

**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 GAMESTART STANDBY SEE PAGE _____

Hey, a couple of weeks since the last deadline ... not bad, huh? At this rate, I'll have the next issue published before I even start working on it, right?

Er, probably not....

Well, one of the reasons this issue has been delayed is because of you — yes, *YOU!*

OK, not you, maybe, but others of you ... and some who won't even be reading this....

That's because three players resigned from their games, causing different degrees of chaos for five positions. Two of them — Mark Sturniolo and Rick Copeland — had the class to resign right after receiving the last issue, so I was able to find replacements for their four positions and announce them to the other players without needing to delay any of their games.

However, the other one, Lee McConnell, told me he was resigning from the Machiavelli game only after receiving my 48-hours-till-deadline warning, basically giving me the finger with his e-mail. (Funny, he always seemed to give me the finger in the few games we played in together, so good riddance to him as far as I'm concerned!)

But finding a new Machiavelli player on short notice was a more difficult, both because fewer people know how to play Machiavelli than simple Diplomacy variants and other games, and because some of these people are still playing with the old 1980 rules!

Finally, though, we just decided to welcome back Kevin Wilson to the game he had dropped out of a few issues back. (Gee, it almost seems like it's been forever!)

And then there's Bill Scharf, who told me after the deadline that he wanted to keep playing, but he never got orders to me. So, I'm gonna put a little faith in Bill that he will be back with us next time ... and if not, we'll just have to go on without him, won't we?

So, now that we're a lean, mean fighting machine again, it's time to get back to the games in earnest. A few points about this:

- If you're currently playing in any games here, please be sure to take another look at the "Players' Addresses" list. Everyone (yes, even Steve Mayers!) has e-mail now, and some people (like John Schultz) even have their correct e-mail addresses listed!

- Look at the "Standbys" list and let me know if you should be on or off of it. It helps me a lot if I'm prepared to deal with NMRs.

- Check out the "Game Openings" lists and let me know if your name should be removed from any of them — or, better yet, if it should be added to any of them! I hope to get at least a few more people into the Sopwith game, now that you've got the rules and

map in your hands — *so there's no excuse to feign ignorance!* And if more than six people want to play, then I'll just have to run a couple of Sopwith games, won't I? If we get to the summer and some of these openings that have been posted for a while haven't drawn much interest, then I will delete them in favor of new games.

Speaking of correct e-mail addresses, I cannot believe how many mistakes I made in the last issue! *HORRIBLE!* And quite, embarrassing, too, of course. It seems I was in such a rush to get the last issue published that I dispensed with my usual practice of printing out a draft copy and combing through it for typos, adjudication errors and other boo-boos. (Although, having not published in something like eight months, what would it have hurt for me to take a couple more days to do this, huh? Oh, that darned hindsight!) I must have sent out a total of 10 e-mails to players, mostly noting mistakes in maps, which orders were due next and the like — nothing grievous.

However, I did subject the issue you're now reading to my proofer's eye, so hopefully it's okey-dokey. In fact, I think it's so darn perfect that I challenge any of you to find an error that warrants correction — and if you find one, I will be sure to humiliate myself publicly in praising you in the next issue!

The other big development is that ishkibibble now has a Web site (address above), courtesy of the Diplomatic Pouch and Dave Partridge's kindness to and patience with me. I know it doesn't look like much now — only the last issue is posted, but soon this one, too. I will be giving Dave some spacey background art and telling him how I want the site to look. Let's see how long his patience lasts then! (If you don't have Adobe Acrobat on your computer so you can read, print and save PDF files, go to www.adobe.com/products/acrobat/readstep2.html and download it for free so you can read ishkibibble immediately after it's published and you don't have to pay for the mailed version!)

Quick takes:

- I haven't finished **Zine Register #30** yet. (But then I haven't started it either!) I'll get working on it soon enough, though.

- **Latest neoprogressive finds:** Iluvatar, Flamborough Head and Salem Hill.

- **Super Bowl XXXVI** turned out to be one of the greatest Super Bowls of them all. At the start of the season, I predicted the Tennessee Titans would beat the St. Louis Rams in a rematch of SB XXXIV, but instead it was the New England Patriots pulling the upset in heroic fashion with a last-second field goal! Bravo!

- **Next issue:** My 10 Favorite Overlooked Offbeat Movies!

ishkibibble

March 2002 — #33

Game Openings

Colonial Diplomacy (Peter Boyum, Steve Mayers, Cary Nichols, Paul Risner, Bob Robles; need 2 more players): Try your hand at Avalon Hill's popular variant by playing Britain, China, France, Holland, Japan, Russia or Turkey. The short game victory condition (i.e., control of at least 18 supply centers) will be used to make things interesting. (Hey, who cares about making things realistic!) Preference lists are welcome. The rulebook is available by mail for \$1, but the map is free.

Hardbop Downfall of the Lord of the Rings Diplomacy (Steve Mayers; need 6 more players): Whether or not you've seen the movie, you'll love this variant based on J.R.R. Tolkien's classic trilogy. Playing with some complex rules and a map of Middle-Earth, everyone is searching for the Ring. Sauron wants to wear the Ring and have Evil rule the world. The forces of Good (Elves, Gondor and Rohan) know the Ring must be destroyed, but doing so means traveling to the heart of Mordor. As for the neutral Dwarves, Umbar and Saruman, who knows which side each will support — that's where the diplomacy comes in! Preference lists are welcome. The rulebook is available by mail for \$1, but it's free via e-mail. The map is free regardless.

