

**An amateur zine for the play of Diplomacy, its variants  
and other games, as well as the exchange of different views.**

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**LAST ISSUE, SEND MONEY! SAMPLE TRADE GAME START STANDBY SEE PAGE \_\_\_\_\_**

My big excitement since the last issue has been getting a tooth pulled. I've long had some developmentally challenged teeth on the lower right side of my mouth. It began with a baby first molar that never fell out naturally — I had it until a year ago, when it finally decayed so much that it had to be pulled out. Not a big deal back then, as I recall. A gap remains there to this day.

However, maybe five years ago, I had a molar at the back of this area begin erupting. No, it wasn't my wisdom tooth; I had that pulled about 15 years ago. It was my third molar that I didn't have all along! (Well, I had it, I just couldn't see it!)

Then, two months ago while I was vacationing in Utah, I felt something funny with this tooth after eating a soft breakfast. Turns out, part of it had broken off, but it was enough that I couldn't save the tooth. So, I just had it pulled a week ago — and it still hurts!

Now I'm looking at a special bridge involving a tipped tooth (my omnipresent second molar) that will cost me a thousand dollars or two. However, the alternative is rarely being able to chew on my right side, and then likely losing the second molar and not being able to chew there at all!

If you have any dental horror stories that you want to share (and have published next issue), please feel free to submit them. As they say, misery loves company!

#### • Movie Reviews:

**"25th Hour"** (A): Excellent Spike Lee film starring Edward Norton as a nice guy spending his last day saying goodbye to his dad, girlfriend and friends before spending the next seven years in prison for possessing dope. There are some really heart-wrenching moments, and Norton once again demonstrates why he is one of the best young actors in the business. Beautiful cinematography perfectly complements all-around good acting and script.

**"Intacto"** (A): Starring Max Von Sydow as the man nobody can beat in a game of luck, this Spanish movie poses the questions: What makes a person lucky, can he control his luck, and can he take it from others? Interesting subplots come together masterfully by the film's end. A must-see for people who like playing games.

**"28 Days Later"** (A-): Masterful suspense/horror movie by Danny Boyle ("Shallow Grave" and "Trainspotting") set in the near future in which animal rights activists unwittingly release a laboratory chimp infected with rage. As soon as the chimp attacks someone, that person becomes infected with rage within 20 seconds and begins attacking all noninfected people he or she can find —

infecting all those who don't die. (This is not a film about zombies, despite frequent characterizations as such.) Filmed with frenzied, high-definition photography when The Infected attack, it's hard to follow sometimes, but it's always mesmerizing until a very bad choice of an ending. (Recently, distributors of the movie began tacking on an alternate ending after the movie's credits, but I didn't get to see it. Whatever it was, I'm sure I would have enjoyed it more. I'll likely have to wait until it comes out on DVD to know for sure.) After the initial chimp attack, we pick up the story 28 days later when the protagonist wakes up alone in a disheveled hospital. Although the ending sucks, the sequence before the ending makes a powerful, interesting point well worth waiting for.

**"The Believer"** (A-): Ryan Gosling's debut (I think) as a self-hating neo-Nazi who can't shake his adherence to Judaism. A very strong performance, like Edward Norton's in "American History X."

**"Love Liza"** (B+): Philip Seymour Hoffman is alternately funny, pathetic and pitiful as a man coping after his wife's suicide.

**"Narc"** (B+): Jason Patric is surprisingly good as a narcotics detective teamed up with loose cannon Ray Liotta. This dramatic crime story takes some surprising, but plausible, twists.

**"Gangs of New York"** (B): Martin Scorsese's big budget movie about the Irish and New York City around the time of the Civil War has a lot of flash and a powerful actor in Daniel Day-Lewis, but it's too long at 2½ hours, and Leonardo DiCaprio was not a great choice for the leading role.

**"Journeys with George"** (B): Interesting documentary follows George W. Bush during the 2000 presidential campaign. He was as much a doofus then as he is now.

**"A Matter of Taste"** (B): Quirky French film about a wealthy man who hires a waiter as his food-taster, but then starts grooming him to be a younger version of himself.

**"The Shaft"** (B): Decent horror flick about an Empire State Building-like skyscraper with elevator shafts that consciously kill people. Some good dismemberments and suspense top Naomi Watts' limited role as a reporter.

**"Spy Game"** (B): The stateside part with Robert Redford is humdrum, but what I really liked was the cross-continental romance with rogue CIA agent Brad Pitt eventually breaking into a Chinese prison to save his love, humanitarian Catherine McCormack.

**"May"** (C+): Disappointing horror movie about a crazy young woman whose motto is, "If you can't find a friend, make one." Let me just add that she's an expert seamstress and leave it at that.

# ishkibibble

**August 2003 – #42**

## Game Openings

**Diplomacy** (Strom Dutton, Tim Snyder, Don Williams; need 4 more players): Preference lists are welcome.

**African Diplomacy** (Cary Nichols, Kevin Wilson; need 4 more players): Designed by yours truly. Players pretend Africa is armed to the hilt and turning on itself. Ethiopia, Ivory Coast, Libya, Saudi Arabia, South Africa and Zaire compete. Preference lists are welcome. Rules and map available.

**Ard-Ri Diplomacy** (Steve Mayers, Karl Schmit; need 4 more players): Six powers — Connacht, Laigin, Midhe, Muma, Ulaid and the Vikings — battle for dominance of a small island circa 379 A.D. The first five powers already inhabit the island; the Vikings start off-board and are looking to find a new home there! A neat, not-well-known, cutthroat variant. Preference lists are welcome. Rules and map available.

**Balkan Wars Diplomacy VI** (Paul Dowden, Kevin Wilson; need 4 more players): The great, cutthroat classic featuring Albania, Bulgaria, Greece, Rumania, Serbia and Turkey. Preference lists are welcome. Rules and map available.

**Middle Eastern Diplomacy** (Paul Dowden; need 6 more players): Egypt, Iran, Iraq, Israel, Saudi Arabia, Syria and Turkey fight to decide who rules the area. Yet another cutthroat variant, and designed by me. Preference lists are welcome. Rules and map available.

**Mitotic Diplomacy** (Cary Nichols, Dave Partridge, Gerry Paulson, Karl Schmit; need 3 more players): Another variant designed by me. Set on the regular map, the main rule change is that new units are not necessarily built in home supply centers,

but rather existing units are duplicated. (Think cell division.) Thus, two units can occupy the same space after winter adjustments. Preference lists are welcome. Rules available.

**HellRail** (Karl Schmit; need 2-3 more players): A simple choo-choo card game with a devilish twist! Players draw cards representing both loads of sinners that must be taken to appropriate circles of Hell as well as rails that can be played to forge the routes to get there. Trains entering circles may use randomly assigned effects to rotate or remove rail cards, steal or derail loads, or acquire boatmen to cross over empty spaces between circles or rail cards, for example. Rules and photocopies of all cards and counters available.

**Monopoly** (Karl Muller (?), Cary Nichols; need 2-4 more players): The classic game played with simultaneous movement and tournament rules. Last player with a fistful of money wins! Rules and photocopied board available.

