

THE TANGERINE TERROR

ISSUE 1

Game On!

Welcome to the first issue of The Tangerine Terror; a new subzine within PiMS. A special word of thanks to Tony for giving me a residency in his esteemed publication. Let's hope that future generations don't find cause to curse his name!

How did we get here?

Pause for deep breath. I was clearing up the loft a while back and I came across a stack of old board wargames (y'know the SPI kind of thing) that had been gathering dust, going brown and feeling neglected for about 20 years. I was hit by a sudden wave of nostalgia and decided to give them an airing.

Problem is, I've moved around the south of England a great deal since I came to seek my fortune (I'm still looking) from the industrial greyscape and bleak moors of East Lancs and although I've made loads of mates, none of them really fall into the "gaming opponent" category.

However, I figured that if I couldn't take Mohammed to the Eastern Front, I could take the Eastern Front to Mohammed (via e-mail, post, carrier pigeon, etc.). I started trawling the web for likely candidates, but didn't come up with much. It was then that I stumbled on Stephen's diplomatic thingy and Mission From God. The rest as they say is history. I'm now embroiled in games across about seven zines and my life is totally changed.

I still haven't managed to actually play any of the games I rescued from the loft, but I have found something more important. The postal games arena is a fantastic community of like-minded individuals who I'm very

grateful to for welcoming me in so warmly. Now I'm afraid it's payback time!

Postcard CV

I guess I should just say a bit about myself. I'm 36 (going on 14) and when work permits I get to see my wife and 2 mobsters (age 3 & 6). I work for an American start-up company in the business of clinical trials services via the web.

My roots are in the Red Rose ground, my childhood heroes were Alan Groves and Frank Hayes. I have an irrational dislike of Steely Dan and my hormones are wired into the Blue Aeroplanes. My other passions are foaming ale and bedtime stories.

The smashing orangey bit in the middle

What is TTT all about?

It's about games and chat and stuff. I want to run games that you probably won't see elsewhere; other folks can do Railway Rivals and Diplomacy much more smoothly than I ever can. I want to have a go at some of the monster wargames that are impractical to run face-to-face. If you want to get involved in any TTT games, the waiting lists and reader survey are on the next page.

I'd like to do features on stuff; archaeology, the playoffs, chips & gravy, the gravy train, long hops, Kentish hops, the Red Sox, hot tunes, Looney Tunes, Murdoch's grip on RL, the reverse sweep, Sooty and Sweep. Basically it's whatever you want it to be.

Cheers, H

WAITING FOR BONAPARTE

Where in the world is Kendo Nagasaki? (homegrown)

You know he's out there somewhere. You just need to get to him. Before THEY do. Set up your receiver and see if you can get a signal. Then pack up and move on. It's a game of cat and mouse. Just don't be the cheese.

Commitment level - Low

Requirements - A globe will come in handy

Number of players - 4 to 6

The Battle Of The Bulge (based on One Page Bulge from SJG)

December 1944. The breakout from Normandy is six months ago. The Germans have been pushed back to the Westwall, but Allied casualties are mounting. The winter weather means that air cover is sporadic at best. The green U.S. troops are thinking about their first Christmas away from home and are praying for a lull in the fighting. Hitler has other ideas. His thousand year Reich is now a distant dream and the Axis is unraveling, but if he just can just buy some time and bloody the Allies noses, he might just be able to bring about a diplomatic solution in the West. Despite the entreaties of his generals, especially von Rundstedt, the Fuhrer has ordered a final offensive through the Ardennes. The last gamble, "Wacht Am Rhein", with its ultimate target the port of Antwerp is about to begin.

Commitment level - Medium to high

Requirements - None (all maps, etc. provided)

Number of players - 2 upwards (preferably about 5)

For Sale (postal version of Stefan Dorra's card game)

Buy hovels and high rises and then sell them back at a profit.

Commitment level - Low

Requirements - None

Number of players - 3 to 5

Let me know what kind of games you want to see? Tick all that apply

- Sports games
 - Fantasy sports
 - General strategy games
 - Role playing campaigns
 - Wargames
 - Logic/ word games
 - Something completely different
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