

**THE
APPALACHIAN
GENERAL**

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This is THE APPALACHIAN GENERAL. It is published by the editor who has had the most address changes without ever leaving his house. Subscriptions to this zine are \$1.00 per issue, payable to: David McCrumb, 3636 Oldtown Road, Shawsville, VA 24162 703-268-9745

GAME OPENINGS:

Cannibalism: A very simple and interesting game of survival of the fittest. Game fee - \$1.00 Rules and map in #72. Hedegard. Need 3-7 more.

Conquest of the New World III: Just like it sounds. Game Fee - \$5.00 Rules and map printed this issue. Hedegard. Need four more.

Deluge: A great game that ends in 2002 when all of Europe has been flooded (with the exception of Switzerland) by the Greenhouse effect. Game Fee - \$3.00 Hedegard, Nelson. Need five more.

SnowBall Fighting: Just like it sounds. Game Fee - \$1.00 Rules and map for SASE.

Trash Diplomacy: What do you think? Game Fee - none. Need eight.

Woolworth II-D: A 10-power 5-player game previously played in TAG. Game Fee - \$5.00 Hedegard,Reiff. Need three more.

Youngstown IV: Diplomacy that adds China, Japan, and India. Game Fee - \$15.00 Send \$2.00 for rules and map.

Diplomacy: Game Fee - \$10.00 Behnen,Crosby,Holley,Lutterbie,Sebrell. Game Fee - \$10.00 European rules. Crosby. Need six more.

Intimate Diplomacy: PRIZE of \$30.00 to winner. Single elimination tournament. Rules printed in TAG #70. Game Fee - \$20.00 Those eliminated in first round receive \$5.00 refund. Reiff, somebody else but I forgot who. need six more.

Any others you are interested in? Just let me know.

If you need any maps or rules, send me a SASE and I will send you a copy.

Warships and Trouble Spots are due by 11 December 1990. All other games are due by 21 December 1990.

20 November 1990

Notes from Appalachia

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I have a new address, again. And once again, I have not moved. Some people are still confused after my careful explanation last issue (did you miss it on page 13?). Well, I have since found out that Ryan Road is the dirt road that goes up the hill beside our house (we live on a corner). We were assigned our address "because our drive way opens onto Ryan Road." I calmly explained to the County Planning Commission Director that we had a driveway on both Ryan Road and Oldtown Road (the main road through town which I had assumed was Ryan Road until they finally put up the street signs two weeks ago), our front door is on Oldtown Road, plus our mailbox is on Oldtown Road. Besides, if an emergency vehicle comes looking for our house, they will turn up Ryan Road looking for a house number, but would be unable to see it because the front of our house is not visible from Ryan Road. He finally relented, and so we have another new address. How about that, three different addresses in six weeks, and I didn't even have to leave home to do it. (Of course, I had just ordered 800 new checks made to 124 Ryan Road.)

Did you do your patriotic duty and vote? I certainly did. We had four amendments to the state constitution, three bond issues, an unopposed House incumbent, and a Senate incumbent with a token opponent (courtesy of Lyndan LaPouche). Very exciting. In fact, I had more fun figuring out how to use the damn voting machine than voting. This was the first time I had used one of the infernal contraptions. I must admit, I don't like it. It just doesn't seem right not to put my mark down. I know nothing about it, but it seems that fraud would be so much easier with a machine than with paper.

PONTEVEDRIA has been reborn once again. This is a 2-page listing of all the game openings available in the pbm hobby. You can get a copy for a SASE from Phil Reynolds (2896 Oak St., Sarasota, FL 34237).

There has also been a change in the Miller Number Custodian. The new MNC is Lee Kendter, Sr. (1347 Benner St., Philadelphia, PA 19135). It had been obvious that something had to be done about the slowness from the old MNC, and the fact that such an able successor was picked is great. Good luck, Lee. I should have enclosed all the information you asked for with this issue.

Most of you will find another zine enclosed called TWAINS. This zine will be running Empire Builder. It will not be associated with TAG, but I am including the first issue to all of you as a sample. If you are interested, read it over. It is a long game, but one that is very enjoyable and takes a minimum of effort to keep up with.

I have changed a few things this issue. The most notable is the table of contents. Let me know which version you like better, the traditional alphabetic listing or the method used this issue.

I have the full results of the Dragonstooth Postal Rating System. TAG members who were in the top 100 are: Gary Behnen (1), Dave McCrumb (2), Hugh Christie (3), David Hood (7), Mike Gonsalvas (12), Fred Townsend (15), Tom Nash (21), Marc Peters (58), Stan Johnson (60), Elmer Hinton (79), Melinda Holley (85), and Vince Lutterbie (89). Congratulations to all.

The 1989 International Diplomacy Tournament Rankings were also included in Diplomacy World. TAG members in the top 50 were: Andrew England (6), Dave McCrumb (24), and Fred Hyatt (28). Several players who recently dropped were also included, but we won't name them.

I should have the GunBoat Diplomacy Ratings next issue. I have the stats finished, I just haven't sorted them yet. Also next issue will be a column by Mark Nelson. I have not yet decided on which variant to reprint yet, and have two or three environmental topics that interest me. See you next month. And have a Happy Holiday Season.

Fall 1913
THE EMPIRE BEGINS TO CRUMBLE

ENGLAND (Neil Goltz, 600 W. Franklin, Apt #307, Minneapolis, MN 55405)
2A Yor-Lpl, 2F Eng-Bel, 3F Nrg-Bar, 6F Edi-Nrg.

