

# THE MODERN PATRIOT

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William S. Highfield, 2012 Ridge Road East, Rochester, New York 14622 USA

- with immense help from John Banke and Porter Wightman

telephone # is (716) 266-7200 NO COLLECT CALLS !!

1982 August issue # 2 Dipcon/ Origins issue !! Game openings ? You bet

## Ramblings:

**H**i everybody !! Porter and John will notice the new type-writer ribbon. Maybe now you can read the issue finally. This is our Dipcon issue. I'm typing this on Sunday, July 18 because I won't have time after words ( sugar, I misspelled again ). I'll try to keep records at Dipcon but with all the blood flowing I'll have my hands full staying alive !! Woody called Friday. He said it would serve me right if I'm on Bloodsucker's board. I sure as hell hope not. I was only trying to be funny. Seriously ! I've never seen Lucious. I realize she won't see this till after Dipcon BUT better late than never. I also received an ish of IRKSOME the other day, hey ! can we trade Scott ? Another thing. I know for a fact that Frauke is a terrorist. I've got proof ! You can't shut me up like the others you "disposed" of. I just bought the JOHN MICHALSKI HOME DEFENSE SYSTEM. Any intruder ( except the mailman ) is immediately killed. The compound is tougher to get in than the russian embassy, and even tougher than a supermarket checkout in rush hour to get out !!

About game openings. I'll run anything you want to play. I'd like to run : Regular Dip, Dip variants ( 2001, Final Conflict, 1885II, Abstaction, Small World, WWIIb, and others ? ), and/or ANY WARGAME I OWN. I own, offhand, about 100. Yes, that's right 1-0-0 wargames. If there are alot of die rolls, I can do them UNBIASEDLY ((?!?)) for both sides OR you can pick 400 stocks and use them ( like avalon Hill does ).

HMMM. What else. Oh yeah, I'll trade with ANY zine EXCEPT the one Oaklyn pubs. I say 'not Oaklyn' because I don't like what I hear about him and I don't like scandals. I'll also take in subzines. Porter, John ?? I was also thinking of a column where 1 person proposes a topic and the other comments about next issue. You know. Like a point/ counterpoint thing, you know ? I don't believe it! I'm starting to talk like a real hoser (i.e. Woody, Don, Hoss Pearson, Ted Kennedy.).

Has anyone heard that song " Valley Girl" by Moon Zappa ((?!?)) ? The first person I thought of was Kathy but I'm not going to label her that. I'm already in deep as it is. My favorite expressions are: "gag me with a spoon", "totally", "groady", "tubular", "for sure", "Oh m God !". Hey. I bet Alex in VOD is a Valley Girl. Is she BRUX ? By the way. How come you're taking impressional young ladies to amusement parks ? Teachers are supposed to be MEAN, IRATE, and UNFRIENDLY. Not KIND, ~~COXX~~ FRIENDLY, and NICE. You are a disgrace to teachers !! How can us students hate teachers'guts when they're nice to us ?! That's enough for this ish. Maybe I'll have anarticle later this ish on Dipcon. We'll see.

Bill The Reaganite Highfield

# Point / Counter-Point

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I'd like to have John Michalski and Mike Mills do this column. How about it guys ? Failing that I'll take any two conflicting views. I need one right winger and one left wing, commie, pinko Democrat. NOTE: I'll print what you want me to print and I'll hold no favorites.

The first topic will be: The limited use of tactical nuclear weapons in the battlefield situation. I encourage anyone to write in. I may publish your views anyway ! Let's go John and Mike. John will be point this time with Mike as counterpoint and they'll switch sides next time, OK ?

WSH

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ICBM game note. Your boardman number is 1982CU. You can refer to it as ICBM for ease if you want. Either way is fine.

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## The Unwanted Convoy - by Bill Highfield

Picture the following situation:

- Austria and France have begun to fight in the Mediterranean Sea over Italy. Austria owns all of the Italian centers and Tunis. It's a fall turn. The units are:

Austria - F Ion, F Tun, A Nap, F Apu  
France - F TyrS

Austria wants to dislodge Fra's F TyrS this turn while retaining his centers. He orders A Nap-Rom, F Apu-Nap, F Ion-TyrS, F Tun S F Ion- TyrS. France realizes what will happen and orders F TyrS C A Nap-Rom (Italian). According to the 1971 rulebook, there's a contradiction. Rule VII,3 says the move should fail. BUT Rule VII,1 says it should work because it is unopposed. With (Aus) A Nap-Rom failing, F TyrS for France can give him Rome as a retreat space.

