

ROUND THE BE

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HARRY'S PROMPTER

HI, HARRY!

This is an ARMY unit --

HELLO, SAILOR!

and this is a FLEET --

Fleets spend their time on water or in ports...

YO! FOR PORTS!

Armies usually stick to land

AW, SHE-YUT!

but can cross water if they jump a friendly Fleet....

WE'RE JUST GOOD FRIENDS!

Armies and Fleets often support each other...

BUT ONLY IN PORTS!

WE'VE BOTH GOT POINTED HEADS!

.... Some owners can't tell the difference between Armies and Fleets, but GM's always can!

WANNA BET?!

... And really, that's all there is to it..... Say 'g'night', guys --

BYE, HARRY!

WATCH OUT FOR DING-A-LINGS!

STYCHOMYTHIA
the letter column returns

Unlike letter columns in such inferior rags as Viz, Gas and Y Ddraig Goch, the letters in here are all certified 100% real, and the originals are available for inspection on payment of a small fee. I mention this to anneal the doubts of:

David Oya I'd wondered before [Manorcon] whether the whole place would be
Banbury populated solely by earnest Dip players (yawn) or, worse, that
the whole postal games hobby might be some huge, elaborate joke
played on me by a multiple-personality schizo psycho with a lot of time on
his hands, and that when I arrived at High Hall, he (probably Bowen) would
be waiting for me with a manic grin and a large kitchen knife, cackling
'Fancy a game of Intimate Stab, Dave?'

[[Hmm, this Earthling is getting too near the truth. Quick, Iain, the
Memory Blast Ray.]]

As it happens, most of the attendees were remarkably personable, apparently quite normal individuals. Even Steve Howe. Even you, for gawd's sake. And, yes, the VT crowd; a wholly remarkable, individualistic and, um, other stuff, er, crowd. My name's Date Orange, God help me. I had a rather enjoyable time. The chance to play ftf RR was particularly appreciated. I'd tried converting some friends to the faith but without much luck ('yes you are enjoying yourself, throw the bloody dice') and I didn't want to lose any more friends, so finding some people who were willing to play the game without needing to be threatened, sedated or chained to the floor was rather wonderful.

[[Bowen a schizo psycho? No, just a whinger in the best tradition of VT;]]

Iain Bowen I note that my short loc was censored, goddammit, censored!
York You're not running, gasp, a family zine?

[[No, just one with (last time) a short lettercolumn. However, here is the full text as cut last issue regarding the Trigan Empire strip from Look and Learn: "The strip is full of wall to wall twinkie! Looks like some cartoonist has a lot to answer for." Well, yes, Iain, some of us do like men in silly uniforms, though lord alone knows why. The most horrifying thing about this is the knowledge that your tastes in men are shared by Michele Morris! I shudder to think what a peek inside Kris's wardrobe would reveal.]]

Dave Newnham A rise in the price of the zine being discussed in issue 3!
Lewes Outrageous! Surely your subscribers have a right to expect that 'your word is your Bond'? Since you did your costing exercise, costs haven't risen; so how can you justify a price rise? ...You did do a costing exercise, didn't you?

[[Well, no I didn't actually, just some ball-park sums which enabled me to be sure I wouldn't be losing money. However, things have actually changed; post is going up 2p soon (which I assume you didn't know when you wrote, Dave) and also U-Bend, due to its popularity, is bigger than I envisaged -- and being broke I can't afford to subsidise the zine at all, unlike most other editors. It's already like squeezing a quart into a pint pot to keep the zine to 22pp (lowest weight band); to go over would force me to charge more. What I might start doing is charging variable rates dependant on the size (and thus postage costs) of an issue, if my subscribers prove amenable. Thoughts, anyone?]]

[[And on the games themselves:]]

Allan Gordon Chingford As you're still at the trail-blazing stage, would it be asking too much to help kill off one of the Hobby's most enduring and irritating sacred cows? We're talking about a house-policy that stands no truck with double-deadlines in any game, at any time, for whatever reason. I've never understood it and I never will. With so many crowding the waiting lists (at least, in the better zines), anyone delaying a gamestart is guilty of selfishness and if they're not ready, then they should be prepared to stand aside and let someone else take their place.

Dave Newnham As for your requirement for autumn 1901 orders to be submitted, as well [as spring 01]! There is no sense or justification for it. It doesn't prevent or reduce NMRs or dropouts and it doesn't provide valid orders for the autumn. What use would be a set of A01 orders, based on my S01 (first set) orders be after the receipt of my revised orders? Why send in A01 orders now, when I expect to send a further revision of orders to you before deadline?