**Nuclear War** (Karl Schmit; need 3-5 more players): “Do you have change for 25 million people?” That’s what you might say during play of this hilarious card game of missiles, bombers, killer satellites, top secrets, spies, propaganda, the “Super Germ” — *and final retaliation!* Can your people survive the nuclear holocaust to come? Rules and card list available.

**Snowball Fighting** (Steve Mayers, Dave Partridge, Bill Scharf; Karl Schmit; need 1-4 more players): Take your best shots in this backyard melee. Players have several attacks and defenses, like throwing a snowman’s head and hiding under trees. A simple game that everyone who plays it seems to love. Rules and map available.

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## ***"Is There Anybody Out There?" Fog of War Diplomacy, Spring 1907***

*\* The blind stabbing the blind?*

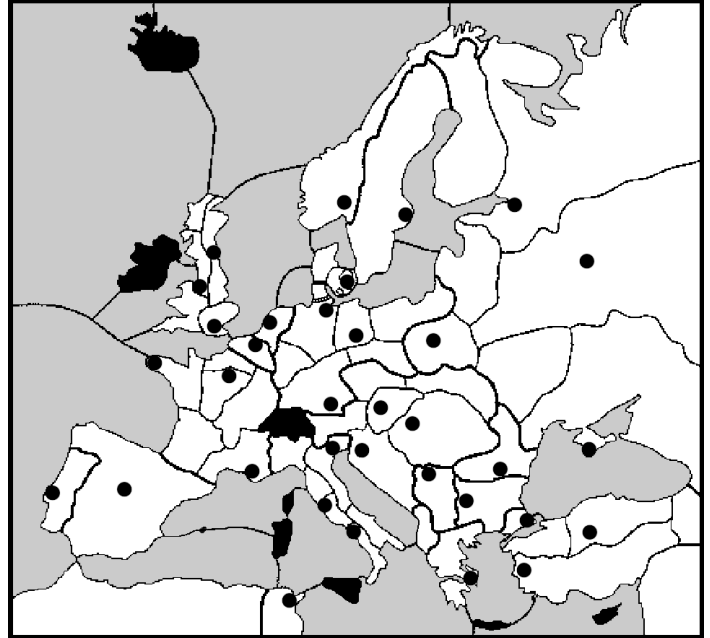
**AUSTRIA** (Graham Wilson)  
**ENGLAND** (Pat Conlon)  
**FRANCE** (Dave Partridge)  
**GERMANY** (Sigourney Street; *see below*)  
**ITALY** (Joel Struebing)  
**RUSSIA** (Steve Mayers)  
**TURKEY** (Cary Nichols)

*Units you must retreat:*

*Units you see retreating:*

Sigourney Street has resigned. The new player of Germany is Tim Snyder. **The deadline for Fall 1907 orders is noon EDT on Saturday, Aug. 23.**

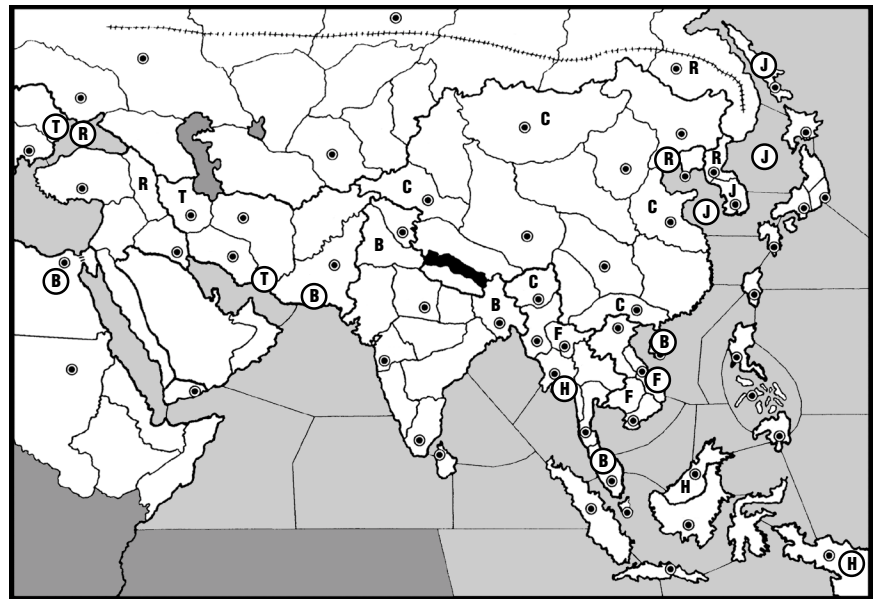
RUSSIA TO ENGLAND: Et tu, Brutus?



## ***"Wide Open Spaces," Colonial Diplomacy, Fall 1871***

*\* Russia sacks Manchuria, allows Turkey to double its forces.  
 \* Britain continues clashes with France, China.  
 \* Holland, Japan grow unchecked.*

**BRITAIN** (Cary Nichols): A Pun-Kam,  
 A Hyd-Ben, F HK-SCS, F Mal-Ban(wc),  
 F RS-Egy, F Raj-Kar  
**CHINA** (Gerry Paulson): A Mon H, A Sha H,  
 A Nan-Can, A Yun-Ass, A Kag-Kam  
**FRANCE** (Graham Wilson): A Cam-Ban,  
 A May H, F Ann-SCS  
**HOLLAND** (Steve Mayers): A Sar H, F TS-New,  
 F AS-Ran  
**JAPAN** (John Quigley): A Kyo-Fus, F OS-Sak,  
 F Yel C A Kyo-Fus, F SOJ S A Kyo-Fus  
**RUSSIA** (Paul Risner): A Vla S F Part-Mac,  
 A Seo S F Part-Mac, A Bak-Arm, F Part-Mac,  
 F Ode-Bla  
**TURKEY** (Peter Boyum): A Arm-Tab,  
 F Con-Rum, F Shi-Per



*Adjustments:*

**BRITAIN** (10): Home; **Ben, Egy, Kar, Mal** ... +4  
**CHINA** (7): Can, Pek, Sha, Sik; **Ass, Kag,**  
**Mon, Mac** ... +2  
**FRANCE** (4): Home; **May** ... +1  
**HOLLAND** (6): Home; **New, Ran, Sar** ... +3  
**JAPAN** (6): Home; **Fus, Sak** ... +2  
**RUSSIA** (7): Home; **Mac, Seo** ... +2  
**TURKEY** (6): Home; **Per, Rum, Tab** ... +3  
**NEUTRAL** (12): Ban, Ceb, Cey, Chu, Dav, For,  
 Kam, Mna, Shi, Sud, Tas, Ubu

**The deadline for Winter 1871 orders is noon EDT on Saturday, Aug. 23.**

**HOLLAND TO ALL:** The King of the Netherlands offers to broker an armistice between the President of France and the King of England. Shall we adjourn to Amsterdam?

## "Deja Vu," Power, Turn 12

\* Blue fighter eludes capture, joins comrades near Green home base.

\* Purple assembles forces in middle of its home island.

