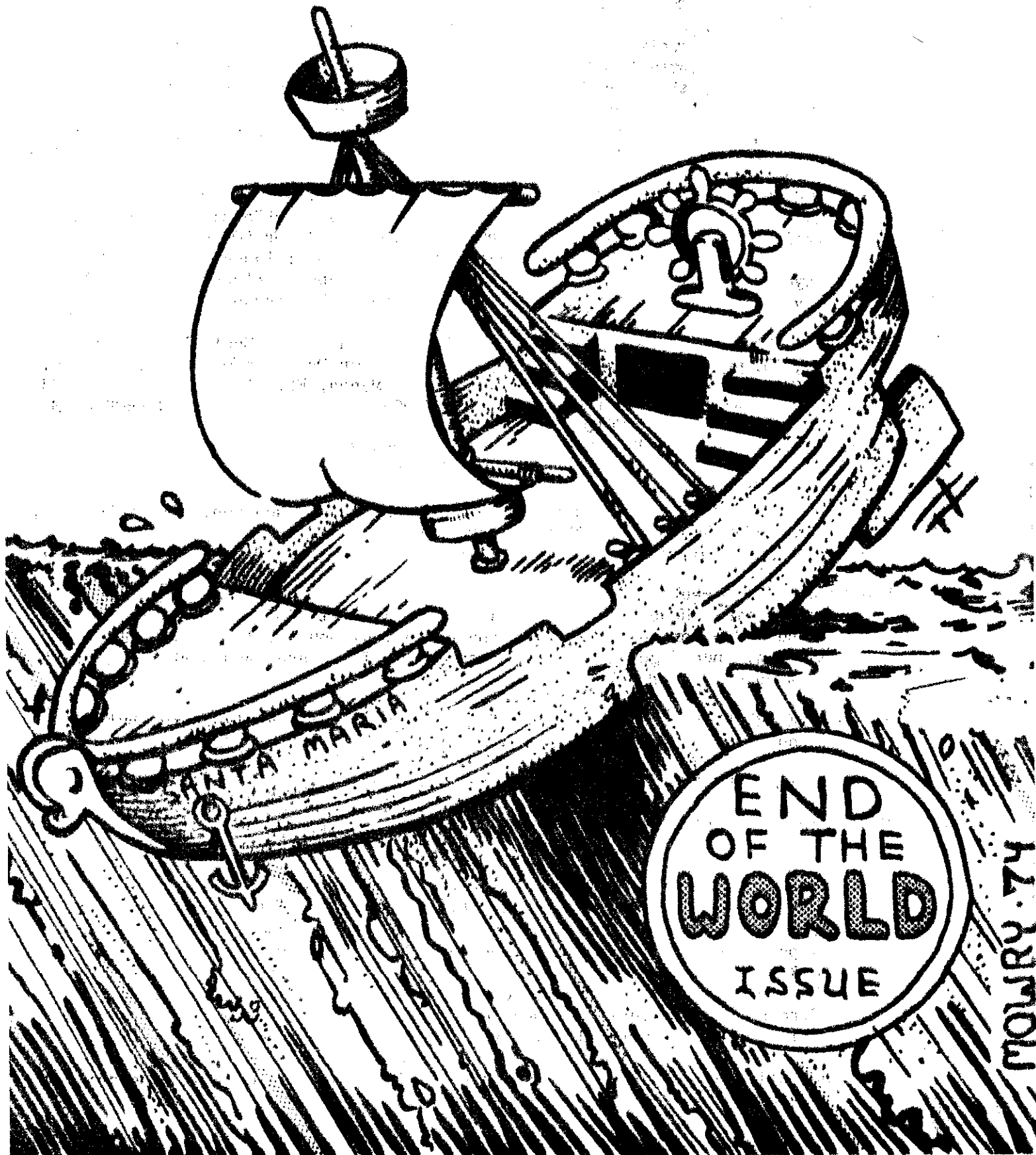


Art Durfal

GRANDSON OF POUCH

43/44



Damn it, are we going to let a spic like Somoza kill an American citizen with impunity? It's time we cleaned the damn place out. If they can't govern themselves, let the Great Powers administer the country until order is restored and a democratic government elected. This is URF DURFAL, GRANDSON OF POUCH #43/44, and this zine is the One True Descendant of the Fallen Pouch. In addition to our offer to run any variant someone else organizes the players for, we've currently got openings in regular Diplomacy, Youngstown, Swiss Variant II, and Machiavelli. Articles are paid for at the rate of 2 issues/printed page. Subs are 7/\$2. Back issues are available for 25¢ each or 5/\$1. The following variants can be had for an SSAE: Excommunication!, Near Utter Chaos, Indonesian Diplomacy, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, 1724, and Stab-Happy. The following Origins variants are also available: Unification of Germany, and Origins of WW III. Urf Durfal house rules and postal rules for After the Holo-aust, World War I, and Frigg It! are also available. The Costikyan Publishing Empire also offers: The New York Conspiracy Hymnal for \$1, all five back issues of GIGo for \$2 or 50¢ each; Issues 2 & 3 of THE INVERTED GRAPEFRUIT for 50¢ each or 75¢ for both; issue 1 of FIRE THE ARQUEBUSIERS for 50¢, and PHOENIX for \$2. Persons with subscriptions to Urf Durfal may cash their subs in for any CPE product at the rate of 25¢/issue.

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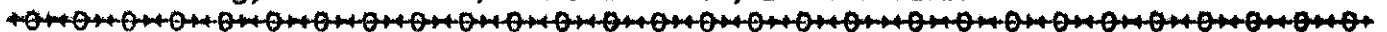
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1. This issue is two weeks late. I'm sorry, especially since the last few issues have all been on time. However, I've got a hell of a lot to do just now. There probably will be a few more delays during the summer, although I'll try to keep them short and few; once I get back to college, where I'll have less work, I'll start putting URF out on a regular schedule again.

2. THIS IS THE URF DURFAL ANNIVERSARY ISSUE. It's our fourth anniversary, but this is the first annish I've published.

3. I AM NOW MILLER NUMBER CUSTODIAN. See article inside.

4. ~~I'M RUNNING FOR PERIODICALS EDITOR. See another article inside.~~

5. Game Openings. We have openings in:
Regular Diplomacy: \$5 plus sub. The \$5 is refunded at the end of the game or when you are eliminated, whichever occurs first, but is forfeit if you drop out. Additionally, each time you NMR or NBR, one dollar is forfeit from the \$5 total. The following people are signed up on my records: Tom Schulz, Ed Vesneske, Bernard Sampson, Dave Kopeck, John Strain
Youngstown: \$3 plus sub. Same rules as for regular Diplomacy. Dave Barlow, Fred Hyatt, John Strain, Victor Ricci, Stephen Lee, Bernard Sampson. 4-5 needed.
Machiavelli: \$1 plus sub. Larry Elliot, Jeff Wilbur. 2-4 needed.