I think we should define an answer. I think it should work ( meaning A Nap-Rom) because it DOES NOT NEED THE CONVOY IF, and only if, Austria ( or the country with the army ) SPECIFIES that he doesn't wish to be convoyed. IF he doesn't specify, he should be assumed to want the convoy~~ed~~ and the move will fail.

Let's take another case.

France - F TyrS  
Italy - F GoLyon, F Ion, A Nap, F Rom, A Naf.

France orders: F TyrS C It A Nap-Tun ( ret. to Wes, Tun, Tus, otb )  
Italy orders : F GoLyon- TyrS, F Rom S F GoLyon-TyrS, A Nap-Tun  
F Ion C A Nap- Tun, A Naf S A Nap-Tun.

In this case, Tunis is left open. The GM cannot be responsible for the Italians misfortune. It's up to each player to STATE that he doesn't wish to be convoyed by another if he doesn't. In the preceding example, Italy should have told the GM: I do not wish A Nap to be convoyed by the French F TyrS. Only my fleets will convoy the A Nap-Tun.

There. Now you solve any hassles and guarantee the GM's ~~ix~~ decision.

To my players: This is know an official houserule of this zine. If the majority of the players in a game vote to ~~g~~ change it, I will. The

bookkeeping involved is relatively minor and it saves alot of headaches. It shouldn't be a problem as a player only rarely has to worry about it.

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## Joke Time!

Husband: Here's an aspirin, Honey  
Wife: An Aspirin ? Why?  
Husband: It's for your headache.  
Wife: I don't have a headache  
Husband: Good ! Let's go to bed.

- Jack be nimble, Jack be quick  
Jack jump over the candle stick  
GREAT BALLS OF FIRE !!!!!

- Jack and Jill went up the hill  
To fetch a pail of water  
Stupid Jill forgot the pill  
and now they have a daughter

OK enough nonsense. Send your jokes in and if they're printed you get 1 free issue !!

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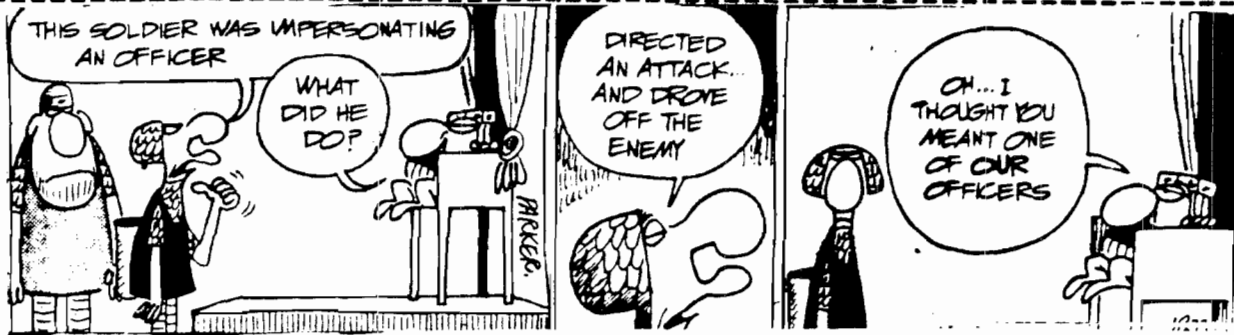
## Playing Italy by Bill

Italy is one of the toughest countries to play in Diplomacy. I Think only Austria surpasses it in difficulty. Italy's routes of expansion are severely limited. Italy can either a) attack Austria; b) attack Turkey; or, less often, c) attack France. Germany is not a realistic option. The attack on France is made in agreement with Eng and/or Ger. Italy usually gets little centers and gives Eng access to the Med. It's far better to get Fra & Ger to attack Eng. Why? Two reasons: 1) an attack upon England by Fra/Ger is almost always a long war (especially if you warn Eng); and 2) France and Germany almost always start fighting as soon as England falls. When this happens, help Germany !! His fleets are light years away from the Med and new fleets have a long way to go ( ie F Kiel-Hol-Nth-Eng-Mid-Wes ) vs France, which can build right on the Med.