**BLUE BOY MARK** (Cary Nichols): R (B0)-B1-B5, F (P3)-P2, F (G2)-G5, R (X)-G7-G5, H (X)-G7-G5; Also has D (B0), F (B0), R (B0); Gains 2 PU (has 7 PU total)

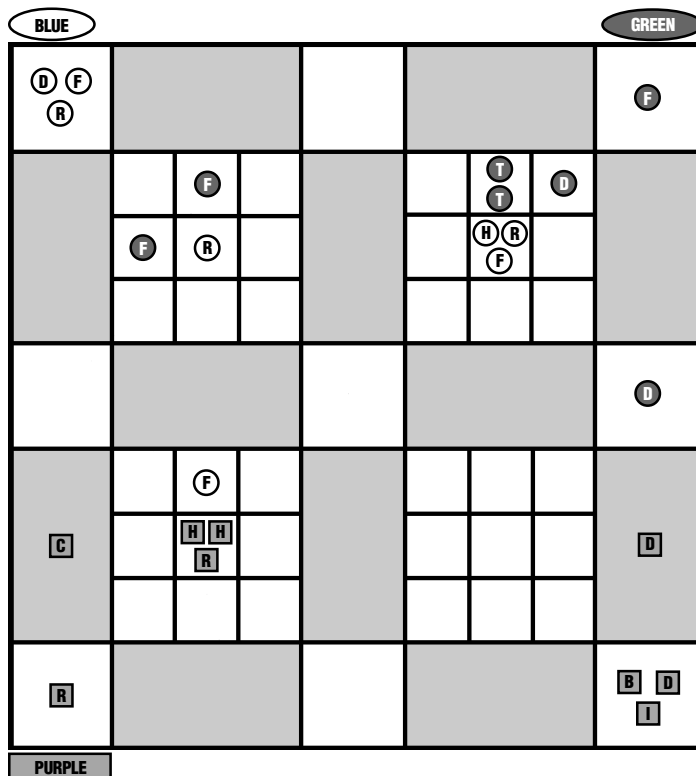
**GREEN GOOBERS** (Andy Lischett): F (Res)-G0, D (R3)-E, T (G8)-G5-G2, T (G8)-G5-G2; Also has D (G3), F (B2), F (B4); Gains 1 PU (has 7 PU total)

**PURPLE-PLUMED SCOUTS** (Steve Mayers): C (P0)-C8, H (P0)-P7-P5, R (P0)-P7-P5, H (S)-P9-P5, R (Res)-P0; Also has B (R0), I (R0), D (R0), D (C10); Gains 0 PU (has 12 PU total)

The deadline for Turn 13 orders is noon EDT on Saturday, Aug. 16.

PURPLE-PLUMED SCOUTS TO BLUE BOY: Now is the time to make your "Mark!"

PURPLE-PLUMED SCOUTS TO GREEN GOOBERS: Now is the time to be like two "Peas" in a pod!



## "Question Authority," Shift-Right Diplomacy (White Press), Winter 1906 / Spring 1907

\* Germany surges into France but loses North Sea to England.

\* Turkey destroys German fleet in Rumania while Russian armies close in.

\* Italy convoys home as Austrian fleet moves into Tyrrhenian.

**AUSTRIA** (Joe Carl): A Tri-Alb, A Ser-Tri, A Vie S A Ser-Tri, F Wes-Tys

**ENGLAND** (Peter Boyum): Build F Lon, F Edi; Plays 1 unit short; A Spa H, F Por S A Spa, F Yor-Nth, F Nws S F Yor-Nth, F Lon S F Yor-Nth, F Edi S F Yor-Nth [nsu]

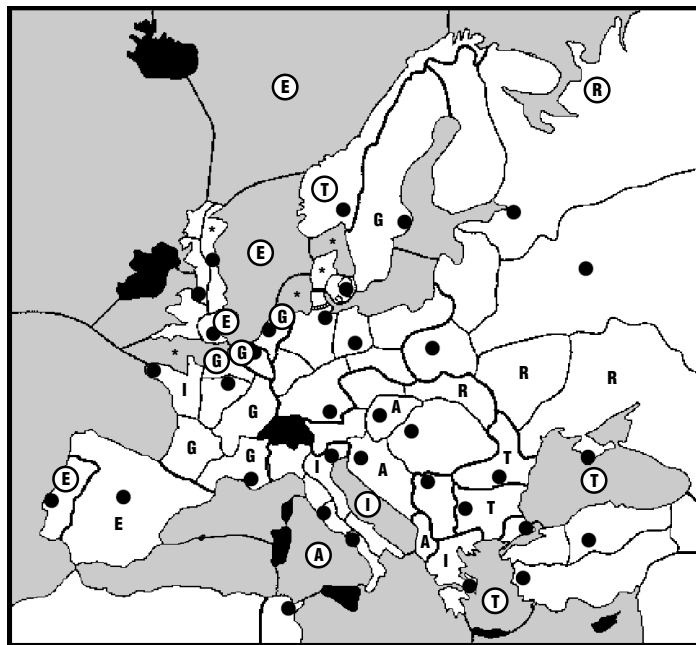
**GERMANY** (Don Scheifler): Build A Mun, F Kie; A Bur-Gas, A Mar S A Bur-Gas, A Mun-Bur, A Swe H, F Rum H [a], F Nth-Lon [r-> Den, Edi, Eng, Hel, Ska?], F Bel-Pic, F Hol-Bel, F Kie-Hol

**ITALY** (Adam Silverman): Retreat A Mar-Gas; A Gas-Bre, A Gre S AUSTRIAN A Ser-Bul, A Alb-Ven, F Adr C A Alb-Ven

**RUSSIA** (Graham Wilson): Build A War; A War-Gal, A Ukr S A War-Gal, A Sev S A Ukr, F Stp(nc)-Nwy

**TURKEY** (Dave Partridge): A Bul-Gre, A Gal-Rum, F Bla S A Gal-Rum, F Aeg-Gre, F Nwy H

Notes: [a] = annihilated, [nsu] = no such unit, [r->] = retreat to. England does not own Edinburgh. The proposed separation of seasons failed to pass. Thanks to Andy Lischett for unused standby orders.



The deadline for Fall 1907 orders is noon EDT on Saturday, Aug. 23.

## "Fly Like an Eagle," Sopwith, Turn 8

\* Round and round and round they go; when they stop, nobody knows!

<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>	<u>Phase 1 • Phase 2 • Phase 3</u>
Captain Snoopy	N14	W	8	11	0	Ahead • Ahead • Ahead
D Von Pup	Q19	NE	7	11	0	Left Turn • Ahead • Left Turn, Fire A, A, A (0, 0, 0)
Eddie Rickenbacker	L17	NE	10	9	0	Right Slip • Right Slip • Ahead

<u>Pilot</u>	<u>End</u>	<u>Facing</u>	<u>A</u>	<u>D</u>	<u>P</u>
C (Tim DeForest)	K11	W	8	11	0
D (Paul Risner)	P16	W	4	11	0
E (Dave Partridge)	O19	NE	10	9	0

The deadline for Turn 9 orders is noon EDT on Saturday, Aug. 16.