African Diplomacy (Cary Nichols; need 5 more players): Same game, different locale, as players pretend Africa is armed to the hilt and turning on itself. Ethiopia, Ivory Coast, Libya, Saudi Arabia, South Africa and Zaire aim to dominate the landscape — it's your choice which will. Preference lists are welcome. Rules and map provided for free.

Mitotic Diplomacy (Cary Nichols; need 6 more players): 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, and they defend

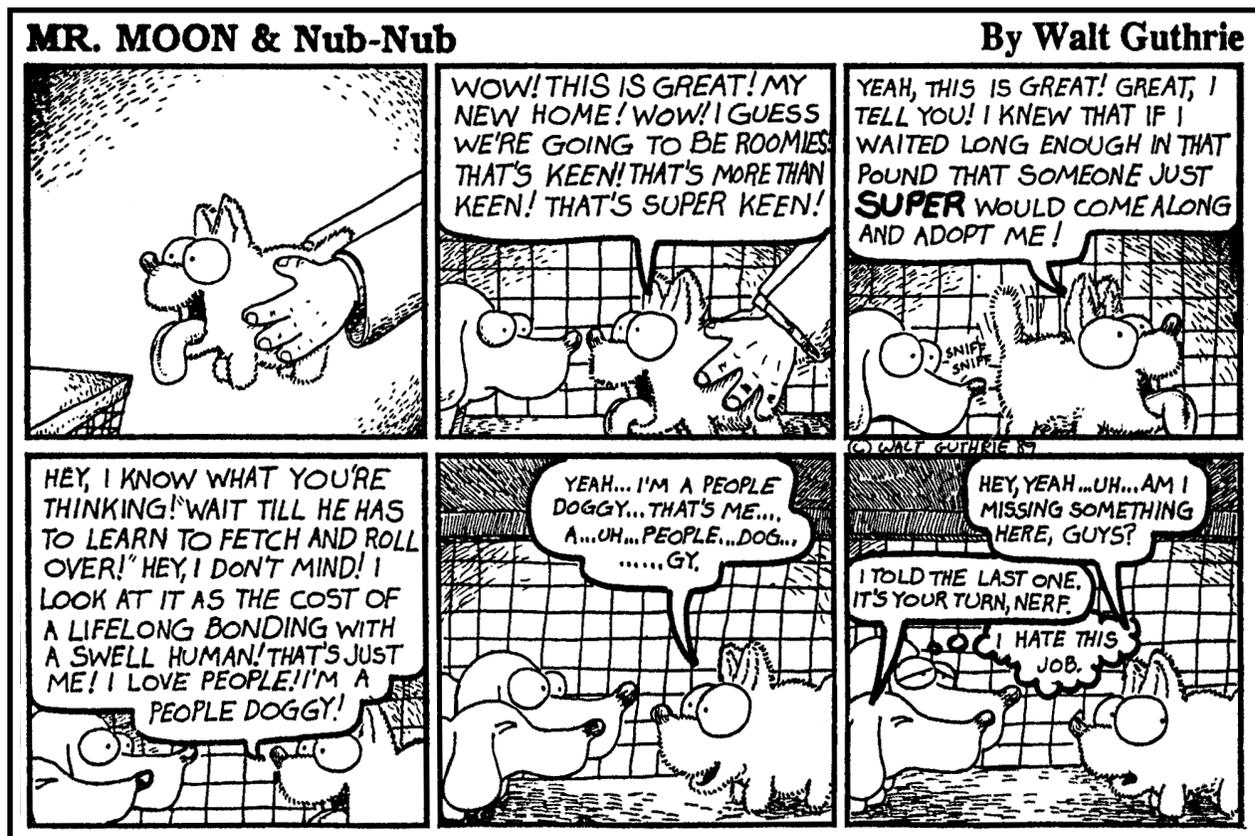
a space with a strength of two. This creates an interesting dilemma for players, since most will succumb to the temptation of duplicating units on their front lines. So how to prevent a back-door stab? That's for you to figure out! Preference lists are welcome. Rules and map provided for free. (*Check out "Go Your Own Way" on Page 3 to see this variant in action!*)

Balkan Wars Diplomacy VI (need 6 players): Ever wonder what happens when you put a bunch of rats in a cage and don't feed them enough, and then increase the pressure? Well, they quickly turn on each other! And that's exactly what happens when people play this great cutthroat classic. It doesn't matter whether you play Albania, Bulgaria, Greece, Rumania, Serbia or Turkey — you're just as likely to bite someone as you are to be bitten. Just remember: It's only a game! Preference lists are welcome. Rules and map provided for free.

Minimalist Diplomacy (Ward Narhi; need 6 more players): The regular map is reduced to just seven home supply centers, one per country, and one army per center. That's it. There are no fleets. The only way you will get support initially is to convince another player to give it to you! Armies cannot retreat but are automatically disbanded, so someone might be eliminated after the first turn! Those who have tried this negotiation-intensive variant have loved it. No preference lists — country assignment is random. Rules (what few there are) and map provided for free.