6. This issue will be collated at DipCon (aka Origins), so some of you'll be getting your copies there.

from JOHN MICHALSKI:

In your last issue you ran an interesting item regarding your views toward conscription. Let me start off by saying I disagree basically across the board, believing only that conscription would be better replaced by universal military service for 2 years for every male (possibly every person??) across the board¹, simply on grounds of fairness, as well as creating a trained pool of recallables. However, let me specifically address your remarks concerning peacetime conscription. You thoughtfully consider the contradiction between the dangers to liberty on the one hand, and the use of conscription necessary to raise fast mass armies to defend those same liberties. You propose a "strong free citizen militia" as serving as an alternative to a standing, conscript army to deter the Soviet threat, "possibly...constructed out of the decadent and useless National Guard." Now, I cannot disagree with your description of the Guard. Having served in it voluntarily for 5 years after my active duty, I know that as a fighting force it is marginal at best, and a Civil Service hideout for folks looking to earn 2 retirements at the same job. However, what you overlook is that the Guard/Reserves were set up for precisely the same purposes you propose. The "decadent and useless" Civil Service hideout is what it turns into, under your proposal or the real-life situation. Patriotism, honor, duty, whatever, WILL bring in a few volunteers for such a force, quite possibly even an adequate number. However, it will not KEEP them. Pay and benefits help, but turn into an end in themselves, resulting in the decadent system we in fact have. ANY such system will. Take away the bennies and the organization dissolves. No one is going to suddenly become motivated one weekend a month to bust their butt training; any more often, and you won't get enough volunteers willing to bother; at such a pace, and the unit will not be a unit at all. High-minded militia-men were fine when all you needed for a war was a herd of riflemen to muster up and walk over to a battlesite; but how in the hell are you going to train radar technicians, radio operators, tank mechanics or missile crewmen in a come-when-your-ideals-call-type unit? You cannot HAVE a "unit" per se without an enforced attendance, regularly. You have to force folks to come when they DON'T really care to come, or care to learn when they're there. If ideals were enough to motivate people adequately to do any job, Communism would have swept the world by sheer force of idealistic appeal long ago. "From each according to his ability, to each according to his need": if that motivated folks to contribute to their maximum just to help the 'Cause', it would engulf all other contending ideas. Instead, it fails dismally, for while there are a few who are hard-working and very dedicated the mass could give a shit less, and only the resulting police state and forced quotas from a central planning dictatorship can even force the most basic functions out of it at all.

You say "encourage every American between 18 and 26 to join..."; we do now, and are losing ground REAL fast. "Provide good pay, tax compensation, tax benefits, veteran's benefits...": again, we do now. "Give them extensive refresher courses": again, straight out of today's recruiting matter. Sure, the training is there. But no one wants to bother except to the extent that they're forced to. Summer camp is the yearly refresher course, but is really more beneficial to the staff than to the grunts. In short, it just doesn't work in practice. Just as with the example of Communism, it sounds good in theory, but fails miserably in practice. So too would your 'people's militia'. The best parts of what you propose already exist in fact: they just tend to drift into other forms under the day-to-day realities of the world. That's why libertarian societies function best in the realm of sciencefiction, where the realities of dealing with thinking flesh and blood doesn't interfere with the Master Theory.

(Editor) Universal conscription will not occur, simply because of the cost---what are the Armed Forces to do with 2 million recruits a year? Because of the large modern material-to-manpower ratio, the Armed Forces can only absorb a limited number of people given a limited budget and limited equipment. Given the excessive portion of the federal budget which defense already takes up, universal conscription is not a practical experiment.

My proposal of a militia system was made without a great deal of thought as to the practical consequences; perhaps, as you say, such a system was impractical. This does not, however, affect the validity of the rest of my argument; the current proponents of the reinstatement of conscription hold that conscription is necessary for America to maintain her military commitments to the rest of the world. There are three ways to attack this contention: that the cure (i.e., conscription) is worse than the problem, which was the theme of my last article on conscription; that conscription is not necessary for America to maintain her commitments, which will be the theme of an article to be printed either in this issue or the next; and that America's commitments are too farflung, and that we should not try to maintain all of our commitments, which will be the subject of a future article.

from DON WILEMAN:

Interesting as your continuing development of Libertarian philosophy is, I wish you would not let it take over the zine the way it is doing. There are things I would much rather see.

"Pooper France" was mildly fun, might play a game this way some time. Unless you used Sacks' letter as space filler, it was a space waster.

The article on Conscription was quite moving. Canada has a history in that regard of which I am quite proud. In WWI the Tories introduced Conscription, and did various other scurvy things, like sending Orange Protestant recruiters into French Catholic areas of Quebec with the English 2/3rd of the country; giving the vote to female relatives of conscriptees while denying it to citizens who had immigrated from Central Powers nations years before the conflict. The net result of it all was that the number of men going into the army dropped below what it had been under the voluntary system.

I think the same thing happened in WWII, although in that case the Liberals were in Power, and delayed implementation of conscription until the war was almost over. (Prime Minister King also held a referendum to release him from his promise of no conscription, certainly the only time in his life he felt such a thing was necessary to so release him.)

Of course conscription is slavery. As in the case of WWII it can be slavery in a good cause, but it's slavery nonetheless, and if anything, lessens the 'goodness' of the side employing it, going some distance to put those fighting an otherwise 'just' war on a par with their enemies. What continues to amaze me is that you see clearly the restrictions placed upon free will by governments, but ignore those caused by corporations, and the more unrestrained aspects of capitalism. A man who has a choice of going to work in the mines for a pittance or starving is no more free than a conscript. Perhaps less, as governments at least train and treat their soldiers well. In Canada as recently as WWII the poor had a chance of coming out of the army better educated and in better shape than they could get almost any other way. That's a shame which is no longer with us, but it does make my case that given the choice between Governments and the vagaries of corporations unrestrained by Government, I am sure the former is more conducive to freedom.

(Editor) I don't claim that corporations never do immoral things. Corporations, like human beings, are capable of immoral acts. In fact, "corporations" per se are examples of government-enforced special privilege---corporations, unlike other organizations, are protected by limited liability, favorable tax status, and government regulation (which almost invariably benefits the corporations it is designed to restrain). Further, oligopolistic corporations, which operate in restraint of trade and engage in price restricting, are infringing on the rights of individuals. I feel that all corporations which, by their existence, limit entry into what would otherwise be a free market; and all corporations which directly or indirectly use coercive force or fraud to gain their ends ought to be disbanded.

Don, my contention is that while corporations may infringe on individual rights, the free market cannot. A man who has a choice between working for starvation wages and actual starvation is probably in his situation because a combination of mine-owners is fixing mine workers' wages, or because the government is regulating wages. Keep in mind that, in America before Roosevelt the government actively used its power to suppress unions, and looked the other way when employers used murder, intimidation, and force to break strikes and unions. This was wrong; it was also wrong when government used its power to create huge corporations at the expense of small companies, by, for instance, granting the railroads huge tracts of land in the West. If government had not interfered with unions, and if government had not tacitly supported the formation of huge corporations and oligopolies, we would have had unionization and an end to exploitation much sooner than we did.

But it was also wrong when government began to use its power in favor of the workers. It is the right of free men to unionize; but it is not the right of free men to create "closed shops", allowing only a clique with access to union cards employment at a factory, nor to murder or intimidate those who would work for an employer whose employees are on strike.

The abuses which you attribute to "capitalism", I attribute to oligopolies---that is, to restraints on the free market. The problem is not capitalism, but those who would prevent the free operation of capitalism---including businessmen who seek to circumvent the free market by combinations in restraint of trade and by force, as well as governments which seek to impose control over private business.

THE IDA/NA --- AND LEGITIMACY IN THE DIPLOMACY HOBBY

In a small hobby, where every member knows every other and everyone follows all the games, one can reasonably expect to get things done by consensus---someone will come up with an idea, and everyone will agree to its usefulness. In the dawning days of the Diplomacy hobby, this is how things were run, and there were few problems.

In a massive hobby, with tens of thousands of members, where each member knows perhaps a few of the local hobby members, everything must be run on a business basis. Organizations must adhere strictly to Roberts Rules, because any irregularity will be seized upon by one of many interest groups as evidence of bad faith or corruption. Any portion of the hobby which handles money must incorporate to limit its liabilities. People still interact much as they do in the small hobby described above, but the organizations and services must operate with complete legitimacy and regularity. This is how things are currently in science fiction fandom.

Diplomacy today stands midway between these two points. An attempt, for instance, to take the Miller Numbers away from their Custodian might, in a small hobby, have succeeded if doing so were obviously to the benefit of everyone involved. In the Diplomacy hobby as it exists now, an attempt to do so was an inevitable failure, because neither the MNC nor other important hobby members could let this sort of "extralegal" illegitimate action take place.

The problem---or rather, a problem---with the Diplomacy hobby as it currently exists is that there is a tradition of illegality. If the President of the IDA decides that he can't operate under the IDA's constitution, he ramrods a new one down the throat of the membership---using illegal means. If a different President of the IDA/NA finds that his Council isn't willing to let him do illegal (or unconstitutional things) even if such things need to be done, he resigns in disgust rather than follow the legitimate course. And, as mentioned above, if one group decides they don't like the way the Miller Number Custodian is operating, they try to take the Numbers away from him, despite an already existing procedure for the succession of the Miller Numbers and a procedure for legitimately impeaching the MNC.