ACE TO GM: Still here in Armentiers, but with the lack of aerial action among the combatants, there is no "parlez vous!"

BRER PHIL TO ACE: Maybe they're taking a different strategy than you did — like survival!

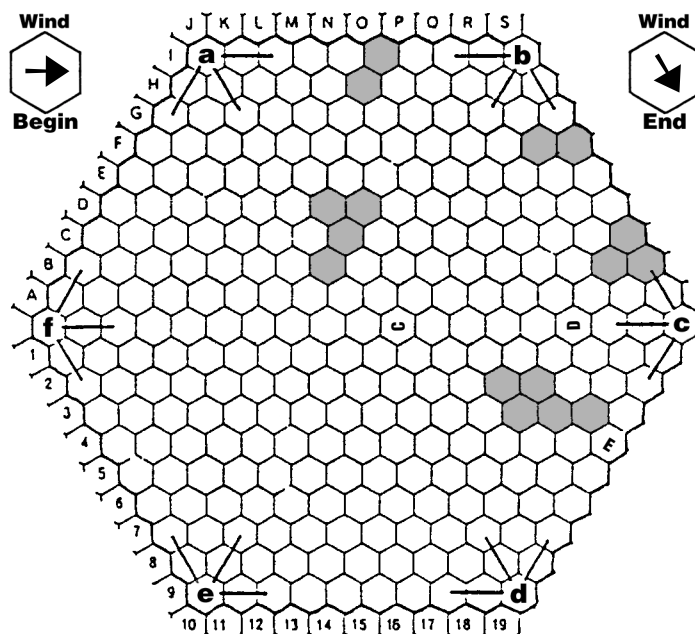
ACE TO CAPTAIN SNOOPY: Where is the Red Baron when you really need him?

BRER PHIL TO ALL: Where is the kamikaze Ace when you really need him?

ACE TO VON PUP: Where are the Sopwith Camel or Snipe when you really need them? Your Pup leaves a lot to be desired!

ACE TO EDDIE RICKENBACKER: Where are the clouds when you really need them? A few more and you'll be "back-her(e)," a little further behind, I "reckon!"

BRER PHIL TO ACE: Eddie must have thought the clouds would never move south, but he's going to be in the thick of one of them next turn!



## "Come Sail Away," Viking Diplomacy II, Spring 955

\* Norway sacks Wessex but French resistance stops convoy to York.

\* Sweden continues convoys in annexation of Danish empire.

**DENMARK** (Karl Muller): A Dan S FRENCH A Sax-Hed [nso],  
A Rog-Par

**FRANCE** (Pat Conlon): A Par-Rog, F Hel-Fri, F Wes-Eng,  
F Fla S F Wes-Eng, F Iri-Yor (wc) [r-> Sao?], F Wal S F Iri-Yor(wc)

**NORWAY** (Kevin Wilson): A Nid H, F Lon S A Yor-Wes,  
A Yor-Wes, F Ire-Iri, F Wao S F Ire-Iri, F Nth-Yor(ec),  
F Noch S F Nth-Yor(ec), F Str-Nth, F Ski S F Str-Nth

**SWEDEN** (Graham Wilson): A Hed-Pom, A Pol S A Hed-Pom,  
A Bir-Jut, A Got-Hed, F Ska C A Bir-Jut, F Kat C A Got-Hed,  
F Zea S A Got-Hed, F Sbs-Lit

Notes: [nso] = no such order, [r->] = retreat to.

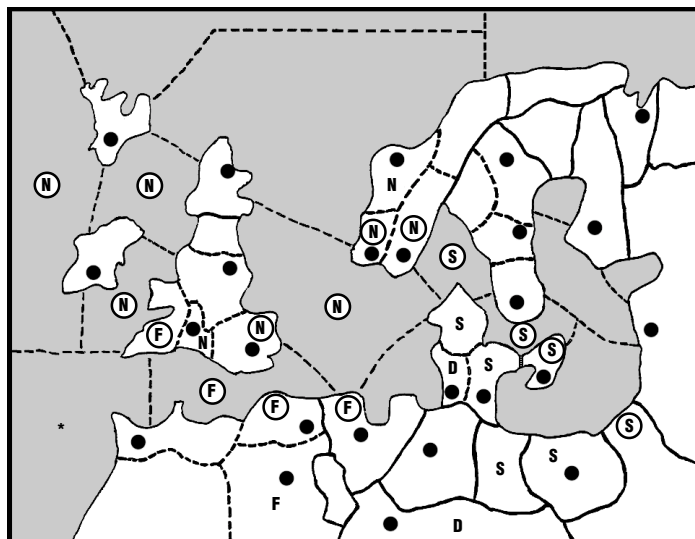
The deadline for Fall 955 orders is noon EDT on Saturday, Aug. 23.

DENMARK TO ALL: And next turn, I'll support England!

BRER PHIL TO DENMARK: After seeing your support this turn, I don't think anyone will be concerned!

DENMARK TO FRANCE: Paris is liberated! You're welcome.

BRER PHIL TO DENMARK: With friends like you, who needs enemies?



DENMARK TO SWEDEN: Um, you'll have to leave me a home center or two if you want my help.

BRER PHIL TO DENMARK: Maybe Sweden would rather help itself to a home center or two of yours!



# ***"Dirty Deeds Done Dirt Cheap," Machiavelli: Empire and Invaders, Fall 1053***

- \* Muslims storm Naples, break Papal siege vs. garrisoned Normans.
- \* Bribe of Byzantine army leaves profitable retreat for Venetian fleet following failed convoy there.
- \* Pisans muscle way into Milan province, dislodging Venetian army, as Papacy sacks Mantua.

**BYZANTINES** (Paul Risner): A Dal S A Bos-Cro [nsu],  
A Bos-Cro, A Aqu S F Anc, F Anc S F LA-UA, F LA-UA  
**HOLY ROMAN EMPIRE** (Sigourney Street; *see below*):  
NMR! A Mon H [u]

**MUSLIMS** (Kevin Wilson): A Sal-Nap, F GON S A Sal-Nap,  
F TS S A Sal-Nap, F WM S F TS, F Sar H

**NORMANS** (Brendan Whyte): G Nap flings dead horses into the crowd of rowdy besiegers and moons them when it is safe to do so from the crenelations between the battlements of the city

**PAPACY** (Mike Scott): A Bol-Man, A Urb-Per, A Cap-Spo,  
A Rom S A Cap-Spo, A Nap B [r->Cap?]

**PISA** (Steve Mayers): Pay 6d for Fall 1052 loan; A Ber-Mil,  
A Par S A Ber-Mil, F Luc-Mod, F Pio-LS, F LS-Cor,  
G Gen c-> A Gen

**VENICE** (Dave Partridge): Borrow 5d for 1 year; Disband  
 Byzantine A Dal; A Mil S PISAN A Par-Pav [r-> Carin, Com,  
 Cre, Pav, Tren, G Mil?], A Fer-Dal, F UA C A Fer-Dal [r-> Bol,  
 Carn, Dal, Fri, Ist, Pad, Urb, Ven?], F Cro S A Fer-Dal

