

THE APPALACHIAN GENERAL

35



THE APPALACHIAN GENERAL (TAG) is a monthly publication from DAVALAN Press. TAG is devoted to the playing of diplomatic games. Variants are the main focus, but one or two games of regular Diplomacy are always included. There are currently no game openings. Standby players are always welcome. A subscription is 75¢ per issue, or 15 issues for \$10.00 if paid in advance. The editor and publisher of TAG is: David K. Mc/Crumb, Route 1, Box 109, New Castle, Virginia 24127 USA. Phone: 703-864-6501 Do not call after 9:00 pm.

September 3, 1986

Mailed moves are due by October 3, 1986.

Moves will not be accepted after October 1, 1986 by phone.

My lab course finally ended. The last write-up was turned in on last Friday. I have finally relearned what sleep is. And once I did, what did I do but stay up late and finish this issue of TAG. I would pat myself on the back, but I would rather get to the bottom and go to bed. By the way, I got an A-.

This must be Jay Ouzts lucky month. Not only did he win the try breaking drowing for both quizzes (military and chemistry), but he had a very good turn in Beethoven's Last as the replacement Thracian player and made headway as Germany in Numbers Game against the deadly Japanese Empire.

I was going to include an adress update, but it will have to wait until next issue. I ran out of room. A review of the Runestone Poll was included in its place.

REVIEWS:

DIPLOMACY WORLD - Larry Peery, c/o IDS, Box 8416, San Diego, CA 92102-0416
sub is \$12.00 for 4 issues (US funds)

Peery's Diplomacy World is the most recent attempt to keep this percieved Flagship Publication afloat. A huge campain was launched last year to rake in enough funds to cover overhead and make it possible to go from one printing to the next without haveing to rely on new subscriptions to pay for it.

The first issue (as I see it) delt with navl power in the game. It was a well written series by many of the most influential peple that play Diplomacy. The only complaint is that borders were used on each page and this cut down on the amount of page space left for printing. As a result, the page count gave a false indication of the amount of contnet.

The summer issue (#43) was a big disapointment. Most of it dealt with DIPCON, held this year in conjuction with MARYCON at Rrederickburg Virginia. While I was there and enjoyed reading about it from other peoples perspective, it did tend to drag on. And for those that did not attend, I am sure that they thought it was the most boring trash they had paid for all year. The only bright spot was the dropping of the page borders in the last half of the issue. It looked much nicer.

Do I dare to can this zine, in which case I will have most of the hobby jumping up and down around my ears. (I donated to the 'Save the DW Fund' guys). Or do I go with the crowd that voted DW 6th in the 1986 Runestone Poll and praise it to high heaven. I will do neither. I will say it is good reading and may be worth the money. It is good reading just for the variants that they print. I will continue to recieve it. I just hope the last issue was the exception, and not the rule.

A BATTLE OF WITS - #5 (ANSWERS)

Once again, the response to this section was much less than I had anticipated. But since several of you have said that you enjoy it even if you do not participate, I will continue to run it for a few more installments.

This is the first time that I ever said that ties would be broken by a random drawing, and it is a good thing that I did. We had the first tie in ABOW#5. Both people got seven questions fully correct and three partially correct. The two people were Jay Ouzts and James Early. Jay won the drawing and will be receiving the book by Major Boyington in the mail. Congratulations!

1. Henderson Airfield, on Guadalcanal, was named after Major Lofton R. Henderson, a Marine dive-bomber squadron leader killed in action during the Battle of Midway.
2. Lieutenant Thomas Lamphier shot down the plane that was carrying General Isoroko Yamamoto on April 18, 1943.
3. The greatest American ace of all time is Major Richard 'Bing' Bong with 40 kills.
4. An LCVP is a Landing Craft, Vehicle & Personal.
5. PT-109, comanded by John F. Kennedy, was run over by the Amagiri on August 2, 1943 in Blakett Straight in the Solomon Islands.
6. Captain William A. Shomo, of the 5th AF, shot down six Zeros and one bomber in his first combat mission. When asked why he let two more Zeros get away, he replied, "I ran out of bullets."
7. Captain Donald G. Kennedy was a coast watcher on New Georgia. He was the most active coast watcher during the whole war. He personally saved 20 downed American pilots, sunk several small patrol boats and troop barges, and led guerrilla attacks on Japanese outposts.
8. Major General George C. Kenney, commander of the Fifth Air Force, was known to the Japanese as "The Beast." He invented 'skip bombing', the parafrag, and the dropping of white phosphorus to blind the ant-aircraft gunners.
9. First Lieutenant William D. Hawkins was the first non-aviator to have a military airstrip named after him. This honor came after he won the Medal of Honor on Tarawa Atoll on the island of Betio. It is thought that his actions were what allowed the Americans to finally establish a beach head in their most bloody battle up to that date.
10. Only 17 Japanese prisoners were taken in the Battle of Tarawa Atoll. In addition, 129 Korean laborers were captured.
11. The Sea Bee's (CD) got their nickname from the official name of their unit, the Construction Battalion. Their insignia was a bee blazing away with a Tommy gun while carrying a wrench and hammer.
12. Rodger Young, the young man immortalized in a popular ballad, was killed on Bartley Ridge on New Guinea.
13. The Navy's first night bombing attack on enemy shipping accured at Truk.
14. The Japanese lost 445 planes, while the US lost 130 planes during the "Great Marianas Turkey Shoot." *80 of the US planes were lost when they could not make it back to the carriers after a twilight attack on the Japanese carrier force.
15. On Peleliu, Lt. General Sadae Inoue commanded his troops to not attack in any suicide charges on the beaches, but to withdraw into the hills once the Americans had forced a landing. They were also prohibited from committing suicide once they were surrounded, instead being ordered to hide and make surprise attacks on the rear areas. In all, this battle cost 1529 American lives with over 6000 wounded. It was estimated that it took almost 1600 rounds of ammuntion to kill each of the 10,000 defending troops.

ITALIAN-TURKISH CONFLICT LOOMS AHEAD

RETREATS: Russian 3A Tri disbands, 2F Den disbands.

AUSTRIA: Constant. 2A Bud S 5A Tri-Vie, 3A Ser-Tri, 4A Ven-Tri, 5A Tri-Vie,

ENGLAND: Removes 1A Swe. 2A Yor-Lpl, 1F Den-Nth, 2F Wal S 2A Yor-Lpl,
4F Nth-Nrg.

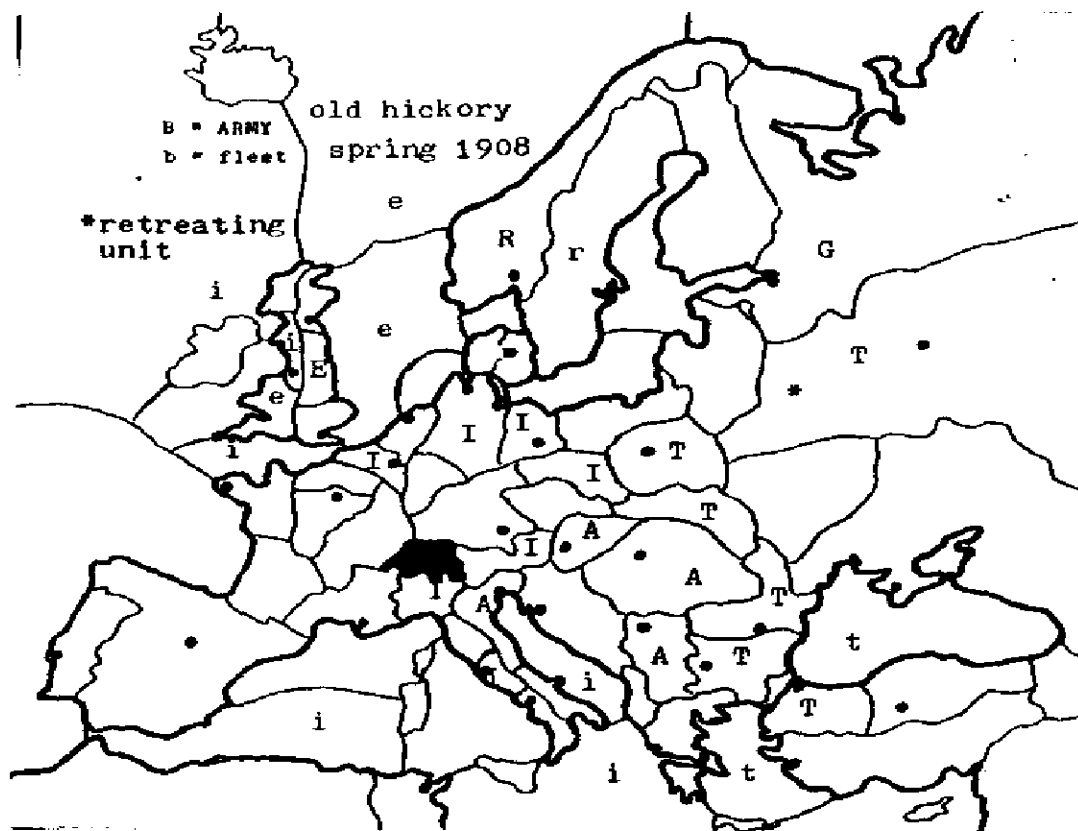
GERMANY: Constant. 1A StP-Nwy.

