

Special bumper new year variant issue!!!

# MAD POLICY

ISSUE  
NUMBER  
64.

Welcome to issue 64 of MAD POLICY, a postal Dippyazine (or even a postal Diplomacy zine - but never a 'zine of any sort. Ugh!) of undisputed class and unquestionable good taste of which it has occasionally been said, "Mad who?" All of which just goes to show how daft you really are if you are prepared to waste 7½p plus postage on an issue, and as for paying a game fee for Regular games of 40p for IDA members and 60p for 'the other lot', well! But people do you know - silly, isn't it? - and they send it all along to good old (emphasis on the 'old' now, unfortunately) Richard J. Walkerdine, of 43 Chapel Grove, Addlestone, Weybridge, Surrey, KT15 1UG, England. Most back issues still available for 3p plus postage each or even less!

Today is Monday, January 24th, 1977 - happy new jubilee year!

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The games are on pages 8-14 this time in the order Mensamind, S, V, Y, Z, X, AA, AB, Bourse, AC, AD, AE, Q. The old Annexe is demoted to the gap between pages 10 and 11 this time.

### DEADLINE

'U' & 'W' Games (to JM), Mensamind & Bourse (to RJW) by: MONDAY, FEB. 14TH.

All Other Games (to RJW) by: WEDNESDAY, FEB. 16TH.

### STANDBYS & NMRS

Calls to NEIL McDONALD and PETE LINDSAY in Q and AB games respectively please.

### COAs

RALPH VICKERS to c/o Mrs. N.M.Welker, 3503 S.E.Caruthers, Portland, Oregon 97214, USA

PETE LINDSAY to Haig 46, David Russell Hall, St Andrews, Fife, Scotland.

ALLAN OVENS to Officers Mess, RAF Bishops court, BFPO 801.

CHRIS SIDE to Norfolk Gardens Hotel, Hall Ings, Bradford (temporary CoA).

PAUL WILLEY to 37 Meadow Way, Theale, Reading, RG7 4AU.

.....

And room for a few quick snippets:

GAMES DAY II is being held at Chelsea Town Hall on Feb 12th, organised by Games Workshop. The last one, just over a year ago, was a great success so this one should be worth attending. Sadly, I'm informed by Claire that we're off to someone's wedding that day so I'll have to miss it. Shame. Admission 40p.

GummiHalls is now back to mimeo duping after a one-issue flirtation with Litho - the printer was trying for a rip-off apparently. Shame.

Caissa (Norman Williams, 135 St Albans Road, Barnet, Herts, EN5 4LD) is now five issues old and at 15p per issue and charging no game fee (but a 50p deposit) is looking like good value for money. Unsure about openings, but certainly Regular games are available.

TFI issues 24 and 25 are going out with this MP for those that have them on order (1p each if you're interested). Another one next ish if I have time, but we're decorating bathrooms and kitchens at the moment and, well....

No more Boardman Numbers for a week or two, but I haven't forgotten and nooody will get missed. Please be patient.

Who's Where just out from Mick Bullock (14 Nursery Ave., Halifax, West Yorks) showing who plays what, where, and how often. Davidson still top at 25 games.

IDA/UK Election Results

Twenty-three people had taken the trouble to vote by January 12th which was when Steve made the final count. Slightly less than I had hoped for but rather more than I had expected and representing as it does a 42% turnout quite good by hobby standards. Here's the full result.

PRESIDENT: Bob Howes 20, Jeremy Maiden 2, Anthony Dawson 1.

TREASURER: Richard Walkerdine 23, objections 0.

EDITOR: Paul Willey 11, Pete Swanson 6, Paul Segal 4, Anthony Dawson 2.

VARIANTS: Anthony Dawson 12, Jeremy Maiden 9. (2 abstentions).

PUBLICITY: Peter Berlin 13, Paul Willey 9, Anthony Dawson 1.

ORPHANS: Paul Segal 23, objections 0.

So each of the first-named above now comprise our new 1977 Council. Congratulations to one and all and my thanks to all the voters (particularly for not objecting to your Treasurer!). More news from this source when our new President and Editor decide how soon the next JVF is to appear. Over to you Bob...

(0)

The Zine Bank

This is a service run by Tim Roberts (85 Elers Road, Ealing, London, W13 9QB) and intended to give anyone who is thinking of subscribing to some new zines a chance to see some sample copies quickly and cheaply. Anyone sending Tim 30p (stamps, P.O. or cheque) or 25p plus a large self-addressed envelope will receive at least seven different zines to look at and (if MP is one of them) admire! NGC members, if they quote their membership number, may send 10p less.

Zines currently in stock include: Gummiballs, Trojan Horse, Mad Policy, The Tinamou, Bruce, Turn of the Screw, Rats live on no evil star, Bellicus, 1901 and all that, Shenandoah Services, Overkill, Leviathan, Puppet Theatre News and Eclipsor. I don't know how overseas enquirers are handled but I suggest they should perhaps send the equivalent of 50p or so to allow for the extra postage.