**AUTONOMOUS GARRISON**: G Tren

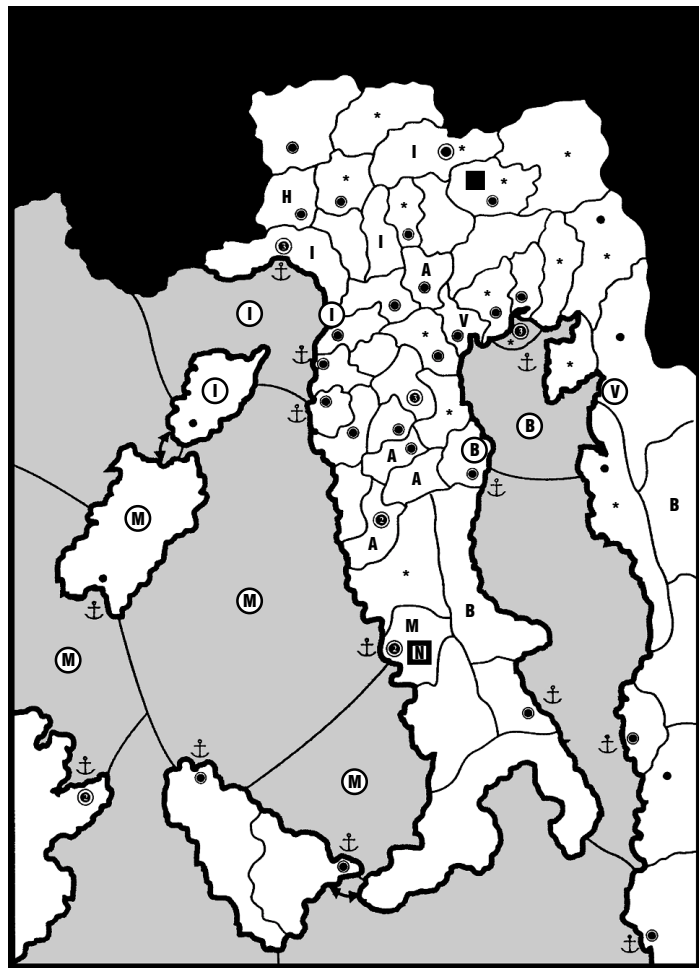
*Famine*: Poor Year = Column 4: Bol, Cro, Otr, Rom, Sar, Ven  
*Outstanding Loans*:

VENICE: 5d borrowed Fall 1053; 6d due Fall 1054

PISA: 4d borrowed Summer 1053; 6d due Summer 1055

*Notes*: c-> = converts to, [nsu] = no such unit, [r->] = retreat to, [u] = unordered. Sigourney Street has resigned. The replacement for the Holy Roman Empire is Cary Nichols.

**The deadline for Spring 1054 orders is noon EDT on Saturday, Aug. 23.**



<i>Income:</i>	<i>Cities</i>	<i>Provinces</i>	<i>Seas</i>	<i>Var.</i>	<i>Treas.</i>	<i>TOTAL</i>
<b>BYZANTINES</b>	Alb,Anc,Bar,Dal,Dur,Rag = 6	Alb,Anc,Aqu,Bar,Bos,Dal,Dur,Rag = 8	1	5		
<b>HOLY ROMANS</b>	Cre,Mon,Pav,Tur = 4	Cre,Mon,Pav,Tur = 4	0	4		
<b>MUSLIMS</b>	Mes,Pal,Sar,Tun(2) = 4	Mes,Nap,Otr,Pal,Sal,Sar,Tun = 5	3	6		
<b>NORMANS</b>	Nap(2) = 2	—	0	6		
<b>PAPACY</b>	Are,Bol,Flo(3),Man,Per,Rom(2) = 6	Are,Bol,Cap,Flo,Man,Pat,Per,Rom,Spo = 7	0	6		
<b>PISA</b>	Cor,Gen(3),Luc,Mil(3),Mod,Pio,Pisa, Sie = 12	Cor,Gen,Luc,Mil,Mod,Par,Pio,Pisa,Sie = 9	1	5		
<b>VENICE</b>	Carn,Cro,Fer,Pad,Trev,Ven(3) = 4	Carn,Cro,Fer,Fri,Pad,Tren,Trev = 6	1	5		

*Notes: Italicized cities and provinces produce no income due to Famine; Ven always counts as a sea for its owner; Variable income die roll = 6*  
*Income adjustments based on retreats:*

If Venetian A Mil retreats to Carin or Com: Venice +1d

If Venetian A Mil retreats to Cre or Pav: Venice +2d, Holy Roman Empire -2d

If Venetian A Mil converts to G Mil: Venice +3d, Pisa -3d

If Venetian F UA retreats to Dal: Venice +2d, Byzantines -2d

If Venetian F UA retreats to Ist or Urb: Venice +1d

**POPE TO MUSLIMS & BYZANTINES**: Your alliance is showing more and more. The Byzantines' moves against Venice, I understand. The others,...

**NORMANS**: Zorn, all zorn! Hoisted on my own petard. Which, given my impressive anatomy, is particularly painful.

**VENICE TO BYZ**: Here's a hint to clear your confusion: The Doge is not your ally as long as you attack him. Go Home!

**BRER PHIL TO VENICE**: Oh, you're so close-minded!

**PISA TO VENICE**: "Mi-Lan" is not "Your-Lan."

**BRER PHIL TO PISA**: Maybe, but "Your-Man" is "His-Man" now!

**POPE TO PISA**: We move on. Hope to hear from you as to your needs.

**PISA TO HRE**: How about PAVING the way for my forces to TURN into your territory on MONday?

## **"King of Pain," Kingmaker, Turn 2**

- \* Percy completes siege of Carlisle, seizes Richard of Gloucester.
- \* Mowbray walks into Cardigan and grabs George of Clarence as Stafford lurks outside.
- \* The California Connection assembles nobles in Bath, keeps Le Rose stuck in Plymouth.