ITALY: Builds 7A Rom, 6F Nap. 1A Hol-Kie, 2A Bel H, 3A Mun-Tyo, 4A Kie-Ber,
5A Ber-Sil, 6A Tus-Pie, 7A Rom-Apu, 1F Bre-Eng, 2F NAO s 3F Lpl,
3F Lpl H, 4F Trn-Wes, 5F Adr-Apu, 6F Nap-Ion. Plays one short.

RUSSIA: Removes 1A Vie. 5A Mos-War/dsl, 3F Bal-Swe, 4A Nwy S 3F Bal-Swe.

TURKEY: Builds 5A ^{nak} ~~Sey~~, 6A Con. 1A Gal S 4A Bul-Rum, 2A War S 3A Sev-Mos,
3A Sev-Mos, 4A Bul-Rum, 5A Ank-Con, 6A Con-Bul, 1F Rum-Bla, 2F Gre-Aeg.

DIP: The dislodged Russian army may retreat to Livonia, Ukraina, or disband. Fall 1908 moves are due with the next issue.



TURKS SLIP BEHIND ITALIAN LINES; AUSTRIANS FINALLY OUT

RETREATS: Turkish 4A Ser-Bul.

AUSTRIA: 3A War-Mos/dsl.

ENGLAND: 2A Yor-Lon, 2F Hel S 5F Kie, 3F Edi H, 4F Den S 5F Kie, 5F Kie S 4F Den.

GERMANY: 3A Bel S 6A Hol, 4A Bre H, 6A Hol S 1F Ber-Kie, 1F Ber-Kie.

ITALY: 1A Bud-Rum, 3A Ser S 1A Bud-Rum, 4A Bur-Par, 5A Par-Bre, 6A Lpl S 2F NAO-Cly, 7A Tri S 3A Ser, 8A Ven-Tyo, 1F Eng S 3F Wal-Lon, 2F NAO-Cly, 3F Wal-Lon, 4F Syr-Smy, 5F Eas S 6F Ion-Aeg, 6F Ion-Aeg.

RUSSIA: 1A Ukr S 3A Mos-War, 2A Fin-Swe, 3A Mos-War, 2F Nwy-Nth, 4F Bal S 2A Fin-Swe.

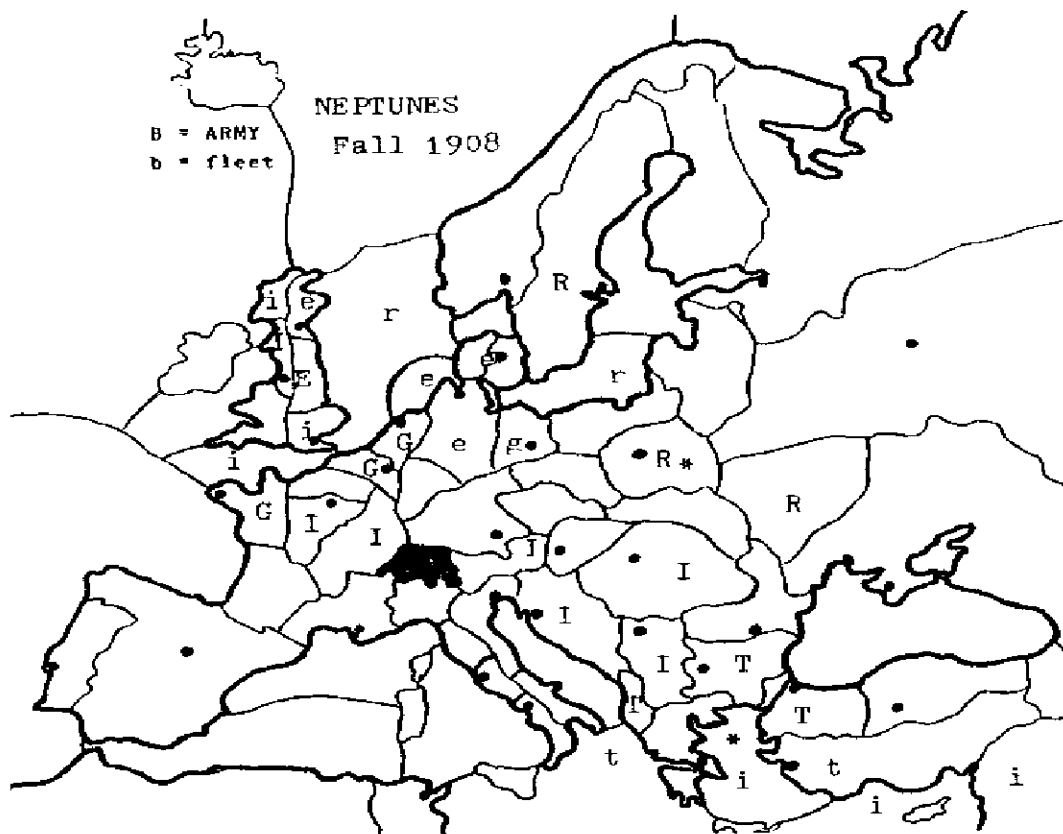
TURKEY: 2A Alb-Ser, 3A Con S 4F Smy, 3A Bul-Rum, 2F Gre-Ion, 3F Aeg S 1F Gre-Ion/dsl, 4F Smy H.

DIP: The Austrian retreat does not affect any other retreats and will be removed afterwards. The Turkish fleet may retreat to Greece or disband. Winter 1908 and Spring 1909 moves are due with the next issue.

SUPPLY CENTER CHART.....1908

AUSTRIA:	War0	OUT!
ENGLAND:	Lon Lpl Kie Den <u>Edi</u>3	Remove 2
GERMANY:	Ber Bre Par Bel <u>Hol</u>4	Constant
ITALY:	Nap Rom Ven Spa Tun Tri Mar Por Vie Bud	
	Edi Mun Rum <u>Lon</u> <u>Lpl</u> <u>Par</u> <u>Ser</u>16	Builds 3
RUSSIA:	Mos StP Nwy Swe Sev <u>War</u>6	Builds 1
TURKEY:	Ank Con Smy Bul Gre Ser5	Remove 1*

*Turkey will be constant if they remove the retreating unit.



TURKS SLIP INTO StP; UNDEFENDED LIVERPOOL IGNORED

RETREATS: French 1F Lpl-Cly; German 1A Kie disbands; Turkish 2A Mos-Lvn.

AUSTRIA(Bongard): Removes 1A Alb, 4A Tyo, 1F Ion. 2A Tri H, 3A Vie H.

ENGLAND(Addison): Builds 4F Edi, 5F Lon. 1A Kie S 2A Hol-Ruh, 2A Hol-Ruh, 3A Yor-Edi, 1F Swe-Bal, 2F Bel-Eng, 3F Nth S 2F Bel-Eng, 4F Edi-Nrg, 5F Lon S 2F Bel-Eng.

FRANCE(Diehl): Removes 1A Spa. 2A Bur-Bel, 3A Pic S 2A Bur-Bel, 1F Cly-Nrg, 2F Eng S 2A Bur-Bel/dsl, 3F Mid-NAO.

GERMANY(Crosby): Constant. 3A Ber-Mun.

ITALY(Kelly): Builds 3F Rom. 1A Pie-Tyo, 2A Mun S 1A Pie-Tyo, 3A Ven S AUSTRIAN 2A Tri H, 1F Lpl-Iri, 2F Nap-Ion, 3F Rom-Trn.