Next, you must handle the East. I prefer alliance with Austria to war against him. Of course, you definately do NOT want Rus and Tur to ally ! Turkey is your biggest threat ! If he doesn't a) hit Rus b) agree NOT to build fleets and c) keep his one fleet in the Black Sea, TAKE HIM OUT !! Get Russia to help. Basically, your options will be different in each game. Situations may change with alliances but 1 rule ALWAYS holds true. KEEP THE BALANCE OF POWER WHILE EXPANDING. Mark Berch had some interesting statistics. Italy's growth must be quick for it to win. Otherwise, Italy will stagnate. In 73 games where Italy won, Italy had 7 centers by Winter 1903 in 27 % of the wins. Those with 6 or under won in only 44%. Winners had on the average, 7 centers by W'03, drawers-6, and losers-4. The key to an Italian victory is rapid expansion. Oh yeah, these facts and figures came from Mark's article " The Italian Wins " in D.W. # 31. I wouldn't want to forget that, would I. While I'm the subject of M.L.Berch. Hey ! Mark! My name is HIGHFIELD! Not Hightower or Ridgefield. Gee! Between Mark, Kathy, and Woody, they'll change my name to Willard Ridgetower at 2012 Highfield Rd East. In conclusion, if you want to hear about success, talk to Kathy Byrne who's the only player to win 3 times with Italy.

# Orphan Games Report.

According to some of the recent rumors circulating the hobby, JIHAD! has folded. I've talked to John Daly (U.S. Orphan Service ) and have requested 4 of Jihad's ! games. 1 or 2 more games should fill TMP up pretty good. Two will be my own game starts, 4 JIHAD, and maybe more. Who knows ? If you know anyone who needs a game moved from a zine to another, mention me. I'll take it ! PLLLLLEEESEEE don't forget that I'll run any game. Just make sure I have the map/rules and I'll mention it.



SIGNED UP FOR TMP-2 Regular Diplomacy Game: John Banke, Dave Marshal, Evans Givan,  
Signed up for Abstraction\*: Jack Fleming, Pat Conlon (?), Bob Olsen(?)  
Signed up for FINAL CONFLICT: Tom Swider

This issue will have the map/rules to FINAL CONFLICT. Thanx to Tom Swider. I'll need players, 6 to be exact. Pearson, Woody, Cheechia, Olsen, Michalski, Banke, Conlon, Evans !?!?! I know you're all adventerous players, take a chance. If you sign up BEFORE August 26\* there's no game fee ! How bout it everyone ? Gee, I wish I could play. \*for any game

- VOTE in the EMinent Awards. Vote once for each catagory.
- 1- The Best Zine
  - 2- The Best GM
  - 3- The Best New Zine ( please vote for the Modern Patriot ! )
  - 4- The Most Improved Zine
  - 5- The Best Zine for Dip( only)
  - 6- The Best for other Games
  - 7- The Best Variant Game
  - 8- The Best Zine for Hobby News
  - 9- The Best Letter Column
  - 10- The Best Looking Zine
  - 11- The EMinent Award for Distinguished Service, which per om has done the most for the hobby

The deadline is 4 September 1982. Send them to Micheal Mills, 26 Laurel Rd, Sloatsburgh, NY 10974. Michalski, I KNOW he's a disillussioned Democrat but vote anyway. Mike, we'll convert you sooner or later. Let(s trade TMP for EM OK ??