Cards in play at end of Turn 1:

**THE MAD HUNGARIANS** (Bob Dowrey): **Percy** [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carisbrooke, Northampton [(20)]

**THE CALIFORNIA CONNECTION** (Mike Scott): **Pole** [30], Chancellor of England [50]; **Scrope** [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester[(20)]

**KNIGHTS OF THE PRIVY POT** (Paul Dowden): **Mowbray** [50], Treasurer of England [50], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], Le Swan, Lancaster [(20)]; **Hastings** [10]

**THE STAFFORDSHIRE QUARTERSTAFFS** (Steve Mayers): **Stafford** [30], Chamberlain of Chester [(2)50], Scots Archers [20], Le Lucas, Nottingham [(20)]

**SHANGHAI KNIGHTS** (Paul Risner): **Howard** [10], Duke of Exeter [20], Archbishop of Canterbury, Le Rose, Coventry [(20)]; **Clifford** [10], Earl of Worcester [30]

Locations at end of Turn 1:

**NOBLES:** **Clifford** @ Coventry, **Hastings** @ Tutbury, **Howard** @ Farnham, **Mowbray** @ Ib, **Percy** @ Carlisle(c), **Pole** @ Tewkesbury, **Scrope** @ Masham, **Stafford** @ Kb

**SHIPS:** Le Lucas @ S15, Le Rose @ Plymouth, Le Swan @ S19

**HEIRS:** **King Henry** @ Windsor, **Margaret** @ Newark, **Edward** of Wales @ Kenilworth, **Richard** of York @ Fotheringhay, **Edward** of March @ Carisbrooke, **Edmund** of Rutland @ Beaumaris, **George** @ Cardigan, **Richard** of Gloucester @ Carlisle

Actions:

**TCC** plays **Holland** @ Kimbolton; commissions **Scrope** for **Holland**

Event Cards:

**FRENCH RAID** (#64): Courtenay to Okehampton, Holland to Compton, Admiral to Penzance with 2 Ships

**CARD** to The California Connection

**PLAGUE** (#73): Canterbury

**CARD** to The Staffordshire Quarterstaffs

**CARD** to Shanghai Knights

Movement:

**Holland** @ Kimbolton-Im-Hn-Gl-Fg-Bath

**Howard** @ Farnham-Fj-Gm-Hn-Il-Coventry

**Mowbray** @ Ib-Cardigan, captures **George**

**Pole** @ Tewkesbury-Gk-Fg-Bath

**Scrope** @ Compton-Bf-Ch-Dd-De-Bath

**Stafford** @ Kb-Ja-Ic-Ib-Cardigan(c)

Le Lucas @ S15-S12-S11-S10-S9-S3

Le Rose @ Plymouth-S2-S1-S14-Cardiff [png]

Le Swan @ S19-S15-S12-S11-S10-S9

Combat:

**Percy** besieges Carlisle; draws Vacillating Noble (#134) — no effect; draws Papal Diet (#111): Majority; captures

**Richard** of Gloucester

**Stafford** besieges Cardigan [if]

Your Crown Card draw:

Event Cards for Turn 3:

**CARD** to The Mad Hungarians:

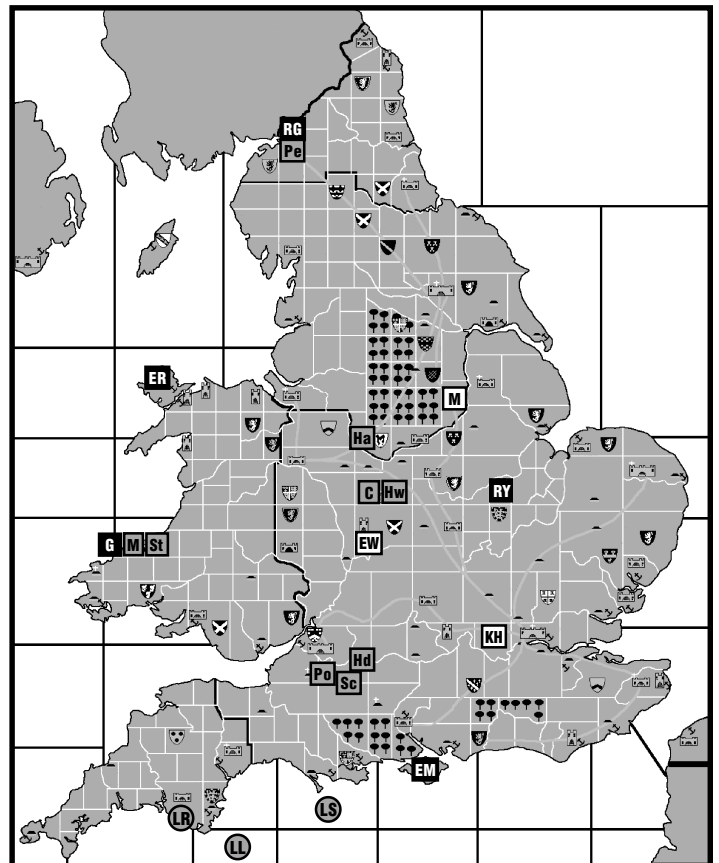
**REVOLT IN WALES** (#55): Talbot to Ludlow

**PARLIAMENT** (#23): May be Summoned by the Chancellor (no effect)

**CARD** to The Staffordshire Quarterstaffs:

**PLAGUE** (#77): Kingston, York

Notes: [if] = insufficient force, [png] = permission not granted.



**Deadline for Turn 3 orders: noon EDT on Saturday, Aug. 23.**

TMH: Long live King Richard!

BRER PHIL TO TMH: Hey, neither one is king yet!

TSQ TO GM: Although Stafford would very much like to meet with Margaret @ Newark, he has an appointment with Sir George and Mowbray @ Cardigan first! Her Majesty may have to save the last dance for him instead of the first!

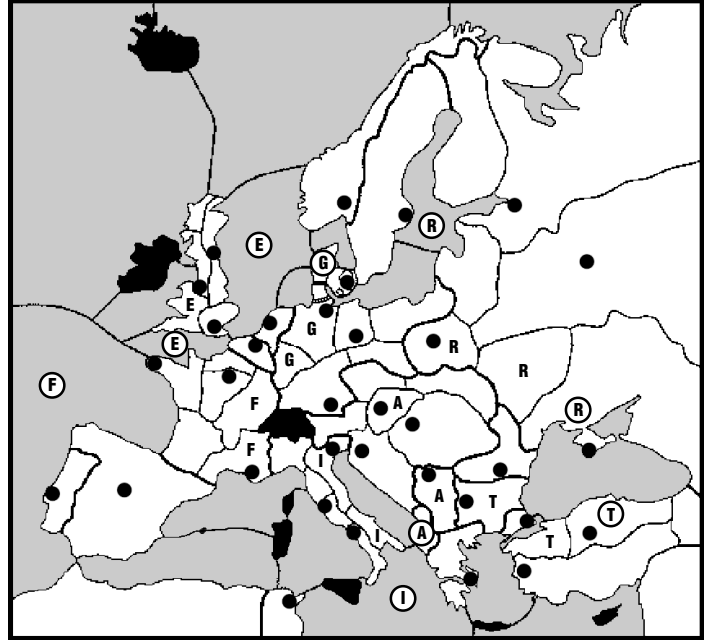
## ***"Us and Them," Diplomacy, Spring 1901***

- \* England storms the Channel, moves troops to Wales.
- \* Russia clashes with Austria, Turkey.
- \* Germany, Italy open without conflict.

**AUSTRIA** (Hank Alme): A Vie-Gal, A Bud-Ser, F Tri-Alb  
**ENGLAND** (Karl Schmit): A Lvp-Wal, F Lon-Eng, F Edi-Nth  
**FRANCE** (Marc Ellinger): A Par-Bur, A Mar S A Par-Bur,  
 F Bre-Mid  
**GERMANY** (John Power): A Mun-Ruh, A Ber-Kie,  
 F Kie-Den  
**ITALY** (Adam Hopkins): A Ven H, A Rom-Apu, F Nap-Ion  
**RUSSIA** (Fred Wiedemeyer): A War-Gal, A Mos-Ukr,  
 F Sev-Bla, F Stp(sc)-Bot  
**TURKEY** (Paul Boymel): A Con-Bul, A Smy-Con, F Ank-Bla

The deadline for Fall 1901 orders is noon EDT on Saturday, Aug. 23.