RUSSIA(Hoffman): Consant. 1A War-Ukr, 2A Mos S 1A War-Ukr, 1F StP(sc)-GoB.

TURKEY(Botimer): Builds 5A Ank, 6A Con, 3F Smy. 1A Bud-Gal, 2A Lvn-StP, 3A Ser-Bud, 4A Sev-Ukr, 5A Ank-Sev, 6A Con-Bul, 1F Gre-Alb, 2F Bla CON 5A Ank-Sev, 3F Smy-Aeg.

DIP: The dislodged French fleet may retreat to Brest, Mid-Atlantic, Wales, or disband. Fall 1904 moves are due with the next issue.

PRESS:

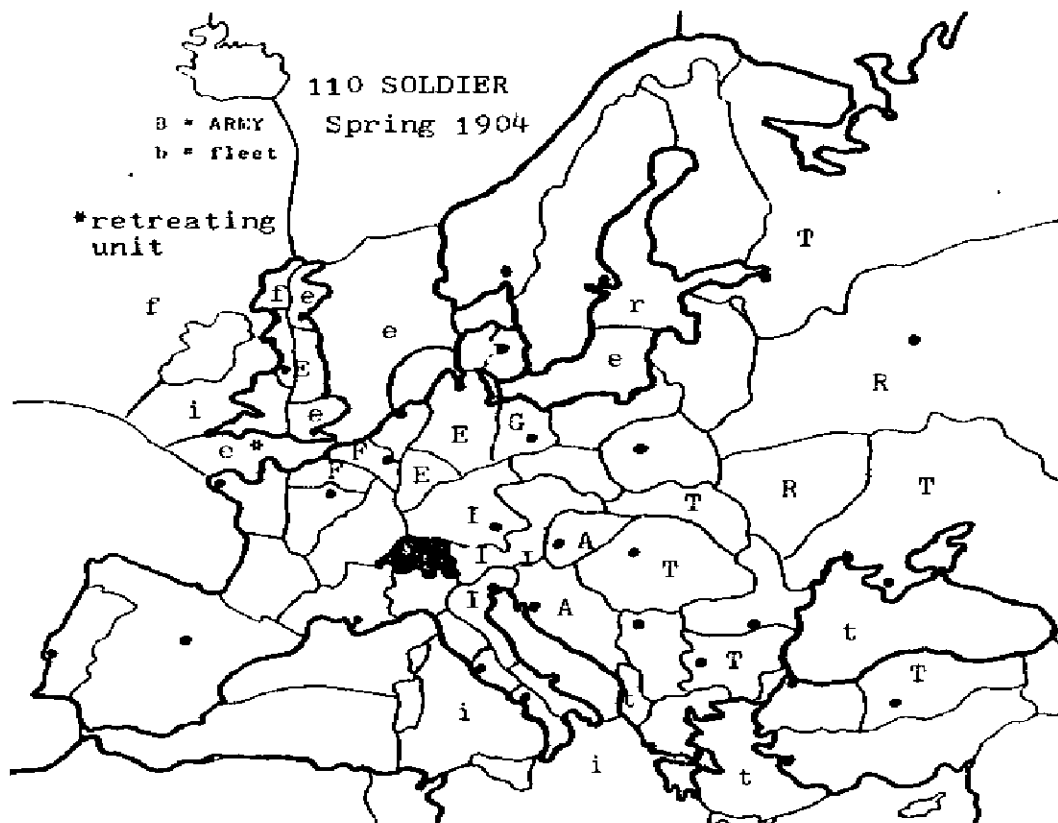
AUSTRIA-EVERYBODY: Now under new management! For those of you who were kind enough to write to me, I'm sorry I haven't replied yet, but it's hard to make a decision when it looks like you're going to be a puppet.

ENGLAND-GM: In the last Dragon's Tooth Ratings, you were the 3rd ranked Diplomacy player.

GM-ENGLAND: Thank you for that information. I have no idea how I managed to achieve that. After all, I only have two wins and one two way draw. I shall have to write a get a copy for myself.

ENGLAND-FRANCE: What a shame. I'm going to miss your letters.

ITALY-AUSTRIA: Tsk, Tsk. I'm sorry it happened that way.



GERMANS RETREAT BEFORE THE RUSSIAN STORM

RETREATS: German 1F Swe-Den.

FRANCE(Evans): 1A Bur-Mar, 2A Pic-Bel, 4A Gas S 4F Mid-Spa(sc), 1F NAO S 2F Iri-Mid, 2F Iri-Mid, 3F Eng S 2F Iri-Mid, 4F Mid-Spa(sc).

GERMANY(Crosby): 4A Hol S 4F Kie, 1F Den-Swe, 3F Nth-Edi, 4F Kie H.

ITALY(Ouzts): 1A Bud-Ser, 3A Mar S 3F Spa(sc), 4A Tyo S 6A Tri, 5A Ank-Smy, 6A Tri S 1A Bud-Ser, 1F Con-Bul(ec), 2F Wes S 4F Naf-Mid, 3F Spa(sc) S 4F Naf-Mid, 4F Naf-Mid, 5F Por S F Spa(sc), 6F Gol S 3A Mar, 7F Tus-Pie, 8F Ion-Aeg.

RUSSIA(Brooks): 2A Sil-Boh, 4A Boh-Vie, 5A Mun-Tyo, 7A Gal S 4A Boh-Vie, 8A Ber H, 9A Rum-Bul, 1F GoB-Bal, 3F Nwy H, 4F Swe S 1F GoB-Bal.

DIP: The concession to Italy was defeated 1 YES, 1 NO, and 2 ABSTAIN. Remember, an abstention will not defeat a concession vote. Only a no vote will defeat it. There has been a proposal for a draw between Italy and Russia. Please vote on this with the next issue. Also due with the next issue will be Winter 1908 adjustments and Spring 1909 moves.

SUPPLY CENTER CHART.....1908

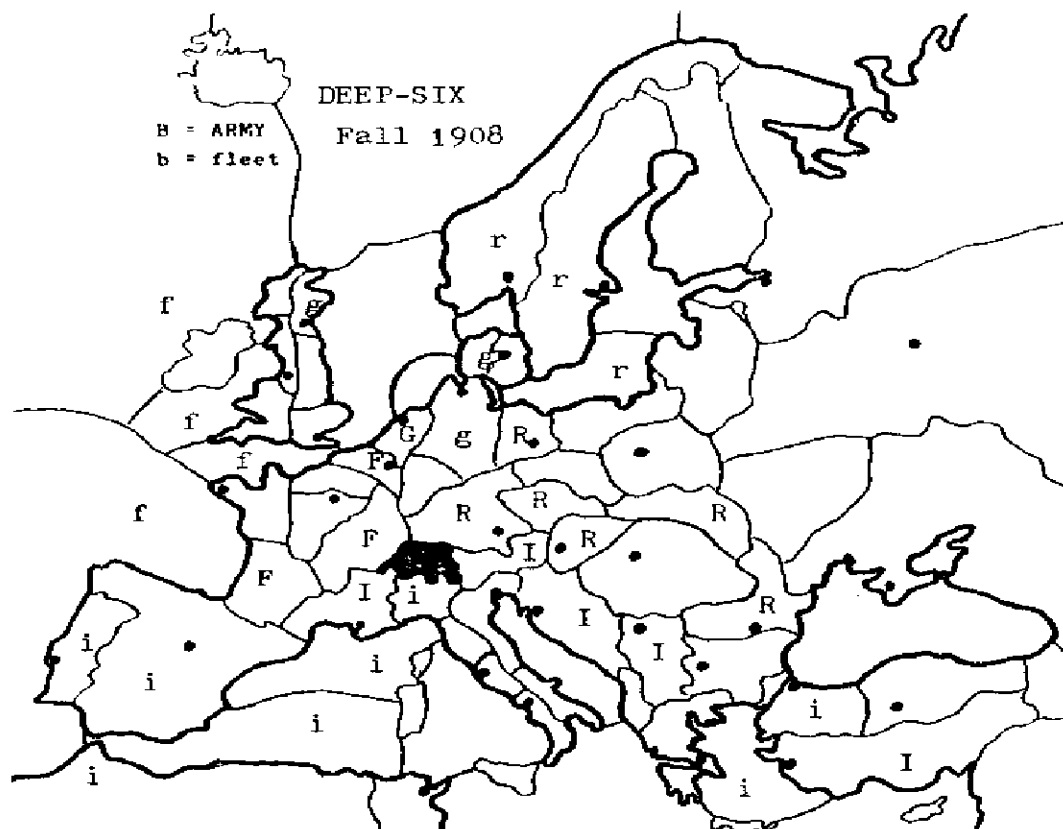
FRANCE:	Bre Par Spa Lpl Edi Hol Lon Bel.....5	Remove 2
GERMANY:	Ber Swe Den Kie <u>Edi</u> <u>Hol</u>4	Constant
ITALY:	Nap Rom Ven Tri Tun Gre Smy Con Bul Ser Ank Mar Por <u>Spa</u>14	Builds 1
RUSSIA:	Mos StP War Rum Bud Vie Sev Mun Nwy <u>Ber</u> <u>Swe</u>11	Builds 2

PRESS:

ROME-MOSCOW: I was wrong. I was a bit(?) hasty and paranoid. As you can see, I have retreated to my territory. Consider this a public apology.