[[Allan first; I too dislike double deadlines in general, and I certainly find very annoying to play in those zines such as Dolchstoss which give one automatically without even a request -- what if the players don't want one? However, I bow to popular pressure in offering (reluctantly) DDs at a gamestart; the argument being that players don't know exactly when the list will fill, so can't make arrangements to get orders in by hook or by crook as they could later in a game; this is why your Deluge game is DDed -- Nicholas Parish didn't know his gamestart would come while he was InterRailing round Europe, so a DD seems only fair, especially as he warned me well in advance of his absence. --(Thought; if Nicholas can -- arrange for other zines to be delivered to him abroad, and write orders for me on a train in Barcelona, why do others NMR with no rhyme nor reason? Nicholas, are there any more at home like you?) DDs later in a game I dislike still more, but occasionally they are necessary, in cases of sudden hospitalisation or bereavement, for example. I expect to move house in 6 weeks; I shall try not to ask for any holdovers in games I'm playing in, but if I find I have to I should be peeved to have them turned down out of hand. Dave; like Allan, your game illustrates your point this issue. Russia failed to send A01 orders in Spring, and NMRed in Autumn. If Paul drops out, which I hope he won't, the game will now be dreadfully unbalanced in favour of countries next to him. Now, an NMR in Spring 01 causes few problems as a replacement player can be installed without affecting the course of the game overly (which happened in my third Dip game, Mopsy/Vinyamar); a later NMR or dropout is not usually so damaging to the game, as players are usually by then either dead meat anyway or large enough not to provide a source of free centres to a lucky few. But a player who NMRs out in A01 and S02 is neither one nor t'other, having had no builds and hence being much weaker than their neighbours. This is why provisional A01 orders help -- they don't stop a dropout, but they tend to strenghten and even out the game in case someone does. And of course if the NMR is accidental or the result of lost post, provisional orders can save your bacon instead of putting you right out of contention (this happened in my first Dip game, YDdG/ Passover!)-- so they make sense for GM and players alike. I can't and won't force players to send them in, of course, but I recommend it very strongly.

[[Now, we have one excellent person who shares my taste in comics, whose identity shall be made public on the next page:]]

John Breakwell "Be Pure, Be Vigilant, Behave", Mr Hicks. Anybody who
Reading can't see the social comment and deep irony in such
stories as Judge Dredd just can't be too switched on.
Although there are many crap stories that have appeared through the years
in 2000AD there are also those that shine out as quality. Most of the
artwork, as well, is of a very high standard, and this magazine can be used
as a good history lesson in the development of styles and fashions in this
medium.

Oh, if any of your readers are interested in legitamate free
Windows software they can send me a disc (floppies preferably, as I can't
handle stiffies) [[fnarr fnarr]] which I will return with bits and bobs on.

[[You heard the man, his address is 62 Shackleton Way, Woodley,
Reading, Berks RG5 4UT. As for Judge Dredd &c, I presume I can put you
down, John, for the variant Dredd Diplomacy when I finish designing
it? :->]]

Eddy Richards Did you enjoy Rosenkrantz and Guildenstern are Dead? I saw
The Wirral it the other week and thought it excellent -- played
Questions all the way home! Unusually for a film adaptation
of a good play or book, they didn't cock it up. I hardly ever watch TV
adaptations of books I like as 'they' always ruin them.

[[Having scoured the local papers' cinema listings I fear that R&GAD
isn't coming to the Potteries, unless it shows up on the bill when the
Film Theatre reopens at the beginnin of term (being adapted from a
play it might count as an 'arty' film, which is all the Film Theatre
ever shows). As for Questions, Eddy; do you fancy a postal game?]]

Dave Lomas I cannot understand these people who think that Sopwith is
The Potteries not realistic enough. Before I attempt to complete my turn,
I always don my leather flying cap, goggles and silk scarf,
set the 18" fan to max speed on the corner of the desk and get my Old Lady
to throw dead flies at me.

I am still working on the Asteroid Dogfight realism. So far, I put
on a pair of false elf's ears and get a mate in the next room to shout 'She
canna tak it Jim!' every few seconds.

[[Even Arfle Barfle Gloop would say "No comment! Next, please! after
that one, so I shall too.]]