## FINAL CONFLICT

By Tom Swider (2nd Edition; 1982)

## \*\*\*Initial Deployment:

USoA (United States)	A MIC, F CAL, F NEW, P ALA
BRAZ (Brazil)	A AMA, F FOR, F RIO, P SAL
RoSA (Republic of South Africa)	A RHO, F SAF, F WAF, P MOZ
OPEC (Org. of Petro Export. Countries)	A IRA, A BAG, F EGY, P SAU
USSR (Soviet Union)	A MOS, A SIB, F KAM, F LEN, P HUN
PRoC (People's Republic of China)	A SIN, F MAN, F CHU, P CAN
AUST (Australia)	A SYD, F PER, F QUE, P VIC

## \*\*\*The Board:

The following provinces are treated like Kiel in Diplomacy: Ter, Cen, Ben, Sca, Tur, Egy, Len and Mos.

The following provinces are treated like Spain in Diplomacy: Nor, Mex, Col, Bal. Ira is treated like St. Petersburg. All builds in the aforementioned provinces must have the proper coast mentioned, or else the build fails. Fra is also treated like Spain.

Land bridges exist between the provinces Eng-Fra and Ibe-Mor. This means that armies may move or support directly across them, while fleets and planes may not.

Tib is impassible.

## \*\*\*Game Year Sequence:

Game begins in Spring 2001, and progresses as in Diplomacy. Victory is achieved by controlling 24 centers at the end of a fall turn. However, for every two centers which are currently devastated by nuclear attack, this condition is reduced by one center.

## \*\*\*Stacking Limits:

Within a space, a player may keep one army or fleet, one plane (p) and as many nukes (n) as desired. At no time may units of two or more nations occupy the same province.

## \*\*\*Plane Units:

A plane is a purely offensive unit; although it has no attack or defense strength, it has a support strength of one. This support is unable to be cut, even if the space in which the plane resides is attacked or if the plane is dislodged. It may support an action (move or hold) in the province it occupies, or to any province within two spaces.

A plane can also move with a range of two spaces; it must however end its turn in a controlled land province. This province must have been under control prior to the season in which it moves there. As an illustration, the USoA player could not order his P Ala to Mex during the first year of play, since he may not take control of Mex until the end of the fall turn; the plane could not move there even if USoA ordered his fleet in Cal to Mex. Just because the USoA player has a fleet there does not imply that he has control of Mex. Starting with the Spring 2002 turn, USoA could land a plane in Mex, provided that he has control over the province.

A plane may attempt to move to a province which its faction controls which is currently occupied by another player's units, provided that the enemy unit leaves the province. Continuing with the above example, suppose in the Spring 2003 turn, AUST has an army in Mex, but the USoA player controls Mex; USoA has a plane in Tex. USoA orders the plane to Mex, while AUST orders army Mex-Tex. This rule provides that the plane's move to Mex succeeds, and that AUST's move to Tex also succeeds. Note that this

rule is an exception to the Diplomacy rules for standoffs (two units trying to exchange positions). The army's move succeeds because a plane has no defensive strength, while the plane's order also succeeds because Mex is vacant from enemy units. Should AUST also have ordered f mpo-mex, the AUST fleet would then take Mex, the plane's move would fail, and the plane would be dislodged in Tex.

Planes may fly over and/or support across impassible, neutral or enemy controlled areas. Planes may never be ordered to a neutral or enemy controlled province. Planes may be convoyed, like armies.

A plane can't defend against any attack, and if an enemy unit forces its way into a plane's province, it is dislodged. If dislodged, it may retreat to a space up to two areas away, as long as the area is under friendly control (ex. a plane in Tex could retreat to Ont, if friendly). A plane may prevent a piece from retreating into its province.

\*\*\*Nukes:

Nukes are moved in the same fashion as are armies. A nuke may not capture a province and has no attack/defense/support strength. Nukes may only be moved into controlled provinces (as is the case with planes). They do have other uses.....

A nuke may be ordered to launch (1). Launched nukes will detonate in the space ordered. A nuke may be ordered to launch into ANY area on the map. Sample launch order: N len-1-RHO. A nuke's order is plotted along with military orders, but the effects of nukes are resolved before other movement orders.