RUSSIA-GERMANY: I admire your defensive and offensive moves. You are a difficult opponent. The Russian High Comand invites you to serve with the Russian Army. Good Luck!!

Paris Chronicles (Aug 30, 1986): To all loyal Frenchmen - don't give up hope! Napoleon has just returned from the dead! The French will rise once more!!



ASSYRIANS STRICKEN WITH LEMMING SYNDROME; BABYLON HAS TROUBLES
 ITALIAN-THRACIAN WAR WINDS DOEN; ITALY ATTACKS EGYPTIAN HOLDINGS
 FAMINE PRECIPITATES CIVIL WAR ON CRETE; PEASANTS TREMBLE

AQUIRE CIV CARDS: Egypt-Coinage and Melatworking
 Assyria-Pottery and Architecture
 Crete-Mysticism and Architature
 Thrace-Pottery

CALAMITIES: Volcano in N7-Crete lost one token.

RETURN EXCESS TRADE CARDS: Italy returns 2 one-point cards.

ALTER AST: 8th square-Thrace, Crete, Assyria
 7th squzre-Egypt, Italy
 6th square-Babylon

TURN 9A

ASSYRIA(Frueh): Collects 18 tokens tax (has 18). Expansion gives
 4t @ K4, J3, L6, L9, L8, L7, M1; 5t @ G4; 2t @ L1. Remove ships.
 Movement: 4t K4-L3, 4t J3-L6, 4t L6 hold, 4t L9-L6, 5t G4-G2, 2t L8 hold,
 2t L8-L6, 2t L7-G1, 2t L7 hold, 4t M1-M2, 1t L1-M1, 1t M1 hold.

BABYLON(Collier): Collects 10 tokens tax (has 19). Expansion gives
 3t @ J7, J9, H3, H7, H8, G3; 2t @ J3, H1, H5, H6, H9, G6; 1t @ J1, J2,
 J4, J5, J8, F2. Movement: 2t J8-H2 (impossible), (1t J8-H2), 2t H1-H2,
 2t H9-H2 (impossible),(2t H9 hold), 3t H8-H7, 1t J1 hold, 1t J2 hold,
 1t J4 hold, 1t J5 hold, 1t F2 hold, 2t J3 hold, 2t H5 hold, 2t H6 hold,
 2t G6 hold, 3t J7 hold, 3t J9 hold, 3t H3 hold, 3t H7 hold, 3t G3 hold.

CRETE(Bomgard): Collects 12 tokens tax (has 12). Expansion gives
 5t @ M4; 4t @ M6, N4, N9, P9; 2t @ M7, N2, N5, P1, P4. Removes ships
 @ P4, P4. Maintains ships @ P9, N7 with taxes. Builds ships at N2, M6
 with taxes. (Uses 6 tokens tax. Has 6 tokens in treasury.) Movement:
 (1t N9-N7 & 1t N9-N4)/S: N7-N9-N7-N4-N7, (1t N2-P8)/S: N2-N1-P8-N1-N2,
 (2t M6-M8)/S: M6-M7-M8-M7-M6, (1t P9-N4 & 1t P9-N5)/S: P9-N4-N5-N4-P9,
 3t N4-N5, 1t N4-N2, 1t N2 hold, 1t N5 hold, 2t N9 hold, 2t M6 hold,
 2t M7 hold, 5t M2 hold, 2t P1 hold, 2t P4 hold, 2t P9 hold.

EGYPT(Dorsey): Collect 24 tokens tax (has 24). Expansion gives:
 1t @ D2, D3, F6; 2t @ D5, D7, D8, E3, E5, E6, E8, F5; 4t @ D6, E1, E7.
 Builds ships @ D6, D8 (uses 4t treasury). Movemt: 1t D5-D6, 1t D7-D6,
 (4t D6-E3)/S: D6-D8-E1-E2-E3, (2t E1-E3)/S: D8-E1-E2-E3(2t D8-E3 also),
 2t E7-D8, 2t E6-E3, 1t E5-E6, 1t D2 hold, 1t D3 hold, 1t D5 hold,
 1t D7 hold, 1t E5 hold, 1t F6 hold, 2t E1 hold, 2t E7 hold, 2t E8 hold,
 2t F5 hold, 2t E3 hold.

ITALY(Wulff): Collects 6 tokens tax (has 12). Expansion gives: 1t @ B6, R2,
 D7; 2t @ A1, A5, A6, B1, B3, B4, B5, C4, C5; 3t @ B8, A7; 4t @ A3, C1, C3,
 C8. Maintains ships @ B1, B8 (with 2t treasury). Builds ship @ C3 (2t treas)
 Movement: 2t C8-D2, 1t C8-C9, 1t C8 hold, 2t C1-C7, 2t C1 hold,
 (1t C3-C2 & 1t C3-C8)/S: C3-C2-C6-C8, 2t C5-C3, 2t C4-C3, 2t C3 hold,
 (1t B8-C5 & 1t B8-C4)/S: B8-C5-C4, 1t B8 hold, 1t B6 hold, 2t B3 hold,
 3t A7 hold, 2t B4 hold, 1t B5 hold, 1t B5-B4, 1t P7-R2, 1t R2-A9,
 (2t A6-B4 & 1t B1-B4)/S: B1-A6-B1-B4, 2t A5-A1, 1t B1 hold, 2t A1 hold,
 4t A3 hold.