What the Diplomacy hobby needs is a legitimate organization. An organization that will operate on the basis of an intelligently-drawn constitution; that will provide needed services and/or fund independent needed service organizations; that will operate by agreed rules of procedure; that is stable and impartial.

The North American Diplomacy hobby has an organization that is capable of becoming the organization we need; that organization is the---God help me---the IDA/NA. The IDA/NA is an organization that was created by a series of despicable and illegal acts (which I, admittedly, had a part in). Under a President willing to abide by its constitution and operate in a legitimate and regular manner (and I do NOT mean W. Elmer Hinton), such an organization could draw up an intelligent constitution and get back on its feet.

I'm running for Periodicals Editor of the IDA/NA. As Periodicals Editor, I would want to make DIPLOMACY REVIEW into a political and gamesmasterial discussion journal. If a question---such as whether code-words or neutral orders were legitimate---came up in the hobby, the place for such a discussion would be in my DR. If a political question---such as the continued existence of the DipCon Site Selection Society, or the DVC/IVA dispute---came up, DR would be the forum for all sides to argue the matter.

But more than this, as Periodicals Editor, I want to try to help turn the IDA/NA into a legitimate organization---one worth joining---once again.

Memorandum of Agreement and Covenant concluded 14 June 1979

1. Transfer of Office of Miller Number Custodian

Effective immediately, Gregory Costikyan succeeds Robert Sacks as Miller Number Custodian. At a date to be set by the acting Miller Number Custodian, Michael Smolin, at his convenience, not earlier than 30 June 1979 nor later than 31 August 1979, he will transfer all Miller Number operations to the new Custodian.

2. Initial Staff for the new Custodian

Control of the staff of the Miller Number Custodian rests fully with the new Custodian. Initially the Vice Custodian shall be John Leeder. Robert Sacks shall continue to serve as Associate Custodian for Projects with such responsibilities as may be agreed upon from time to time, initially the Miller Number Designator Recategorization project and the regular provision of a Known Variant Openings list for the Miller Number 'zine. Raymond Heuer and his successors as Director of Orphan Games, for as long as they are mindful of their duties to variant orphans and recognize the authority of the Miller Number Custodian, shall serve as Associate Custodian for Orphans, until and unless some alternate arrangement is agreed to by the Custodian and the Director, or the office of Director of Orphan Games is directly included in the Constitution for Variants. At the earliest opportunity (on conclusion of the Irish postal strike) Robert Sacks will tender to Dermot Garvey the posts of Associate Custodian for Europe and Orphans in Europe, provided he recognizes the authority of the Miller Number Custodian.

3. Constitutional Provisions

The Miller Number Custodian is an independent hobby officer responsible for the assignment of numbers for postal games of diplomacy variants. The Diplomacy Variant Commission (when it is reconstituted) has the right to advise the Custodian; no other group has any control over the Custodian. Should the office of Custodian fall vacant without any designated successor or Vice Custodian, the Commission shall elect the next Custodian. The Custodian may only be removed by an impeachment for cause by the Vice Custodian, or the previous Custodian if there is no Vice Custodian, adopted by the Commission after a judicial hearing. Cause for removal shall be refusal or inability to assign or have an Associate Custodian assign a valid Miller Number on presentation of information commonly required for such assignment, either in a consistent manner or as a deliberate act against any person or group. These Constitutional provisions shall be included in the Constitution for Variants.

4. Miscellaneous

The Miller Number Custodian has full rights to have published as the Miller Number 'zine the 'zine founded by Robert Sacks for that purpose, "Lord of Hosts", except for the personal coat-of-arms he used, but if the Miller Number Custodian should ever renounce "Lord of Hosts", all rights to publication as a private 'zine revert to Robert Sacks.

No Miller Number Custodian, nor any Associate authorized to assign Miller Numbers, will ever require payment or trade or other value as a prerequisite for the assignment of a Miller Number.

It is specifically understood under the Constitutional provisions that no radical change will be made in the Miller Numbers or Designators except on the considered and reasoned advice of the Diplomacy Variant Commission and the Miller Number Custodian Staff to which the Custodian concurs.



Robert Sacks, MNC

15 June 1979



Gregory Costikyan, MNC

15 June 1979

Witness:



Dummies & Deadbeats

The Role-Playing Game of Diplomacy Fandom

REQUISITES:

The abilities of each player are determined by random die-rolls; roll three six-sided dice (3D6) for each characteristic. The characteristics are:

1. **IMMATURITY:** Indicates the character's inclination toward feuding, and his lack of judgement and selfishness.
2. **EGO NEED:** Indicates the degree to which the character needs the approval of others in order to feel fulfilled.
3. **GAME SKILL:** Indicates how well the character can play the game of Diplomacy.
4. **COMPETENCE:** Is a measure of how well the character can meet the pressures of every-day life.
5. **WEALTH:** Indicates the amount of money the character obtains from outside sources, and consequently the amount he is able to expend in Diphobby pursuits.

CHARACTER CLASSES:

There are three general roles each character can assume. They are: Publisher, Player, and Personality. By choosing a role best suited to his character's abilities, a player may bring his character to the very top of Dippy fandom.

Each character class has five basic levels of accomplishment. Each character begins at level one, and must work upward.

CLASS LEVELS:

<i>Publisher:</i>	<i>Player:</i>	<i>Personality:</i>
1. Bilgemaster	1. Novice	1. Nonentity
2. Crudpubber	2. Fledgling	2. Name
3. Pubber	3. Journeyman	3. Raconteur
4. Greybeard	4. Pundit	4. Big Name
5. Grand Old Man	5. Grandmaster	5. Legend

ENTERING A GAME:

Each player must enter at least one game every turn, as follows:

Level-# games entered per turn

1.-1 2.-4 3.-8 4.-4 5.-1

Players may either enter a character-controlled game or a non-character-controlled game. In a non-character-game, players roll for the game-skills of the six other players in that game and that game only. In a character-game, the players enter games controlled by particular Publishers. The Publishers may choose to include players in the same game or not. Any extra Players needed are created by the Publisher as per the non-character-games.

RESOLUTION OF GAMES:

In each season of play, a die is rolled for each Diplomacy game being played. On a roll of 1 through 3, all players must roll two dice. The result for each is compared to the number obtained by subtracting his Competence from his Immaturity. Any player whose die-roll is less than Immaturity minus Competence immediately drops from the game.

CONSEQUENCE OF DROPPING:

Each time a player drops a game, he loses 1 fandom point.

In the season following a drop, any other character may apply to step in as a replacement. There may only be one replacement player per game. A character may apply as a standby to as many games as he desires, but may not apply to a game in which he was previously a player or is currently playing. Should more than one standby apply

to a character-game, the publisher will choose which is selected as a replacement. In the case of a non-character-game, the character with the largest standby rating will be used. In case of a tie, no player will be chosen.

A non-character-game which finds itself with no player-characters playing in any given season will be disbanded immediately and considered unfinished.

ENDING A GAME:

Each turn, a die is rolled for each game. On a roll of 4-6, all players must roll 2D6 (two dice). The die-roll is added to the character's Game Skill. Totals for each player are compared, and the character whose total is the lowest is removed from the game, being considered eliminated. In case of ties, all those with the lowest total will be removed at the same time. If all players in the game tie at the same score, no one is eliminated that season.

Each turn, the procedure is repeated for each game. When one player remains in the game, he is the winner; if all player's scores tie on a turn, the game is considered a draw among them.

NMR:

Each season each player must roll 2D6. The roll is compared to a number generated as follows: Competence + Game Skill - Immaturity - #of games entered. If the die-roll is greater than this total, the player is considered to have NMRed in all games for this season. Should a player NMR twice in any game, he is considered dropped from the game.

WINNING A GAME:

A character's fandom rating goes up 2 pts

A character's game rating goes up 1 pt.

PUBLISHING:

Each season a publisher puts out a zine, he gains fandom points. The number of points is determined by a) zine format, b) quality of material.

