap, F Ade, A Yem, A Jor, F CGH, F Ant, F Satl, A Arg, A Guy, F Moz. One unit short.

TURKEY(Crosby): Builds F Smy. Has F Gre, F Aeg, A Tri, A Vna, A Ser, A Clu, A Rum, A Afg, A Sev, F Bla, A Arm, A Syr, F Per, A Ira.

UNITED STATES(Bongard): Removes F Yuc, F CBr. Has A Cas, F Can, A Alg, F Tex, F Sar, F San, F Mgs.

DIP: There has been a proposal of a four-way draw between Japan, Transvaal, England, and Turkey. Please vote on this with the next issue.

Spring 1914 moves are due with the next issue.

The Japanese moves A Kar-Hok and A Ctn-Han were listed as failing in the last issue. These moves succeeded and should be changed to show this fact.

AUSTRIA REDUCES WARSAW; TURKS GOBBLING UP BALKANS
FRANCE CONTINUES INSANE WAR AGAINST ITALY AS GERMANY CLOSES

RETREATS: German F Den-Bal, Italian
F Tun-Ion.

AUSTRIA: Builds A Vie, A Gal-War,
A Sil S A Gal-War, A Vie-Gal,
A Rum-Ukr/dsl, F Gre H, A Ser S
F Gre.

ENGLAND: Builds F Lon, F Edi, A Lpl,
F Bar-StP(nc), F Den H, A Swe S
F Den, F Edi-Nrg, F Lon-Nth,
F Bel-Eng, A Lpl-Edi.

FRANCE: Removes A Naf, A Gas H/dsl,
F Tun H, F Tyr S F Tun.

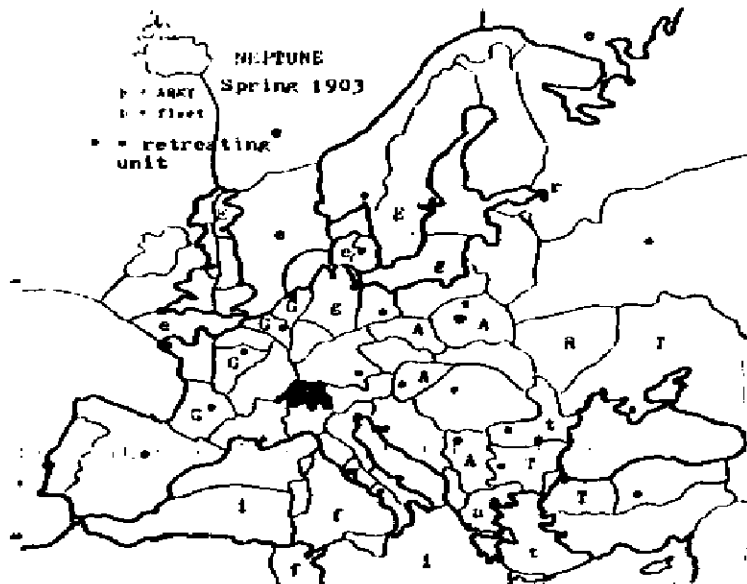
GERMANY: Builds F Kie, P Bal-Den,
F Kie S F Bal-Den, A Ruh-Bel, A Hol
S A Ruh-Bel, A Bre-Gas, A Par S
A Bre-Gas.

ITALY: Removes A Pie, A Tus-Rom,
F Ion-Tun, F Wes S F Ion-Tun.

RUSSIA: Removes P Bla, P StP(sc) H,
A War-Gal/dsl, A Ukr-Gal.

TURKEY: Builds F Smy, F Sev-Rum, A Bul S F Sev-Rum, A Con S A Bul, A Arn-Sev,
F Smy-Aeg.

DIP: The Austrian army may retreat to Budapest or disband. The French army may retreat to Marseilles, Spain, Burgundy or disband. The Russian army may retreat to Prussia, Livonia, Moscow or disband.
Fall 1903 moves are due with the next issue.



