

FOKKER FODDER 1

Hello, and welcome to Fokker Fodder, a new mini-zine designed solely to take the existing Feiled Again and Newspeak Sopwith games after the fold of these two zines and run them to a conclusion.

Every person involved in these games will be receiving the first issue and asked to subscribe. The cost will probably be around 5p plus postage, which will be second class rate unless you ask otherwise. I will be GMing all the games except for 'Airstrip' which will retain John Wolohan, the original GM.

I am sorry about the trouble caused during the swap over and the initial setting-up of the games in their transfer, but please bear with me.

My address is 12 Townsend Lane, Donnington Le Heath, Coalville, Leicester LE6 2GF.

The last known positions of the games are as follows. Please let me know if there is any disagreement.

<u>T019FA</u>		<u>TORNADO</u>			<u>Turn 14</u>				
<u>Pilot</u>		<u>Moves</u>			<u>End</u>	<u>Ammo</u>	<u>Diage</u>	<u>Pts</u>	
Capt Bung	(Len George)	LT;	RS;	A:	G4	(H5)	16	12	13
Albatruss	(Keith Shapley)	A;	A;	A:	M11	(N11)	2	1	13
Pox	(C.T.Gill)	A;	A;	A:	A10	(off)	12	3	17
Deaufort	(Mike Wheelan)	A;	A;	O:	N14	(M13)	16	5	0
<u>Clouds</u>	(1) G6, D6, E6, D5, E5	(2) G6, G7, H8, H9	(3) E11, E12, F13	(4) K5, K6, K7, L6					
	(5) L10, M11, N12	(6) K12, K13, L13							

<u>T021FA</u>		<u>JAGUAR</u>			<u>Turn 14</u>				
Lumley Tiger	(Larry Edgar)	LT;	LT;	LT	B7	(A6)	7	1	8
Major I Swatter	(Dave Tant)	RT(1)	(FA(2)	Dead	--	--	-	-	20
Ron Doffa	(Stephen Woods)	A(2)	(FA(1);	RT; A(FR)	H7	(G6)	13	6	15
<u>Clouds</u>	(1) G4, H4, I4, J5, J5	(2) F6, G6, H6	(3) K12, L12, L13	(4) L10, M11, N11					
	(5) G11, G10, G9, H10	(6) M8, N9, O9, P10							

<u>T026FA</u>		<u>PHANTHOM</u>			<u>Turn 8</u>				
Batten Ball	(Mike Sharpe)	A;	Crash		--	--	-	-	-4
Flying Sorcerer	(Ian Winstanley)	A;	A;	LS	O11	(P12)	1	4	39
Misting	(Sue Eastwood)	A;	A;	A	I4	(H3)	5	7	6
Poison Puppy	(Cathy Canning)	A;	A;	A	H3	(G3)	9	9	2
<u>Clouds</u>	(1) G6, G7, H7, H8, H9	(2) E11, F11, G11	(3) J11, J12, K12	(4) B6, C7, D7					
	(5) I15, J16, K17, J15	(6) J6, J7, K8, K9							

<u>T040FA</u>		<u>HARRIER</u>			<u>Turn 7</u>				
MG Joe	(Stuart Tweedy)	A;	A;	A:	L8	(M9)	13	8	7
Russian Mig	(Mark Solomon)	A;	A;	LT (FA, R(5)	M15	(N16)	8	12	8
Ivor Digshot	(Gary Bell)	LT;	A;	A(3)	O18	(N18)	7	1	5
The Sweeney	(Ian Thomas)	A;	A;	A(2)	P18	(O18)	12	10	6
<u>Clouds</u>	(1) I10, J11, K12, K11, L12	(2) K15, L15, M15	(3) M10, N11, O11	(4) P15, Q15, Q14					
	(5) J6, J7, J8, I6	(6) E8, F8, P7, G7							