Sopwith (Dave Partridge, Bob Robles, Bill Scharf; need 1-3 more players): *Rules and map are on Page 7!*

Fictionary Dictionary (Karl Muller, Bill Scharf, John Schultz; need 3-7 more players): Each turn, players try to determine the correct definition of an obscure word, but they must choose from a list of definitions submitted by the players themselves to fool their opponents. This is a simple and fun game for those who enjoy working with words. Rules provided for free.



"Go Your Own Way," Mitotic Diplomacy, Fall 1912

* *French might plus English flight plus Austrian sit-tight equal France wins big fight.*

AUSTRIA (Eric Young): A Tri S A Ven, A Bud S A Tri, A Boh S A Sil, A Vie S A Boh, A Ser-Gre, A Sil S A Pru, A Pru S A War-Lvn, A War-Lvn, A Mos S A Mos-Stp, A Mos-Stp, A Sev S A Mos, A Ukr-War, A Ven H, F Aeg H
ENGLAND (Steve Mayers): Retreat F Nth-Nwy; A Lvn-Mos, A Stp S A Lvn-Mos, A Swe-Fin, A Den-Swe, F Nwy-Bar, F Bal-Pru, F Ska H
FRANCE (Dave Partridge): A Bel-Bur, A Tyr-Boh, A Ber-Sil, A Mun-Sil, A Hol S A Kie, A Kie S F Nth-Den, F Nth-Den, F Lon-Nth, F Eng-Mid, F Cly-Edi, F Nws-Nwy, F Tys-Rom, F Nap-Ion

Final Supply Center Count:

AUSTRIA (14): Home; Turkey; Bul, Gre, Mos, Rum, Ser, Sev, Ven, War

ENGLAND (2): Stp, Swe, Ber, Den, Edi, Kie, Nwy

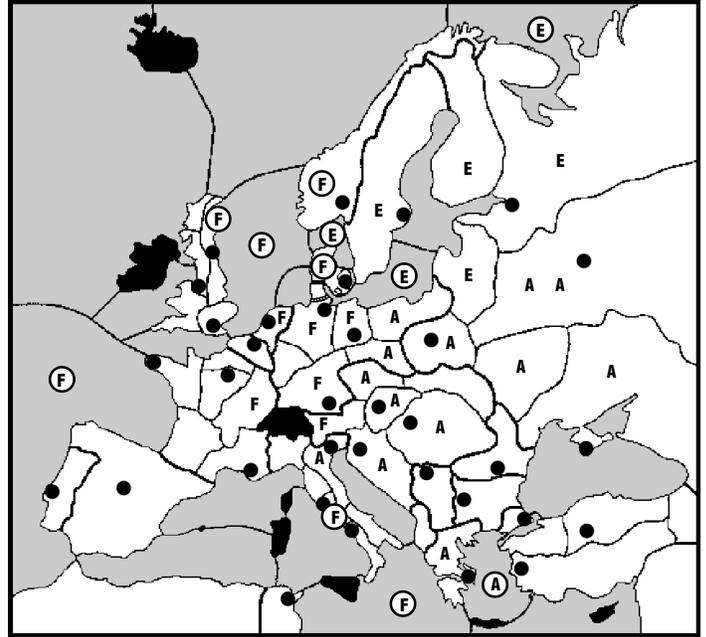
FRANCE (18): Home; Bel, Hol, Lon, Lvp, Mun, Nap, Por, Rom, Spa, Tun, Ber, Den, Edi, Kie, Nwy ... *WINS!*

Congratulations to Dave for a job well done in this challenging variant. **The deadline for end-game statements is noon ET on Saturday, March 9.**

FRANCE TO AUSTRIA: You'll note I didn't try for Venice. I'm sticking with our agreements.

AUSTRIA TO FRANCE: The deal was for you to get a win. If I get StP, then I will have 15. I'm unsure which you already control, but I assume you have completely occupied Great Britain. England should have only 3 centres left, so you should have 16. It should be easy for you to get D-S-N in the following two turns.

BRER PHIL TO AUSTRIA: Two out of three will do just fine, thanks!



ENG TO AUS: It is strange indeed that you are asking for all my supply centers when you once offered to give all of yours to me. I suggest you evaporate instead.

AUSTRIA TO ENGLAND: Thanks for playing things out.

FRANCE TO ENGLAND: Here I am.

AUSTRIA TO FRANCE: Should I take Nwy next time? I'd have 16 to your 18. Is that fair? Or, do you want to split it all 17-17? Or, do you want all of Scan?

BRER PHIL TO AUSTRIA: Who needs fair when one can win outright?

FRANCE TO AUSTRIA: I'm trying. Stop being so darned efficient!

Players' Addresses

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"Take It to the Limit," Diplomacy, Winter 1905 / Spring 1906

- * Austria supports Italians to Tyrolia, then occupies Venice!
- * France reclaims Holland but loses Kiel to unfazed England.
- * Last Russian troops evicted from St.Petersburg.