Higher quality zines take more money to produce, but they gain more fandom points. The number of points also increases the longer a publisher publishes. Each turn a Publisher must roll 2D6. On a roll of 11 or 12, he must roll 2D6 again and compare the roll to the average of Competence and Ego Need. If the roll is higher than the average, the Publisher has gaffiated (i.e., burned out, i.e., stopped publishing) and may not reenter for at least one campaign year.

Once a publisher has begun publishing, he may stop publishing but only if he makes a Ego Need check: roll 2D6; if the number rolled is greater than his Ego Need, he may voluntarily stop publishing. Such a roll may only be made once per season. Unless such a roll is obtained, the publisher must continue publishing until broke. A broke publisher must stop publishing at once, and cannot reenter for one campaign year.

Games in a zine that ceases publication may be grabbed in the following season by other publishers. During that season, the game itself does not progress. Publishers choose games in order of pub rating, and may each select up to three games to add to their stable. Games not selected to continue are considered unfinished and are discontinued.

(Further installments of the DUMMIES AND DEADBEATS rules will probably not be published in future issues)

GAME DESIGN: Dick Trtek

Graphic Design: Greg Costikyan

GAME DEVELOPMENT: Dick Trtek

Playtesting: Nonexistent

THE DRAFT

Proponents of the reinstatement of the draft claim that, under the all-volunteer force, the Armed Forces are not getting high-quality recruits (that the quality of recruits since the draft ended has declined); that the Armed Forces are not getting enough men (that they aren't meeting their recruiting goals); and that the Armed Forces are dissatisfied. Liberals also decry the fact that the army is now overwhelmingly black. NONE OF THIS IS TRUE. Here are the facts

1. While the number of Category I (93+ percentile in intelligence) recruits has declined slightly, the number of Category IV (lowest intelligence group) recruits has declined drastically. You want Category I personnel as officers, anyway, not as recruits.

During the Mid-Vietnam era, 28% of recruits were Category IV; now, 8% are Category IV.

Further, the educational levels of both officers and recruits has improved (see Figure 4).

2. Only the navy is not meeting its recruiting goals; all other branches of the services are. Even the Navy, however, is able to make up its recruiting shortfall by a larger than expected number of re-enlistees, however; the Navy is actually staffed at 101% of its objective strength. (See Figure 6). (Also Figure 7).

3. Morale in the Armed Forces is at an all time high. The number of desertions and courts-martial in the Armed Forces (excepting the Navy) has declined drastically since the inauguration of the AVF (All Volunteer Force). See Figure 14.

4. Older army officers--those who were with the Armed Forces during both the Vietnam and AVF eras--are satisfied with the caliber of recruits. Senator Nunn's committee has been careful to interview only those officers whose views have been sounded out beforehand, and who oppose the AVF.

5. One-third of army recruits at present are black. Of course, in our society the lower class fights the wars because they're the hardest pressed economically and therefore more likely to accept the relatively low army and armed forces wages. However, during the Vietnam era, 18-25% of recruits were black, since whites could more easily enter college and avoid the draft. Even under draft bills which would eliminate student deferrals, wealthier (i.e., white) citizens could more readily avoid the draft.

Further, under two of the three draft bills currently under consideration, armed forces wages would be drastically reduced (for recruits) were the draft to go into effect. Thus, the black who are currently in the army would still be served--would be forced to serve--but would receive drastically lower wages. This is hardly in the best interests of America's minorities, however one feels about the preponderance of blacks in the armed forces.

In any case, it is to be expected that lower income groups will provide the bulk of armed forces recruits, under any system. The solution is to integrate blacks into American society, not institute an "impartial" draft.

6. The DOD estimates that the draft would save the Pentagon \$23 million. This is .018% of the current \$123 billion defense budget.

7. Secretary of the Army Alexander had denied the need for the reinstatement of the draft.

8. In a letter to the House Armed Services Committee, the Selective Service Administration stated that it can meet DOD's manpower needs without compulsory registration.

Figure 4
Educational Level Attained

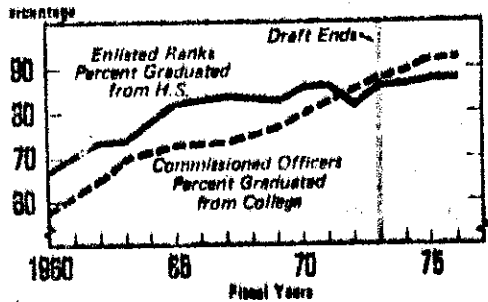


Figure 7
Armed Forces Strength Levels

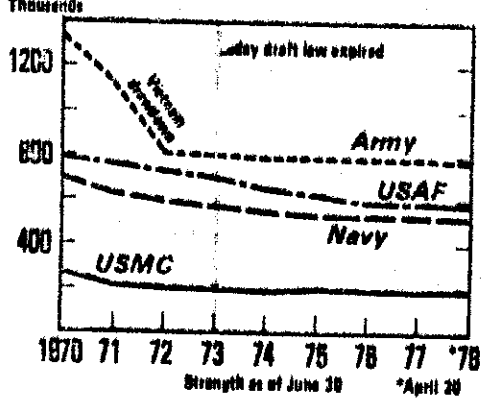


Figure 1
Mental Category IV Recruits as Percent of All Accessions
(Four Services Combined)

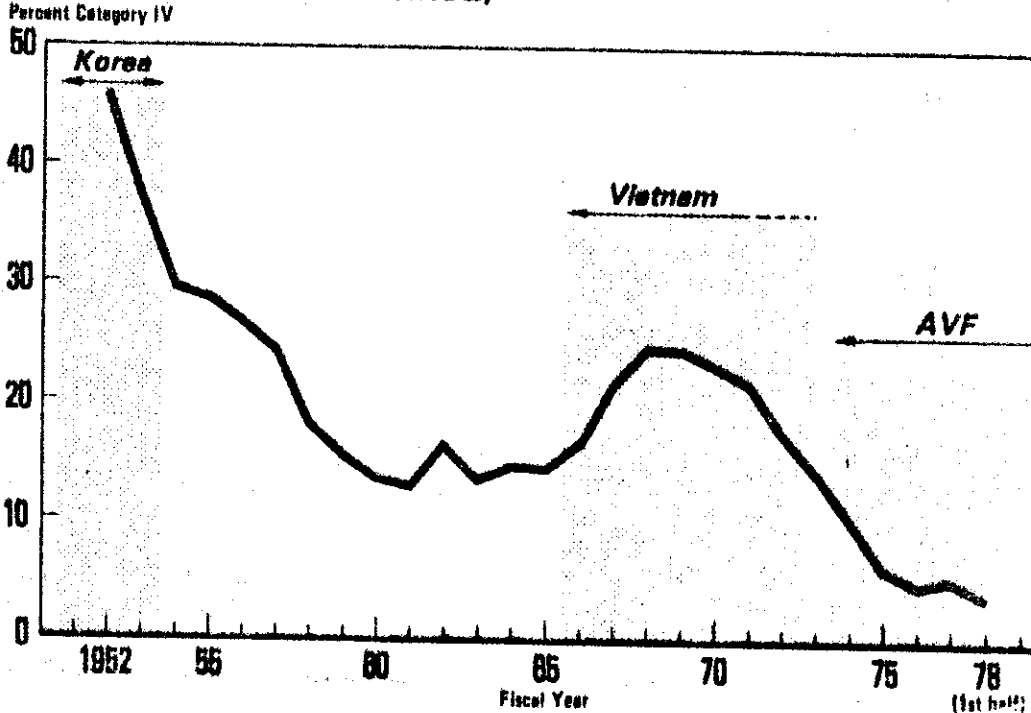
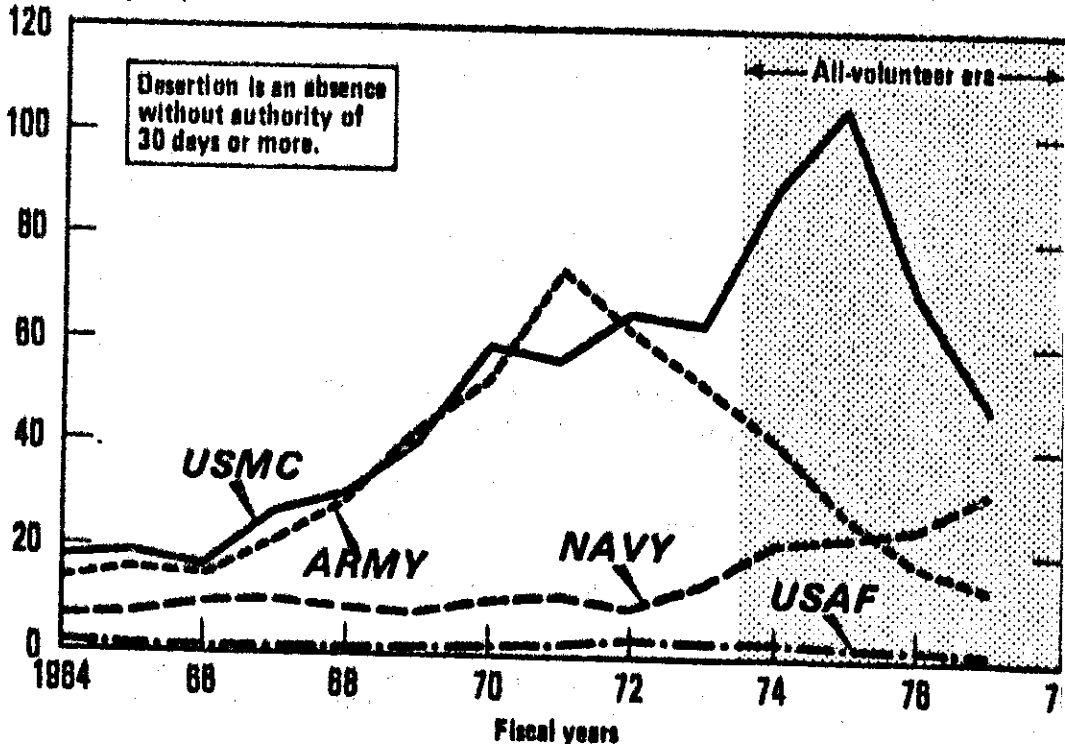