Rob Moore Ohh! A whole big spread all about music! Did you know that
Cumbria Duran Duran are doing a tour of clubs this summer? Well, there
you go, Britain's finest! C'mon! they're an excellent band.
Most people dismiss them out of hand, but after 11 years they're still
pushing out some damn fine material. Better than the mockery of a chart we
have now. That Jason one is a blot on musical history. It's terrible.

[[Ohh, we get them all here, don't we. Duran Duran? Next it'll be the
aficionados of Gary Numan, Abba, Boney M, David Cassidy and other such
excecreses in the musical field all popping up and thinking they've
found a home where they can write about their secret record
collections without shame. Well, I tell you, I'm not putting up with
it, string 'em all up, it's the only way, I 'ad that Andy Gibb in the
back of me cab once...

No, here we prefer reasoned debate about cultured music, which is
why Chris Sutton is always welcome:]]

Chris Sutton Paul Bennett's view of the Beatles [[in ish 3]] is stagger-
Birmingham ing. Their influence is phenomenal and you can only admire
their musical legacy. You don't necessarily have to like it
to appreciate its worth. Paul's list of bands who are better than the

YOU'LL NEVER HEAR THEM SAY.....

Smodnoc's got enough subzines now -- Toby Harris

I shan't bother with a press saga in this game -- Allan Gordon

Well, at least I came second -- Nick Kinzett

I'll never edit a zine again -- RJ Walkerdine (or Geoff Challinger)

Anyone want to buy a mimeo? -- Iain Bowen

I can't think of anything to say about that -- Pete Birks

No more for me tonight -- Steve Guest (or Neil Rowlands, or Blaise Hudson, or...)

Never again! I'm having a vasectomy -- Ken Bain (or Brian Creese)

Do you want to trade zines? -- Brian Creese (or Ken Bain)

Live and let live, I always say -- Roberto Della-Salla

I can see your point of view -- Iain Bowen (again)

I don't think much of the latest Moody Blues album -- Michele Morris

Do you mind? There are ladies present -- Glover Rogerson

Soccerboss is the greatest game commercially available -- John Piggott

The hobby is now more exciting than it has ever been -- Richard Sharp

Novices are quite capable of looking after themselves -- Danny Collman

Life's treating me really well -- Mike Allaway

Cross-game? Me? Never! -- Colin Thick

Mine's a Whitbread's -- Steve Doubleday

The stock market system in 1829 is inspired -- John Cryer

Have you read the latest Hunter S Thompson? -- Steve Howe

I haven't heard of that group -- Pete Strover

Ringo Starr was a useless drummer -- Pete Sullivan

I quite like him -- Mark Nelson

Welcome to a nice, simple, linear issue of NERTZ -- William Whyte

[after all which...]

I have a lot of friends in the hobby -- Haz

CONVENIENT PAGE FILLER!

Yes, U-Bend, the zine that refuses to print a blank page if its editor can think of some crappy spacefiller that can go there instead; value for money indeed!

I've not got round to explaining the naming of games from letter E onwards, so here they are:

ENGLISH: Not actually a judge out of the 2000AD strip -- she's actually my Judge Dredd RPG character (though I was most gratified when a judge of her name and similar appearance showed up briefly a while ago).

FARADAY: Another name you'll look for in vain in the comic, this is Dave Rowley's character (from Tech Division, but on general street patrol in Sector 33). Cloned from material supplied in an exchange of genetic material with Brit-Cit.

GRIFFIN: Former Chief Judge of Mega-City One, elected after the overthrowing of the tyrant Cal (before which he was chief tutor at the Academy of Law). Was injured in the Apocalypse War and captured by the Sovs, who used him as a propaganda outlet. Killed by Dredd for the sake of the city.

HERSHEY: Went with Dredd on the Judge Child mission and helped ensure its success. Captured by Fink Angel but rescued in the proverbial nick of time. Now a senior judge and member of the Council of Five.

IZZARD: Not many Judges have names beginning with I. Izzard retired to take the Long Walk, delivering justice to the radioactive Cursed Earth, but a head injury warped him and he became the 'Raggedy Man', preying on all and sundry and necessitating action by Dredd, who killed him in a close fight.

JACK: One of Dredd's companions on his mission through the Cursed Earth; he survived near-sacrifice to a mutant dinosaur only to die at the hands of the crazed robot army of General Blood'n'Nuts.

KELSO: A tutor from the Academy of Law involved in the struggle against mad Judge Cal, but who was killed in the assault on the Statue of Justice.