AUSTRIA (Pat Conlon): Build A Bud, A Vie; A Mos-Stp, A Lvn S A Mos-Stp, A Sev-Arm, A Bul-Con, A Rum-Bul, A Vie S ITALIAN A Ven-Tyr, A Tri-Ven, A Bud-Tri, A Boh-Sil, F Gre-Aeg

ENGLAND (Bob Robles): A Ber-Kie, F Den S A Ber-Kie, F Nat-Iri (r-> Cly, Nws?), F Nth S F Lon, F Lon S F Nth, F Edi S F Lon [imp]

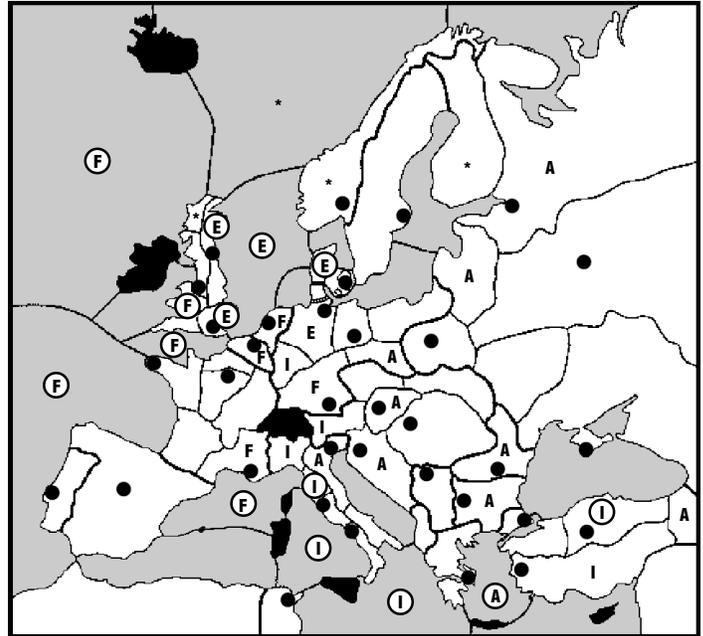
FRANCE (Paul Risner): A Kie-Hol, A Bel S A Kie-Hol, A Mar-Pie, A Mun S AUSTRIAN A Tri-Tyr [nso], F Eng S A Bel, F Wal-Iri, F Lvp-Nat, F Mid S F Lvp-Nat, F Wes-Lyo

ITALY (John Schultz): Build F Nap; A Hol-Ruh, A Ven-Tyr, A Pie S A Ven-Tyr, A Con-Smy, F Ank-Con, F Rom-Tus, F Nap-Tys, F Ion S F Nap-Tys

RUSSIA (Eric Young): Retreat A Mos-Ukr; Disband A Ukr; A Stp H (r-> Fin, Nwy?)

Notes: [imp] = impossible, [nso] = no such order, r-> = retreat to.
The deadline for Fall 1906 orders is noon ET on Saturday, March 9.

RUSSIA TO AUSTRIA: Your belly should be rather full. From



whence comes your next meal? (Assuming that StP was just the finishing touch to a nice vodka.)

ANONYMOUS: This could shape into an interesting contest.

"Deja Vu," Power, Turn 3

- * Goobers send five units to Hoods' hood.
- * New Purple president reverses some of predecessor's orders.

BLUE BOY MARK (Mark Frueh): D (C6)-C4, F (G2)-G6, F (P5)-P9-S-R7-R8, T (B8)-B5-B2, T (B8)-B5-B2; also has D (B0), I (B0), I (B0); gains 2 PU (has 3 PU total)

GREEN GOOBERS (John Schultz): F (X)-R1-R5, F (X)-R1-R5, T (X)-R1-R5, T (X)-R1-R5, D (C7)-C10; also has D (G0), I (G0), I (G0); gains 1 PU (has 1 PU total)

PURPLE-PLUMED SCOUTS (Steve Mayers): D (P0)-C11, T (P9)-P8-P7-P0, T (P9)-P8-P7-P0, F (B6)-B3-N-G1-G5-G9, D (P9)-C11; also has F (R4), I (P0), I (P0); gains 2 PU (has 4 PU total)

RED RIDING HOODS (Graham Wilson): X 2PU-I (Res), F (R9)-R6-R3-E-G9-G5, F (P4)-P1-W-B7-B5-B3, D (C9)-P6, D (C9)-P6; also has I (R0), I (R0), T (R0); gains 3 PU (has 3 PU total)

Notes: No impossible moves — YAY!
 Rick Copeland has resigned to spend more time pursuing an education for his job. Steve Mayers is the new player of Purple.
The deadline for Turn 4 orders is noon ET on Saturday, March 9.

GOOBER TO RED: Thanks, man. Life is grand. More grand than this move, I hope. You left your home without a destroyer ... and I hope you continue to use them aggressively. If so, I gotcha. If not, I'm in deep doodoo.

BRER PHIL TO GOOBER: The doodoo hasn't hit the fan yet!
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	BLUE			GREEN
D I I				D I I
	T T	F	D	T F F
				F
		D D	F T F T F	D
T T I I		D D		T I I

..... **"Is There Anybody Out There?" Fog of War Diplomacy, Winter 1902 / Spring 1903**

* Do you see what I see?