<u>T055FA</u>		<u>MIRAGE</u>			<u>Turn 4</u>				
Major Cringeworthy	(Terry Didden)	LT;	A;	A	K6	(L7)	12	8	4
Tom Katte	(Paul Lynam)	LS(FL);	LS(FR);	A	J10	(K10)	11	12	0
Skyslayer	(Neil McMurray)	A;	A;	O	F7	(F3)	13	8	4
Janno Varg	(Steve Williams)	A;	A;	O	K9	(K8)	16	8	0
E.G.Els	(Graeme Savager)	A;	A;	O	P12	(Q12)	16	12	0
Flying Pricket	(Johnathan West)	A(FL);	RS(FL);	RS	H12	(G11)	9	12	3
<u>Clouds</u>	(1) G8, H8, I8, H7, I7	(2) H12, I12, J12	(3) K10, L10, L11	(4) O11, P12, Q12					
	(5) M15, N15, O15, M14	(6) L7, M7, N8, O8							



FOKKER FODDER 2

Fokker Fodder is produced solely to finish off the Sopwith games from Newspeak and from their previous home before that, Foiled Again.

<u>T019FA</u>	<u>TORNADO</u>		<u>Turn 15</u>				
Capt. Bung	(Len George)	A; A; LT		Ends	Amm	Dmge	Pts
Albatruss	(Keith Shapley)	NMR! A; A; A		I7 (I8)	16	12	14
Fox	(C.T.Gill)	NMR! A; Crashed		P11(Q11)	2	1	14
Beaufort	(Mike Wheelen)	NMR! A; A; A		-- --	--	--	12
				K11(J10)	16	5	1

The Fox crashes and everyone gains 1point.

Clouds (1) C5,D5,E5,D4,E4 (2) G5,G6,H7,H8 (3) E10,E14,F12 (4) K4,K5,K6,L5  
(5) L9,M10,N11 (6) K11,K12,L12

<u>T021FA</u>	<u>JAGUAR</u>		<u>Turn 15</u>				
Lumley Tiger	(Larry Edgar)	LT; LT; A(1)(FL,FA(4))	Dead	--	--	--	7
Ron Doffa Plause	(Stephen Woods)	RT; A; A(4)(FL,FA(1))		E7(D7)	11	1	26

Press Tiger "No use running away, this crates had it. I'll wave this off-white hankie at him when he clears that cloud. Hey Ron, RON! Give a burst to attract his attention and he'll see I'm....."

The end occurs as both score hits but Lumley is killed. Ron picks up 5 for the kill and 5 for the win to gain 26 points towards ace status. Thankyou gents for your participation.

<u>T026FA</u>	<u>PHANTHOM</u>		<u>Turn 9</u>				
Flying Sorcerer	(Ian Winstanley)	A; LT; LT		Q13(N13)	1	4	39
Misting	(Sue Eastwood)	NMR! A; A; A		F1 (off)	5	7	6
Poison Puppy	(Cathy Cunnning)	NMR! A; A; A		E3 (D3)	9	9	2

Clouds (1) H6,H7,I7,I8,I9 (2) F11,G11,H11 (3) K11,K12,L12 (4) C6,D7,E7  
(5) J15,K15,K16,L17 (6) K6,K7,L8,L9

<u>T040FA</u>	<u>HARRIER</u>		<u>Turn 8</u>				
MG Joe	(Stuart Tweedy)	LS; LS; LS	L11(M12)	13	8	7	
Russian Mig	(Mark Solomon)	RS(FA(2),(FL(1)RT(FL(2))); RT	014(O13)	5	12	18	
Ivor Bigshot	(Gary Bell)	LT(W)(FR) Dead	-- --	--	--	0	
The Sweeney	(Ian Thomas)	NMR A(2); A(2); A	S18(off)	12	6	6	

The Russian Mig disposes of Ivor and clips the Sweeney twice for 4 points in all. It looks as though the Sweeney will crash this time leaving Joe and Mig to shoot it out.

Clouds H9,I10,J11,J10,K11 (1) H10,I11,J12,J11,K12 (2) J14,K14,L14 (3) <sup>N10</sup>(L9,M10,M9) (4) O14,P14,P13 (5) H5,I5,I6,I7  
(6) D7,E6,E7,F6

Mark has informed me that this game had some errors before I took it over. They were...

- 1) Gary Bells plane was on O17(N17).
- 2) Ian Thomas' plane is facing Q18 not Q18
- 3) Cloud 3 is on N10,N11 and O11

Sopwith Points

I have been asked how points are awarded and how to become an ace.