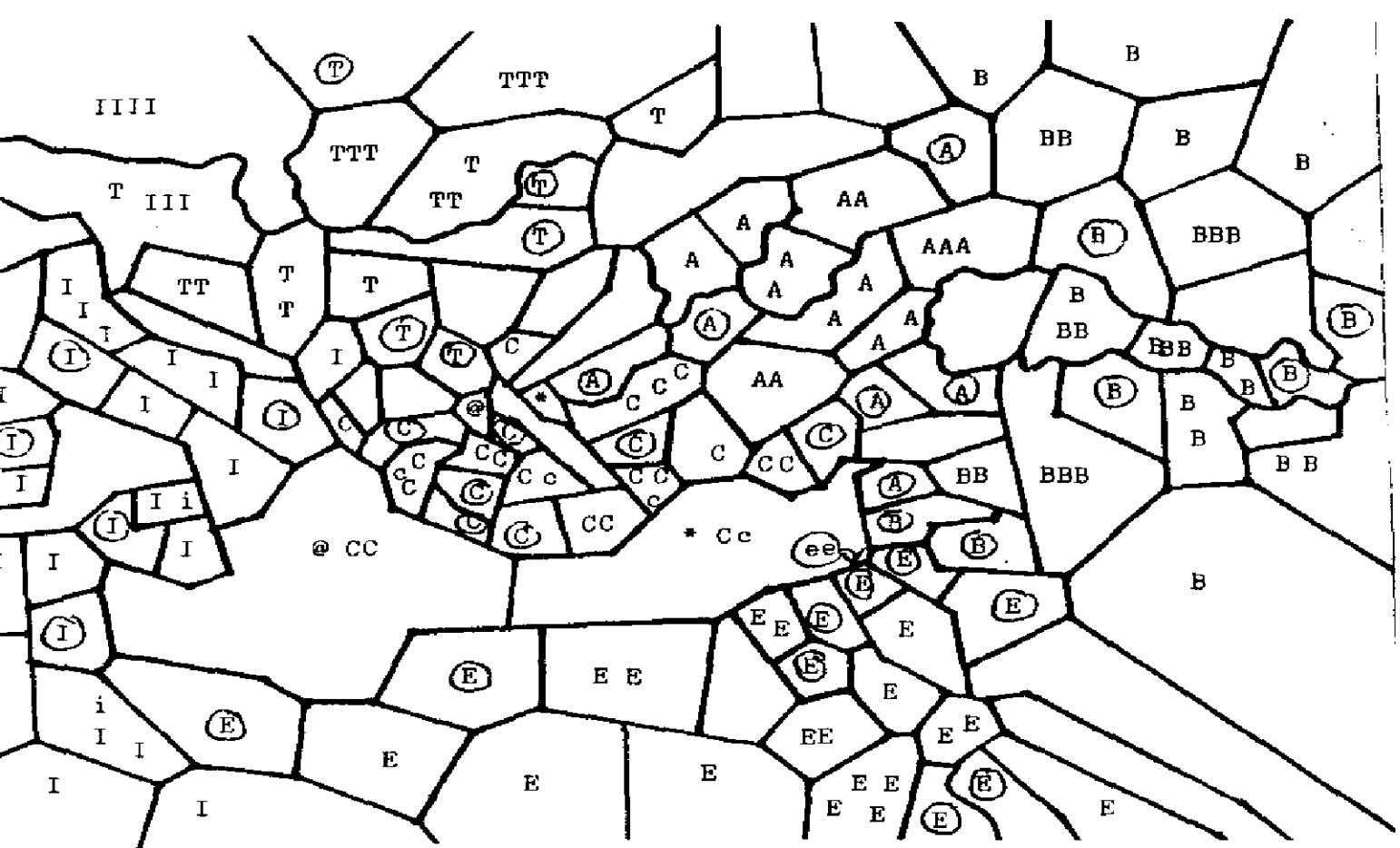
THRACE(Ouzts): Collects 6 tokens tax (has 6). Expansion gives: 6t @ K5;
 4t @ A8, A9, P6, R4, K1, K2, A1; 2t @ A4, R1, R3, A2, A5. Movement:
 4t A1-A2, 2t A2 hold, 2t A5-A2, 4t K1-A2, 3t K5-A5, 3t H5 hold, 3t K2-K1,
 1t K2 hold, 2t A4-A3, 2t A8-A9, 3t A9-A5, 2t R3 hold, 2t R1-R3, 4t R4-R3,
 4t P6-R3, 2t A8 hold, 1t A9-R1.

Notes: Babylon had only one token in area J8, and even though he ordered
 to tokens to H2, only one could move there. He also ordered two tokens from
 area H9 to area H2. This is impossible because H9 is seperated from H2 by
 the western end of the Persian Gulf. A ship is needed to cross this area.

There were a few minor mistakes in the update last turn. Assyria had
 zero tokens in treasury. Crete had 3 tokens in M4, and one token in P1.
 Crete also had 39 tokens in stock (I have lost one of their pieces).

CONFLICT:

A3	Italy	Thrace	A9	Italy	Thrace
Start	4	2	Start	1	2
End	3	1	End	0	2
D2	Italy	Egypt			
Start	2	1			
End	2	0			



BUILD CITIES: Babylon - H7
 Crete - N5
 Egypt - E3

Italy - B4, C3
 Thrace - A2, R3

REMOVE SURPLUS POPLUATION:

Assyria: L6 -9t to 3t, L3 -4t to city, G2 -7t to city, G1 -2t to city,
 M2 -4t to city.
 Babylon: H2 -3t to city.
 Crete: P1 -1t to 1t, P4 -1t to 1t, M7 -1t to 1t, M4 -2t to 3t.
 Italy: D2 -1t to 1t.
 Thrace: A5 -3t to 3t.

REDUCE UNSUPPORTED CITIES:

Assyria: L2 city to 2t, L4 city to 2t, L5 city to 2t.

TRADE CARD ACQUISITION:

Italy: #1,#2,#3,#4,#5. Has 11 cards.
 Thrace: #1,#2,#3,#4,#5. Has 7 cards.
 Assyria: #1,#2,#3,#4,#5,#6. Buys #9. Has 9 cards.
 Babylon: #1,#2,#3,#4,#5,#6. Has 11 Cards.
 Crete: #1,#2,Famine, Civil War, #5,#6,#7. Has 8 tradable cards.
 Egypt: #1,#2,#3,#4,#5,#6,#7,#8,#9. Buys #9. Has 13 cards.

Your trade cards are:

Due with the next turn is Phase 'B' and 'C'. We will try them together and see how it works out. Dave, you need to send me your removals for the famine, who else suffers from the famine (and by how much), the 15 points that you chose for your faction in the civil war, and who picks the other 20 points for that faction. I will then call the other players affected by the famine, and the other person for the civil war. All of these people will have 24 hours to return my call with their removals, else I will do them myself. I will then call Dave back and report to him the two factions in the civil war. He will then have 24 hours to pick his side. If you wish, dave, you may wait until all CIV cards have been bought to levy the famine damage if you wish. Complicated? If you have any questions, just call and I will try to explain it to you.

If there is anyone who is not a player in this game and is following it closely, please let me know. We occasionally do turns between issues of TAG. I condense them in the next issue, but if you would like to receive the full version, let me know.

PRESS FOR BEETHOVEN'S LAST:

Assyria to World: Prepare for famines and Civil Wars! The civilized world has gone bankrupt. Careful on who you decide to starve - will that only insure their position to be the second faction to your unrest?
Thrace to Italy: I hope these moves prove my desire to end our foolish war.
Excerpts from this turn in a chronicler's eyes:

Now in these days the King of Pylos called together his counillors and generals and said unto them, "Lo, the island to our north is without a great people. Let us go and settle thereon, and make the land bring forth good things." And so the orders went out, and great ships were built, to carry 50 oarsmen each, and fitted out with sails and provisions, and filled with soldiers and chariots.

At length the fleet sailed, and it was vast in number, full 55 ships with 3300 men, 15 chariots, and 30 horses. They came at last to the island, and settled on it, subduing the few rude natives and making them servants to till the fields. They set up watchtowers, and built houses, and planted olive trees, so that 8 springs later the first tributes of oil came unto the King in fair, sandy Pylos, and the counillors marked upon the King's wisdom.

The Supreme Ruler of Thrace, His Cro-Magnonness Og II, has announced his intention to try to invent the paper mill. To do this he'll need papyrus. Hopefully, this will help the astrologers and priests pay off a few bills. It could also pay for some new construction work. At any rate, get in touch with his Cro-Magnonness after trade card acquisition if you want to deal.

Winter 2102

SECURITY COUNCIL(1986Hgf20)

Final Conflict III

NUCLEAR PROLIFERATION BEGINS

AVS(Dorsey): Builds 1N SYD. Has 1FBCR, 2F NEZ, 3F sum, 1P FER.
BRA(Bongard): Builds 4F BEI, 1P AMA. Has 1A bol, 1F VEN, 2F swa, 3F nea.
CBI(Crosby): Builds 3A IEK, 3F CAN, 4F SHA. Has 1A bur, 2A sin, 1F kor, 2F MAI.
DAI(Mattern): Builds 3A SAU, 4A BAC, 2F EGY. Has 1A TEN, 2A IND, 1F IBE, 1P SAU.
EUS(Early): Builds 3A MOS, 1N OMS. Gives \$1 to USA. Saves \$1. Has 1A GER, 2A mon, 1F ENG, 2F JAP, 1P OMS.
GAF(Hood): Builds 4F NAN, 1N ZAI. Has 1A ZAI, 1F mad, 2F SOM, 3F SEN.
USA(Collier): Builds 2A IOS, 3F ALA, 2P QUE. Has 1A alb, 1F MEX(wc), 2F lab, 1F haw. Saves \$3.