AUSTRIA (Graham Wilson)
ENGLAND (Pat Conlon)
FRANCE (Dave Partridge)
GERMANY (Bob Robles)
ITALY (Joel Struebing)
RUSSIA (Steve Mayers)
TURKEY (Ward Narhi)

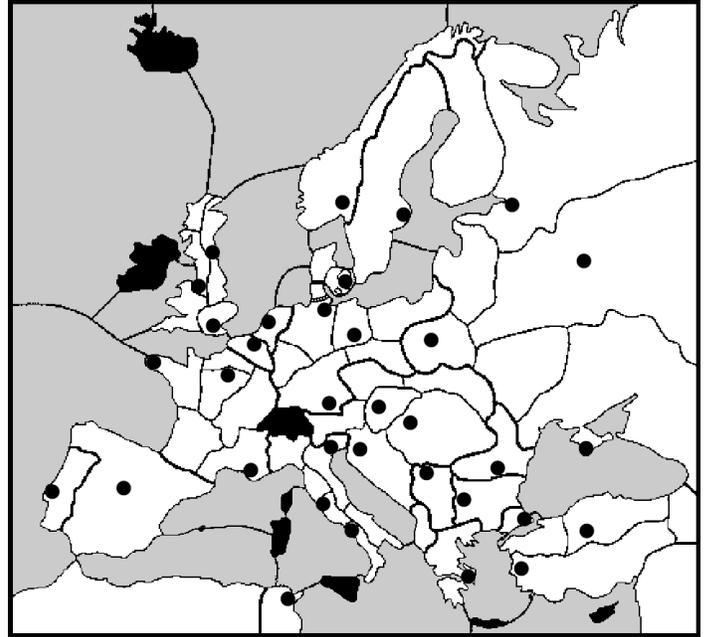
Units You See Retreating:

Units You Must Retreat:

The deadline for Fall 1903 orders: noon ET on Saturday, March 9.
 Mark Sturniolo has resigned due to a loss of interest in playing Diplomacy. Dave Partridge is the new player of France.

AUSTRIA TO RUSSIA: I see a Turkish fleet in Greece (which used to be mine, damnit!) and an army in Bulgaria. What do you see?
ITALY TO ALL: Italian army for hire.

RUS TO TUR: Since when does Sev belong to Turkey? What is sad, really, is the fact that you attacked me from the get-go, and what is glad, really, is that I anticipated it.



ITALY TO FRANCE: Are we working together?

..... **"Come Sail Away," Viking Diplomacy II, Spring 951**

* *Aggressive France, Norway crash Channel, Skagerrak.*
 * *North Sea, Kattegat remain empty (for now).*

ENGLAND (Bob Robles): F Wes-Wal, F Yor(wc)-Iri, F Lon-Nth
DENMARK (Karl Muller): A Hed-Pom, F Dan-Sax, F Zea-Kat
FRANCE (Pat Conlon): A Par-Rog, F Fla-Fri, F Nmd-Eng
NORWAY (Kevin Wilson): F Fio-Fnm, F Ski-Ska, F Str-Nth
SWEDEN (Graham Wilson): A Nrl-Lap, F Got-Kat, F Bir(ec)-NBS

Mark Sturniolo has resigned due to a loss of interest in playing Diplomacy. Graham Wilson (no relation to Kevin) is the new player of Sweden.

The deadline for Fall 951 orders is noon ET on Saturday, March 9.

KARL TO BOB: Gotta envy your position....
NORWAY TO FRANCE: Do you think we can avoid the fate of Norway and France from our last game? I hope so, since Norway was victim #1!

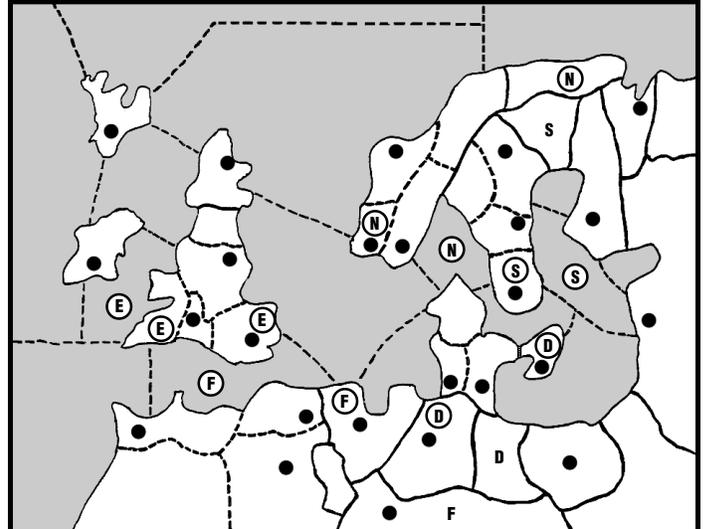
BRER PHIL TO NORWAY: You're talking about me, aren't you?
NORMANDY TO NORWAY: We are Norse, not Frenchmen. Read the historical note. We are your brothers and wish you no harm. We share a common heritage and name: Normandy/Norway.

LONDON TO PARIS: I believe that we can work together if you didn't move to the Channel.

BRITTANY TO ENGLAND: We are Britons, not Frenchmen. Read the historical note. We are your brothers and wish you no harm. We share a common heritage and name: Brittany/Britain.
NORWAY TO ENGLAND: Just making sure.

NORMANDY TO SWEDEN: Care to join me in stuffing our faces and bellies full of danish?

DENMARK TO FRANCE: Yeah, I know Germany was tradi-



tionally the battleground of Europe; let's see if we can buck history.

NORWAY TO DENMARK: I think the only position harder to play than Norway in this variant is Denmark. Good luck to us both!

BRER PHIL TO NORWAY: Hey, I misplayed France quite well!

DENMARK TO SWEDEN: I hope you bounced me in kitty Kattegat.