(1)

Cheesehole News

This is a news-sheet from Walter Luc Haas (Postfach 7, CH-4024 Basel 24, Switzerland) intended mainly to give information on prices and stocks of 'Europa-Hobbies', Walter's game-importing company which offers 200 or so different games, sets of rules, zines and other items connected with fantasy and war-games. A trial sub costs £1 for six issues and money can be sent to Walter's UK agent Dave Watts (32 Eastleigh Drive, Milford Haven, Pembrokeshire, Wales, SA73 2LY). There is also a 14-page catalogue available from Walter of the games which he is selling and this costs 40p or two IRCs.

(2)

Jeremy Maiden

Sadly, he seems definitely to have dropped out and more than one 'usually reliable source' confirms this. There is also some talk of his having got married but I'll believe that when he sends me some wedding cake and not before (as Pete Swanson remarked, what happens to the poor girl when he tires of the Regular way and dreams up some Rather Nasty variants?....). It really is a shame though as he was always brim-full of enthusiasm and new ideas and I for one will miss both him and his zines - though some of his ideas should live on....

Rehousing of his games is proceeding smoothly with Pete Cousins handling the NGC games and Paul Segal doing the independants. Anthony Dawson has asked me to mention to the prospective players in the Cities in Flight game in the Man O'War subzine that this game will not now take place.

All the best, Jeremy...

Rather Warlike Formula 1

When Steve Doubleday came to stay with us for a couple of days at new year we naturally spent many a long hour with my Formula 1 game. But we soon tired of the normal version and started dreaming up a variant suitable as a two-player game. Being a bit bloodthirsty we hit on this one....

Units There are five different types of unit; Racing Car, Tank, Hovercraft, Motor-cycle and Cyborg and each player has 3, 1, 1, 2 and 3 of each respectively. Their attributes are as follows.

	<u>Racing Car</u>	<u>Tank</u>	<u>Hovercraft</u>	<u>Motor-cycle</u>	<u>Cyborg</u>
Acceleration:	0-60	0-20	0-40	0-80	0-40
Deceleration:	standard	standard	40 max.	standard	40 max.
Armour Strength:	1	5	2	1	1
Cornering:	standard	standard	(standard-40)	standard	(standard+20)
Max. Speed:	160	60	200	140	80
Tyre Wear:	standard	standard	-	6	6
Brake Wear:	standard	standard	spin off	-	-
Weapons:	1 mine	20 shells	10 missiles	1 missile	strong right arm
Weapon Strength:	1	2	1	1	-
Fuel Capacity:	50 turns	30 turns	50 turns	40 turns	100 turns

Acceleration Maximum acceleration for a Tank is 20, for a Hovercraft or Cyborg it is 40, for a Racing Car it is the standard 60 and for a Motor-cycle it is 80.

Deceleration Normal tyre and brake penalties apply for excess deceleration for all units except Hovercraft and Cyborgs, which may decelerate by 20 or 40 without penalty but may not decelerate more rapidly under any circumstances except by collision.

Armour Strength A hit by a weapon reduces armour strength by the strength of the weapon. When armour strength is reduced to zero or below the unit is destroyed and remains in its current position on the track unless pushed away by a Tank.

Cornering Normal rules apply concerning safety speeds, dice throws and penalties for cornering at excess speeds for all units except Hovercraft and Cyborgs. Safety speeds for Hovercraft are 40 less than appear on the board and for Cyborgs they are 20 more than appear on the board.

Tyre and Brake Wear Standard values of 8 Tyre Wear points and 5 Brake Wear points apply for Racing Cars and Tanks. Hovercraft do not suffer from Tyre Wear, and if any is accumulated it is ignored; but any Brake Wear accumulated causes a Hovercraft to immediately spin off. Motor Cycles and Cyborgs begin with 6 Tyre Wear points only, which are used in the normal way, but do not suffer from Brake Wear.

Weapons Racing Cars carry one mine each, which can be dropped at any time on any space over which the car has passed on that turn. The corner of the Car secretly records the square on which the mine was dropped and informs the owner of the first unit (other than a Hovercraft) to pass over it that the mine has exploded. An exploding mine reduces the armour strength of a unit by 1. Note that Hovercraft are immune to mines.

Tanks carry 20 shells which may be fired, one per turn, on any move after the Tank has passed its first corner. Shells may be fired in a forward direction only and may only be aimed at a line-of-sight target (blank areas in the centre of the track at some corners are assumed to be high barriers which block line-of-sight). To fire a shell the owner of the Tank writes down, at the end of the Tank's move, the target square, letting his opponent know that a shell has been fired but not disclosing the target to him. From that moment until the beginning of that Tank's next turn, the first unit ending its move on that target square is deemed to have been hit by the shell and has its armour strength reduced by 2.

Hovercraft and Motor-cycles carry missiles, 10 per Hovercraft and one per Motor-cycle, which may be fired after the unit has passed its first corner in the

same way (i.e. forward only and by line-of-sight) as Tank shells. A successful hit reduces the armour of the target by 1.

Cyborgs have a strong right arm. This is a purely defensive weapon and can be used only when the Cyborg would otherwise be hit by a missile or shell. When a missile or shell hit is claimed, the Cyborg has a 1/3 chance (dice roll 5 or 6) of punching the missile or shell away, to explode in the square immediately to the left of the Cyborg (and inflicting the normal damage to any unit occupying that square at that moment). If there is no square to the left the missile or shell explodes beside the track at that point, killing 20 spectators. A Cyborg has no defence against a mine.