LARTER: Pilot of Justice One, the spacecraft which carried Dredd and Hershey on the Judge Child mission. Killed by Fink Angel and Ratty as revenge for the rest of the Angel Gang's deaths during that mission.

McGRUDER: Former head of the SJS (Special Judicial Service, the Judges' watchdogs) and later Chief Judge, she took the Long Walk after making an error of judgement, but made a surprising reappearance during the dark days of Necropolis, claiming that the city needed her more than the Cursed Earth did! She then resumed her role of Chief Judge despite her somewhat altered appearance and accent.

NOXIN: One of Cal's judges during his hundred-day reign, his job seemed to be to feed him straight lines ("Judge Cal! The citizens are revolting!")

OMAR: Former head of Psi-Division, killed by the power of the newly invented psionic amplifier which burned his mind out, as he knew would happen but which he accepted, since it was necessary in order to defeat the supernatural Seven Samurai.

PEPPER: Deputy Chief Judge to Griffin and also former tutor at the Academy of Law, a good if somewhat sardonic Judge who was instrumental in bringing down the tyrant Cal.

I HATE MICROSCRIBE
(the games section)

OMAR (Intimate)

Gamestart

AUSTRIA: Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks HP7 9TD
 GERMANY: Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU

I just need Winter 1900 bids for the next deadline. Good luck to the pair of you. Tom has 24 ECUs to play about with, Peter 22.

KELSO (Intimate)

Winter 1900

Nobody loves France...

B I D S (ECU)

	Eng	Fra	Ger	Ita	Tur	Balance
Austria (Mark Stretch):	1	0	10	4	5	14
Russia (Eddy Richards):	1	0	2	9	9	2

So for the first year England and France stay neutral, while Russia controls Italy and Turkey, and Austria Germany. Spring 01 orders for countries under your control for next time, gents.

NOXIN (Intimate)

Winter 1900

Bankrupt of this Parish...

B I D S (ECU, so there, Nick)

	Aus	Fra	Ger	Rus	Tur	Balance
England (Mick Haytack):	4	7	3	2	0	13
Italy (Nicholas Parish):	13	1	4	6	1	nowt!

Mick thus orders France, Nicholas gobbles up all the rest... but will Italy have enough dosh to see him safe in 1902?

McGRUDER (Deluge)

Not 1901 yet

This game is double deadlined by player request, and a very reasonable request it was too (but for future reference a set of emergency orders in case the DD isn't granted are a good idea). Orders are on file from all but Germany.

The vote regarding armies caught in sinking provinces comes out as:-

Drown them 4, transmute to fleets 2, abstain 1.

I therefore declare that for the rest of the game, armies in provinces which flood are drowned and deaded (yes, even ones that retreated into such a province). Most of those who voted for this option said something like 'what's the transmute option for else?', which seems reasonable to me. Some of you have voiced worries about where you build once all your home supply centres have sunk. Let me assure you that by this time, the very least of your problems will be wondering where to build, so there's no need for special rules to cover this.

Early Press: No room, but basically Germany and France apologise for lack of communications -- both have been away from home and thus unable to write or answer letters.

Mica/GLOSTER (Sopwith T163MA)