Any area nuked is considered devastated for a total of three winter seasons, for victory condition purposes and economic purposes. The effects of detonation are as follows:

- 1) Turn of impact: All units in the detonating space are annihilated. Secondly, any unit moving/supporting/convoying into (but not through) are eliminated. Example: With a nuke hitting Arg, RoSA orders: a ind-arg(c f wio, f swa, s p saf), all units are destroyed with the exception of f wio; in sense, f wio convoyed a ind to swa, and f swa convoyed a ind to arg. If p Chl-Rio was also ordered, that plane would also not be annihilated by the nuclear attack; the plane moved through Arg, but not into it.
- 2) Turn after detonation: The target space is considered impassible.
- 3) Economic effects: For the following three winter turns, a nuked area is considered devastated and produces no income. A nuked center loses its ability as a building site. The space reverts to its normal status at the beginning of the fourth winter season.

If a nuke detonates in a province occupied by a nuke, the nuke is NOT destroyed; rather, it is allowed a 'counterstrike' and may be ordered to launch next movement season. If it is not ordered to launch, it is then destroyed.

A player may not launch a nuke at any territory which he begins the game with.

If an army or fleet of an opposing faction moves successfully into a province with a nuke in it, the nuke is automatically captured and is replaced with a nuke of the captor's color.

\*\*\*Economics:

Each center produces \$3 each winter season; all non-sc areas produce \$1 each winter. A non-sc land province may be captured during any season. At the start of the game, each player begins with a number of areas which are emboardered within their country's boundaries. For example, RoSA has Waf, Bot, Rho, Moz and Saf.

Units have the following costs:

army/fleet/plane	\$3 to build; \$3 each winter to maintain
nuke	\$9 to build; \$1 each winter to maintain

A player may not build a nuke if, by doing so, the number of nukes on the board would exceed the number of armies, fleets and planes combined.

### \*\*\*Builds

Units may be build in any controlled center during the winter season, provided that the stacking restrictions are not violated. Players may not remove a unit (by failing to pay the maintainance) and build units in the same winter build season. For example, should USoA player end the Fall 2001 turn with an army in Ont, he could build a plane in Ont, or a nuke, but not another army or fleet.

### \*\*\*Gifts

Players in addition to using their money to build units may transfer some or all of their funds to another player at his or her discretion. Transferring money is written as part of one's seasonal orders. Money received may be used the same season.

Players should make their build orders conditional upon the receipt of money from another player . Should a player be short of funds in making all builds ordered, build orders are cancelled starting with the unit listed last on the player's orders, repeating this process until the player has enough money to pay for the remaining builds.

### \*\*\*Noted Changes From This Edition And The Original Edition:

- 1) No canal between Moscow and Leningrad (served little purpose)
- 2) The addition of the province Kurdistan (making OPEC more playable)
- 3) Players may not allow other players to land planes in their provinces (not necessary; unneeded complication)
- 4) Clarification of rules of planes, nukes and gifts

### \*\*\*Nota Bene

A note of thanks goes to Bill Staple from which FC was derived from (using his prototype World Diplomacy game), and Mike Barno for his mediocre advise which somehow makes sense sometimes...

Questions and comments can be sent to me (Tom Swider) at: 1183 Robinson Hill Road; Endwell, NY 13760. A SASE would help speed up the process of answering your questions.







north america:

ALA= alaska  
 alb= alberta  
 bri= british columbia  
 CAL= californiA  
 cen= central america  
 MEX= mexico  
 MIC= michigan  
 neb= nebraska  
 NEW= new york  
 nor= northwest terr.  
 ONT= ontario  
 ter= territorial isles  
 yuk= yukon

south america:

AMA= amazona  
 arg= argentina  
 bol= bolivia  
 chl= chile  
 col= columbia  
 FOR= fortaleza  
 gui= guiana  
 mat= mato grosso  
 pru= peru  
 RIO= rio de janeiro  
 SAL= salvador  
 VEN= venezuela

africa:

alg= algeria  
 ang= angola  
 bot= botswana  
 cam= cameroon  
 cha= chad  
 con= congo  
 eaf= east africa  
 ivo= ivory coast  
 lib= libya  
 mau= mauritania  
 mli= mali  
 MOR= morocco  
 MOZ= mosambique  
 NIG= niger  
 RHO= rhodesia  
 SAF= south africa  
 SEN= senegal  
 SOM= somali  
 sud= sudan  
 WAF= west africa  
 ZAI= zairre  
 zam= zambia

europa:

bal= balkans  
 BEN= benelux  
 fra= france  
 HUN= hungary  
 IBE= iberia  
 ita= italy  
 LEN= leningrad  
 MOS= moscow  
 pol= poland  
 sca= scandinavia  
 tur= turkey

asia:

afg= afganistan  
 BAG= bagdad  
 bur= burma  
 CAN= canton  
 CHU= chungking  
 EGY= egypt  
 IND= india  
 inn= inner mongolia  
 IRA= iran  
 KAM= kamchatka  
 kaz= kazakh  
 kor= korea  
 kur= kurdistan  
 MAN= manchuria  
 MLY= malaysia  
 mon= mongolia  
 pak= pakistan  
 SIB= siberia  
 SIN= sinkiang  
 syr= syria  
 tib= tibet (impass)  
 THA= thailand  
 vie= viet nam  
 SUA= saudi arabia

australia:

ade= adelaide  
 dar= darwin  
 PER= perth  
 QUE= queensland  
 SYD= sydney  
 VIC= victoria

islands:




BOR= borneo  
 ENG= england  
 haw= hawaii  
 ice= iceland  
 JAP= japan  
 neg= new guinea  
 NEZ= new zealand

sea spaces:

arc= arctic ocean  
 blt= baltic sea  
 ber= bering sea  
 bla= black sea  
 bob= bay of bengal  
 car= caribbean sea  
 cas= caspian sea  
 chs= china sea  
 cor= coral sea  
 eio= east indian ocean  
 hud= hudson bay  
 jas= java sea  
 mac= mid atl ocean  
 med= mediterranean sea  
 mpo= mid pacific ocean  
 nao= north atl ocean  
 nea= north east atl  
 nep= north east pacific  
 nth= north sea  
 nwa= north west atl  
 nwg= norwegian sea  
 nwp= north west pacific  
 phs= philippine sea  
 psg= persian gulf  
 soj= sea of japan  
 swa= south west atl  
 swp= south west pacific  
 wio= western indian ocean  
 ant= antarctic ocean

There are a total of 46 centers on the board.

## Key to Map (On back)

XXX= land area  
 xxx= sea area  
 \* = supply center  
~~---~~ = canal  
 = land bridge  
 = land boarder  
 = sea boarder

**Yippee!** I returned from Origins to discover a letter from the U.S. Navy. It read, " Dear NROTC Scholarship Candidate:

The Chief of Naval Education and Training takes pleasure in informing you that you have been chosen as an NROTC Scholarship winner. "

Well, something like that, Carter must have ignored his office because his typewriter kept doing this ( if I can copy it ): ~~hello~~. Yes, that's what it looked like. All I can say is, " LOOK OUT ~~COMMUNIST DEMOCRATS~~ World." That first issue was sort of a prank. Sure, I like Reagan but I don't actually WORSHIP him. Some people don't like him so THEN I become reactionary. It's also fun to be a reaganite in press releases. Take the one I entered in Dnd.

BERLIN: In a surprise speech today, Advisor Ronald Reagan Stated the following: " It is ironic that Germany's/England's colors are BLACK AND BLUE respectively, for this is what Italy/Turkey will be when we're thru with them !" and so on.

You should hear the players reaction to pro-reagan press. I think it makes the game more fun.

And another thing, where do some people get off calling ME a " dumb kid " FIRST of all, I'm 18. SECOND of all, I do what I say I'm going to do. I believe in certain issues and our role as a police state. Therefore, I am joining the U.S. NAVY. I was at first discouraged with the system but I'm not any more."POWER TO THE RIGHT PEOPLE" , right John ??

Thanks,

Bill Highfield  
- membership director, REAGAN'S YOUTH - (( is that ok with you Brainless ? ))

\*\*\*\*\*

**ORIGINS**

It was a great weekend. I left Thursday with Porter in his itty bitty station wagon ( a VOLARE! I think). I somehow managed to fold my long legs in. We got to Wayne PA around 6pm after passing Lansdale on the way. It was then that I said, " Let's blow up Woody's house." To which Porter laughed because he knew I was nervous as hell. At Linda's parents' house where we stayed overnight I was trounced with Porter in a basketball game with Linda's brothers David & Allen. Then we played Pinocle until about 1am.