Fuel All units have enough fuel for the specified number of turns and must return to the Pits by the time the last drop is used (or before) in order to refuel. A unit which runs out of fuel away from the Pits cannot move under its own power any further, although it may be pushed by another unit. A moving unit which runs out of fuel may coast for a short while, reducing speed by 20 per turn until stationary. Vehicles out of fuel may still fire shells and missiles and Cyborgs out of fuel may still use their strong right arm.

Direction of Travel All units may travel in either direction, clockwise or anti-clockwise, round the track and may also remain stationary for as long as they wish. For purposes of forward-firing of weapons, the direction of travel is taken to be the direction of movement at the end of the current turn. A stationary unit may fire weapons in any direction only if it was stationary throughout its move: if the unit slowed to a halt on that move it may only fire weapons in the direction of its former travel.

Under no circumstances may any unit move directly sideways across the track with nil forward movement - it makes life too complicated!

A unit may not change from clockwise to anti-clockwise travel (or vice versa) in a single move. To change direction a unit must reduce its speed to zero on one move (when it is assumed to be still facing the way of its former direction of travel), and may then move off in the opposite direction on its next move (when it is assumed to be facing the way of its new direction of travel).

Collisions Any unit may attempt to collide with another unit but as all units are assured to move simultaneously for collision purposes the 'target' unit is allowed to avoid the collision if it is able. A 'target' unit which has yet to move in that round simply takes any necessary avoiding action possible and one which has already made its move is allowed to change its destination square if possible (though not its speed). When a collision does occur damage is calculated by taking the difference in speeds (or the sum of the speeds in the event of a head-on collision) and dividing by 100. This number is then multiplied by the original armour strength of the one unit to find the loss of strength of the other unit. E.g. collision speed 40 between Cyborg and Hovercraft:  $40/100 = 0.4$ . Cyborg loses  $(0.4 \times 2) 0.8$  armour, Hovercraft loses  $(0.4 \times 1) 0.4$  armour.

Both vehicles stop dead at the point of a head-on collision. Both vehicles continue at the average speed of the two vehicles in a shunt-type collision (this last fact may also be used to allow Tanks etc. to push stationary or wrecked units along or off the track).

Spin-offs There is a 1/6 chance (dice roll 1) of the driver being killed in the event of a spin-off for all vehicles except motor-cycles, where the chance of death is 1/3 (dice roll 1 or 2).

Additional Tactic Cards Twenty tactic cards are given the numbers 1-7 (2x1, 6x2, 2x3, 2x4, 2x5, 2x6, 4x7) and may be played either as their original instruction states or as their number indicates, as follows:

1. Extra-superb driving - avoid oncoming missile.
2. Shell fails to explode.
3. Sudden gust of wind - Hovercraft rises over vehicle in front.
4. Retrieve unexploded mine.
5. Mine fails to explode.
6. Hit time-warp - move 10 spaces forward.
7. Survive spin-off.



Republic

Der Garvey (22 McDonagh Road, Ballyphehane, Cork City, Eire) has designed this new variant and is trying to get a few FtF play-tests arranged. The game is set in Ireland and its main new feature is the use of bridges, which may be loaned, rented, purchased etc. in order to facilitate movement of troops. I have a couple of Der's copies of the rules and if anyone out there would like a set in order to try to play-test it for him then just drop me (or Der) a line. I'd try it myself but my FtF sessions these days are few and far between. It's a 5-player game by the way.

Der is also trying to collate a list of all variants available in England, including a brief outline, where available, designers name etc. He is asking anyone with information on, or copies of, any variants, past present or future, to get in touch with him. Everybody who supplies information will of course get a free copy of the list when it is finished.

(5)

New Zines

Sauce of the Nile is to be a monthly-turnround zine and comes from Richard Bartle (6 The Crescent, Hornsea, East Yorkshire, HU18 1SW). Price will be 0.4p per printed side plus postage but the first issue is available for postage only - just send Richard a stamp and your address. He intends to run any game for which he has the rules and sufficient players at a game fee of 50p plus 50p refundable deposit (the deposit covers all games no matter how many you are in) and is on the lookout for both articles and potential sub-zine editors. He'll trade with anyone who wants to as well ((count me as a trade Richard - okay?))

Changes, from Pete Lindsay (Haig 46, David Russell Hall, St Andrews, Fife) isn't exactly new - up to issue 6 already - but might be going national soon (it's a St Andrews University zine at present) if Pete merges his Bron Yr Aur subzine with it, taking it away from its biannual parent, The Norns ((remember TN?...))

There was almost one other new zine to report too, but when the potential editor rang me to tell me about it I told him to sleep on it, advising that he'd probably feel better in the morning. He rang back next day to say he did, so it won't now be appearing after all - but it was touch and go for a while...

(6)

ROKKOR

by Paul Willey

Nick Morgan, taking photographs on a desolate Scottish isle where a spaceship has crashed, finds his body and mind inhabited by an alien who can take control of his limbs at any time. Now read on...