NORWAY TO SWEDEN: They say us Scandinavian are such peaceful folk. But, of course, that's about 1,000 years in the future. In 951, we were just bloodthirsty marauders. Perhaps we should show them, here in 951, just how civilized us northern denizens can be. Are you game?

NORMANDY TO VALHALLA: Promise us this game won't drag on to 1901. I hate those Germans.

"Hello Old Friend," Snowball Fighting, Turn 6

- * SPF 9000 surges into tie for lead by pummelling Frosty and The Northern Lights.
- * Snolan Ryan joins Joel Noel and Id in seeking shelter from barrages.
- * Ecstasy of urination causes Tie-Dyed Sasquatch's momentary lapse of reason.

<u>Warrior</u>	<u>Begin</u>	<u>Seg. 1 • Seg. 2 • Seg. 3</u>
Frosty	I11	RR @ SPF (95/36) • Make 2 SB • Make 2 SB
Id	Kitchen	NMR! • NMR! • NMR!
Joel Noel	Shed	Stay • In • Shed
Snolan Ryan	K7	RR @ TNL (90/76) • Move (K7)-L6-Shed • Rest
SPF 9000	O13	DI @ F (50/33) • Make 2 SB • RR @ TNL (65/21)
The Northern Lights	C5	Make 2 SB • RR @ SR • RR @ Closest = F (85/86)
Tie-Dyed Sasquatch	P8	Pee on the Tree • Make DI [imp] • DI @ I
Yeti	Q3	Make DI • Make DI • DI @ I

<u>Warrior</u>	<u>End</u>	<u>SB • DI</u>	<u>HP</u>	<u>VP</u>
Frosty (Bob Robles)	I11	4 • 0	4	4
Id (Bill Scharf)	Kitchen	2 • 0	10	11
Joel Noel (Joel Struebing)	Shed	0 • 0	10	5
Snolan Ryan (Warren Goesle)	Shed	0 • 0	3	7
SPF 9000 (Dave Partridge)	O13	1 • 0	6	11
The Northern Lights (Steve Mayers)	C5	0 • 0	4	9
Tie-Dyed Sasquatch (Mike Barno)	P8	0 • 0	10	7
Yeti (John Schultz)	Q3	0 • 1	7	4

Notes: Any attacks on Id or Snolan Ryan (after Segment 1) automatically fail since they have sought shelter. Tie-Dyed Sasquatch cannot make ammunition on the path, hence he had no dirigible to throw.

Mark Sturniolo has resigned due to a loss of interest in playing Diplomacy. Hmmm, looks like this includes Snowball Fighting. So, Warren "Goz" Goesle is the new player of Snolan Ryan. I won't appoint a standby for Id, however, since Bill had indicated after the deadline that he wanted to keep playing.

The deadline for Turn 7 orders is noon ET on Saturday, March 9.

SPF TO BRER PHIL: Good rolls? Okay, I can read a hint, what sort of bribe does it take to get a hit around here?

KING FLAKE TO SPF: I took the liberty of extending some good roles to you on credit. Now pay up or suffer the consequences!

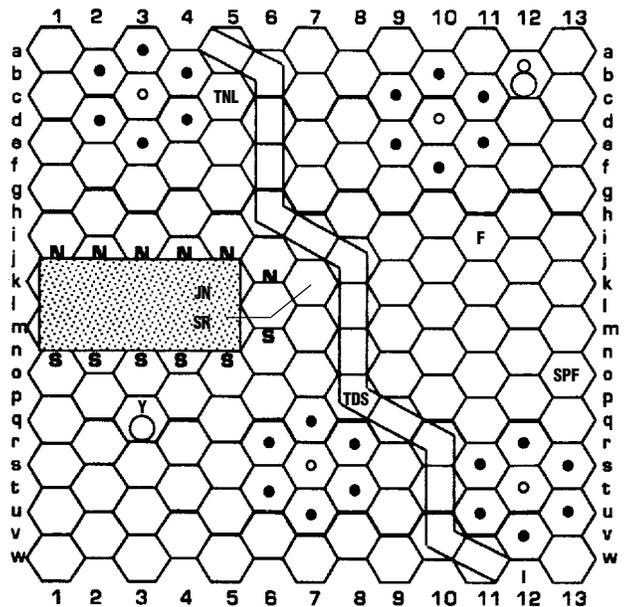
SNOLAN RYAN TO THE BACKYARD: I'll be back. Gotta get a shovel for the next round.

KING FLAKE TO SNOLAN RYAN: Sorry, balls of snow are the only ammo allowed here ... although we could start a variant after this game with additional man-made weapons to choose from! Call it "Snowball and Other Backyard Objects Fighting"!

TNL TO SR: If it took you that long to figure out where we stand in this snowball fight, I suggest you run to the kitchen and reassess your situation!

KING FLAKE TO TNL: Nah, the Shed's much closer!

SPF 9000 TO SNOLAN RYAN: I'm doing my best to help with number 2!



KING FLAKE TO SPF: What, by becoming tied for number 1?

TNL TO SPF: I'm standing here waiting for the sun, but I will gladly knock your block off with a little of this white powdery stuff.

KING FLAKE TO TNL: Looks like Frosty caught your attention this time!

SPF 9000 TO TNL: Here's hoping this lit up your lights!

YETI: Let's try this one more time.