Figure 14
Desertion Rates

Desertions per 1,000 men



	Objec- tive	Actual	Per- cent	Objec- tive	Actual	Per- cent
Army	25,000	26,500	100	771	771	100.0
Navy	21,500	19,500	91	524	527	100.0
Air Force	6,700	8,700	130	191	181	95.0
USMC	16,500	16,500	100	571	572	100.0
Total	70,000	71,000	97	2,058	2,050	100.1

Estimated accessions (all sources) October-December 1977
 Active military strength, Dec. 31, 1977 (thousands)

FIGURE 6

THE GERMANS IN TRANSCAUCASIA

by Donald G. Wileman

(ed's note; this was labelled "press 78Nix" by Don, but it's of general historical interest, and thus I'm printing it without that heading.)

As I said (in issue #40), the Transcaucasian Commissariat began to function independently from the day the Bolsheviks dissolved the Constituent Assembly (January 18, 1918). The area proclaimed its independence on April 9th. When I said that it lost the war it fought with Turkey to try and rewrite Brest Litovsk I was making more of an understatement than I knew. War was declared April 14th. Batum fell the following day and Transcaucasia sued for peace.

When peace negotiations started in Batum the Germans tried to intervene. "What were the Germans doing in Transcaucasia?" you ask, and well you may. Blame Trotsky:

When the Brest-Litovsk negotiations resumed in February 1918, there was great disunity in the German camp. The world was spared the sight of Von Kühlman (who had been most of the negotiating for the Germans) resigning because Trotsky struck first. This latter denounced the peace so far arrived at as "Imperialist". He declared that a state of "no war, no peace" existed, that he was demobilizing the Russian Army and going home to Petrograd. Lenin had great misgivings about this, and cancelled the demobilization order as soon as he heard of it. In fact, Trotsky's gamble nearly paid off. Kühlman's reaction was everything that Trotsky could have hoped for. He argued that German leftists would give trouble if a war was carried on against Soviet Russia, and that there were not enough troops available from the Western Front to carry on an offensive in the East (in fact, troops were being sent West).

Hindenberg and Ludendorff (Hereafter HL) had for some time been agitating for a draconian peace, virtually on a sort of "lebensraum" basis. Their politics were very bad, but their military judgment was as sharp as ever. They put together a force of 53 divisions, which moved forward as if it were on summer manouvres. The Russian usually didn't even bother to destroy railroads, so German armoured trains steamed along them, dropping off troop contingents at each station. Russia was compelled to make a humiliating peace, but HL did not stop.

Why? Well, to make a long story short, it had to do with an atavistic soldiers' desire to tear off as big a chunk off a defeated enemy as possible. Ludendorff was also becoming increasingly neurotic by this time. They continued to take territory because the front commanders reported it was there to be taken. After all, the Ukraine was a breadbasket, and Austria in particular was starving. Opinions differed about whether Germany got more grain out of the Ukraine than what was needed to feed the forces of occupation, but everyone says that coal production dropped by two-thirds from 1917. So, to get coal for railways hauling food out of the Ukraine, the Germans advanced into the Don basin. The Württemberg Landwehr shortly found itself the most powerful force in Rostov! In the Don, they met Ataman Krasnov (of whom I spoke in #40).

You can see how with this sort of process going on, the Caucasus would be considered only a jump away.

So, when the new peace negotiations opened in Batum between the Transcaucasians and the Turks, the Germans were there. Germany had been financing the efforts of Caucasian mountagnards, and Georgian emigres against the Bolsheviks. It wanted oil and manganese ore from the area. Trade routes to northern Persia and Turkestan also had to be kept open.

The Turks had ambitions for the whole area. The German Foreign Ministry (the *Auswärtiges Amt*, hereafter AA), while prepared to give away some Moslem areas, wanted the port of Batum for strategic reasons. Also, it was a Christian city. The Turks, the AA argued, didn't know what to do with the Black sea port it had (Trebizond).

Costikyan Publishing Empire Presents:

ROMMEL IN NORTH AFRICA

With all-new whizzo keen rules.

BASIC GAME (BG):

Take a die (not provided with game) and roll it. If it is a 1-3, the Allies win. If it is a 4-6, the Axis win.

ADVANCED GAME (AG):

The game map (GM) not provided with game. Take a ruler. Draw an equilateral triangle. Draw another equilateral triangle next to it, congruent to the first. Do the same with four more triangles. You now have a hexagon. Draw 1,499 more regular hexagons. Draw a line through the third row of hexagons from the top. This is the coast. Draw a line through the fourth row of hexagons from the top. This is the coastal road.

The game charts; not provided with game. Use any reasonable charts.

The playing pieces: not provided with game. Take 200 little squares of cardboard or paper. Color half of them green, and the other half gray. Take half of the grey ones, and draw little boxes with "X"'s in them on the top and write "3-4" on the bottom. Do the same with half of the green ones. Take the other half of each color and draw little boxes with "o"'s in them on the top, and write "3-8" on the bottom. These are your units. Now take 50 more little pieces of paper, and draw circles in the middle of them. These are your supply thingies (ST's).

DEFINITION OF TERMS (DOT):

Combat Strength--is how much you can have combat with. (CS)

Unit type--is what kind of unit you are. (UT)

Movement allowance---is how far you can move (MA)

Supply thingie--is where you get supply from (ST)

SEQUENCE OF PLAY (SQOP):

Green (Allied) Player-Turn

Green (Allied) Player Movement Inter-Phase

Green (Allied) Player Supply Segment

Green (Allied) Player Combat Phase

Gray (Axis) Player Inter-Phase

Axis (Gray) Player Supply-Turn

Axis (Grey) Player Movement Phase

Grey (Axis) Player Combat Segment

Game-Turn Record Advancement Track Record Hyper-Phase

MOVEMENT (M):

You can move as many hexes as your movement in your allowance, except if you are out of supply, when you can only go half, or when you are on roads, or when terrain gets in the way.