PART FOUR

The fishing boat dropped anchor offshore, and a rowing boat was soon stroking across the water to meet Nick. He greeted the fisherman, who acknowledged with a taciturn nod and a puff of smoke from the pipe clenched between his teeth. He vouchsafed no remark. If this London chappie wanted to spend a night alone on a deserted island with no shelter, it was none of his concern. Nick likewise said nothing throughout the journey back to the mainland. He went back to the hotel and ordered an enormous breakfast, which he devoured with gusto. Only when his overpowering hunger was assuaged did he go up to his room and pick up the telephone

"Wait," said a voice in his head. "Let's talk about this."

"Number please?" enquired the switchboard girl.

"Will you get me the Daily..." Nick's voice trailed off. He heard himself utter a strangled grunt, which developed into "No - on shecond foughts, I'll ca' back lader." Nick was amused to hear the girl say "Very good sir... Really Vera, he's drunk at this time in the morning!"

"It's very difficult for me to control your vocal cords," Rokkor told him. "but, as you see, I can do it. After we've talked, if you still want to call the papers, then I won't stop you. The reason I kept you asleep yesterday afternoon was to prevent your taking those photographs to the papers. I needed time to study your mind, so that I could communicate with you and persuade you not to get in



Mensamind

Some personnel changes first. Bob Howes and John Piggott join the game having already made their first guesses and being now into round 2, and John Herlihy does the honourable thing and resigns as he has seen someone else's round 1 guesses.

Prize money now up to £1.35, £1 for the winner, 35p for runner-up.

New format too, allowing me to show results of two rounds at a time.

	<u>Word 1</u>		<u>Word 2</u>		<u>Word 3</u>	
	<u>Round 1</u>	<u>Round 2</u>	<u>Round 1</u>	<u>Round 2</u>	<u>Round 1</u>	<u>Round 2</u>
Keith Black	-	-	C	XO	O	X
Bob Howes	X	X	X	X	-	O
Neil McDonald	O	O	-	OOO	-	-
John Miller	-	XO	XO	X	O	X
John Piggott	-	-	XOO	ZXO	X	-
Richard Potts	-	-	O	O	O	O
Steve Pratt	-	nmr	O	nmr	-	nmr
John Smith	O	OO	-	O	X	X
Marcus Umney-Foote	-	X	-	XO	O	O
Paul Willey	-	-	XO	XO	O	X

Send me your round 2 guesses plus an SAE Steve, and catch up for next time?

(MM)(ML)(MT)(MI)(LI)(IF)(LM)(LH)(PL)(VF)(IL)(ML)(JF)(JL)(ML)(IL)(LI)(LI)(LM)(ML)(LV)

1975DD ('S') -- Autumn 1910 One more year? I'm not quite convinced....

FRANCE (Piggott): F Nvy - Sve, A Fin - StP, A StP - Lvn, A Hun - Ber S by A Kie  
A Bar - Lun S by A Fruh, A Gas - Bur, A Pie - Tyr, F Tun & F WMS S F TyS,  
F Tus - Rom S by F TyS, F Lon & F Lpl both stand, F Eng -- Nth, F MAO -- Eng.

ITALY (Holborn): F Rom MS F Nap, A Tyr - Von, A Boh & A Vie both S (TURKISH)  
 A Tri - Tyr.

RUSSIA (Kelly): F Wal - Lpl, A Pru S A Ber, A Ber S (ITALIAN) A Boh - Hun.

TURKEY (Vickers): A Ukr - Mos, A Bul - Sev C by F Bla, A Bud - Gal, A Ser - Bud,  
 A Tri - Tyr, F Adr S (ITALIAN) A Tyr - Ven, F Ion S (ITALIAN) F Nap,  
 F Gro S F Ion.

No retreats.

Winter 1910 Adjustments

F:17 Centres: Bre, Har, Par, Spa, Por, Bol, Lon, Kie, Mol, Eda, Lun, Den, Sve,  
 Nvy, Tun, StP, Lpl. No change.

I: 5 Centres: Nap, Ven, Vie, Tri, Rom. No change.

R: 2 Centres: ~~Wag~~, War, Ber. Removes F Wal.

T:10 Centres: Ank, Con, Smy, Bul, Sev, Gre, Rum, Ser, Ead, Mos. Declines build,  
 1 unit short.

I have a call from a player for a four-way draw in this game. Please vote with your next set of orders.

(S)

1975FA ('V') -- Spring 1909 Big two lumbering up. Lumber, lumber...

Russian orders of 'A Ukr - War S by A Mos' arrived late last time and were accepted - all players were informed.

ENGLAND (Duckingham): F Iri stands, A StP S (RUSSIAN) A Mos, A Lpl -- Eda,  
 A Eda -- Nvy C by F Ntn.

p.t.o. for the rest. (Touch of the Taylors...)





MP64...Page 10

'Z' Game contd...

Berlin: Well! Three letters, each saying they'd support me against the other two....

Berlin - England: 'What's this cock in your letter about it being time that you me and France started trusting each other? In my most self-righteous manner I wish to point out that I haven't stabbed anyone yet (which is probably why I'm where I am now - sigh -).

(Z)

1975FW ('X') -- Autumn 1907 Big two get bigger - but who will crack first?

ENGLAND (Dave Tant): F Hol shouts rude words at A Kie, A Lpl - Ed1, F Ed1 - Nrg.

FRANCE (Paul Willey): A Par - Pic, A Ruh S (ENGLISH) F Hol, A Gas - Mar,  
A Bur - Mar, F Spa(SC) - GoL, F WMS - Tun.