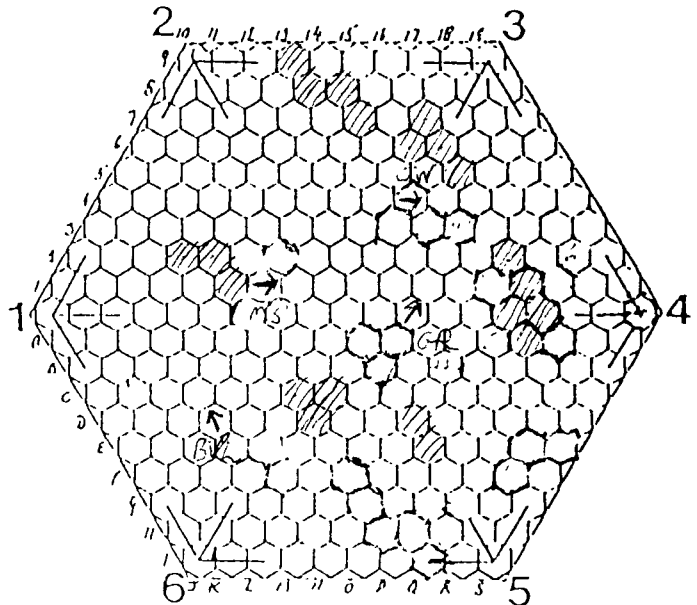
Turn 9

Pilot	Starts	Moves	Ends	A :D :P
Orville Wrong {Steve Lander} (NMR!)	G11-H12	A,A,A	J14-K15	10:05:03
Baron von Luftkrieg Paul Slade	J3-K4	LT,LT,A	H4-G4	07:10:13
Mr Spock ACE! Rob Cullender	D7-E7	A,A,LT f-A&R	G8-H9	08:11:03
'Ginger' Rogers John Miller	K9-K10	A,RS,A	L12-L13	08:04:16

Clouds head off NE to: (D6,E7,F7):
(D13,E13,F14,G14): (I15,I16,J16,K16):
(J7,K7,K8): (N9,O9): (N16,O15,O16,
P15,P16).

This courteously clears the path for Orville Wrong, whose sleep has every appearance of being permanent. Meantime the other pilots prefer to jockey for position rather than loosing off lead pointlessly; next turn almost anything could happen, depending on which way the flyers jump.

Hmm, some space to fill down the side of the map. How about some of you sending in some press next time?



Mica/AQUILA (4002AD)

Spring 4013AD

Arcturus	I/yellow	20a/5	* Segin	
Andy Bell	I/yellow	58a/1(!)		from Arcturus
	E/yellow	2a/1		from Castor
Segin	J/red	3/2	* Algenib	
Rob Cullender	G/red	1/1	* Fomalhaut	from Algenib
	G/red	11a/1		from Algenib
	N/yellow	12/3	* Algol	
	H/yellow	5/1		from Altair

Battle Report:-

A fleet of 20 advanced ships from Arcturus attack the 58 sentinels of Segin. After a long hard struggle against advanced technology, 14 of the intruders are eliminated for a loss of ten standard defenders. Segin under siege (6a Arcturus + 48 Segin).

The Segin fleet landing at Algenib are greeted by 11a welcoming ex-Rigellian ships. After quickly swearing fealty to their rescuer, they are sent out into the icy blackness in search of ...

Two basic Rigellian ships at Algol join forces with the incoming 12 Segin ships.

Still orbiting Rigel are 8 advanced Arcturan ships and 8 advanced ex-Rigellian ships.

C Regulus)1R o+ Alhena	B Betelgeuse)1S o Bellatrix)1S +	A Mirfak Algol)14S o+	M Menkhib)1S o Miram)1S +
Avoir)1R + Adhara)1R o	Canopus Rigel)* o+	Aldebaran + Menkar o	Theemin Zaurak)1aR o+
F Merak)2aA + Pollux)2aA o	E Castor)1aA o+ Capella	D Polaris)1S + Hamal)1S o	N Segin)u/s o+ Schedir
Alphard Denebola)6aA o+	Procyon)1S o Sirius)1S +	Mira)1aR o+ Archernar	Alrisha)1S + Mesarthim)1S o
I Alkaid Arcturus)22aA o+	H Gemma)3S + Altair)1S o	G Alpharatz Markab)1S o+	O Homam)1S o Matar)1S +
Acrux)1A + Spica)1A o	Alpha Centauri Sol)5A o+	Fomalhaut)1S + Algenib)2S o	Sandalmelek Sandalsud)1aR o+
L Thuban)1A + Rutilicus)1A o	K Albireo Vega)2A o+	J Deneb)2A + Alderamin)2A o	P Sham Tarazed)1S o+
Antares)1A o+ Atria	Sargas)2A + Sabik)1A o	Enif Pavo)2S o+	Rukbat)1S + Dabih)1S o

Builds are:- 12 advanced ships at Arcturus, none at besieged Segin.

IZZARD (RR PN Dynamite)

Round 1

WARPATH (David Tittle, Black): 1a) (E46)-Cheyenne-E43-Laramie-G42-G41:
1b) (G41)-G38; (G40)-H39: 1c) (G38)-F37-F34. 20+6+6+5M-1=36
No special orders (you must order at least 1/turn, David; 1 deducted).

MICA (Joy Hibbert, Purple): 1a) (M46)-M45-I43-H43: 1b) (H43)-Laramie:
1c) (Laramie)-E43-Cheyenne; (M45)-O44-Gillette-P42. 20-5W+6-1=20
Dynamite WARPATH E45-E46!