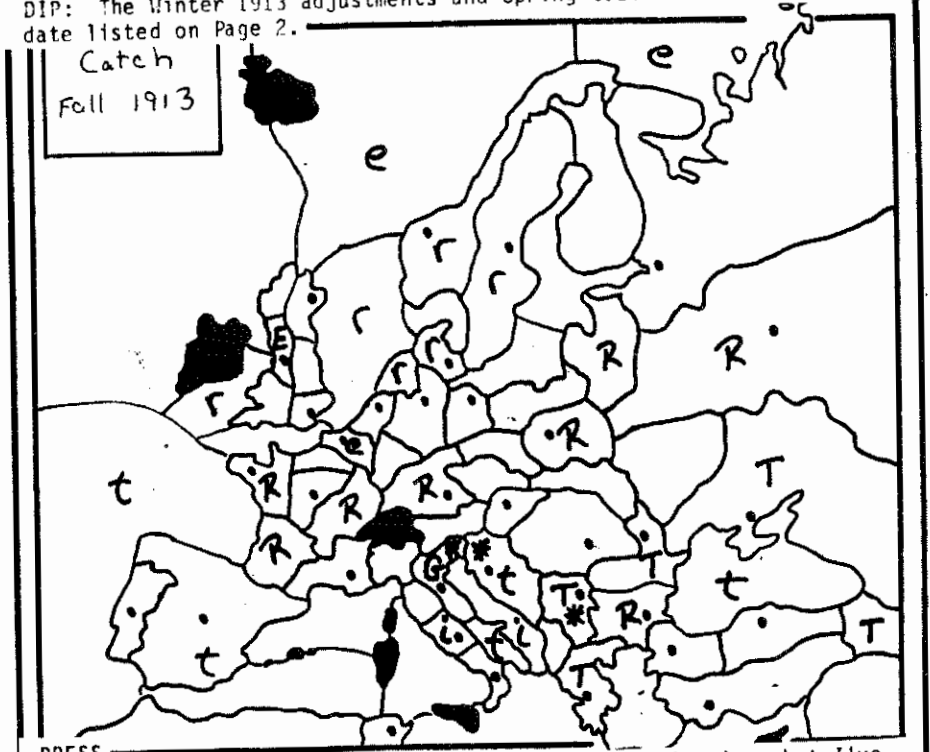
GERMANY (Tony Brooks, 789 Forsythe Terrace, Severna Park, MD 21146)
4A Pie-Ven.

ITALY (Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340)
2F Rom H, 3F Adr (S) TURKISH 5F Alb-Tri.

RUSSIA (John Crosty, 9031 Cardiff Road, Richmond, VA 22235)
1A Tri-Alb/dsl(Tyo,Vie,Bud,otb), 2A Gas (S) 7A Pic-Bre,
3A Ven-Pie/dsl(Tyo,Tus,otb), 4A Ser (S) 9A Rum-Bul/dsl(Bud,Alb,otb),
5A Bur-Mar, 5A Kie-Mun, 7A Pic-Bre, 9A StP-Lvn, 9A Rum-Bul,
10A Ukr-Mar, 11A Mos-Sev, 2F Den (S) 4F Ska-Nth, 2F Tri-Mid,
4F Ska-Nth, 5F Bal-Swe, 6F Nwy (S) 4F Ska-Nth, 7F Hel (S)
4F Ska-Nth.

TURKEY (David Hood, 104-F Terrace Drive, Cary, NC 27511)
3A Gal-Rum, 4A Sev (S) 3A Gal-Rum, 5A Gre (S) 7A Bul-Ser, 6A Arm
(S) 4A Sev, 7A Bul-Ser, 1F Mid (S) ENGLISH F Eng-Bre/NSC,
2F Spa(sc)-Mar, 4F Apu (S) GERMAN A Pie-Ven, 5F Alb-Tri, 6F Bla (S)
4A Sev.

DIP: The Winter 1913 adjustments and Spring 1914 moves are due by the date listed on Page 2.



PRESS
Itely-Tony: Sorry that I couldn't help you out this time, but I've really got to coordinate with David. I'm leaving it up to you two to work it out.

ENGLAND:	Edi	Lon	Lpl	(bre)	Bel1	Constant				
GERMANY:	Lar	Lon2	Builds 1*							
ITALY:	Map	Rom?	Constant							
RUSSIA:	Mos	StP	Mar	Rud	Nwy	(ser)(tri)	Vie	Den	Mun	..	
	Kie	Per	Swe	(ven)	Par	Hol	(bel)	Bre	Bul1*	Remove 20
TURKEY:	Ank	Con	Smy	Cre	Tun	Sev	Por	Rum	(bul)	Spa	..
	Ser	Tri11	Builds 1							

*Germany has no home centers and will play one short.
RUSSIA's adjustments will depend on their three retreats. You figure it out, your smart.
There has been a proposal for a concession to Turkey.

THE "SECRETARIES OF WAR" GAMES

7x7 Gunboat Diplomacy

Lewis Cass (1987Jrb32) Spring 1914

AUSTRIA: 2A Bud (S) 7A Tri-Ser, 4A Rum (S) 7A Tri-Ser, 5A War (S)
5A Ukr-Mos/dsl(Pru,Boh,Gal,otb), 5A Ukr-Mos, 7A Tri-Ser,
8A Vie-Tyo.

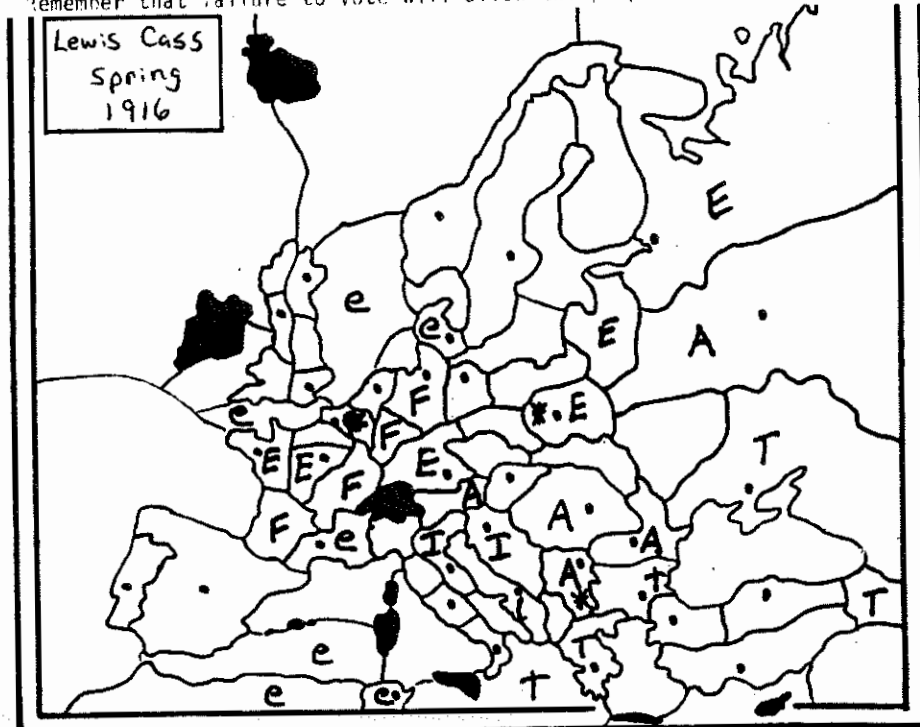
ENGLAND: 1A Tyo-Mun, 2A Lvn (S) 5A Mos-Mar, 4A Bre (S) 6A Par,
5A Mos-Mar, 5A Par H, 7A StP-Lvn, 1F Nth-Bel, 3F Den-Vie, 1F Mes
(S) 7F Mid-NAF, 5F Trn-Tun, 6F Mar H, 7F Mid-NAF, 3F Lon-Eng.