Friday we left for Baltimore at 9am and arrived at 12 noon. We walked around until 3 o'clock until FINALLY we saw BRUX. Then we went to open gaming and watched/played WWIIb on a beautiful board the size of a Queen sized bed. I met Kathy at arond 7:30 and she didn't seem happy to meet me. she's NO sense of humor. Well, maybe I went to far. They spent the better part of an hour telling Porter lies that I SUPPOSEDLY said.

The best part of the weekend was when Woody was going to show us the way to a restaurant. "GRAND PRIX WOODY ",as he became labeled, took the better part of an half hour to go 4 blocks. Twice, he cut across 4 lanes of traffic and almost hit 4 cars. At first I thought Manardi was driving but when we pulled along side to find out what the hell was going on we saw him slumped over the wheel with an insane grin on his face.

)(ORIGINS cont.)

After dinner, someone tipped our waitress a quarter ( Woody, I think ). They wern't going to leave one but thought the waitress would think they'd forgotton and they wanted to be sure she understood that she was terrible.

around 9pm we arrived at Kathy's ((??)) apt. Sigwalt, Don Ditter, Al Pearson, Woody, Fast Fingers, and I had the distinct pleasure of tricking Mark Berch into playing a game of GUNBOAT Diplomacy. Roy Hendrick's walked in and almost had a heart attack. " Oh my GOD ! ", he said, " Marks playing Dip !". " It's NOT DIP, it's Gunboat ", said Mark. " BULL\_\_\_, IT IS TOO DIP", said Roy. I think it's a first but I'm not sure. After that, at 10pm, Roy invited us to play a Kingmaker variant. It was a gorgeous GIANT board ( size of a King sized bed ) HAND PAINTED with HAND MADE castles and HAND PAINTED flags for nobles. We played that till 6:30 am when we conceded to the Mainardi/Ditter alliance. It was fun !

During that time, Gary Coughlan got smashed ( or worse ) and started mocking out accents making everyone laugh including Kathy before he fell down and passed out.

Saturday, we played Dip at the tournament. I would have been in FIRST after the first round except that "accidentally" a flying dutchman arrived on the board for 1 turn before it was noticed. That one turn was the key move when I was stuggling to break through the stalemate line establishing with 17 units as Turkey. I had expected a little honesty. I KNOW it wasn't an accident and I'm asking M. Berch what I should do. The party(s) in question even had the gall to BRAG about cheating! If I ever get my hands on them.... ok, calm down Bill,.... HUMMMMM, Hummmm. Whew, almost lost control again. I'm ok now, let's continue. I can only think about the possibility's I had for the tournament.

Saturday Night I passed out from exhaustion.

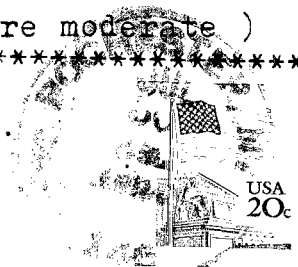
Sunday's tournament was uneventfull but I did get on the 4th board, Porter got on the 2nd and Jack Brawner cleaned his clock !!

The main fun was meeting all the great people. I can hardly remember but I'll try. Gary Coughlan, John Daly, Rod Walker, Kathy Byrne, Woody, Fast Fingers, Lazerere, Lancaster, S. Duke, Al Pearson, Roy Hendricks, Dan Stafford, MP Barno, Julie Martin, Fred Davis, M. Berch, Bob Seargeant, Eric Kane, Jack Brawner, Brad Wilson ( well, he's a great reaganite), Tom Swider, BRUX, Konrad Beaumeister, Robert Sacks, Scot Hanson & Frauke, and many more. There'll be more next ish.

Bill Highfield ( THE MODERN PATRIOT and now a little more moderate )

\*\*\*\*\*

THE MODERN PATRIOT  
c/o Bill Highfield  
2012 E. Ridge Rd  
Rochester, NY 14622



FIRST CLASS MAIL  
FIRST CLASS MAIL

Rod Walker  
"Alcala"  
1273 Crest Dr.  
Encinitas Ca

92024