DEEP-SIX(1985C)

Spring 1903

Diplomacy

AUSTRIA SURRENDERS; ITALY ATTACKS TURKEY; ENGLAND SAVES
LIVERPOOL BUT LOSES EDINBURGH; GERMANY PROSPERS

RETREATS: French F Eng-Iri.

AUSTRIA(Christie): Removes A Ser,
A Tyo-Pie, F Alb-Adr.

ENGLAND(Mattern): Removes F Ska,
F Eng H, A Wal-Lpl, F Lon-Yor.

FRANCE(Evans): Builds F Bre, A Pic H,
A Gas-Mar, F Bre-Eng, F Iri-Lpl,
F Por-Mid.

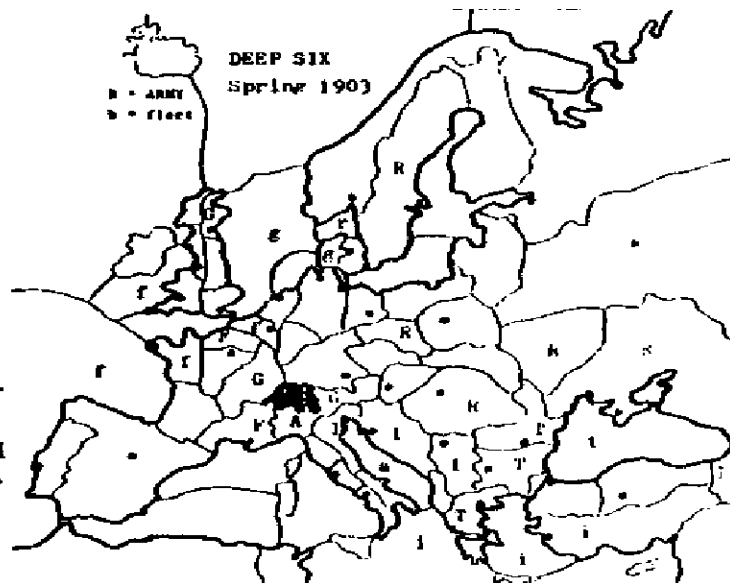
GERMANY(Crosby): Builds A Mun,
A Mun-Tyo, F Hol-Bel, A Bgy S F
Hol-Bel, A Bel-Edi, F Nth CON A
Bel-Edi, F Den S F Nth.

ITALY(Ouzts): Builds F Nap, A Ven H,
A Bud-Ser, A Tri S A Bud-Ser, F Aeg-
Smy, F Ion-Aeg, F Nap-Ion.

RUSSIA(Conlon): Builds A War, A Sev H,
F Swe-Ska, A Nrw-Swe, A Ukr S A Sev,
F Rum S AUSTRIAN A Ser-Bul/ANN,
A Gal-Bud, A War-Sil.

TURKEY(Prieto): Builds A Con, A Con-
Bul, A Bul-Rum, F Bla S A Bul-Rum,
A Gre S ITALIAN A Bud-Ser, A Arn-Sev.

DIP: The Russian moves were done by Tom Johnson (2 Chaucer Dr., Newark, DE 19713). I am asking him to submit moves for Russia with the next issue. If Pat Conlon should not send in moves, Tom will become the permanent Russian player.
Fall 1903 moves are due with the next issue.



PRESS-----

ROM-ANK: Our moment of glory is near! Standby!

ROM-PAR: Calm Down! I wasn't accusing you of foul play, just showing you how much I intend to keep our truce.

ROM-VIE: Athens is miserably hot this time of year, so I opted for the cool, comfortable mountains of Bud.

VIE-MOS: Swift move!!!

VIE-World: Quick Game!!

Geneva, Switzerland: What are those green things on English soil?!? No, they are Hunny Toads!!

ROMAN DAILY CHRONICLES

Special Report: A new political militia has sprouted in Sarajevo, Serbia. The Serbian Liberation Front has already begun attacking Austro-Hungarian Patrols in the area. Supply Depots were also sabotaged. The Roman senate is reportedly going to request the Emperor to Italy to aid the Serbs in their struggle to be free of Austrian tyranny.