FRANCE: 1A Ruh-Bel, 2A Kie (S) A Hol/imp, 1A Bel H/UHO, 5A Bur (S)
2A Gas-Par, 2A Gas-Par, A Hol (S) 1A Ruh-Bel/NSH(Hol).

ITALY: 1A Ven-Tri, 3A Apu-Ven, 3F Adr (S) 1A Ven-Tri.

TURKEY: 1A Sev (S) AUSTRIAN 6A Ukr-Mos, 4A Gre (S) A Ser, 5A Arm (S)
1A Sev, 5A Ser (S) 1F Bla-Bul(ec)/dsl(Alb,otb), 1F Bla-Bul(ec),
2F NAF-Mid/ANH, 3F Alb-Ion.

DIP: The due date for Cass is listed on page 2. There has been a proposal for a concession to England. Please vote with the next turn. Remember that failure to vote will allow the proposal to pass.



by David M...

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The Inks, They Are A Changin'

Last summer, The New York Times published an article in its Sunday section entitled, "Farewell to those printing ink blues, and a few reds and yellows." It hypothesized that many printers, especially those producing packaging, may have to restrict their use of certain inks in the future because of their heavy metal content.

The article stated that "many of the inks that produce those brilliant colors (on packages of consumer goods) are based on pigments containing such heavy metals as lead, cadmium, mercury, and chromium. Since many compounds which contain these metals are considered serious hazards to human health, some state governments are moving to restrict them."

In a later issue, James Renson, executive director of the National Association for Printing Ink Manufacturers, pointed out that the article overstated the matter and contained some misleading information: "The graphics accompanying the story make it appear that all printing inks are hazardous. Nothing could be further from the truth. Printing inks in their dry form on printed matter have extremely low orders of toxicity."

Renson also commented that the Times article makes it seem as if most of the yellow and red pigments used in printing inks contain lead, chromium, mercury, or cadmium. Actually, the printing ink industry has virtually eliminated the use of heavy metal pigments in printing inks. Cadmium reds are rarely used, while chrome yellow and molybdate orange pigments represent less than 2% of all the ink produced today.

The concern expressed by most opponents is not directed at any possible health effect from handling printed materials, but rather at the cumulative effect of these materials when they are placed in landfills. This problem was addressed by Congress last year when it tried to establish a national policy for dealing with municipal waste in an environmentally sound manner. A proposed amendment to current legislation would limit the manufacture, processing or distribution of any products whose ash, after incineration, might "present a threat to human health or the environment."

It is easy to understand why packagers, printers, and the ink and pigment industries might be concerned. Fully two-thirds of all municipal waste is composed of paper, cardboard, metals, glass, and plastic, all common items upon which printing occurs. However, the Times article fails to note that the total heavy metal burden in municipal waste from printing inks is minuscule. In fact, packaging inks account for less than 1% of the total lead burden in landfills today.

The article also noted that the Council of Northeastern Governors is considering legislation that would restrict the use of heavy metal compounds in packaging. It reported that ink makers are hurriedly trying to develop and use substitute materials that would "break down in incinerators, eliminating the problems of residue in ash."

Renson's response was that "the article makes it appear as if substitutes for the heavy metals have just recently been found, when in fact substitutes have long been in use for all of the pigments containing metals cited by the Council of Northeastern Governors. Some have been completely replace."

Last year, an article in American Ink Maker magazine discussed some of the remaining problems. Titled "Heavy Metal Paranoia", Hugh Smith and William Rusterholz of Sun Chemical Corp. outlined the extreme position already taken by some packagers: that inks with any heavy metal content must be eliminated completely from packaging ink formulations.

One major purchaser of Sun Chemical inks insisted that all heavy metal contents be immediately lowered to below 600 parts per million (ppm), and that within a year levels must be below 100 ppm. Other companies are quoting entirely different levels, they say.

A second complicating factor in reaching a solution lies in the list of heavy metals which have to be so controlled. The current standard list goes by the acronym CANALS (cadmium, arsenic, mercury, antimony, lead, selenium). If these are the only heavy metals restricted, the impact on ink makers would be minimal. The only reformulation necessary would be to eliminate certain chrome yellow and molybdate orange pigments.

But this basic list, like all similar toxic chemical lists in the past, is under continual pressure to be expanded. Under consideration for regulation (strict control or total banning) are such metals as aluminum, barium, cobalt, copper, lithium, manganese, molybdenum, silver, titanium, and zinc. "It seems," says Smith and Rusterholz, "that companies have added metals to their list at random, without regard to the possible technical consequences to printing."

They cite copper as a prime example. Copper is an intrinsic part of phthalocyanine blue and green pigments, for which there is no available replacement. The same applies to barium, an integral part of a number of basic red pigments. Excluding aluminum, copper, and zinc would mean the end of all metallic printing now so familiar on many forms of packaging. In fact, if restrictions are extended to these metals, the palette of colors available to package designers will be severely reduced.

