

Three
Two
One

This image displays a highly complex, self-similar fractal pattern. It is composed of numerous small, interconnected, star-like or cross-like shapes, which are arranged in a dense, branching, and somewhat chaotic manner. The overall structure is reminiscent of a large, intricate tree or a complex network of paths, with many smaller, similar structures nested within the larger ones. The pattern is rendered in black on a white background, highlighting its intricate details and symmetrical properties.

Yes here it is, the greatest threat to Diplomacy since Allan B. Calhamer
The first independant issue of Bron Yr Aur ex-sub 'zine of The Norns
and it is typed and produced by one Pete Lindsay, of Haig 46,
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Statement of Policy

As I intend to send this out to lots of unsuspecting innocents I suppose that I had better tell you all what my aims are with BYA.

Deadlines will be every four weeks with one week production time.

I will be running mainly regular Diplomacy games along with a couple of variants (see below for games available), but no 'non-dip. games' for the present although these are not ruled out completely for the future.

A game-fee of 50p will be charged for any new games, but I will not bother with a deposit unless there is a high drop-out rate.

BYA itself will cost 1p a sheet plus postage, second class unless otherwise requested.

Articles, letters and press are all welcome and can be on any subject you like. If I like them they'll be printed! Any article printed will result in a free issue for the author, and if you save me the trouble of typing it up, by sending it on a stencil (Roneo type, with three horizontal slots at the top) I'll credit the cost of the stencil(s).

A set of 'House Rules' will be produced sometime in the next couple of issues when I've got some new subscribers (I hope).

Who Am I ?

For those of you who don't know me herd is a quick run down of my history in the dip. field.

My introduction to Diplomacy came with my arrival here at university, when I met Duncan Morris who was just starting up his 'zine Frigate, and John Lettice who was running The Bolshevik Star. My first dip game was Frigate 74/8 which started nearly four years ago now. I ended up in 5th or 6th place, and I've never done much better since. In autumn '74 I started a single stencil sub 'zine to Frigate for the purpose of running a Nuclear Destruction variant called Satellite that I'd designed (mainly as a way of getting Frigate free...) not terribly well as it turned out, atleast it didn't play the way I had intended. At this time I was also subbing to Mad Policy, and playing in about four dip/variant games between MP and Frigate.

Mid '75 saw the fold of Frigate and my transfer to The Norns still running Satellite as a single stencil, and beginning to think of expanding into dip. GMing, I was still only coming 5th/6th in my games - those who can't do, GM ! I was now in games in Lemming Express, and Chimaera (own brand as well as those transferred from Frigate.). At this time I was also starting my repeat of university second year....12 $\frac{1}{2}$ hrs of lectures and practicals a week, those were the days. Oh yes and I'd been to my first Dipcon, Richard Walkerdine's Chericon II, as I remember these were my freak days-I turned up wearing embroidered jeans and shirt!

In summer '76 I was at Midcon (on route home from St Andrews where I'd been sitting some exams I'd missed in June...) and had just acquired a duplicator (for £5). This has been used to print my St Andrews internal 'zine Changes, with two games and weekly deadlines!(beat that anyone). At the beginning of the summer Bron Yr Aur had come into existence as a dip running sub 'zine, and the Satellite game dragged to a halt.

And this is the independant version...

Me cont.

Currently I sub to Mad Policy, Chimaera, Lemming Express, Ad Nauseam, Eclipsor, & Japhidrew. I'm playing in three dip games at the moment, along with three games I came into as a standby and three non dip games En Garde & Sorcerer (Chimaera), Westworld (LE).

My interests are rock & folk music, science fiction, and wargaming (I'm president of the univ. wargames soc.), in my non-drinking spare time.

!?!?!?!?!?

Whilst I try to think of other things to pad this issue out with I think I'll put the game in here

MU 6Autumn 1902

England F ECH-Pic, F NTH s (German) F Hol-Bel, F Nwy-Swe,
Jack Westlake A Lon-Wal.

France F Pic-Bre, A Bur-Pic, F Bre-MAO, F Spa(sc) st.
Nigel Sedgewick

Russia F Swe stands trembling, A Mos-StP, A Gal-Rum s by A. Ukr
Frank Dashwood & A Sev

Austria A Vie-Tyr, A Bud st, A Rum-Bul s by A Ser & F Gre
Dave Allen

Turkey A Bul s (Russian) A Sev-Rum, A Con s A Bul, F Smy-AEG,
Linda Thompson F Ank st.