You don't have to move if you don't want to.

You can move as many hexes as you want to, within the limitations of rule 6.13 above (Exceptions: 6.15, 6.16, 6.17, 8.19, 14.3, 16.54. See also rule 6.12 in After the Holocaust and Y.3 in War of the Ring).

You do(n't) always sometimes have to move units in stacks

You have to stop when you move in a ZOC, except if the guy lets you.

TERRAIN EFFECTS CHART (TEC):

Omitted from the game due to slipshod design. Use any reasonable TEC.

COMBAT RESULTS TABLE (CRT):

Not included due to inadvertent Art Department error. Use any reasonable CRT.

ROAD MODE (RDO):

There is no road mode. Take assorted flavors of ice cream, spread on road, and add assorted toppings; voila, road a la mode.

ZONES OF CONTROL (ZOC):

ZOC's are around units.

If you enter a ZOC, you have to stop, unless the guy lets you.

You can't go thru ZOC's.

Supply Thingies don't have ZOC's.

You can't trace supply through a ZOC, unless the guy lets you.

STACKING (S):

You can S up to 3 units in a hex, unless you have an ST, which you can only S 2 of, but they don't get in the way of the other units.

You can sometimes move in a S, but only sometimes. (See TEC).

You have to add up the CS's of units in an S.

Sing doesn't count during moving time.

COMBAT (C):

Combat is normal. (I'm normal, too.)

Move your unit next to the other guy's unit, and attack it.

OVERRUN (OVERRUN):

When you Overrun a unit, you move over it, and get rid of it.

You have to be able to automatically kill a unit automatically in order to overrun it.

It costs an extra movement point.

SUPPLY (SU):

You're in supply if you're within your MA of an ST.

Each player gets a ST a turn, at his end.

You can only move ST's by hopping on top of them, and moving it, at half.

ST's must be connected to each other and the edge of the board.

You can't trace Su through the guy's ZOC, unless he lets you.

When you're out of supply (Su), you can't Overrun, you combat half, and you move half.

You can capture a ST by hopping on top of it, and rolling a 1, 2, or 3.

COMMAND CONTROL (CC):

If you're green, and you roll an even number, half of your units can't move. If you roll an odd number, the other half can't move.

If you're grey, and you roll a 1, 2, or 3, everybody can move. If you roll a 3, or 4, half can move, and a 5 or 6, the other half can.

REINFORCEMENTS (R):

You get reinforcements when the chart says so. (There is no reinforcement chart. Use any reasonable reinforcement chart).

VICTORY CONDITIONS (VC):

The green player gets Victory Condition Points (VCP) for killing gray units.

The grey player gets VCP for killing green units, and some other things. See the VCPC and the VCC. (The VCC and VCPC are not provided with the game. Use any reasonable such charts).

PLAYER'S NOTES:

You win by getting Victory Condition Points (VCP's). To do so, you must kill enemy units and/or obtain territorial objectives. The way to kill enemy units is to attack them. During extensive playtesting, we have found that it therefore behooves the players to do a great deal of attacking, in order to kill enemy units, thus getting Victory Condition Points, and consequently winning the game. (If you have trouble with this concept, read what I've just said several times, and you'll gradually understand). So get in there and attack!

Tom;

Here's an interesting alternate history for you. Shortly before his death at Lutzen, Gustavus Adolphus announced his candidature for the Polish throne (his main rival being Ladislas Vasa (Gustavus' 2nd cousin), son of the previous Polish king (Sigismund). Had Gustavus not been killed, there's a good chance he would have been elected, because a large portion of the Polish nobility was Protestant, and was upset at Sigismund's policy of Catholicization.

Further, Karl Filip (Or Charles Philip, to use the Anglicization), Gustavus' younger brother, had a claim to the Russian throne---he'd been "elected" Tsar by the Moscow City Guard, and for several years (1617-1620) Sweden had occupied Novgorod and the surrounding area in support of Karl's claim. In order to pursue the war with Poland, Sweden retroceded Novgorod and rescinded its claim to the Russian throne (in return for which it was ceded Ingria and Viborg (where Leningrad now is), and the Karelian Duchy of Kexholm).

So: Gustavus doesn't die. He successfully established a Protestant league in North Germany under Swedish domination (annexing most of the German Baltic coast), is elected King of Poland, and, later, pursues his claim to the Russian throne. Since Russia was undergoing the "Time of Troubles" during which time there were numerous revolts and two claimants to the Russian throne, it is entirely possible that Karl Filip could have become Tsar. This would have given the Vasa's an Empire extending from the Urals to the North Sea, containing Lutheran, Catholic (Poland) and Eastern Orthodox subjects. How long such an Empire could have held together is subject to question, but given that the Austrain Hapsburg domains would have been partitioned among the Elector Frederick (receiving Bohemia-Moravia-Silesia-Lusatia), the Ottomans, and God knows who else, the closest external enemies to the Swedo-Russo-Polish Empire would have been the Ottomans (on the decline at that stage) and France. And possibly Bavaria, depending on how strong the Wittelsbachs came out of the war. Thus, any threat to the Empire would have been internal, not external. Presuming that the Swedes did not govern the other portions of the Empire the same way they governed Estonia---i.e., as colonial provinces with no representation in the Riksdag---but rather left Poland and Russia as semi-autonomous kingdoms under the Vasa Kings, possibly the Empire could have lasted for at least several hundred years. This especially because the Vasas who followed Gustavus were generally able and strong leaders---even if the alteration in history had caused different marriages, et cetera, I presume that paternal heredity has something to do with the nature of a man's character.

At the time of Gustavus Adolphus, Sweden had a constitution somewhere between Poland's aristocratic anarchy and France's absolutism. The throne was hereditary and the King was able to take most actions on his own, but on important matters he was forced to consult the Riksdag (Diet), and on foreign affairs he was forced to consult the Rad, a council of the upper nobility. From this form, Sweden eventually developed a parliamentary democracy along British lines (although she passed through a somewhat absolutist phase which was ended by an aristocratic revolt after Charles XII). Possibly Sweden would have developed along the same--i.e., parliamentary lines---and possibly a king with the military power of Sweden behind him could have deprived the Polish Diet of some of its power and established a stronger government in Poland. And possibly, thus, Poland would also have developed a parliamentary government.

Presumably a state with the power of Sweden-Poland-Russia would not have tamely let its American colonies be conquered by the Netherlands. Presumably New Sweden would have become considerably more important than it was; thus leading to a four-power struggle for North America (Britain-Netherlands-France-Sweden). Sweden, with its long history of close connections with the Netherlands, might have taken the Dutch side. And I might be writing to you in the *Freibourg ov Nieuw Amsterdam*.

Nuke the Whales,


Greg Costikyan

RBL Alive in Guyana!

ESCAPES BY CHANGING CLOTHES WITH JONESTOWN DOG

((Ed's note: 15 months ago, Robert Bryan Lipton was reported dead at Woodmere General Hospital after he inhaled his pipe and burned out his lungs. Bob's zine was taken over by Woodmere House, a consortium of Bob's old friends, who quickly quarrelled; the zine fell apart, and announced that it would fold after the current games were finished. After Bob's reported demise, a wierd phenomenon known as "Lipton Fandom" quickly arose, centered around Bob's memory and his published and unpublished works, a fitting epitaph for a mediocre Dip- and sf-fan.

((It seems, however, that Bob's reported death was greatly exaggerated. The following is a press release prepared by Dick Trtek that tells the story of Bob's remarkable rediscovery:))

GEORGETOWN, GUYANA -- The bizarre turned fantastic in this small Latin country Tuesday as the U.S. mortuary team evacuating corpses from the People's Temple settlement at Jonestown announced they had discovered the remains of Robert Bryan Lipton. Sources said the remains appeared to be alive.

Lipton, in his mid-twenties, was believed dead for over a year. It was in November 1977 that he suffered pipe wounds during a Manhattan Satanist orgy and was taken to a local veterinary hospital, where it had been understood he became and went on a spree of terror, only to be killed by a combination of reopened chest wounds and cerebral hemorrhoid.