KING FLAKE TO YETI: It helps if there's a target, y'know!

"Rikki Don't Lose That Number," Raj, Turn 9

* Delay of game.

<u>Player</u>	<u>Tokens Owned</u>	<u>Cards Remaining</u>
John Schultz	5, 1 = 6 pts.	14, 12, 11, 5, 4, 3
Bill Scharf	7, -2, -5 = 0 pts.	15, 14, 12, 11, 10, 9
Dave Partridge	6, -3, -4 = -1 pts.	15, 14, 10, 9, 4, 3
Kevin Wilson	-1 = -1 pts.	15, 14, 12, 7, 5, 4

*** NEXT TOKEN FOR BID: 10

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Tokens Remaining: 9,8,4,3,2

I contacted Bill after the deadline, and he said he was going to submit orders, but he didn't. Thus, I am delaying this game for one issue and appointing Tim DeForest as the standby for Bill.

The deadline for Turn 10 bids is noon ET on Saturday, March 9.

Sopwith

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 These play-by-mail rules for Sopwith, © 1978 by Gametime Games, are intended for play in *ishkibibble*, a play-by-mail zine published by Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344, USA, preyno@yahoo.com. They are a rewriting of the old play-by-mail rules by Mike Dean for use in *The President's Brain is Missing* (a subzine in Cathy Caruso's *Cathy's Ramblings*), which are almost a direct copy of the rules that appeared in *It's a Trap*, in turn based on the rules used in *Psychopath* and Tom Tweedy's *Dibdibdib*, as well as John Norris' individual game ace rule.

1. SETUP: Each player is assigned an airfield, where his airplane begins. All airplanes begin with an ammunition capacity of 16 and a damage capacity of 12 points. Six clouds are placed at random such that each is at least two hexes away from the map's edge.

2. AIRFIELDS: At each airfield there are three runways, designated Alpha, Beta and Gamma, going clockwise. Takeoffs and landings may occur on any phase. When taking off or landing, a player must state he is doing so and specify which runway he is using. Airplanes may not attack (but may be attacked) while at an airfield, taking off or landing.

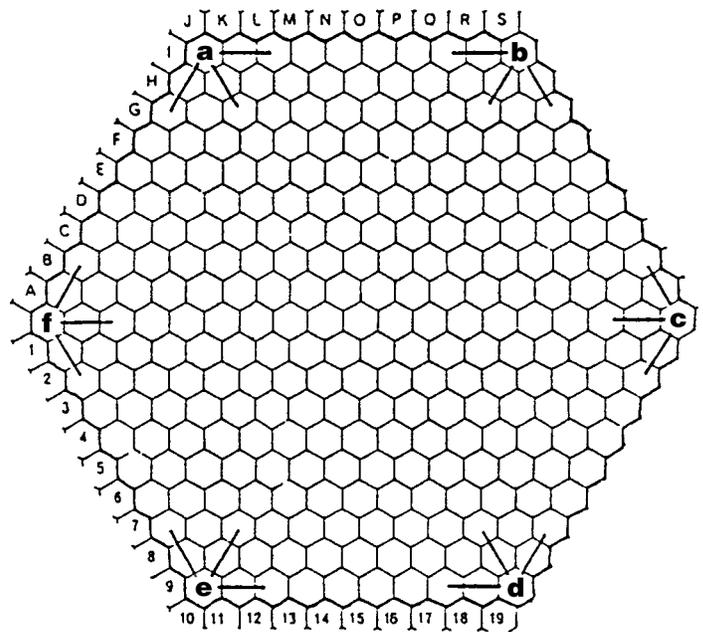
3. REPAIRS & REARMING: Airplanes at their own airfield may have their damage capacity repaired up to a maximum of eight points remaining, at the rate of two points per complete turn or three consecutive phases. They also may be restocked with ammunition, up to the maximum capacity of 16, as soon as they land at their airfield.

4. MOVEMENT: Each turn is split into three phases. All airplanes must move on the first phase if they are to move at all during a turn. Instead of moving on the second and third phases, an airplane may hold its position. However, if it holds on the second phase, it also must hold on the third phase.

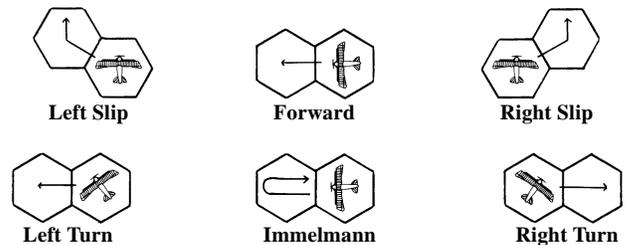
5. MANEUVERS: There are five basic maneuvers: 1) forward, 2) left slip, 3) left turn, 4) right slip, 5) right turn. (Ace pilots are allowed a sixth maneuver, the Immelmann.) All maneuvers shift an airplane by one hex, although its orientation may change depending on the maneuver. Airplanes taking off must spend two consecutive phases moving forward on a runway. Airplanes landing must spend two consecutive phases moving forward on a runway before reaching the airfield. Airplanes leaving the map are deemed to have crashed and automatically are eliminated.