ENG TO FRA: DMZ means we both go there, right?  
 ENG TO BRER PHIL: All virgins? Sounds like a variant.  
 Who gets sacrificed first?  
 BRER PHIL TO ENG: That's up to you guys!



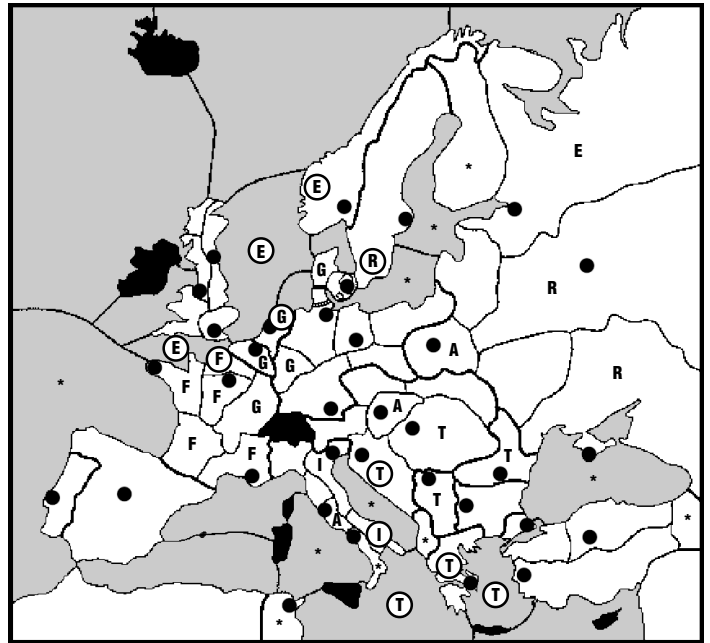
## ***"Remote Control," Gunboat Diplomacy (No Press), Fall 1905***

- \* English fleets dislodged from Sweden by German-supported Russian attack, from Brest by French resistance.
- \* Russia reclaims Turkish-held Sevastopol but loses Warsaw to rogue Austrian army.
- \* Italy liberates Venice as Rome falls to Austria, Turks seize Ionian.

**AUSTRIA**: Retreat A Bud-Vie; A Vie-Tri, A Ven-Rom, A Gal-War  
**ENGLAND**: A Stp S F Bar-Nwy, F Swe S F Bar-Nwy  
 [r-> Bal, Bot, Fin?], F Bar-Nwy, F Bre-Pic [r-> Mid?],  
 F Eng S F Bre-Pic, F Nth S F Eng  
**FRANCE**: A Mar-Bur, A Spa-Gas, A Par S A Gas-Bre,  
 A Gas-Bre, F Pic-Eng  
**GERMANY**: A Bur-Pic, A Bel S A Bur-Pic, A Ruh-Bur,  
 A Den S **RUSSIAN** F Ska-Swe, F Hol-Nth  
**ITALY**: A Tus-Ven, F Apu S A Tus-Ven, F Ion H  
 [r-> Adr, Alb, Nap, Tun, Tys?]  
**RUSSIA**: A Mos S A Ukr-Sev, A Ukr-Sev, F Ska-Swe  
**TURKEY**: A Rum S A Bud, A Bud S F Tri, A Ser S F Tri,  
 F Tri S **AUSTRIAN** A Ven, F Eas-Ion, F Aeg S F Eas-Ion,  
 F Gre S F Eas-Ion, F Sev S A Rum [r-> Arm, Bla?]

*Adjustments:*

**AUSTRIA** (3): Vie; **Rom**, **War**, Bud, Ven ... 0  
**ENGLAND** (5): Home; Nwy, Stp, Den ... -1  
**FRANCE** (5): Home; Por, Spa ... 0  
**GERMANY** (6): Home; Bel, Hol, **Den** ... +1  
**ITALY** (3): Nap; Tun, **Ven**, Rom ... 0  
**RUSSIA** (3): Mos; Swe, **Sev**, War ... 0  
**TURKEY** (9): Home; Bul, Gre, Rum, Ser, Tri, **Bud**, Sev ... +1



Notes: [r->] = retreat to.

The deadline for Winter 1905 and Spring 1906 orders is noon EDT on Saturday, Aug. 16. I will separate these seasons on at least three requests.



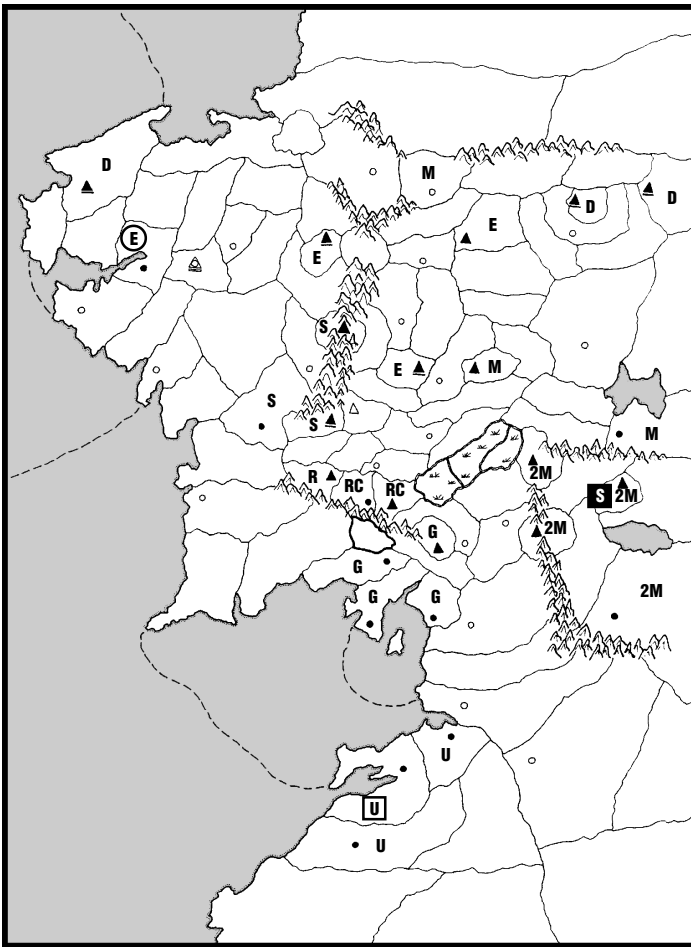
## ***"Misty Mountain Hop," Hardbop Downfall of the Lord of the Rings Diplomacy, Game Start!***

\* Delay of game.