A postal Diplomacy player for many years, Lipton had become a leading pompous fool in the hobby, editing and publishing several kidzines. He is most famous for his attempted assassination of the IDA leadership in 1975. In recent years, he is said to have suffered delusions, including the belief that he could write an English sentence.

According to a U.S. Army spokesperson, Lipton was found floating in a nearby river, paddling with his feet and attempting to catch fish to eat. He was at once captured and taken into custody in Georgetown. Although somewhat incoherent, Lipton did manage to reveal a remarkable tale:

According to Lipton, he was kidnapped during the night by a gang of dachshunds making a break from the vet hospital. This fact appears to revive the baby chimp theory of R.A. Wilson, who has maintained all along that Lipton never died. After the escape, Lipton said, he was dumped in an alley, where he was picked up by garbage-men and taken to a land-fill near the Hudson River. Months later he became part of the Garbage for Peace program and was shipped to South America, eventually winding up as fill-dirt for the Jonestown community.

Wandering about at the time of the mass suicides, Lipton escaped only after exchanging clothing with Reggie, an Irish setter living at the People's Temple. Slipping through the lines thus disguised, Lipton escaped to the river, where he remained for days. (According to reports, Reggie also escaped the massacre, though his whereabouts are unknown.)

Lipton later collapsed at the end of his story, muttering the word "Revenge!" as he slipped into unconsciousness.

LIPTON FANDOM COLLAPSES

Market tumbles in heavy trading; fearing for lives, members go into seclusion
NEW YORK -- As news broke that R.B. Lipton had not died, Lipton fandom across the nation suddenly crumbled like a house of credit cards. In the first three hours of trading, all Liptoniana markets reported the collapse of prices on RBL memorabilia. Branded now as fakes, the almost-holy Death Xeroxes plummeted to zero value, while Lipton holograph confessions fell from \$300 to 2¢. Meanwhile, many members of Lipton fandom went into seclusion, fearing retribution. Also expiring was the drive for a Lipton commemorative stamp.

THE GAMES

URF DURFAL TAKES OVER TWO ORPHANS FROM BLACK HOLE

76IK (BH-3)

GM: Douglas Reif

FO7

Following SO7 moves, German a BER retreated OTB. No retreats were received for Russia, so f NWY and a GAL also retreat OTB.

NOTE: These moves were adjudicated by Doug Reif several months ago and never printed. They are printed here. BNC note: that game ends with this season. Game records follow.

England (Gale) f bal-SWE.

France(Michalski) a Ven-TYO, f apu-VEN, f tyn-NAP, f lvo-TYN, f TUN g & a NWY s eng f bal-swe, f bel-HOL, f cly-EDI, f NTH s a nwy, f SKA s a kie-DEN, a ruh-KIE, a MUN s a BER s a mun, a boh-SIL

Germany(Strain) f den-SKA.

Russia(Rowland) NMR! a MOS /h/, a swe/h/, a ukr /h/.

Turkey (Lukow) a gal-UKR, a VIE s a bud-GAL, a RUM & a SEV s a gal-ukr, f alb-TRI, f bla-CON, a ARM s a SEV h, a bul-SER, f GRE /h/, f EAS /h/.

E: swe	1 even
F: bel, ber, bre, den, edi, hol, kie, lvp, lon, mar, mun, nap, nwy, par, por, rom, spa, tun, ven	19 WIND B4*
G: none	0 out
R: mos, stp, war	3 B2
T: ank, bud, bul, con, gre, rum, ser, sev, smy, tri, vie	11 even

FRANCE WINS. see bottom of page for game wrap-up.

74HX (Turnabout/Black Hole Game)

GM: ~~Doug Reif~~ John Strain

F15

England (Verheiden) a BER s a lvn-PRU, f BOT s a nwy-STP, f mid-WES, f ENG s f nat-MID, a bel-BUR, a KIE s a ber h, f hol-BEL, f NTH h.

France (Smith) NMR! f TYN, f TUN, a PIE, a MUN /h/ f rom /h/ (r-otb, tus), a boh /h/ (r-ptb) a tyo /h/ (r-otb).

Russia (Michalski) a MOS s a war-LVN.

Turkey (Scott) a bud-GAL, f BLA s a arm-SEV, a rum-UKR, a VIE s a sil-BOH, f ADR s a VEN s a tri-TYO, a APU s f nap-ROM, f ION-tyn, f AEG s f EAS-ion.

E: bel, ber, den, edi, hol, kie, lvp, lon, nwy, stp, swe	11 even
F: bre, mar, mun, par, por, spa, tun	7 B2/3
R: mos, war	2 even
T: ank, bud, bul, con, nap, rom, rum, ser, sev, smy, tri, ven, vie, gre	14 even

The most recent addresses I have for the players are:

Eric Verheiden, Caltech 1-86, Pasadena, CA, 91126

Robin Smith 29 Bruen Ct, Rensselaer, NY, 12144

John Michalski, Rt. 10, Box 526Q, Moore, OK, 73165

David Scott, 1027 9th St, Albany, CA, 94710

GAME WRAP-UP FOR 76IK

Supply Center Chart

	01	02	03	04	05	06	07
A:	3	3	-	-	-	-	-
E:	4	5	6	2	2	1	1
F:	6	7	9	12	14	15	19*
G:	4	3	2	2	2	2	-
I:	5	3	2	2	-	-	-
R:	6*	7	8	11	8	5	3
T:	4	5	6	5	8	11	11

Players:

A: F. Roy Thomas (John Smyth sub for Thomas FO2-FO3) (out FO3)
 E: Van Gale (to end)
 F: John Michalski (to end)
 G: Russel Fox (dro FO3), John Strain (out FO7)
 I: John Mirassou (out FO5)
 R: Alan Rowland (to end)
 T: Neal Boniface (dro WO4), August Lukow (to end)
 Zine: Black Hole (through SO7); Urf Durfal (to end)
 GM: Douglas Reif (to end)

Austria's A Vie could not retreat to Sil, since Vie doesn't border on Sil (my silly mistake). Consequently, R A Vie-OTB, and Austria is out of the game.

Austria (Kelly) r a vie-otb. OUT!
England (Stimmel) f ENG s f por-MID, a BEL-hol, f NTH-hol, f mid-WES, f wes-LYO
France (Strain) NMR! Ret f nap-otb. f BRE, f TYN, a PAR, a PIE /h/.
Germany (Hinton) f stp(sc)-BOT, f KIE-hol, a MOS s a war-UKR, a GAL & a TYO s a VIE
s a gal, a mun-BOH, a BUT-par.
Italy (Gould) a TRI-ven, a ROM-ven, f NAP-rom.
Turkey (Glen Taylor) NMR! has a CON, a ANK, f BLA, a SEV, a SER, a BUD,
a RUM, f AEG, a GRE

A: xxx	0 out
E: lvp, lon, edi, bel, nwy, por	6 even
F: bre, par, mar, spa, tun, nap	6 B2*
G: mun, ber, kie, swe, war, stp, hol, den, mos, VIE	10 B1
I: rom, nap, ven	32 even
T: smy, ank, con, rum, ser, bul, gre, sev, bud	9 even

Glen Taylor, 6908 Buchanan St, Landover Hills, MD, 20784 takes over for Turkey.

East Coast Alliance (Bernard Sampson) (Free City of NY has changed its name)
Plebiscites: \$5 on 1524 (MA), +3, roll is 4 (Good); \$5 on 1022 (Chesapeake), +3,
roll is 4 (Good); \$6 on 1320 (Lower Canada), outbid by GLC; \$12 on 1120 (Ohio),
+3, roll is 2 (Good).
Tax: 23. Money: \$ 35-28+23 = \$30

Great Lakes Confederacy (Tom Gould) Plebiscites: \$8 on 1615 (Upper Canada), +6 (rounded
to +3), roll is 2 (Good); \$10 on 1320 (Upper Canada), -\$6 from ECA, +2 (rounded to
+1), roll is 4 (Poor); \$8 on 1116, +6 (rounded to +3), roll is 6 (Good).
Tax: 11. Money: 40-26+11 = \$25.