ITALY (Martin Rundle): F Tys - Rom S by A Nap.

RUSSIA (Steve Plater): F Lon - Eng, A Yor - Lpl S by F NAO, F Nwy - Nrg,  
F Nth - Ed1, A Mun - Ruh S by A Kie, A Ber S A Kie, A Sil - Mun S by A Po.  
& A Tyr, F Sev S (BANGLADESHI) F Ode - SoA(WC) ((sorry, it's in anarchy,))

TURKEY (Nick Baker): A Pie stands, A Asu - Rom, A Ro1 - Nap S by F Lon,  
F Adr - Apu, A Tri - Ven, A Gre - Ser, F Aeg - Gre.

Retreats: English A Lpl disbanded. French A Ruh - Bol. Italian A Nap disbanded.

#### Winter 1907 Adjustments

E: 2 Centres: Ed1, ~~Lpl~~, Hol. No change.

F: 7 Centres: Bre, Mar, Par, Spa, Por, Tun, Bel. Builds F Bre.

I: 1 Centre: ~~Nap~~, Rom. No change.

R: 14 Centres: Mos, Sev, StP, War, Run, Sve, Vie, Nwy, Bex, Den, Kie, Tun, Lon,  
+Lpl. Builds F StP(NG), A War.

T: 10 Centres: Ank, Con, Smy, Bul, Gre, Ser, Tri, Ven, Bud, +Nap. Builds F Smy.

Brentford: "Mike Sherrad is a great Diplomacy player!" Tant repeated at the top of his voice. "Uuh..." he spat out several teeth as Ulrika Meinhof dashed him across the face with a rifle-butt. I motioned her to stop, and pulled Tant up by his collar. "What do you know about Sherrad?" I threw him across the room.

"OK, OK, I'll talk. Sherrad's in league with the IDA. He's out to take over British Diplomacy...."

"We must stop him immediately!" Watson interjected.

"Why bother?"

"Yes, is it worth it?"

"We may as well all bugger off home then..."

"Hold it!" I could see we were starting to lose heart. "We must catch the next train for Burton-on-Trent. That's where Sherrad was last heard of." I pulled out MP63 and began reading.

"What about him?" Ulrika Meinhof interrupted.

"Don't bother me now, I'm engrossed in this fascinating zirc. Kill him." I read on through the burst of gunfire.

"And what about Tant, now Watson's dealt with?"

As I looked up at Watson's bloodstained corpse, and at Ulrika Meinhof's smoking gun, I began to wonder whose side she was on ...

A Bunker Near Addlestone: ".....yes, but it was an honest mistake. Yes I read... I read a complete MP to find out what was in the press... Yes, I suppose it's quite possible he's got the impression I'm not printing it at all. You can't be surc though - hold the line while I check through MP64...."

Imrryr: "...whaddya mean he's not there? FIND HIM!" I slammed the communicator down and slumped in my seat. Picking up MP again I re-read the press, my frown deepening. Watson dead, the Lettice simulacra having second thoughts about Ulrika and doubts being cast as to who was really doing the printing. It was all very worrying. I picked up the communicator again and dialled the 20th Century. "Well, have you found Walkerdine yet?" I snarled...

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Yes it's.....

ISSUE 45 of THE ANGLE on 18th JANUARY 1977.

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I am John Morrison of 9, Highfield Avenue, Inskip, Preston, Lancs., PR4 0UE, generator of this masterpiece, which is printed in Inmaryr.

On mitt der games....

1975DT('U'):Autumn 1908.....Austrian bid suffers set-back.

AUSTRIA(Ovens): A Lya-StP S by A Mos, A Pru-Ber S by A Mun, A Vie-Cal, A War-Pru, A Alb-Tri, F Gre stands, A Sil S A Mun, A Boh S A Mun, A Gal S A Mun (It s in Tyr. I know that you meant that, but you put Gal, and I must apply the rules strictly, particularly at this stage of the game)

ENGLAND(Haughen): A StP stands.

France(Pratt): F Bar S(ENGLISH)A StP, F MAO C A Gas-I or, A Spa-Gas, F EnC & F Lre S F MAO, F Mar stands, F Swe-Ital, A Bel-Mun S by A Kle,&A Ruh&A Tur, F Nwy & A Den stand.

ITALY(Kelly): F Nap-Ion, F T,S-Ion, A Ven-Apu, F Por-Spa(sc) S by F WMS, F NAF & A Pie stand.

Retreats: AUSTRIAN A Mun annihilated - no retreat space given.

WINTER 1908 ADJUSTMENTS:

AUSTRIA: 12 Centres: Bud, Tri, Vie, Ser, Bul, Cre, Rum, Sev, Con, ar, Mos, +Ber. BUILDS A Vie, A Bud.

ENGLAND: 1 Centre : StP. NO CHALLENGE.

FRANCE : 14 CENTRES: Bre, Mar, Per, Bel, Lon, Mun, DeA, Lpl, Hol, nie, Nwy, Den, Swe, Edi, SpA, +Por. BUILDERS F Bar.

ITALY : 7 Centres: Ven, Nap, Rom, Tun, Ann, Smy, Por, +Spa. BUILDS F Rom.

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1975FL('W'):Autumn 1907.....Russian forces grow again.