AUSTRIA IN DUTCH! - Budapest, Austria

In a move that disapproved all rumors of peace with the Dual Monarchy, the 5th Italian Army rolled into Budapest as bewildered Hungarians looked on in awe of the Italian military splendor.

JACK DANIELS(1983Yrb32)

Fall 1909

Gunboat

FRANCE RETREATS INTO CENTER?; ITALY IN DIRE STRAIGHTS
SEIGE OF SEVASTOPOL IS FINALLY OVER

FRANCE: F Mid-Eng, A Bre-Pic, A Gas-Mar,
A Bel H/del, A Bgy S A Bel/dsl.

GERMANY: A Wal-Bel, P Eng CON A Wal-Bel,
P Nth S A Wal-Bel, A Hol-Ruh, A Mun
S A Ruh-Bgy, A Ruh-Bgy, A Boh-Vna,
A Tyo S A Boh-Vna, A Gal-Rum, P Nrg H,
A Sil-War, A Mos-Sev, A Ukr S A Mos-Sev.

ITALY: P Adu-Ven, A Pio-Mar, P Tun-Trn,
F Nap S F Tun-Trn.

RUSSIA: P Swe-Pin.

TURKEY: A Sev S A Rum/dsl, A Rum S A Sev,
A Bud S A Vna, A Tri S A Vna, A Vna
S A Tri, P Trn-Rom, P Ion-Tun, P Eas-
Ion, P Alb S F Eas-Ion, P Aeg-Con,
F Adu-Ven.

DIP: The French army in Belgium may retreat to Holland or disband. The French army in Burgundy may retreat to Paris or disband. The Turkish army may retreat to Armenia or disband.

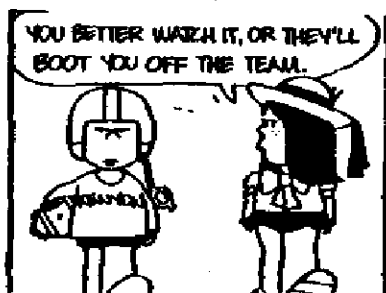
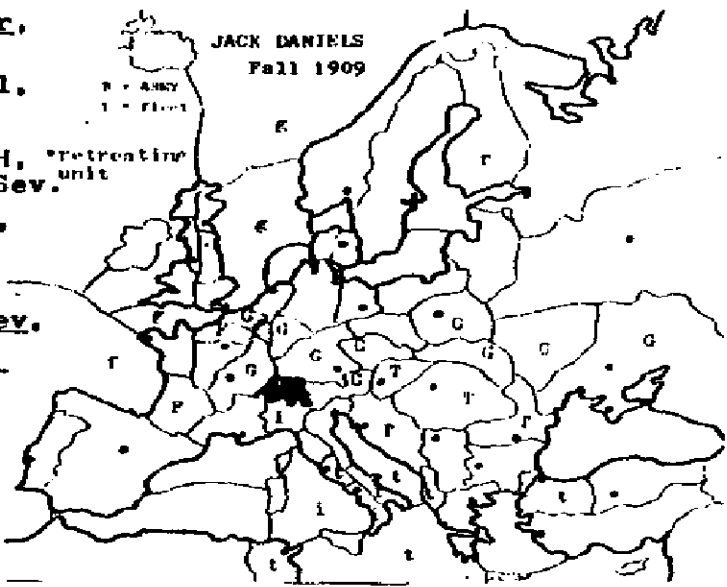
Winter 1909 adjustments and Spring 1910 moves are due with the next issue.

There has been a proposal of a draw between Turkey and Germany. Please vote on this with the next issue.

SUPPLY CENTER CHART.....1909

FRANCE:	Bre Mar Par Spa Por Hol?5/5	Constant*
GERMANY:	Ber Kie Hol?Bel Nwy StP Lpl Mun War Lon		
	Edi Mos Den Sev14/13	Builds 1#
ITALY:	Nap Adu Ven Trn2/4	Remove 2
RUSSIA:	Swe1/1	Constant
TURKEY:	Ank Con Smy Bul Rum Sev Ser Bud Gre Vie		
	Tri Tun Rom12/11	Builds 1@

*France will be at 6 centers if they retreat to Holland
Builds will depend of their retreats
#Germany will be constant if France retreats to Holland
@Turkey will build 2 if they disband A Sev



There are now two hobby-wide lists for people wishing to be on standby lists. One is being run by the Bill Quinn, the Boardman Number Custodian, and the other by Elmer Hinton, publisher of Kalissa. As both are just starting, I can not recomend either yet. The idea is very good, but I shall wait to see how well it turns out.