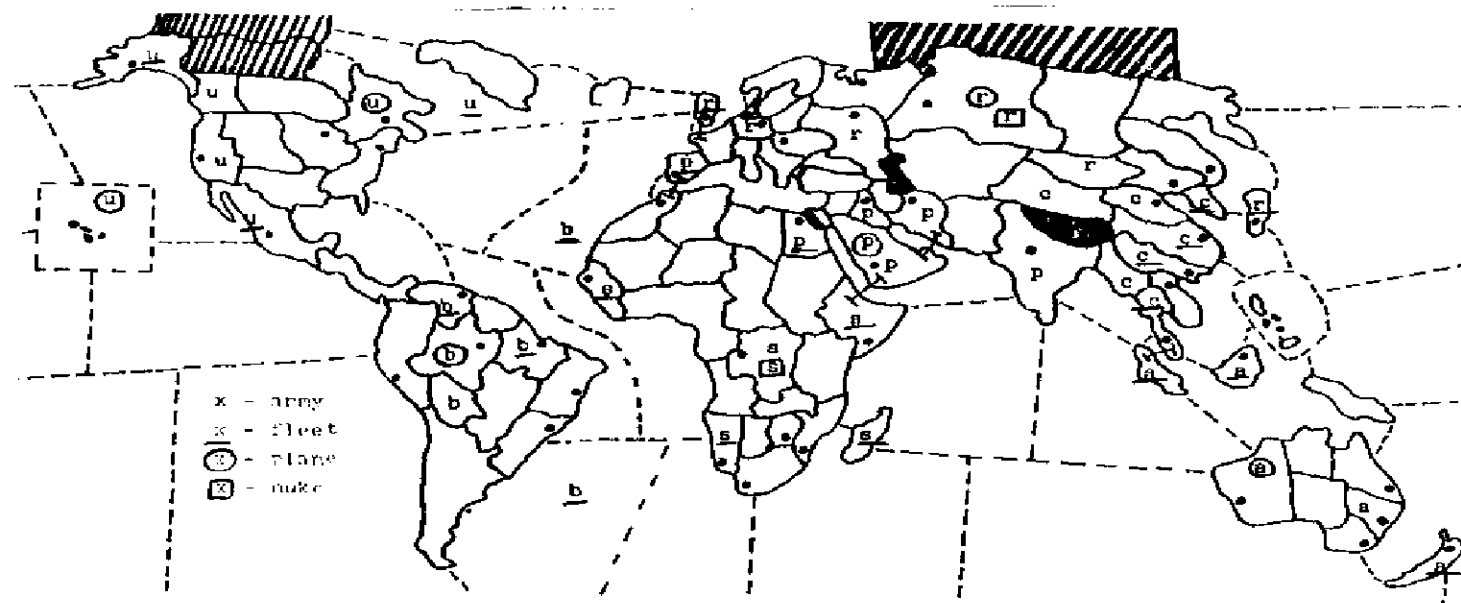
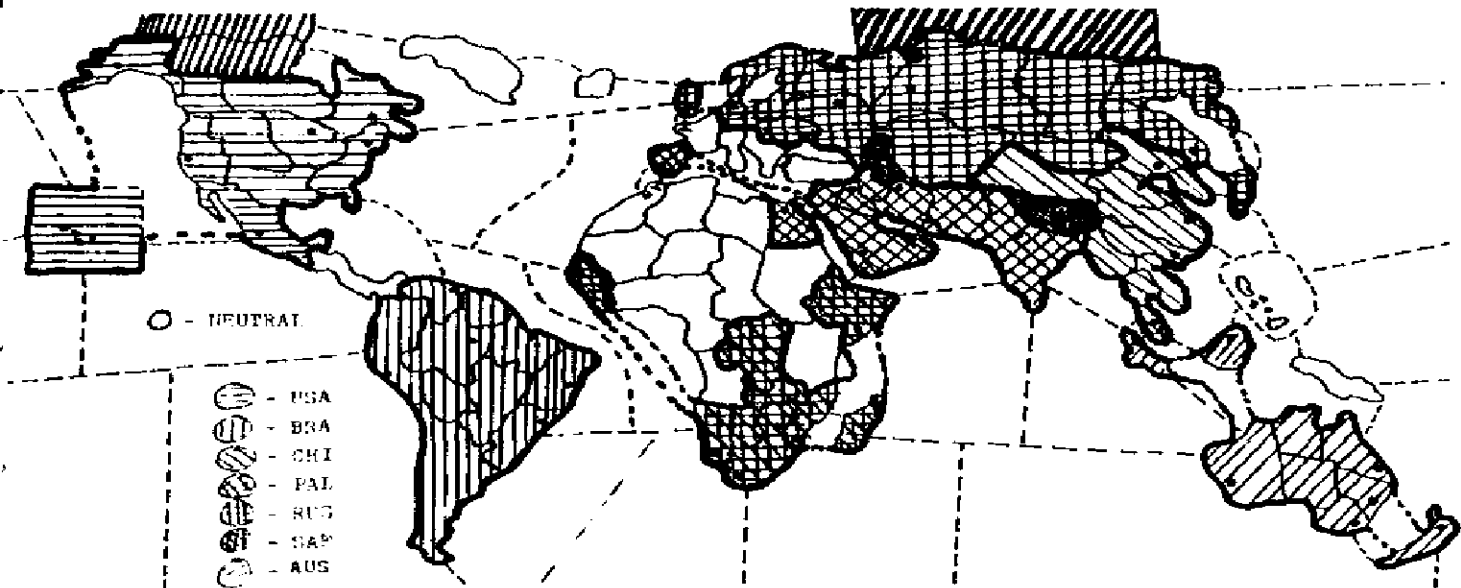
Three nuclear weapons! This game could develop into a game of survival rather than victory at this rate. The spring 2102 moves are due with the next issue. Address change: James Early, MO163 Jester Center Hall, Austin, TX 78705 (I think. Could not read it very well.)

PRESS:

Pretoria-World: My nuclear capability was only displayed to help resolve my racial conflicts. It is purely defensive in nature, and will not be used unless my territory or territorial waters are invaded by a hostile power.

Palace of the People, Forbidden City, Beijing, 28 September 2101 (Official Foreign Ministry release for all media): The Government of the People's Republic of China views with alarm the great possibility of an alliance between the two northern imperialist powers of the United States and the new Russian Republic. We are consulting with our fellow peace-loving nations of the southern hemisphere, and together we are considering taking appropriate actions. We urge the USA and RUS to reconsider their aggressive alliance. If they persist, the consequences will be dire.

Pretoria Free Press: December 4 2101: The state of emergency declared in summer 1986 has finally been lifted after 15 years of racial unrest and bloody rioting. For undisclosed reasons, the ANC and SWAPO have both disbanded and acquiesced to white minority rule. The government hopes that the resolution of this internal conflict will open the doors to more negotiation and cooperation with the other six superpowers. Speculation around the capital is that the Boer's recent threat to use the new nuclear weapons on the black homelands may have had something to do with the hastily arranged peace.



CHEMISTRY FINAL EXAM

A very good response for this little attempt at some fun. I reviewed 12 answers. However, only two were fully correct. They were from Jay Cuzts and Alan Collier. Jays won the drawing for the two free issues.

What do you do with dead people?
 a western ranch owner
 state of marriage between ants
 storage place for street cars
 stupid prisoner
 what tortured people do
 when everyone leaves they
 what most courses are
 Eve's husband
 what you do with wild cows
 an ox's outer covering
 half of a dime
 the Lone Ranger's horse
 what I do when I see a fire
 not fat
 a person who talks a lot
 someone without a stomach
 a flower of German decent
 a man who gives admission slip to court
 below 50% on a test
 what you say to mother when you want
 her to mend 11 socks
 gin with splash of water
 what I do when I'm hungry
 coenzyme necessary for a balting reaction
 male of the Ganese tribe
 what torpedoed ships do

j. Ba (Barium)
 q. catalyst
 d. Sb (Antimony)
 o. C (Carbon)
 y. Si (Silicon)
 e. S (Sulfur)
 i. Ar (Argon)
 f. B (Boron)
 t. atom
 k. Eu (Europium)
 h. oxide
 b. Ni (Nickle)
 x. Ag (Silver)
 n. Fe (Iron)
 v. Sn (Tin)
 s. Bi (Bismuth)
 z. No (Nobelium)
 r. Ge (Germanium)
 c. Cu (Copper)
 l. fehling
 w. Md (Mendelevium)
 a. H (Hydrogen)
 g. I (Iodine)
 p. Co (Cobalt)
 u. Mn (Manganese)
 m. Zn (Zinc)

The 1986 Runestone Poll - Review

'The Cream Shall Rise' has risen again. This years version is very similar to that from last year. The only major difference is that there is not an article about John Leeder, the founder of the poll. Everything else that was present, however, is still included. There is a chart listing all the votes for the Zines, subzines, and GM's that recieved them. An explanation for those who want to try and figure out the scoring is included, along with three pages of discussion about how the poll was conducted and possible future procedures.