Are standards possible that would set acceptable levels of metallic compounds in waste products to be disposed of in municipal landfills? The authors cite a current regulation which sets a standard of 500 ppm for metal content in children's toys and toy packaging.

"If this becomes acceptable as a standard for the food industry, the ink and pigment makers can comply easily. Lowering the maximum levels of lead to 100 ppm is also achievable at some added cost."

Achieving an ultimate 10 ppm for lead and other metals, which has been proposed in Congress, would present major difficulties. These are caused by trace impurities which are inherent in all pigments, derived from the raw materials used in their manufacture. This is also true for other metals such as iron and chromium. It would require extensive testing, and occasional rejection, of each batch of raw material regardless of its size. This would dramatically increase costs for the final product.

It may be that the packaging industry is taking the initiative in setting metal content standards for their suppliers to avoid the possibility of the more restrictive government regulations now under study. But the ink industry is asking packagers to consider fully the total impact of their proposals.

Are all packagers prepared, for example, to radically reduce the amount of color that is now so important to them for gaining and holding consumer attention? Changes in yellow ink formulation will reduce their brilliance. That single limitation may be acceptable, but banning the metals beyond the CANALS list would eliminate blue, green, and white colorations, and would decidedly constrict the list of available reds.

The key questions need to be addressed at a level that would include users and producers of packaging, as well as representatives of the ink and pigments industries. They might include these: What levels of heavy metals genuinely require restriction in packaging inks? What levels would permit acceptable environmental safety? How, and by whom, will these levels be determined? How will the consumer react to any changes in packaging? Is it cost effective?

A strong consensus among the interested parties will not only ensure future suppliers of safe inks for colored packaging, but would also help avoid troublesome and unattainable specifications being imposed by government regulations.

Failure to reach a consensus soon will only prolong the paranoia now evident within the packaging industry. Delay may convert that neurosis to an infectious disease which will debilitate not only the ink and pigment industries, but the packagers as well.

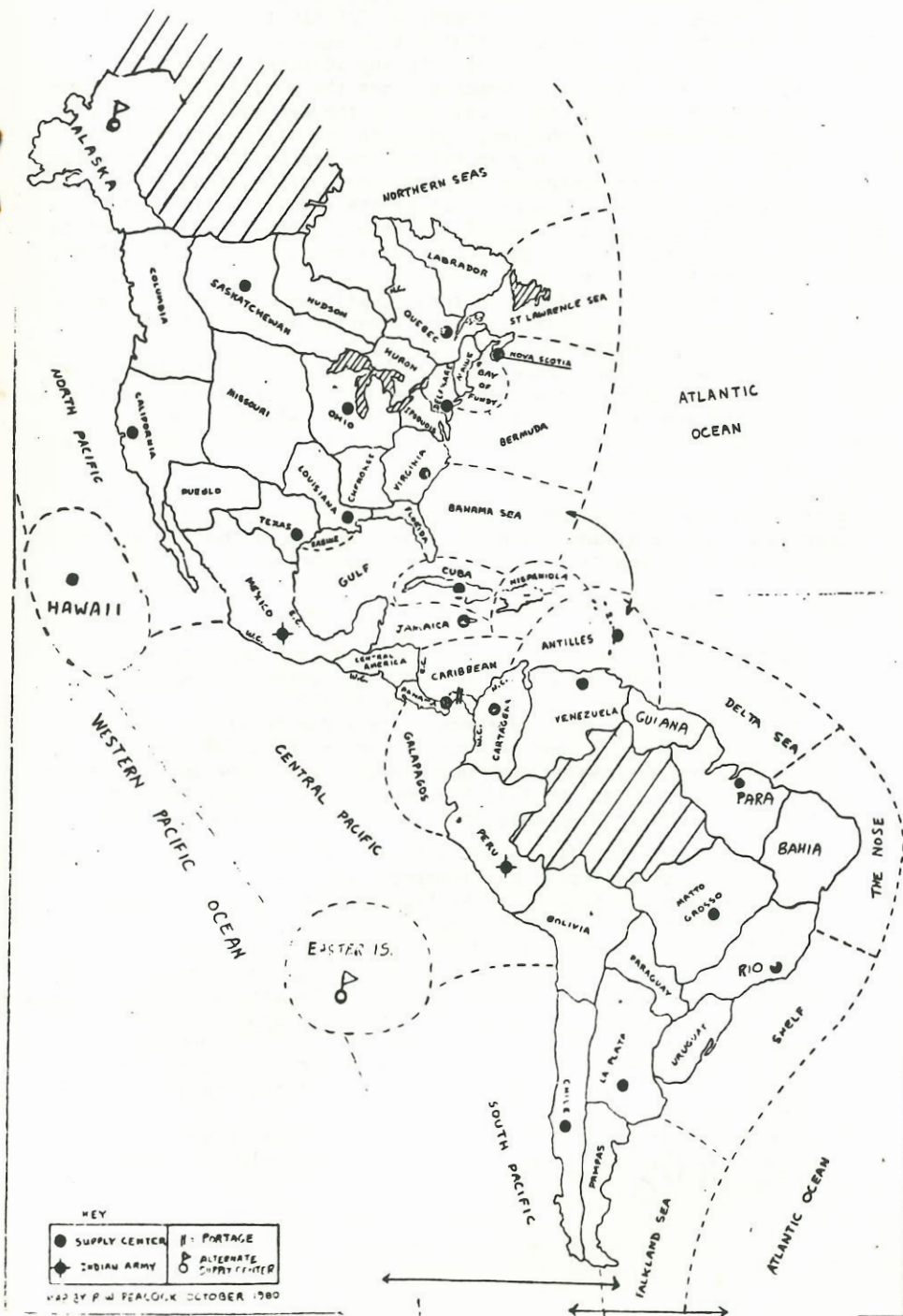
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 Conquest of the New World III
 by Fred Davis, 1983