AUSTRIA(Black): F Gre stands, A Tri-Ser, A Boh-Tun S by A Tyr, A Sil S(AUSSIAN)A Pru-Ber, A Mun S A Gal, A Gal S A Sil

ENGLAND(Kelly): F GoL S(ITALIAN)A Pie-Mar, A You S F Lon, F Nwy-Edi.

GERMANY(Willey). Mun-Ber, Kie-Mun, Ber-Mun, Mun-Ber, Mar-Spa, Spa-Mar, Bel-Run, Ste-S-NWY, Bel-Run, Den-Bal, Bel-Run stands, Bel-Run, Bel-Run.

ITALY(Plater). WMS S(E GLIS), Gol-Spa(sc), Pie-Mar, Ven-Pie, TrS-COL, Ion-TrS, ARM S(AUSTRIAN), Rui-Sev.

RUSSIA(Lindsay): Piu-Ber, StP-SWY, Sev stands.

Retreats. GERMANY Ber annihilated - no retreat space given.

WINTER 1907 DUSTY TS.

AUSTRIA: 7 Centres: Lud, Tri, Vie, Grc, Ser, Tun, Bil. NO CHALLENGE.

ENGLAND: 4 Centres. Edi, Lon, Lpl, Tun. NO CHALLENGE.

GERMANY: 12 CENTRES: Wax, Kie, Mun, Ber, Ste, Den, Par, Bel, WY, Bre, Spa, Por. NO CHALLENGE.

ITALY : 6 Centres: Nap, Rom, Ven, Smy, Tri, Con. NO CHALLENGE.

RUSSIA : 5 Centres: Ios, StP, Sev, Par, Ber. NO CHALLENGE.

Bundestag H.Q. Kiel: The Kaiser had ordered the seat of Government be moved to Kiel. Troops in Berlin and Munich are valiantly fighting a rearguard action, but the vast Austrian horde had been joined by the maniacal Russians who fought with cold efficiency. No intelligence, but a lot of efficiency. The Kaiser's biggest worry was the man in black. Not only was the fellow uniting the rest of Europe against him, but casting aspersions on his masculinity. The blonde-haired, blue-eyed beauty in the bed beside him stirred slightly. "I can't get to sleep," she complained. "I know a way guaranteed to succeed," he murmured, nibbling her ear. Oh well, suggest mastery of Europe. If the Austrians came, they came. But the Kaiser would come first.

Russia-All. Well it still looks like deutsch, but which brand? En Route from Trieste to Serbia. "You are very quiet, darling" observed the Grand Duchess, her clear voice cutting easily through the rattle of the coach. "A penny for your thoughts."

"A penny? You would have a bargain in quantity, if not quality. The burden of state lies heavily on me at this moment, which is why I wish to visit Serbia. Perhaps there I will find the peace of mind denied me at court, for there are important decisions to be made, but I am already decided on one point, that I should reject the German proposal. The very idea that Austrians are inferior to Germans is ludicrous, as I intend to show...."

The Grand Duke continued thus for many miles, and by the time the coach lurched to a halt, the Grand Duchess had indeed got her come's worth.

+++++ DPAW PROPOSALS.... DPAW PROPOSALS.... DPAW PROPOSALS.... DPAW PROPOSALS.... DPAW PROPOSALS....  
Nearly forgot them, so here's now you voted....

'U' CHALLENGE. 3 for YES, 1 FOR NO ....(no, it wasn't England)....

'W' CHALLENGE: 2 for Yes, 2 for NO, 1 abstension. So on we go here as well. although I must mention that there has been another proposal, this time for a 5-10' draw. Votes before next autumn deadline please.

+++++ J. W. LINDSAY (PLI) +++++

1976GZ ('AA') -- Autumn 1903

Big four suddenly become bigger three!

ENGLAND (Martin Dean): F MAO - Por, F Iri - MAO, F Nth C F Nvy, F Nvy stands and shivers with cold, A Bre S (GERMAN) A Par - Gas.

FRANCE (Pete Charlton): A Gas - Spa S by A Mar.

GERMANY (Bill Orr): A Bur - Mar S by A Spa, A Bel - Lon C by F Eng, A Par - Gas, A Den sells pencils from a cup, A Mun stands unordered.

ITALY (Richard Petts): F Ion - EMS, F Alb - Gre S by A Ser, A Tyr - Mun, A Vie - Boh, A Pie feels sorry for the French A Mar but doesn't support it because it doesn't want to become politically involved.

RUSSIA (Roger Collins): A Rum S F Bul(EC), A Sev - Arm, A Jud - Gal, A Mos - StP, F Swe - Nvy S by A Fin.

TURKEY (Paul Segal): A Gre - Alb, F Ank - Bla S by F Con, F Smy - Aeg.

Retreats: French A Gas and Turkish A Gre both annihilated most horribly.

#### Winter 1903 Adjustments

E: 5 Centres: Ed1, ~~Ld1~~, Lpl, Nvy, Bre, +Por. No change.

F: 2 Centres: Par, ~~Ld1~~, +Mar. Builds A Par.

G: 8 Centres: Ber, Kie, Mun, Den, Bel, ~~Ld1~~, Hol, +Spa, +Lon. Builds F Kie.