The TOP TEN for 1986 were: COSTAGUANA, EUROPA EXPRESS, IT'S A TRAP!, PRAXIS, EXCELSIOR, DIPLOMACY WORLD, DIPLOMACY DIGEST, THE ZINE REGISTER, NO FIXED ADDRESS, and MAGUS. Five of these were in the top ten last year, showing good consistency over the long run. Diplomacy World and The Zine Register are obviously hopeful votes as these two zines are trying to come back from the brink of folding. Hopefully, they can accomplish this, but I think that the top ten votes are a bit premature.

The TOP FIVE Subzines were D-DAY!, HOBBYTALK!, THE MEGADIPLOMAT, ONLY YESTERDAY, and HIGH INERTIA. Once again, with my limited trading of zines, I have seen none of these.

The TOP FIVE GM's this year were: Gary Coughlan, Mark Iarzelere (recently of Beethoven's Last), Dave Kleiman, Jim Benes, and Andy Lischett(tie).

THE APPALACHIAN GENERAL rose in every category this year. It placed 20th out of 60 zines that made the main list. (Had ten or more votes.) TAG was 31st last year. It recieved 20 votes last year, while I raked in 31 this year. And the final score sky-rocketed from last years 6.170 clear up to 6.694 this year. The votes that TAG recieved were very comproable to those recieved last year. The distribution changed mainly in that the lowest score recieved this year was a 4 instead of the 3 from last year. And the number of 10's increased by a factor of over two, so I must be pleasing some people. The preference score also increased. When compared to the other 59 zines in the poll, TAG defeated 31 of them, lost to 25, and tied 3 others.

In the GM Poll, I came in 15th. This was a rise of two places, not bad considering the quality of the GM's in the hobby. This year, the top 23 GM's managed to score higher than 8.0 on a 10.0 top scale. Only 43 people made the main list (5 votes), but 70 other GM's recieved recieved less than five votes.

There was a drop of 45 votes this year down to 211. Of these, 209 voted in the Zine Poll, 96 in the Subzine Poll, and 140 in the GM Poll. All of the voters are listed in the publication, something that may be dropped in future instalements. There were seven nations represented among the voters. They are The United States, Canada, The United Kingdom, The Netherlands, Belgium, Norway, and Gabon(!). Greece and Japan, which were represented last year were not heard from. And Mexico was surprisingly not included. (I had asked Pedro Præeto to vote when he went back to Mexico City this spring, but he did not.)

I found an article about the all-time greatest zines and GM's very interesting. If you give 10 points for first place, nine for second, etc., the top five zines (as voted for in the Runestone polls) are: EUROPA EXPRESS(52), THE BRUTUS BULLITIN(27), DIPLOMACY WORLD(22), DIPLOMACY DIGEST(21), and RUNESTONE(20). The top five GM's would be: John Daly(51), Andy Lischett(42), Gary Coughlan(36), Doug Beyerlein(26), and Bob Sergeant(26).

I would like to thank each and every person that voted for TAG. If you have any comments that you think might improve it, please feel free to let me know what they are. While I am happy with most of the basic format that I use, I am willing to listen. Sometime before Christmas, I hope to have a questionnaire dealing with GMing so that I can get some of your views on how things should be run.

If you would like to recieve a copy of "The Cream Shall Rise", write to Bruce Linsey, 73 Ashuelot St., Apr. 3, Dalton, MA 01226. If you voted in the poll, the cost is only \$1.00, but if you did not and still wish to see the results, send along \$2.00 for postage and handling.

TURKEY
by Bruce Linsey

Turkey is a country with limited offensive options and a superb defensive position. It is frequently touted as the easiest power to play, and I agree.

There are three basic openings:

- 1) A Con-Bul, F Ank-Bla, A Smy-Arm;
- 2) A Con-Bul, F Ank-Con, A Smy H;
- 3) A Con-Bul, F Ank-Bla, A Smy-Con (or A Smy H).

The first set is an attack on Russia and is usually done in conjunction with Austrian (A Vie-Gal) and possibly western help. Germany should be encouraged to open F Kie-Den, and to stand Russia out of Sweden in the fall. If you sucker Russia into allowing your fleet to enter the Black Sea, he is already in trouble. If not, your position against him is still reasonable. The drawback of this opening is that it commits you to war right away. It is best used, then, when you are reasonably sure of an Austrian ally.

The second set is very pro-Russian, so you had better be damn sure he is on your side. For if he attacks you, your outlook is poor. If Russia is loyal, however, this set of moves allows you to move your fleet into the Mediterranean area quickly. The army in Smyrna should hold rather than move to Ankara simply because this allows for a slightly stronger defense against treachery on the part of Russia. F Aeg will discourage a Lepanto Opening by Italy, permit an early drive on the Ionian Sea, or prepare for a convoy into Greece in Spring '02., particularly if A Bul-Gre has kept Austria out in F '01.

The third set of moves is the most neutral of the bunch, particularly A Smy H. This opening does not commit you to war with Russia, but keeps him out of Bla. Often, the move to the Black Sea will be part of a pre-arranged standoff with the Russian fleet. This ensures that neither of you can destroy the other right away. If you do enter the Black Sea, the lack of A Arm may persuade Russia that you are not hostile, regardless of your true intentions.

So much for the opening moves. These are determined for the most part by your relations with your three neighbors, particularly Austria and Russia, but it is also crucial to establish a good correspondence with the west. It is of the utmost importance to you that Italy avoids attacking you in 1902. You may offer him an alliance against Austria, or encourage him to attack France. And be convincing! You do not want an early war with Italy, except in the unlikely circumstance that you are allied with both Austria and Russia.

In the mid-game, you can ally with almost anyone. Russia/Turkey is powerful once it gets rolling. Austria/Turkey can also be workable but it is sometimes difficult to manage because it leaves your fleets bottled up in the east, forcing you to be the tiger to his shark.

An alliance with a western power can be very strong as well. So don't ignore the far away countries, because you will need one of them to keep a stalemate line from forming against you in the Atlantic or in eastern Germany.

Finally, a bit of general advice. Turkey usually expands slowly. Be patient and don't try to explode fast. If you are the victim of an early Austria/Russian alliance, don't lose heart, as a stubborn defense often discourages the attackers. And keep writing Italy and whoever of England and Germany has the freest hand. Try to ally either Russia or Austria at first, and with any country later on. Always open with A Con-Bul. And, as always, enjoy yourself!

TURKS MASSACRED AT GALLIPOLI; HUNS CONQUER FRANCE

RETREATS: Japanese A Oms-Sib.

ENGLAND(Evans): F Iri-Eng.

FRANCE(CD): A Por H.

GERMANY(Ouzts): F Nrg S F NATl, F NATl S F Wal-Iri, F Ire S F NATl, F Wal-Iri, A Lpl makes faces at Japs & Brits, F Eng-Mid, F Bre S F Eng-Mid, F Mid-Spa(sc)/dsl, A Gas S A Bgy-Mar, A Bgy-Mar, A Trl-Pie/dsl, A Rum S A Tri, A Bud S A Ser, A Ser S INDIAN A Gre-Bul, A Clu S A Rum, A Rum S A Ukr-Sev, A Ukr-Sev, A Mos S A Oms, A Oms S A Mos/dsl, A Sax-Boh.

INDIA(Dorsey): A Sah-Tun, A Fez-Sud, F Pen-Ion, F EMed-Aeg, A Mon-Alb, A Gre-Bul, A Smy-Con, A Arm-Ank, A Bag-Ira, A Ira-Snd, A Del S A Ira-Snd, F Sue-EMed, F Yem-Ara, F Mds-Bay, F Wind-EInd, F EInd-And.

JAPAN(Goltz): A Mor basks in the warm after-glow, A Pie-Tyo, A Ven S A Pie-Tyo
F Adr S A Ven, A Mar-Gas/dsl, A Spa S A Mar-Gas, F SATl-MAtl, F WMed S F SATl-MAtl, F MATl(OBB) S F SATl-MAtl, F NATl(OBB)-Natl, F NPac(OBB)-SPac(OBB), F SPac-Tim, F SPac(OBB)-Som(OBB), F Apu-Ion, F Trn-Tun, F Ion-Gre, A Tur-Oms, A Afg-Tur, A Sib S A Tur-Oms, F Ada-Brm, F Jav-Mal, A Kyo-Hon, A Tok-Fuj, F Osa-EChi.

TURKEY(Hyatt): A Sev-Mos, F Bla S A Bul-Rum, F Aeg S JAPANESE F Ion-Gre, A Bul-Rum/ANN.