6. ATTACKS: Airplanes may attack up to three times per turn, whether moving or not. These attacks may occur on different phases or the same phase, in different directions or the same direction. A player must specify whether he is firing forward, left or right (but always in a straight line). If a direction is not specified or is ambiguous, his airplane's guns are jammed and cannot fire for the rest of the turn. Damage is determined by the distance in hexes from attacker to defender: four points for one hex, three points for two hexes, two points for three hexes and one point for four hexes. The maximum attack range is four hexes. (Ace pilots inflict an extra point of damage, but their range is the same.) Airplanes may not fire into, out of or through clouds. An airplane is shot down when its damage capacity is met or exceeded.

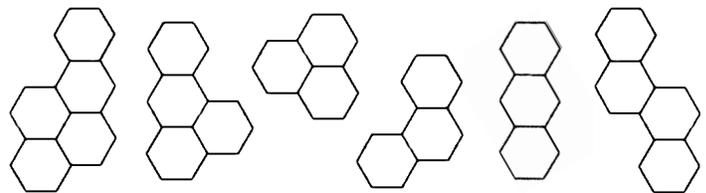
THE MAP



THE MANEUVERS



THE CLOUDS



7. SCORING & ACE STATUS: All players begin the game as ordinary pilots, but they are awarded Ace status after they cause 15 points of damage: one point for each point of damage to an airplane, five points per ordinary pilot shot down and 10 points per Ace pilot shot down.

8. CLOUDS: All clouds move one hex in the same random direction at the start of each turn. (Players are notified of the wind direction at the end of the prior turn.) Airplanes flying into, out of or through a cloud suffer one point of damage per hex moved in the cloud. Clouds leaving the map are tracked by the GM and may reappear at a later time due to shifting winds.

9. NMRs: If a player NMRs on a turn, his airplane automatically moves forward three hexes.

10. WINNING: The winner is the player of the last surviving airplane.

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“Dirty Deeds Done Dirt Cheap,” Machiavelli: Empire and Invaders, Summer 1051
.....

* *Delay of game.*

BYZANTINES (Paul Risner): Has A Bar, F LA
HOLY ROMAN EMPIRE (Sigourney Street): Has A Man,
A Mon, A Tur
MUSLIMS (Kevin Wilson): Has A Mes, A Sal, F Otr
NORMANS (Ward Narhi): Has A Nap, F Cor, F IS
PAPACY (Mike Scott): Has A Anc, A Are, A Urb
PISA (Steve Mayers): Has A Mod, A Sie, F Gen
VENICE (Bob Robles): Has A Carn, A Fer, F UA
AUTONOMOUS GARRISONS: G Bol, G Fer*, G Flo, G Gen,
G Man, G Mon*, G Sie*, G Tre, G Tur

Your Treasury:

Notes: * = beseiged. Also, the Normans' F Gon-IS last turn succeeded because another power's army in Mes cannot block such a move.

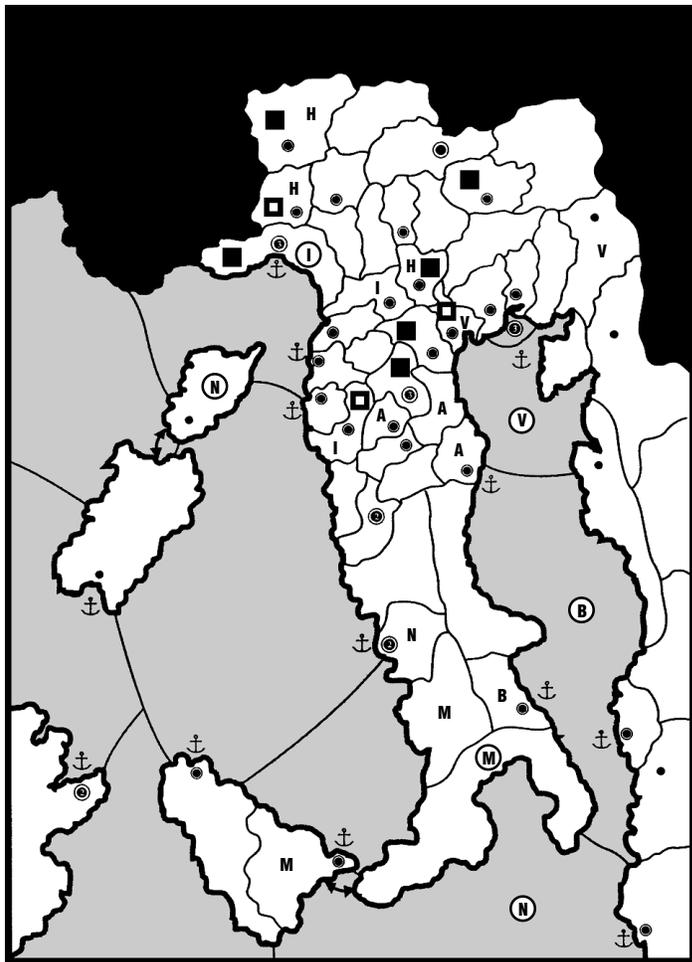
Lee McConnell has resigned, so (by popular demand) Kevin Wilson will take over as the Muslims.

The deadline for Fall 1051 orders is noon ET on Saturday, March 9.

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

Pat Conlon, Pasquale Giovine (Machiavelli), Warren Goesle, Steve Mayers, Cary Nichols, Dave Partridge, Bob Robles, John Schultz, Mike Scott, Sigourney Street, Graham Wilson.



Phil Reynolds
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