I: 8 Centres: Nap, Rom, Ven, Tun, Tri, Vie, +Gre, +Ser. Builds A Ven, F Nap.

R: 8 Centres: Mos, Sev, StP, War, Swe, Rum, Bud, +Bul. Builds F Sev.

T: 3 Centres: Ank, Con, Smy, ~~Ld1~~, ~~Ld1~~. No change.

Confusion he say: A fool and his ally are soon parted.

Insecure Schizophrenic to A.N.Other: Please sing our favourite song, 'You'll never walk alone'.

Italy: I deny that there is any tension between myself and Germany. The only reason I have been rushing to my borders is because I heard there was a New Year's party going on there.

Moscow - Rome: As you will have noticed, the French seem to have collapsed, and the Anglo-Germans (what a nasty combination!) are moving towards the Med. For chrissake do something!:

European War Correspondent: Both Berlin and Rome have finished their war plans. It is expected that they will attack each other this season or next. Watch Marseilles.

A.N.Other to Insecure Schizophrenic: If you don't talk to yourself, why is it when I phone you that I can't get a word in edgeways?

Moscow - Ankara: Silly me. Fancy moving my fleet into Bulgaria, where it's about as much use as a sick cat. Why the hell didn't you attack the Black Sea and justify my forethought? (Suppose you'll now go and move there this season). Still, it was kind of you to leave your fleet in Smyrna, so I'll forgive you this time.

Wanted: 1000 dogs suitable for aiding the blind. Apply Copenhagen.

Moscow - Rome: I never eat Turkey at Christmas. Should be ready for ~~it~~ it by Thanksgiving though (certainly not earlier, the way I'm playing this game).

(AA)

1976ARbb ('AB' - Multiplicity) -- Spring 1902 E/F/G all doing well? Impossible!

AUSTRIA (Martin Hammon): NMR! 2A Tri, A Rum stand unordered.

ENGLAND (Keith Black): F Lon - Eng, 2F Nvy SPLIP = F Nvy + F StP(NC);  
F Nvy + F Nth MERGE = 2F Nvy.

FRANCE (Paul Willey): A Par + A Mar MERGE = 2A Bur, A Bre - Pic, A Spa - Mar,  
A Por - Spa.

GERMANY (Duncan Morris): F Den S (RUSSIAN) A Swe, A Bur - Bel S by A Hol,  
2A Mun - Tyr.

p.t.o. for the rest....

'AB' Game contd....

ITALY (John Lettice): 2A Ven - Tri S by 2A Vie, F Tun - Ion.

RUSSIA (Graham Buckell): A Swe stands, A/F Sev SPLIT = A Pum + F Bla;  
A Ukr S A Sev - Rum, A Arn - Srv S by A Ant.

TURKEY (Anthony Dawson): A Con - Ank S by A Smy, A Ser - Rum S by A Bul.

Retreats: Austrian 2A Tri disbanded.

It hardly seems worth it but would PETE LINDSAY please send a standby move for that lone AUSTRIAN army? Ta. oops...address: Haig 46, David Russell Hall, St Andrews, Fife, Scotland.

Berlin - Turkey: People who send their letters by sea-mail to me need their heads read.

Berlin - Runestone Player: Message received and understood.

Dublin: I was in a Black mood when I heard the Morris dancer eating his Lettice and playing his Hammon organ. "Willey never stop?" I asked myself. "Daw on look like it!" I replied...

Loudon Weinwright VII of the Intergalactic Dippy Zine Corps: Episode 5; Deneb 17:

A technician threw a switch and for Loudon the universe stopped dead, and then instantly restarted. In that instant he was transmitted direct from Terra to Deneb 17. After the mandatory minute, during which the gravity, air pressure and temperature were gradually allowed to conform to the local values, the coors of the capsule opened and Loudon proceeded to present his immigration documents to the alien officials. His cover was easily the best he had ever employed - simply by assuming a mechanical manner he became a semi-autonomous intelligent robot delivering itself to the Noxium Tritoxide Mining Corporation of Deneb 17. Thus he aroused a little curiosity rather than suspicion, and soon he was standing in the yellow light of Deneb itself.

Loudon paused briefly to gaze at the strange native flora, blobs of what looked like pink and blue blancmange, and then he hurried to pay an unexpected call on the cursed Vegan, Pitur Zwonsun....

'AB' Game Bourse (New player, 'Ecliptic Enterprises' enters this ish..)