Germany NMR!!! F's BAL, Hol, A's Den, Bel, Mun stand.
Les Kennedy

Italy NMR!!! F's TYS, AEG, A's Ven, Tun stand
Howell Davies

Retreat Turkish A Bul Zapped, no retreat possible.

Winter 1902 Builds

England	Lpl, Lon, Edi, Nwg	=4 N/C
France	Bre, Par, Mar, Por +Spa	=5 None requested!
Germany	Mun, Kie, Bur, Hol, Bel +Den	=6 NBR!
Italy	Ven, Rom, Nap, Tun	=4 N/C
Russia	StP, War, Mos, Sev, Swe +Rum	=6 Bu A War
Austria	Vie, Bud, Tri, Ser, Gre +Bul	=6 Bu F Tri
Turkey	Ank, Con, Smy	=3 N/C

Oh dear! It looks as if the change over is going to produce a couple of casualties. So could I have some standby orders from somebody (well two somebodies actually) please.

CDA's

Nigel Sedgewick to 49a Hallowell Road, Northwood, Middx, HA6 1DT

Linda Thompson to 97 Ashtree Road, Stonebridge, Frome, Somerset.

PressPirates pt 3

At Princes Island Howell Davies convinced Portugese officials that he was in command of an English pirate-hunting naval squadron.

He plundered a French ship which had put in for supplies, persuading the Portugese that she had been trading with pirates.

The Govenor praised his diligence.

It seemed that the gullibility of these provincial blockheads knew no bounds

Davies next planned to invite the over... , chief men and some friars to an entertainment on board. As soon as they were on board they would be clapped in irons and ransomed for £40,000.

But the plot was revealed by a negro who swam ashore and when the 'Naval officers' landed they were ambushed and shot down. Cont.../

Pirates (cont)

As Davies fell mortally wounded, he drew his pistols and fired at his pursuers.

'Thus like a gamecock giving a dying blow that he might not perish unavenged' the career of a man whose crew had so high an opinion of his conduct and courage that they thought nothing possible to him' was over. From Pirates by David Ritchell ch7.

Coming shortly English Eccentrics - starring Dave Allen

Hebe GB Oh shit! read impossible for possible in above press!

Games Available

In other words things I'll start a waiting list for.

All gamefees 50p, no deposit.

Regular

Multiplicity

sTab

Downfall of the Lord of the Rings, and Return of the King (!)

Marumbitzi

Wars of the Roses

Game of the Clans

And I'm open to suggestions for other games, if anyone is really desperate to play a particular variant.

Hell I've run out of anything to put in.....or have I? As it happens I was cently in the Union here when an amasing discovery was made. Buried under the Union lawn was an old chest containing a scroll, which described the long lost university custom of Dwile Flunking -the ceremony last known to be performed at the proclamation of Charles Stewart as King in 1745.

The Rules of Dwile Flunking

These rules adapted from the Waverly Rules of 1585)

The Game

- 1) The game is played by two teams of one dozen flunkers each.
- 2) Toss of a suitably weighted coin, between the captains shall decide which team girts first.
- 3) Each team shall girt twice.

The Play

- 4) The girters shall form circle and dance gaily round the nadger, who are individual members of the opposite team. They revolve in the opposite direction.
- 5) When the music stops, the nadger cunningly flunks the dwile at the girter immediately infront of him.

Scoring

- 6) When the nadger flunks the dwile at the chosen girter, he shall score three points for a wanton (hitting the girters head), two for a marthyr (hitting the girters body), or one for a ripple (hitting the girters legs).
- 7) Should the nadger be unlucky enough to swadge (miss) after two attempts, he must sink a pottle of ale while the girters pass the dwile round the circle, hand to hand and shouting "Pot! Pot! Pot!", the girters shall score one point for each complete circle the dwile makes before the pottle is emptied.

Apparel and Conduct

- 8) All flunkers shall be expected to wear headgear in memory of the famous Hatters team. In accordance with Government regulations, string shall be tied around the trousers below the knee to stop rats running up.
- 9) At the discretion of the Tandwainer (Umpire), a spectator may be declared a 'loony' at any time and he is required as a matter of course to consume a pottle of ale on the spot.
- 10) Failure to conform to any of these rules may result in player or spectator being castigated by the Tandwainers Nard.