Based on Conquest of the New World by Lew Pulsipher, 1979

0. Except as stated below, all the rules of Diplomacy apply.
1. This is a game for five players. The powers are: England, France, Holland, Portugal, Spain. If you have only four players, drop Holland; three players, drop Portugal; two players, drop France.
2. Each Power starts with four units. These are two armies and two fleets. They are located in the Atlantic Ocean space, and are supplied by four off-board European centers. The armies are not loaded on the fleets at the beginning of the game, but may do so during the first turn at no penalty in movement.
3. The object of the game is to own 13 of the 24 centers on the board. The off-board centers do not count towards meeting this total.
4. The game begins in 1590 (two years after the defeat of the Spanish Armada). Each subsequent game "year" moves forward 10 calendar years.
5. All new units through Winter 1610 must be built in the Atlantic Ocean space, which represents the Home counties and their adjacent sea areas. The only way armies can leave this space is by boarding a fleet belonging to their own country to form an A/F. On the first move, or any subsequent move, the army may board a fleet. The A/F may then simultaneously move to an ordinary space. If no fleet belonging to the same country is present in the Atlantic Ocean, the army must wait until one is available. Multinational A/F's are not allowed.
6. Atlantic and Western Pacific Spaces
 - a. Any number of units of all Powers may coexist in the Atlantic and Western Pacific Ocean spaces. Conflicts never occur there. Units leaving either space may be supported by other units either in or outside of the space.
 - b. Units may exchange places between either the Atlantic or Western Pacific and other spaces. However, a unit dislodged by any unit attacking from the Atlantic or Western Pacific may not retreat into the Atlantic or Western Pacific Ocean, as the case may be. A support order by a unit in one of these spaces which helps to dislodge another unit does not prevent the dislodged unit from retreating to that space.
 - c. While a fleet or A/F may return to the Atlantic or Western Pacific from any adjacent ordinary space, armies may not be convoyed in the regular manner via either space. (See Rule ?? for one exception.)
 - d. Fleets and A/F's may move directly between the Atlantic and South Pacific, or between the Western Pacific and Falkland Sea spaces, and vice-versa, but not directly between the Atlantic and Western Pacific. Such moves will succeed even if the intervening ordinary sea space is occupied, subject to the normal rules of Diplomacy.

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 CONQUEST OF THE NEW WORLD III

ORIGINAL GAME AND MAP BY LEW PULSIPHER 1979
 REVISED BY FRED C. DAVIS JR. AUGUST 1980, JULY 1983



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7. Army/Fleet Operations

- a. Army/Fleets (A/F) may be formed only in the Atlantic Ocean. A/F's may only operate in sea and island spaces, but they may support attacks on or furnish defense to coastal spaces in the same manner as an ordinary fleet. An A/F has the strength of a single unit, the army contributes nothing.
 - b. An A/F may disembark its army into any adjacent coastal or island space. The fleet cannot support the army ashore. The army is treated as it had been convoyed to the new location in the standard manner. If the army's move fails, it remains with the A/F. This is the only way an A/F can be recreated in an ordinary space. Once disembarked in the New World, all further army movements by sea are carried out by the regular convoy method.
 - c. The fleet component of an A/F may only stand when it attempts to disembark its army. If the A/F is dislodged, the disembarkation does not take place.
 - d. An A/F in the Atlantic or Western Pacific may leave the fleet in that space and disembark the army directly into Antilles, Hispaniola, Hawaii, or Easter Islands.
 - e. An A/F in an island space may separate by leaving the army behind and moving out with the fleet, the order should specify that the army has been disembarked in the island space.
 - f. If a dislodged A/F is forced to retreat to a coastal space, the army is destroyed.
8. An army may not be convoyed in the regular manner until it has occupied a land or island space. An army with an A/F must remain with that A/F until it has disembarked in the New World.
9. Receipt of Supplies from Homelands
- a. At the start of the game, each Power receives support from four off-board Supply Centers in the Home countries. These are for the four units in the Atlantic Ocean in 1590.
 - b. This support decreases to three Centers during Winter 1600, two during Winter 1610, and one during Winter 1620. This center remains for as long as the Power owns at least one Supply Center on the board. When the last New World Supply Center is lost during or after 1620, that Power is eliminated from the game.
 - c. Atlantic Ocean builds beginning in Winter 1590 are based on the capturing and ownership of on-board Supply Centers, as in the regular game. In theory, up to four new units could be built during Winter 1590, but in actuality no more than three new Supply Centers can be captured. Up to three units can be built in the Atlantic in 1600, up to two in 1610, and no more than one thereafter. However, deferred builds may be accumulated and used later, even though the number of off-board Supply Centers decreases in the following build period. (ex. A Power is entitled to three builds in 1600, but builds only two. The deferred build may be made in 1610, even if that means building three units in the Atlantic.)
 - d. During Winter 1620, and each succeeding Winter season, each Power may also build one unit in their New World Home Center. (See Rule 10.)

11. Additional Home Supply Centers in the New World

- a. Each European Power may designate one Supply Center in the New World as a Home Supply Center, after said province has been occupied by that Power. Builds may be made in the new Home Centers beginning in 1620. These centers are as follows:

England - Nova Scotia or Virginia
France - Quebec or Antilles
Holland - Delaware or Venezuela
Portugal - Rio or Para
Spain - Cartagena or La Plata

- b. Once designated, these Home Centers cannot be changed.
- c. Occupation and designation of a New World Home Supply Center occurs in the winter season of its conquest. A Power may defer designating a Home Supply Center, but a Center can not be used for building purposes until the winter after it was so designated. As long as the designation is made in either 1590, 1600, or 1620, units can be built there beginning in 1620.
- d. Designation of Home Centers should not be made public until 1610, but players may notify the GM earlier of their choices. All designations would then be published with the Winter 1610 adjustments.

11. Antilles, Cuba, Easter Island, Hawaii, Hispaniola, and Jamaica are island spaces. For most purposes, they are treated as sea spaces. However, an army may wholly occupy an island space, by being landed from an A/F or convoyed there in the ordinary manner. Once landed, an army must be convoyed in order to move. An army in an island space cannot furnish support anywhere else.

12. There are Native Indian Armies in Mexico and Peru. They can only hold, and must be dislodged before their centers can be taken. European units may support these Indian units.