Klan Lands (Glen Taylor) Plebiscites: \$6 on 0817, +3, roll is 3 (Good); \$8 on 0919 (KY),
+3, roll is 6 (Good); \$4 on 0621 (GA), +3, roll is 3 (Good); \$4 on 0420 (NoFla), +3,
roll is 2 (Good); \$4 on 0417 (Cajun), +3, roll is 4 (Good); \$4 on 0616, +3, roll is
5 (Good). Tax: 17. Money: 60-30+17 = \$47

Lone Star Republic (Bill Linden) NMR! Neutral orders provided. \$5 on 0416, +3, roll is
1 (Poor); \$5 on 0615, +3, roll is 5 (Good); \$4 on 0715, +3, roll is 4 (Good);
\$5 on 0613, +3, roll is 6 (Good); \$7 on 0612, +3, roll is 6 (Good); \$4 on 0412, roll
is 4 (Good); \$7 on 0213, +3, roll is 3 (Good). Tax: 18. Money: 65-37+18 = \$46.

Pacific States of America (John Beamer) \$6 on 0902 (NoCal), +3, roll is 5 (Good);
\$4 on Tiajuana, +3, roll is 4 (Good); \$6 on 1305, +3, roll is 5 (Good); \$7 on 0908,
+3, roll is 2 (Good); \$4 on 0707, +3, roll is 3 (Good). Tax: 18. Money: 60-27+18
= \$51.

Rumors from northern Mexico of a resurgent Aztec Empire on the march.

(Eretnco Game)

GM: Greg Costikyan

707

Germany (Trevor Baillie) B a MUN, f VIE, f BER. Also has a VIE, a TRI, a DEN, a WAR, a SPA, f ENG, f NEM, a LON, a BRE. Good one.

Italy (Tom Gould) NEM a spa, f lon, f nwg, and a tri all R-GER. Italy has a SER, a RUM, f BLA, f WES, a LVP, a VEN, f NAT, a ROM.

Russia (W. Robert Johnson) R a rum-URK, R a sev-MOS. D a apu. Russia has a UKR, a NEM, f NWY, f EDI, f NWG, a ARM, a BUD.

Turkey (Doug Hollingsworth) B a ANK. Also has a SER, a SYR, a CON.

Tom Gould takes over Italy. Address: 40 W 77th St, New York, NY, 10024

Other addresses:

Trevor Baillie, 5410 Garland Pl, Montreal, Quebec, CANADA, H3X 1E4

W. Robert Johnson, 635 Elliott St, NE, Washington, DC, 20002

Doug Hollingsworth, 37 Sanford St, Bangor, ME, 04401

77TU (Urf Durfal game)

GM: Tom Gould

705

Austria (Strain) a UKR-war, a BUD s a tri-VIE.

England (Stimmel) f ENG s & f hol f (r-otb) f nth-BEL, a KIE a ger a ber-sum, f any-NEM.

France (Gister) Ret a kie-rub. a rum-kie (r-bar, boh, sil, otb), a TRI-war, f any-GER, f rom-NAP, a mar-PIE, a TUN h, a RUM s a bel-HOL, a PAR /h/.

Germany (Forrest) a ber-MUN, a vie-tyo (r-boh, otb).

Italy (Sampson) a VEN s f tyn-ROM.

Russia (Kelly) a SEV s a WAR-ukr, a MOS s a sev, a GAL /h/.

Turkey (Tutacko) NEM a SER, a ALB, a ARM, f GRE, f BLA, f EAS /h/.

A: tri, bud, rum, VIE

4 B1

E: lyp, lon, edi, den, swe, NEM, BEL, KIE

7 B2

F: bre, mar, par, spa, por, tun, NEM, RUM, KIE, TRI, HOL, NAP

8 B3 or even

G: ber, vie, MUN

2 even or B1

I: ven, NWY, ROM

2 even

R: stp, mos, nwy, war, SEV

5 B1

T: con, ank, any, bal, ser, gre, sev

6 even

78IX (Partition of the Ottoman Empire) GM: Greg Costikyan

572

Correction: Armenia is owed two builds, not one as stated. France is owed one build.

Armenia (Wileman) a halatya-maras (nsu), a TEBIZOND s f SAMSUN h, a ermaran-VAN, a YEREVAN-ibilki, a TEHRAN h.

France (Gould) a tchad-SUDAN, a cairo-SINAI, f PALESTINE-as mad, f LIBANON a f IADANIA h, a damascus-DRUZE, a isfahan-IRAN.

Great Britain (London) f any-GER, f any-NEM, a TRANSJORDAN-palestine, a BAGDAD h.

Russia (Kelly) a sev, a GAL /h/.

Turkey (Tutacko) NEM a SER, a ALB, a ARM, f GRE, f BLA, f EAS /h/.

Knights and Knaves

Special Games Present

Robert A. Hoff's KNIGHTS AND KNAVES
and
Allen B. Calthamer's NAVAL CARD GAME

Nimrod Games is a small company jointly owned by Robert Bryan Lipton, Greg Costikyan, Robert Hoff, John Boardman, and John Malay. Nimrod's philosophy is simple; we publish what our designers want to design, confident that they will consequently spend more time and be more thorough with them, producing a quality product. And we're confident that the gaming hobby will recognize and appreciate quality games.

KNIGHTS AND KNAVES is a multi-player game (for 4 to 10 players) dealing with a mythical world somewhere in Central Europe in the late Middle Ages. Each player represents one of the major noble houses of the Empire, and competes for territory and wealth with the others. The game features Imperial and Patrimonial elections, Excommunication, Single Combat, Assassination and Conspiracy, Magic, and Plague. K&K sells for \$10, and includes a single 22"x18" game-map, 540 counters, 8 pages of rules, plastic counter-tray, and cardboard box.

Allen Calthamer's NAVAL CARD GAME I haven't seen, so I can't describe it. It'll be a fast game and sell for \$2.50; a more thorough description next issue, perhaps.

In any case, you should buy them. Especially since I'll be opening a section of postal rules as soon as John Boardman finishes the postal rules. Our graphics are pretty good, and the prices are about 50% cheaper than you're likely to find with any other publisher.

Eventually, I'm doing PEACE IN OUR TIME (which some of you, notably Glen Taylor, Greg Smith, and John Strain) have volunteered to playtest, for Nimrod. It should be out sometime during the late fall/early winter.

Warren Price



MAILING LIST

63 Trevor Baillie, 5410 Garland Pl, Montreal, CANADA, H3X 1E4
 C Dave Barlow, 294 Harvard St #7, Cambridge, MA, 02139
 44 John Beamer, 1044 Lake St, San Francisco, CA, 94118
 46 Greg Benson, Box 258 Pickering Hall, Wilkes Col., Wilkes-Barre, PA, 18703
 T John Boardman, 234 E 19th St, Brooklyn, NY, 11226
 43 John Bremnick, 192 Curtis Ave, Stoughton, MA, 02072
 C Walt Buchanan, R R#2, Lebanon, IN, 46052
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 44 David Carter, 118 Horsham Ave, Willowdale, ONT, Canada, M2N 1Z9
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 T Larry Dunning, 46 Holmesdale Rd, West Midland, Perth, Western Australia, 6056
 46 Victor Dupont, 31 Mead Ave W, Greenwich, CT, 06830
 46 Larry Elliott, 2302 Elphinstone St, Regina, Sask., CANADA, S4T 3P1
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 357 Winston Forrest, 116 Edgemont Rd, Scarsdale, NY, 10583
 44 Dan Gelber, 316 W 36, Apt. 3A, New York, NY, 10018
 427 Brian Gister, 2600 Netherlands Ave, Bronx, NY, 10463
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 49 W. Elmer Hinton, 20 Almot St, Nashua, NH, 03060
 49 Doug Hollingsworth, 37 Sanford St, Bangor, ME, 04401
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 T Lee Kendter, 4347 Benner St, Philadelphia, PA, 19135
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 T Richard Kovalok, damn, he sent me a COA somewhere around here...
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 524 Stephen Lee, 23690 Doane Creek, Sheridan, OR, 97378
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