<u>Spring '02 Dealings</u>	<u>CROWNS</u>	<u>POUNDS</u>	<u>FRANCS</u>	<u>MARKS</u>	<u>LIRA</u>	<u>ROUBLES</u>	<u>PIASTRES</u>
'Deranged Links'	0	+2574	+959	-500	-500	-500	+1000
'Rhubovia Misers'	-500	+1000	+2000	-500	-500	+500	+2000
'East India Co.'	+3000	-500	0	-500	-500	-500	0
'Larry Greenberg'	0	-500	+2000	0	-500	-500	+2000
Davidson Inc.	0	+3000	+1000	-500	-500	-500	+1000
'Aries'	0	+2573	0	-500	-500	0	0
'Avenger'	0	-500	0	0	-500	-400	0
'Healey'	-200	+831	+500	-500	0	0	-500
Ethulfrog Finance	-500	+2000	+1500	-500	-500	0	-500
Steve Pratt	-500	0	+3000	-500	-500	0	+4000
Selona Kang	-500	+800	+1300	-500	-500	0	+1000
Bill Orr	-500	0	+1886	-500	-500	0	+2272
David Thorby	0	0	0	-500	-500	-500	-500
'Titan'	0	-500	+3773	-500	-500	+564	-500
'Southsea Bubbles'	-500	0	+9528	-500	-500	-500	0
Peter Berlin	-500	0	0	0	0	0	-500
'Ecliptic Enterprises'	-500	+1333	+1333	-500	-500	0	+1333
<u>Nett Trade</u>	-1200	+12161	+28819	-7000	-7500	-2336	+12110
<u>Old Value - \$/unit</u>	0.73	0.75	0.53	1.12	2.74	0.93	0.44
<u>New Value - \$/unit</u>	0.61	1.96	3.41	0.42	1.99	0.70	1.55

Over the page for the new totals. Just by way of a spacefiller, with 17 players I think we now have the biggest bourse in Britain - and maybe the World! Goll!

<u>New Holdings</u>	<u>Cr</u>	<u>Po</u>	<u>Fr</u>	<u>Ma</u>	<u>Li</u>	<u>Ro</u>	<u>Pi</u>	<u>£</u>	<u>Nett Worth(£)</u>
'Southsea Bubbles'	500	0	11528	0	0	500	0	0.16	39965
'Aries'	500	2573	3500	0	2896	0	500	0.77	23871
Steve Pratt	4000	0	3000	2000	0	0	5500	510.00	23095
'Titan'	0	936	4998	550	550	1314	625	1.83	22156
'Larry Greenberg'	0	1500	2000	0	3300	1500	2000	326.00	21003
Andy Davidson	0	4500	1000	0	3000	1000	1000	175.00	20725
'Deranged Lanks'	0	4074	999	0	3500	1000	1000	0.03	20706
'Rhubovia Misers'	0	1000	2000	2500	2500	500	2500	1290.00	20570
Bill Orr	2010	500	2886	500	500	1000	3272	296.24	19647
'Ecliptic Ent.'	500	2333	2333	500	500	1000	2338	0.04	18595
John Piggott	1600	2500	2000	1500	1000	500	1000	255.00	17571
Slena King	0	1500	2000	1000	1000	1500	1500	1025.00	16720
'East India Co.'	4000	0	500	500	3300	0	1000	641.00	13213
'Healey'	0	1681	900	1145	1891	1611	200	0.47	12065
'Avemger'	0	2000	0	0	2000	1000	500	2167.00	11592
David Thorby	0	1000	1000	500	500	1000	500	2905.00	11005
Peter Berlin	0	500	500	500	500	500	0	3610.00	7850

(B)

1976HY ('AC') -- Spring 1902

A Russian army where in spring '02?

French orders of 'A Spa stands, F MAO - Spa, A Pic - Bel' arrived late and were accepted, resulting in England building F Lon for 4 and France building F Bre for 4 - all players informed.

AUSTRIA (Eddie Horsup): A Gal - Vie S by A Bud, A Ser S I Tri, F Tri S Justice.

ENGLAND (Keith Black): A Yor - Lpl in search of more roles to strangle ((whatever turns you on, babe...)), F Nvy - Sve, F Lon - Eng S by F Nth.

FRANCE (Les Kennedy): A Spa stands, A Pic - Bel, F Bre - Eng S by F MAO.

GERMANY (Jonathan Palfrey): A Kie - Mun S by A Ber, A Hol - Bel,  
F Den S (ENGLISH) F Nvy - Sve.

ITALY (Peter Berlin): F Tun - Ion, A Rom - Ven, F Ven - Adr, A Tyr - Vie.

RUSSIA (Ron Canham): F GoB - Bal, A War - Gal, A Ukr - Rum S by F Bla, A Mun - Bar.

TURKEY (Anthony Dawson): F Smy - EMS, F Con - Aeg, A Bul - Ser, A Ank - Con.

No retreats - yet.

Germany - France: The Kaiser regrets to announce a slight change of policy with respect to Belgium...

Germany - Russia: You wonder why I don't trust you?!? What a nerve!

Vaduz: The Golf Club has denounced the splitting activities of the notorious Gang of Fore. These so-called radicals have betrayed the Thoughts of our beloved founder. The divisive tactics of these shameless individuals have led them to shout indiscriminate warnings throughout Europe. Many of the world's finest golfers have been frustrated in driving through European fairways. The Swedish Open was a case in point, with star players from Germany and Russia victimised. Russia was again badly treated in the Rumanian Masters, though here it seemed the noisy rantings of the Gang of Fore were combined with blatant treachery. Wall posters in Vaduz call for the liquidation of these enemies of the people, and a speedy return to routine class warfare.

(AC)

1976IX ('AD') Extended deadline requested by a couple of the players. Orders on file from A, E, F & G, all of which may be changed by next issue if you wish. Thankyou to Duncan Morris for the set of standby moves, another set from someone would be appreciated too.

1976IZ ('AE') Same story as 'AD', orders on file from E, G & I, standly moves on file from Roger Collins and Paul Willey. Many thanks.

Both games will of course not start next issue without fail.