13. There is a Portage route available through Panama. When a fleet enters Panama, it is specifically on one coast. If the fleet orders "to portage", it is now moved to the other coast. An A/F cannot make the portage.

14. Move clarifications:

- a. Fleets and A/F's may move and support directly between Antilles and Bahama Sea, and armies may be convoyed between these two spaces by the regular method, without interfering with the passage of units between the Atlantic Ocean and Hispaniola.
- b. Fleets and A/F's may also support between Atlantic Ocean and South Pacific, and between Western Pacific and Falkland Sea, in addition to performing the moves described in Rule 6.d.
- c. Armies may move between Huron and both Iroquois and Ohio.
- d. Fleets may use the Coastal Crawl between Quebec and Labrador.

Optional Russian Rules

The fourth or fifth player in a game may be Russia instead of Holland. Their units start in the Western Pacific Ocean. Alaska replaces Easter Island as a Supply Center, keeping the number of Centers and the Victory Criterion the same. The Russian player may designate either Alaska or California as its Home Supply Center on the board.

BIG BATTLES IN THE NORTH; MOOSE TIGHTENS ON NAPLES

FRANCE (Phil Reynolds, 2996 Oak Street, Sarasota, FL 34237)
Builds A Savoy. A Savoy-Fornova, A Turin-Switzerland, 1 Para (S)
F North Tyrrhenian-Modena, F Northern Tyrrhenian-Modena,
A Fornova-Como.

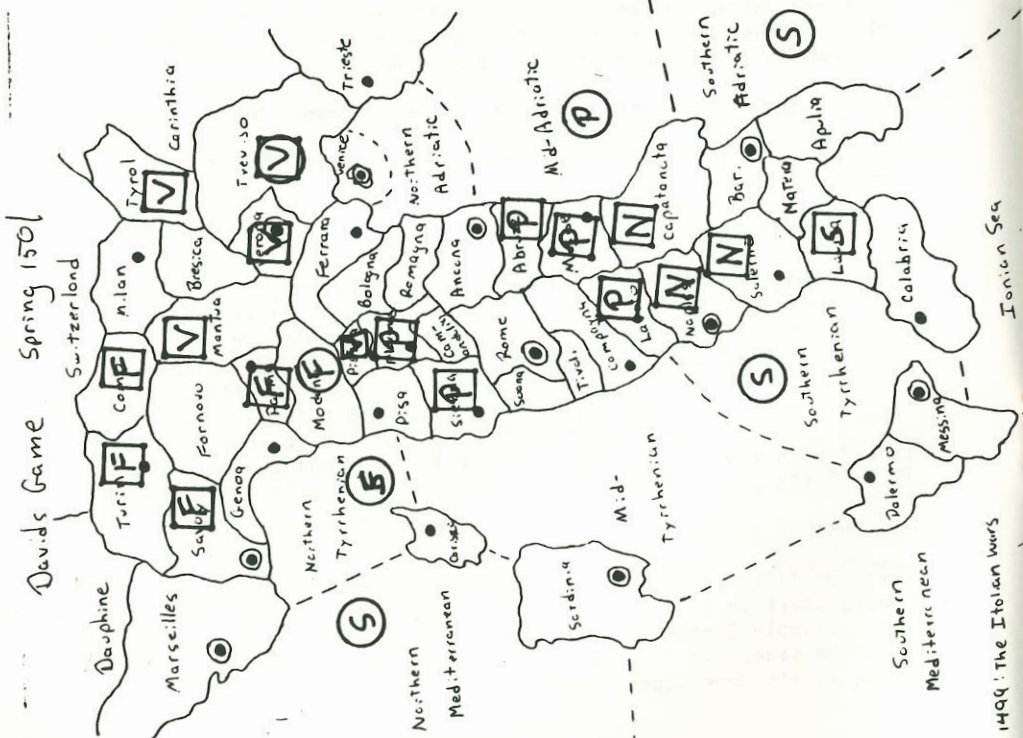
NAPLES (Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043)
Removes F South Adriatic. A Capatanata (S) A Salerno,
A Lavoro-Naples, A Salerno (S) A Lavoro-Naples.

PAPACY (Lee Kendter, Jr., 376A Willowbrook Dr, Jeffersonville, PA 10403)
Builds A Pome, A Ancona. A Ancona-Abruzzi, A Rome-Sienna,
F Mid Adriatic-Capatanata, A Campagna-Lavoro, A Moise (S)
A Campagna-Lavoro, A Florence (S) A Pome-Sienna.

SPAIN (David Hood, 101-F Terrace Drive, Cary, NC 27511)
Builds F Sardinia. F Southern Tyrrhenian (S) A Calabria-Lauria,
F Sardinia-North Med, F Corsica-North Tyrrhenian, A Calabria-Lauria,
F Ionian-South Adriatic.

VENICE (Marc Peters, 370 North St, Sun Prairie, WI 53590)
Builds A Verona. F Ferrara-Treviso, A Tyrol-Switzerland,
A Mantua-Como, A Verona-Mantua, A Pistoia-Modena.

DIP: Fall 1501 is due by the date listed on Page 2.



NICE AND SAFE OPENINGS FOR EVERYBODY

FRANCE (Tony Brooks, 799 Forsythe Terrace, Severna Park, MD 21146)
Fleet Marseilles-North Tyrrhenian, Army Savoy-Genoa.

NAPLES (Mark Franceschini, 7 Chins Court, Owings Mill, MD 21117)
Fleet Naples-South Tyrrhenian, Army Bari-Matera.

PAPACY (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)
Army Rome-Sienna, Army Ancona-Florence.

SPAIN (Neill Goltz,
Fleet Messina-South Tyrrhenian, Fleet Sardinia-Mid Tyrrhenian.

VENICE (Pete Clark, 7095 N. Fruit #143, Fresno, CA 93711)
Fleet Venice-North Adriatic, Army Verona-Mantua.