These are.....

For each point of damage done	+1	For being killed	-5
For shooting down an opponent	+5	For being killed while an Ace	-10
For shooting down an Ace	+10	For winning a game	+5

If your total points is 40 or more then you become an ace. However, only eligible games count towards Ace status. These are games that have had more than 6 turns adjudicated or more, or any game where your part has come to an end, eg. shot down. Only your five



FOKKER FODDER 3

<u>T019FA</u>	<u>TORNADO</u>	<u>Turns 16 / 17</u>			
Capt. Bung (Len George)	RS(FA(3)); RS(FL,FA(7)); LT	Ends	Ammo	Dmg	Pts
Albatruss (Keith Shapley)	<u>NMR!</u> A; A; A	J9 (I9)	13	12	24
Beaufort (Mike Wheelan)	<u>NMR!</u> A(3); A(2) Dead	S11(Off)	2	1	14
		-- --	-- --	-- --	6

With Len shooting down Beaufort this turn and Keith crashing next time, I declare Len the winner with an extra 1pt for Keiths crash and 5 for the win, ending on 30 points.

<u>T026FA</u>	<u>PHANTHOM</u>	<u>Turns 10 / 11</u>			
Flying Sorcerer (Ian Winstanley)	LT; LT; A	N10(M9)	1	4	42
Misting (Sue Eastwood)	<u>NMR!</u> A; Crash				1
Poison Puppy (Cathy Cunning)	<u>NMR!</u> A; A; A	B3 (A3)	9	9	5

Both remaining players gain 3 crash points, but as in the game above, Cathy will crash next time, so Ian gains a further 9 crash points and 5 win for a grand total of 56. After all this time needing 1 point for an ace, Ian finally does it.

<u>T040FA</u>	<u>HARRIER</u>	<u>Turn 9</u>			
MG Joe (Stuart Tweedy)	LS; A; RT(FR)	N13(O13)	12	8	10
Russian Mig (Mark Solomon)	RT(FA); LS(FL); RT	M12(L12)	3	12	21
The Sweeney (Ian Thomas)	<u>NMR!</u> A Crash	-- --	-- --	-- --	1

The Sweeney crashes leaving two dancing planes 3 points better off.  
Clouds 1) H10, I11, J11, J12, K13 (2) J15, K15, L15 (3) M10, M11, N11 (4) O15, P14, P15  
 5) H6, I6, I7, I8 (6) D8, E8, E7, F7

Last issues clouds were wrong as usual. Cloud 1 went completely the wrong way and should have been H9, I10, J11, J10, K11 and cloud 3 was a little wrong with N10, M10, M9 being correct.

<u>T055FA</u>	<u>MIRAGE</u>	<u>Turn 6</u>			
Mjr. Cringe (Terry Dibden)	LTF(3)); A(FL(6)); LT	J4 (K4)	8	8	19
Tom Katte (Paul Lynham)	<u>NMR!</u> A; A; A	P10(Q10)	11	10	2
Skyslayer (Neil McMurray)	<u>NMR!</u> A; A; A	F13(F14)	13	8	6
Janno Vorg (Steve Williams)	<u>NMR!</u> A(3); A(1) Dead	-- --	-- --	-- --	-3
E.G. Els (Graeme Savanger)	<u>NMR!</u> A Crash	-- --	-- --	-- --	-5
Fly. Prickett (Johnathan West)	<u>NMR!</u> A; A; A	B6 (A5)	9	12	5

The Major bangs Janno and Els crashes. Only four left now, or is it one? Everyone gets 2 points for the crash

Clouds % 1) I7, I8, H7, H8, G8 (2) H12, I12, J12 (3) K10, L10, L11 (4) M12, P12, O11  
 5) O15, N15, M15, M14 (6) L7, M7, N8, O8

T056NK AIRSTRIPE GM: John Wolohan

The game has been held over, orders on file can be changed.

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DEADLINES All my games and johns results by Friday December 6th 1985

AIRSTRIPE orders to john by Friday November 29th 1985

Done that last bit backwards hav'nt I?