**DWARVES** (Jim Dapkus): Has A Blu, A Erb, A Iro  
**ELVES** (Karl Schmit): Has A Ekh, A Iml, A Lor, F Gha, Fellowship Shi  
**GONDOR** (Karl Muller): Has A Bel, A Lam, A Leb, A Mti, Faramir Mti, Gandalf (anywhere), Ranger Bre  
**MORDOR** (Kevin Wilson): Has 2A Bar, 2A Mmo, 2A Nrn, 2A Udu, A Dol, A Gun, A Srh, 3 Easterlings (off-board), Nazgul (any home center), Sauron Bar  
**ROHAN** (Bill Scharf): Has A Hde, C Dhwh, C Edo  
**SARUMAN** (Steve Mayers): Has A Dld, A Ise, A Kdu, Saruman Ise  
**UMBAR** (Cary Nichols): Has A Hrd, A Hum, P Cit

A request for a separation of seasons has been granted.

**The deadline for Afteryule I 3019 orders is noon EDT on Saturday, Aug. 23.**



### **Hardbop Rules Errata and Clarifications**

\* **RULE 1:** A power's home centers are those centers in which it begins the game with a military unit (i.e., an army, fleet, cavalry or pirate). Note Rule 3.2: "Personality units cannot on their own affect the control of a supply center." Note Rule 6.3: "Gundabad starts the game as a neutral supply center, although there is a Mordor army in it initially. It is not a home supply center for any power."

\* **RULE 3.2:** If a personality unit leads a military unit in holding, then the military unit defends with a strength of two. If a personality unit leads a military unit in attacking, then the military unit attacks and defends with a strength of two. If a personality unit leads a military unit in supporting an attack, then the military unit supports and defends with a strength of two.

\* **RULE 3.9:** The Ents are not a force like military and personality units; they are mentioned for context only. For all intents and purposes, after entering Fangorn, the Fellowship may move to Isengard on the next turn and destroy Isengard as a fortress and supply center under the conditions given by this rule.

\* **RULE 4.5** should state that "Umbar starts the game with one pirate, and may build a third pirate only if it controls at least eight supply centers."

\* **RULE 5.3:** Fangorn is not a supply center. For Good units, it is a fortress. For Neutral units, it is a normal province. For Evil units, it is impassable until Sauron enters it with an army, in which case the fortress and the Ents are destroyed and Fangorn becomes a normal province for all units.

\* **RULE 6.5:** If Gondor builds in a non-Gondor-owned supply center occupied by the Ranger but not occupied by any military unit, Gondor does not gain control of this supply center. Gondor's ability to build under this rule trumps any simultaneous build there by the owner of the supply center.

\* **RULE 7.2** should state that "the Ring is automatically claimed by the first unit to enter the space in which the Ring is hidden." (Note that this rule also gives the order of priority in claiming if multiple units discover the Ring simultaneously. Furthermore, if there are multiple units present, all will be notified that the Ring is present in the space, even if only one claims it.) Thus, players do not need to order that their units will seize the Ring if they discover it. However, players will have options for what to do with the Ring once one of their units discovers it.

\* **RULE 7.5.2:** As long as no personality unit of another power wears the Ring, Mordor may always have up to three Easterling armies, rebuilding them off-board as needed during adjustment phases if the number of Easterlings drops below three. Rule 4.2 suggests that no more than three Easterlings may exist at any given time, not that Easterlings may not be rebuilt (under the proper conditions).

\* **RULE 8:** A Neutral power remains Neutral if it captures a Good power's non-home supply center.

### ***Standbys***

*If you would like to get on or off this list, please let me know. Your help is greatly appreciated.*

Paul Boymel, Pat Conlon, Pasquale Giovine, Andy Lischett, Steve Mayers, Cary Nichols, Dave Partridge, John Power, Paul Risner, Bill Scharf, Mike Scott, Graham Wilson.

## “Question,” Mastermind, Turn 4

\* Getting warmer!

There is a secret code of seven colors (Blue, Green, Orange, Purple, Red, White and Yellow) that players must attempt to guess correctly using deduction from previous guesses. Each turn, a player may submit one guess. If any player correctly guesses the secret code, then he wins, otherwise I will pick one guess at random and score it as follows: a ● if the player correctly guesses the color and position of a part of the code, and a ○ if the player correctly guesses the color but not the position of a part of the code. For example, if the secret code were “B G O P R R” and a player guessed “R Y P P B R”, then his score would be “● ● ○ ○”.

The deadline for Turn 5 guesses is noon EDT on Saturday, Aug. 16.

## Three NFL Contests (WOO-HOO)

**Final Standings Prognostication** (Paul Boymel, Karl Muller, Cary Nichols, Dave Partridge and Brer Phil; number of players unlimited): Rank each division’s teams 1-4 as you think they will finish the 2003 season. Scoring will be by Spearman rank correlation coefficients, meaning that a player scores 0 points if he ranks a team correctly, 1 point if he is one place off with a team, 4 points if he is two places off, and 9 points if he is three places off. The winner has the lowest total score.

**Simple Fantasy Football (CLOSED!** Have Paul Boymel, Steve Mayers, Karl Muller, Cary Nichols, Dave Partridge, Paul Risner, Karl Schmit and Brer Phil): If you haven’t done so already, submit a preference list of 16 teams, ranked in order from the team you think will finish the season with the most wins. Each player will draft two teams. A player scores 1 point each time his team wins a game. Players may drop, pick up and trade teams with each other during the season, with some restrictions. The winner has the highest total score.

**NFL Survivor Pool** (Paul Boymel, Karl Muller, Dave Partridge and Brer Phil; number of players unlimited): Each player

	ANSWER	? ? ? ? ? ?	PLAYER
10.			
9.			
8.			
7.			
6.			
5.			
4.	● ○ ○ ○	P G P B B G	Schmit
3.	○	B R Y O O O	Mayers
2.	● ○	B O P W W W	K. Wilson
1.	● ○ ○	B G O P R Y	Howell

pays \$1 into a winner-takes-all-pool. (OPTION: Pay another \$1 for a second, separate entry. This way, if you pick only one loser, you’re still in the running for the pool with your other pick.) Every week, each player must pick one team to win, but he can pick a given team only once during the season. If his pick wins, he continues playing, otherwise he is eliminated. It’s not as easy as it might sound.

The deadlines for all of these contests is noon EDT on Saturday, Aug. 23.

## “Lucky Number,” Raj, Turn 3

\* And the winner of the 9 token by a nose is ... Steve!

Player	Tokens Owned	Cards Remaining
Dave Partridge	10 = 10 pts.	15,13,12,11,10,9,8,7,5,4,2,1
Steve Mayers	9 = 9 pts.	14,13,12,11,10,9,8,7,6,5,4,3
Kevin Wilson	3 = 3 pts.	15,13,12,10,9,8,7,6,5,4,3,2
Bill Scharf	0 = 0 pts.	15,14,13,12,11,10,9,6,5,4,3,2

Tokens Remaining: 8,7,6,5,4,2,1,-1,-3,-4,-5

Notes: Steve’s 15 is just good enough to beat Kevin’s 14, while Bill’s 7 and Dave’s 3 round out the bids.

The deadline for Turn 4 orders is noon EDT on Saturday, Aug. 16.

\*\*\* NEXT TOKEN FOR BID: -2