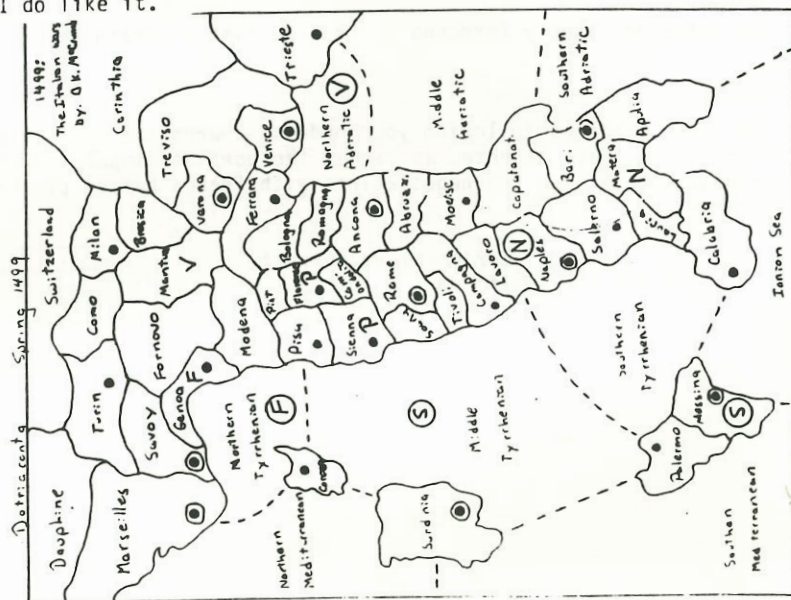
DIP: Fall 1499 moves are due by the date listed on Page 2.

PRESS

Doge's Palace: Jan 24th, 1499 "...the Doge Pietro D'Istria was forced by the French invasion of Savoy and advance through Saluzzo and Montferrat to hire thousands of Austrian, Swiss, and Polish mercenaries to defend Venetian interests in northern Italy. The Dukes of Milan, Pavia and Ancona began asking for promises of Venetian assistance should the French army, under the command of the Duke of Berry Antoine Du Beni, continue their advance into Piedmont. He, of course, was more than happy to do so. It gave him that excuse he had always wanted to move troops and extend his influence further up along the Po River valley. However, with the mobilization of the Papal galleases in Ancona, the Doge had to react to that as well..."

-Excerpt from 'McCrumb's History of the Italian Wars. pp14-15, 1989.

GM-Players: Just to let you know, I did not write the above piece, even though I do like it.



FRANCE (Jeff Suchard, 210 Lille Ln. #214, Newport Beach, CA 92663 USA)
 F North Tyrrhenian-Corsica, A Fornovo-Turin.
 NAPLES (Shane Hedegard, 613 Central Avenue, Salinas, CA 93901)
 F Naples-South Tyrrhenian, A Capatanata-Salerno.
 PAPACY (Mike Consalves, 203 Brookside Terrace, Hagerstown, MD 21740 USA)
 A Sienna H, F Abruzzi-Moiese.
 SPAIN (Bill Mulff, 1505 Craighton Court, Arlington, TX 76011 USA)
 F Middle Tyrrhenian-Campanga, F Messina-Palermo.
 VENICE (Mark Nelson, 21 Cecil Mount, Armley, Leeds, WEST RIDING, LS12 2AP)
 F Treviso-Trieste, A Mantua-Milan.

DIP: The Winter 1499 moves are due by the date listed on Page 2. I was going to have a quick deadline for Winter Builds, however we have a replacement for Naples. Andrew England has dropped out of the Diplomacy hobby and has resigned from this game. Hence, Shane will need the extra time to figure out what is happening before you Nasty Boys all jump on him. I have winter builds from Papacy, Spain, and Venice. I received only one vote on which season separation to use. This vote was for Fall/Winter. If you wish to make your input, vote on whether you wish to combine Fall/Winter or Winter/Spring by next deadline. I will break any ties.

Supply Center Chart.....1499

FRANCE:	Marseilles, Savoy, <u>Corsica</u> , <u>Turin</u>1	Builds ?
NAPLES:	Bari, Naples, <u>Salerno</u>3	Builds 1
PAPACY:	Ancona, Rome, <u>Moiese</u> , <u>Sienna</u>1	Builds ?
SPAIN:	Messina, Sardina, <u>Campanga</u> , <u>Palermo</u>4	Builds 2
VENICE:	Venice, Verona, <u>Milan</u> , <u>Trieste</u>4	Builds ?
NEUTRAL:	Calabria, Ferrara, Florence, Genoa, Pisa...5	

PRESS

Flagship Castillo
 Captain-General Alfonso Reyes de Luna Garcia

His Most Esteemed Majesty Fernando de Aragon, King of Spain:

Your Majesty:

The fleet proceeds following your orders towards the central portion of the peninsula. Have selected as target the port of Campaña. Awaiting further orders regarding the negotiations with French before planning spring campaign.

Your obedient servant,
 Alfonso

Tupungato(1998H0gh)

Spring 1766

COLONIA VI

RUSSIAN FAR EAST HOLDINGS DECIMATED DURING COMMUNICATION OUTAGE

AUSTRIA (Neill Goltz, 600 W. Franklin, Apt #207, Minneapolis, MN 55405)
 F Nav (S) F Mak-Epo, F Gca (S) F Mak-Epo, F Mak-Epo, A Hon (S)
 F Mex, A Cal-Tex, F Mex(wc) (S) A Cal-Tex, F Bel (S) NETHERLANDS
A Bah-Ric/AMN, A Hes-Pol, A Sil-Gal, A Sav (S) NETHERLANDS
A Phi-Bur/MSO, F Pl(wc) (S) A Sav, F Nap-Adr, F Bul(sc) OTTOMAN
 A Ist, A Ros (S) A Sil-Gal, A Bud (S) A Sil-Gal.

CHINA (Lee Kendler, Jr., 270A Willowbrook Dr., Jeffersonville, PA 19103)
 A Ctn-Amo, F Mnl-Ara, A Sin-Gob, F Scs-Ecs, A Afd-Per, A Dun (S)
 A Mah-Kha, A Goa-Miz, A Yas-Sin, A Mah-Kha, A Ben-Mah, A Tib-Chi,
 A Brn-Bar, F Ivo-Upo, F Tim-Tas, F Upo-Jap, F Ano-Dio, F Ara-Jes,
 F Cua-Mel.