UNIVERSAL STANDBY FORM:

Yes!! I want to be a universal standby.

NAME _____

ADDRESS _____

I am willing to standby in _____ Games.

Mail to: Bill Quinn
301 Conroe Dr.
Conroe, TX 77301

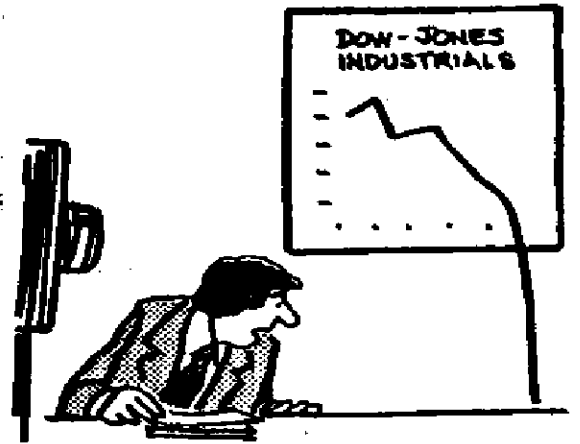
Signature

GENERAL STANDBY SERVICE: Names and addresses are listed (open) along with the number of offers desired. GM's needing standbys will request directly, must provide a zine sample, and, if the call is immediate, all pertinent game information (players addresses, SC ownership, House Rules, etc.). No charge, but user GM's must trade with Foundation to get this listing.

ALSO

GAME WANTED LISTING: Players can be listed for various games that they would like to see played, especially variants or rarely seen wargames. Four insertions are carried (monthly) for \$1. Addresses aren't released, but offers are passed onto players through the custodian, who will also mention when such games finally fill and are taken.

GSS & GWL to: Gamemasters Publishers Association
PO Box Letter S
Nashua, NH 03061



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"HEAVENS TO BETSY!!"