DIP: The dislodged German fleet may retreat to the North Pacific Off Board Box or disband. The German army dislodged from Tyrolia may retreat to Munich or disband. The German army dislodged from Omsk may retreat to St. Petersburg or disband. The dislodged Japanese army may retreat to Piedmont or disband.

The draw proposal was voted down 2 YES, 1 NO, and 2 ABSTAIN. Winter 1913 adjustments and Spring 1914 moves are due with the next issue.

SUPPLY CENTER CHART.....1913

ENGLAND:	Bor.....	1	Constant
FRANCE:	Por.....	1	Constant
GERMANY:	Ber Kie Mun Pos Hol Swe Edi War Lon Den Mos Nwy StP Bel Vna Bre Lpl Par Ire Bud Clu <u>Tri Mar Rum Ser</u>	25	Builds 4*
INDIA:	Clu Del Eym Cey Mdr Skg Mog Eth Tun Ira Pen Egy Yem Bag Smy XX <u>Bul Con Ank</u>	17	Builds 2
JAPAN:	Kyo Osa Tok For Kar Phi Kor Via Man Ctn Sia Pek Out Joh Tha Han Vtm Oms Mor Cam Jav May <u>Spa Nap Rom Ven</u> XX <u>Brm Gre</u>	27	Builds 3@
TURKEY:	Sev XX XX XX XX XX <u>Sev</u>	1	Remove 2

*Germany will play at least one short because A Tyo must retreat to Munich or disband. If it disbands, Germany will build 5, which it can not do. If Germany should disband one or both of the other retreating units, they will build 6 or 7, which they can not do.

@Japan will build 4 if they disband the retreating unit. Since they can not do this, they will then play one short.

PRESS:

BERLIN-DELHI: Now isn't this more fun than humbly accepting third? Seriously, I owe you one. By the way, what took you so long?

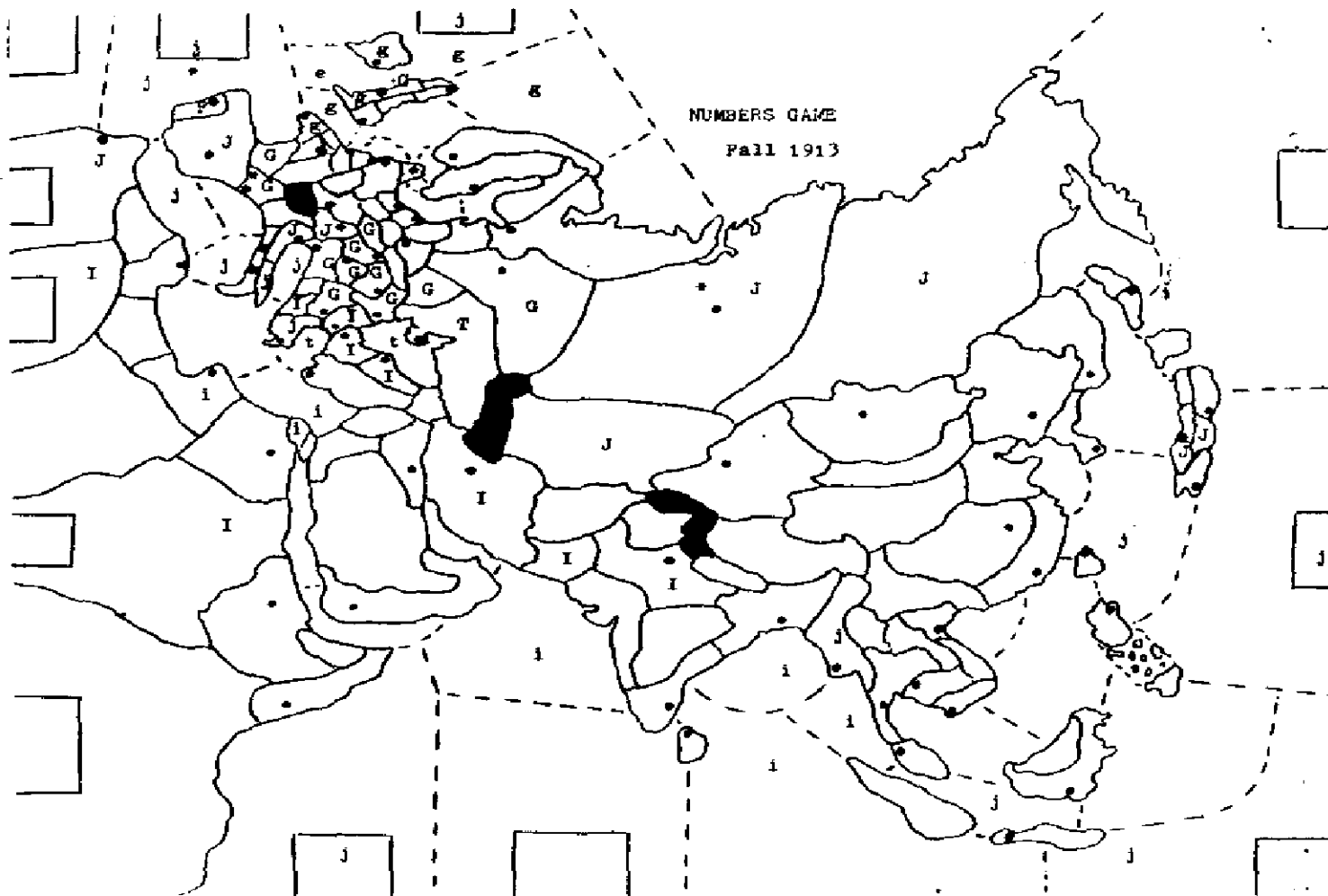
BERLIN-TOKYO: Being second stinks!

TOKYO-BERLIN: I'm looking forward to this duel; it now seems as fair as possible since we're now even-up on unintended NMRs. En Garde!

TOKYO-DELHI: Now we hear about your Hope for a Joint, Honourable Share in Victory. This is a first; shy not mention this to me before? Instead, you constantly vote down concession proposasls and continue to impugn movement mistakes from many turns ago, which mistakes I acknowledged both privately to you and publicly in the Press. Moreover, I didn't stab you - although I positioned myself. I wrote you telling you my feelings and dilemma; you did not reply. My feelings about the deterioration of our alliance were even then so ambivalent that all I could do was write the build order; I kept expecting/hoping to hear from you, much to my harm.

Somewhere in Ireland: Communique to the Germans! "Haven't you durn Huns learned anything in all these years of war? The Germans never win! You've left enough Saxons on the island. So move over and let some Anglos move in, so we can have a true Anglo-Saxon nation!!"

"If it doesn't matter who wins or loses, why the hell do they bother keeping score?!" --Vince Lombardi



E	A	S	T	B	E	N	N	D	A	H	A	R	F	
U	E	D	A	R	G	L	E	E	C	V	A	T	E	L
G	L	B	O	J	P	A	G	N	R	U	N	T	Y	B
A	W	U	M	L	T	W	A	S	Y	I	G	E	K	R
H	H	U	X	H	S	C	H	D	L	W	R	L	J	U
E	E	T	E	E	O	O	N	R	I	A	A	L	A	S
H	L	N	R	O	M	E	E	P	I	R	N	A	V	S
T	S	A	F	L	E	B	F	S	O	S	D	V	I	E
H	I	S	P	J	T	K	O	K	C	A	V	A	K	L
P	N	R	R	S	O	C	C	U	A	W	J	K	M	S
A	K	M	A	D	I	M	A	D	R	E	T	S	M	A
R	J	E	G	N	R	E	Y	K	D	G	N	U	I	F
I	E	T	U	C	A	N	N	E	I	V	N	F	F	I
S	T	S	E	P	A	D	U	B	F	R	O	M	A	C
B	R	U	S	S	E	N	T	A	F	S	B	A	W	N

- AMSTERDAM
- ATHENS
- BELFAST
- BELGRADE
- BONN
- BRUSSELS
- BUDAPEST
- CARDIFF
- COPENHAGEN
- DOUGLAS
- EAST BERLIN
- HELSINKI
- LUXEMBOURG
- MADRID
- MONACO
- NICOSIA
- OSLO
- PARIS
- PRAGUE
- REYKJAVIK
- ROME
- SOFIA
- THE HAGUE
- TIRANA
- VALLETTA
- VIENNA
- WARSAW

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