ENGLAND (Fred Pyatt, 50 Grandview Place, Montclair, NJ 07042)
 F Ome (S) FRENCH A Tex-Mex/MSO, F Car (S) FRENCH A Tex-Mex/MSO,
F Opa (S) A Ecu-Pru, A Ecu-Pru, A Pol (S) A Ecu-Pru, A Sur-Pol,
F Azo-Gan, F Can-Lag, F Eao (S) F Azo-Gan, F Nao (S) FRENCH
F Que-Hud/MSO, A Edi H, A Ant (S) F Bel-Hag, F Eng (S) A Ant,
F Hel-Hag, F Mth-Hel, A Nig (S) A Tog/dsl(Ben,oth), A Top (S)
A Nig, A Sia H, F Mls (S) F Eio, F Pio (S) F Rbe-Mio, F Rbe-Mio,
 F Cay (S) F Rbe-Mio.

FRANCE (Mike Consalves, 203 Brookside Terrace, Hagerstown, MD 21740)
 F Que (S) A Ont, F Ora-Hud, A Ont (S) A Tex-Mis, A Tex-Mis,
 F Lou-Tex, A Flo-Lou, F Nao (S) ENGLISH A Sur-Fel, A Bdx (S) A Tou,
A Tou (S) A Bur-Sav, A Bur-Sav, A Par (S) A Bdx, F Ifn-Mor,
A Tau (S) F Ifn-Mor, A Mol-Sah, A Pak-Cha, F Mac-Sea, A Chi (S)
 A Tex-Mis.

NETHERLANDS (Bill Mulff, 1505 Craighton Court, Arlington, TX 76012)
 F Hag-Han, A Pru (S) F Hag-Han, A Chi-Fnd, A Han-Sax, A Rav-Rhi,
 A Bah-Ric, A Per-Pol/dsl(Ara,Chi,oth), A Foz (S) A Yam-Mig,
 A Kam-Mig, F Egu-Tog, F Ang-Sea, A Kha (S) A Miz/AMN, A Miz (S)
 A Kha.

OTTOMAN (Stan Johnson, 10 Pine Street, Edison, NJ 09917)
 A Pgy-Arg, A Bra-Pgy, F Arg-Bra, F Som-Ara, F Eth-Som, A Sud-Eth,
 A Egy-Sud, A Jer-Egy, A Izm (S) A Bag, A Ist (S) AUSTRIAN
 F Bul(sc), F Eas (S) A Ist, F Tun-Ion, A Bag H.

PORTUGAL (Dave Bongard, 7012 Towerbell Court, Annandale, VA 22003)
 F Ber-Hud, A Man (S) A Yuk-Ont, A Yuk-Ont, A Ore H, F Caa-Ala,
 A Leo-Bdx, A Ara (S) A Leo-Bdx, F Umed-Lig, F Val-Gib, F Mor (S)
F Val-Gib/dsl(Ath,Umed,otb), A Ken H, F Mio-Eio/dsl(Som,Mat,otb),
 F Pie (S) F Mio-Eio, F Sio-Mio.

RUSSIA (Tom Nash, 202 Settler's Road, Saint Simons Island, GA 31522)
 MO. F Pis H, A Rum H, A Lit H, A Pol H, A Cal H/AMN, F Bal H,
 A Swe H, A Den H, F Bla H, A Per H, A Arm H, A Hon H, A Cau H,
 F Spo H, F Epo H/AMN, F Tar H, F Cor H, F Npo H, F Sit H.

16

PID: The Fall 1966 moves are due by the date on page two. I had a build for Ottomans last winter (which he had sent with fall moves). Relevant personnel were informed of the build (A Jerusalem). I also heard from Tom. He says he just never got around to sending in builds, and it now appears he did the same with the moves. Since I did hear from him, and he says he is not dropping out, I will not replace him yet. I also waited for his moves longer than I probably should have.

Note that there is a correction in Bill's zip code. Also, does anybody have Neill's new address. He keeps telling me he will send it, but has not as of this turn.

Both draw proposals were defeated. YES NO ABSTAIN = YES

1. China/England/Russia	2	50	67
2. China/England/France/Russia	19	50	67

There is a new proposal.

3. China/England/France

It takes 100 centers voting YES for the draw to pass. Not voting will be counted as a YES vote.

The Times, They Are A Changin'
DIPLOMACY WORLD

David Hood, ed.
104-F Terrace Drive
Cary, NC 27511

The new and improved Diplomacy World is just that, new and improved. Many subscribers had tired of the constant banter of the previous editor, and the long anticipated switch to the new editor has finally occurred. As with most things in which David Hood has helped start, this looks very promising.

Issue #60, David's first as editor, has several obvious differences from the past dozen issues. The format jumps right out at you. Not only is it entirely computer generated, there are articles by a wide range of hobby players and publishers. While David's influence is seen, it is usually in the background, allowing each individual author their own freedom to say what they wish. Some of the articles are interesting, a few are nothing special. However, all of these articles deserve your attention as they all deal with Diplomacy, the ultimate goal of this zine.

The price has been dropped by David's goal "to put Diplomacy World on a true economic path." It is now available at \$10.00 for four issues, a 33% price reduction. It is no longer printed on A3 paper, but is now in a newspaper type format. It is also being mailed by bulk, a further savings in money. You know, these are both recommendations I made to the previous editor when he complained about costs. And as a further incentive, you can now earn credit for any articles which are used for publication. (You can bet I'll be writing up a storm. I can never pass up a good deal.)

I would highly recommend receiving, or renewing, your subscription to Diplomacy World. If you don't like it after a year, you loose very little. I bet that at the end of that first year you decide to keep reading.

Note: They are using my maps for the Diplomacy Demonstration Game. Unfortunately, this must be a copy of a copy several times done over because it did not turn out very well. David, I should have included something much closer to the original if you wish to continue using it.