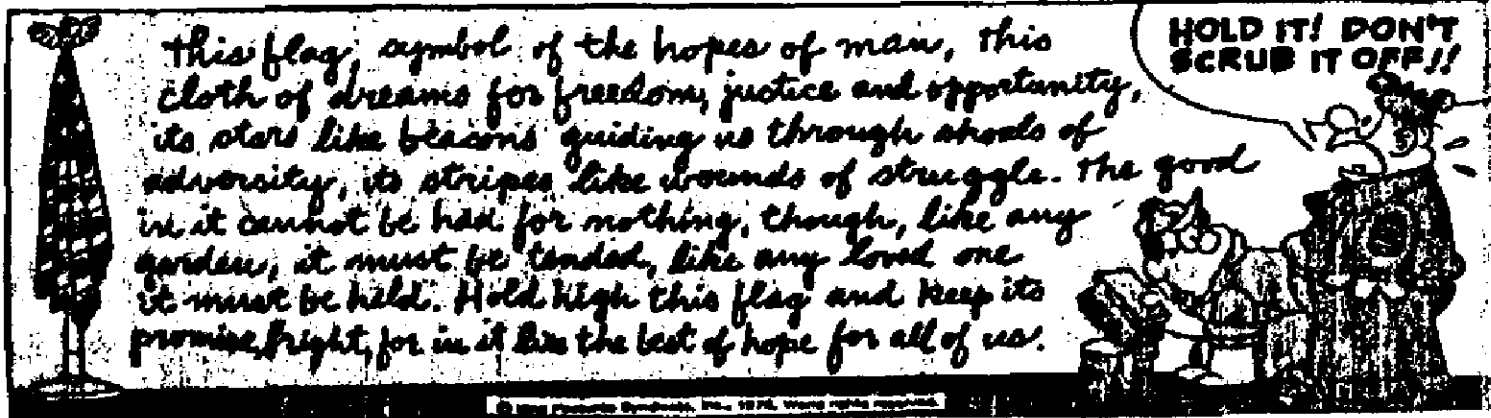
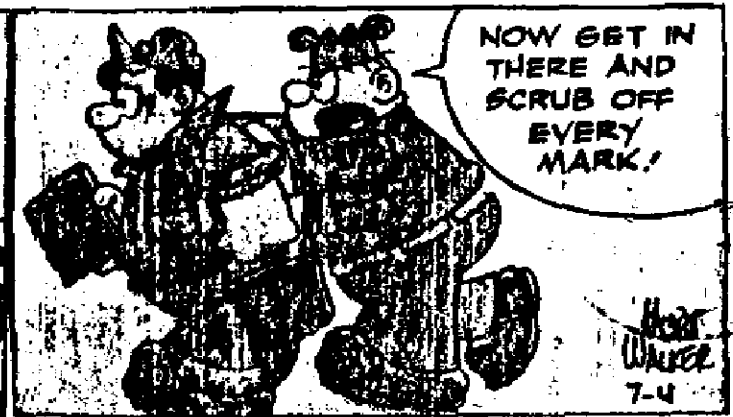
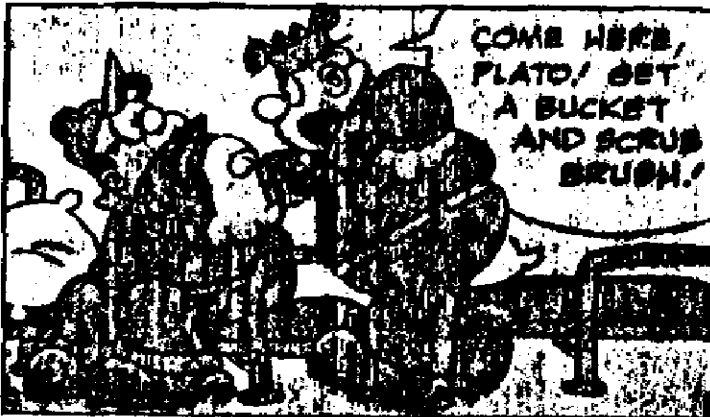


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"JIMMY CARTER can think about just -- why

Beetle Bailey

by Mort Walker



I didn't expect to be met when the liner arrived in New York, but I was wrong. While excited passengers watched for the Manhattan skyline, I noticed that an acquaintance of mine seemed wrapped in a cocoon of thought. "Anyone meeting you, Jock?" I asked.

"Yes," he replied, "the most wonderful woman in the world."

"Your wife?"

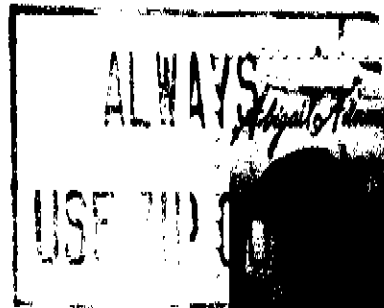
"No, but she's the one who's made life worth living for me. When I was a displaced person, she took me into her home and helped me to get a job. Whenever I go away, she's always here to welcome me back." Suddenly, gesturing with his pipe, he said, "There's the old girl now." And emerging through the mist was the Statue of Liberty, her torch of welcome held high for all of us.

-George Roosevelt (in Readers Digest)

A young man was studying the application for life insurance, left with him by the enterprising salesman. He came to the question, 'If your father is not living, state the cause of death.' (The unfortunate fact was that his father had been hanged.) After thought, he wrote, very carefully, 'He was attending a public function, when the platform on which he was standing gave way, and he was killed.' He got the insurance.

-Robbie Robinson (in Point Pleasant Register)

THE APPALACHIAN GENERAL
c/o David K. Mc/Crumb
Route 1, Box 109
New Castle, Virginia 24127



PLAYER _____
SUB _____
TRADE _____
SAMPLE _____

send to:

Larry Perry

PO Box 8416

San Diego, CA

92102