HAVE A NICE DAY (Steve Guest, Orange): 1a) (Y46)-Y43-X42-X40: 1b)
(X40)-X35-W35: 1c) (W35)-W29.
Guard; Dynamite_TBNS W29-W28 (unlucky) 20-2=18

GIT (Tony Sait, Green): 1a) (C96)-Sidney-C95-C93-D92-D91: 1b) (D91)-
D90-E90-E86: 1c) (E86)-Havre-C83-C82-B81. 20+6+6-1=31
Dynamite E43 (doubly illegal; you dynamite track at the border between
hexes, not in the centre, and you must specify a company to target. 1
deducted).

TBNS (John Colledge, Blue): **NMR!** 1a) (W46)-W44-X43-X42-Miles City-W41:
1b) (W41)-W39-U38-Billings; 1c) (Billings)-Boseman.
Dynamite_HAND X42-Miles City (unlucky) 20-5-1+6+6+6=32

Rolls for next round: 6-2-4.

A couple of mistakes over the 'dirty tricks' orders there. If you order illegally or fail to order one (at least) at all, points are still deducted as they are compulsory. (Only 1 point this round, luckily for the miscreants). A very surprising NMR from John -- if he drops out (unlikely) his track will be erased as if it had never been.

GM IN AMPHIBIOUS UNITS SCANDAL

As commemorated on the cover, Peter R can't tell the difference between an A and an F, and neither could I till Peter D pointed it out to me. Thus England gains Den and France Bel; readjudication issued. It may console Steve Howe to know that other GMs screw up in 1901 too.

AUSTRIA: Allan Gordon, 3 Forest Avenue, Chingford E4 6AR
A(Vie)-Tyr, A(Tri)-Ser, A(Bud) S A(Tri)-Ser, A(Ser)-Bul,
F(Gre) S A (Ser)-Bul.

ENGLAND: Adam Sharr, 54 Kingsdown Road, Cheam, Surrey SM3 8NY
A(Den) S F(Nwy)-Swe, F(Nwy)-Swe, F(Lon)-NTH, F(NTH)-HEL,
A(Edi)-Yor.

FRANCE: Peter Dunnett, 328 Old Road, Clacton on Sea, Essex CO15 3NU
F(Bre)-MAO, A(Par)-Bur, A(Bur)-Mun, A(Spa) H, F(Bel) S ...
English F(Lon)-NTH.

GERMANY: Peter Ritchie, 241 Days Lane, Sidcup, Kent DA15 8JX
A(Kie) S F(Hol), F(Hol) S A(Kie), A(Ruh) S French F(Bel).

ITALY: Toby Harris, 6 Durham Tce, Silksworth, Sunderland SR3 1BW
A(Tus)-Ven, A(Apu) S A(Tus)-Ven, F(Nap)-ION, F(Tun) S ...
F(Nap)-ION.

RUSSIA: Vick Hall, 49 Vartry Road, Stamford Hill, London N15
A(StP)-Nwy, F(Swe) S A(StP)-Nwy*, A(Ukr)-Rum, A(Sev)-Arm,
F(BLA) S A(Sev)-Arm, A(Rum) S Austrian A(Ser)-Bul.

TURKEY: Peter Charles, 16 Bosbury Road, Catford, London SE6 2SJ
F(Con)-AEG, A(Bul) H*, A(Ank) H, A(Smy)-Con.

Retreats: Russian F(Swe)-BAL, Turkish A(Bul) dies nrp!

Judge English: Vick, be good and refrain from using the abbreviation 'Nor' -- I've corrected it, but in the future you run the risk of it being declared a misorder as per houserules. And to he who asks, two units ordered each to the other's space with equal strength don't swap places, but remain where they were.

Press To Play:-

England - Five Italies: You've got nothing on us, this is Three Peters Diplomacy! Wouldn't you agree, Pete?

Pete - England: Yes.

Pete - England: Definitely.

Pete - England: Certainly.

The Gingerbread Man: He raced on until he came to a Dickheaded Eagle. "Run, run as fast as you can! You can't catch me -- I'm the....." "Naff off!" snarled the Eagle. Ginger stopped in his tracks. "You must be joking, squire," he said with a frown. "Everyone fancies me 'cos I'm a tad tasty. I've run away from....." The Eagle swiped at him with one battered wing. "Lis'sn, half-bake! As well as having a hole in the head, I'm having trouble with a Wide-Mouth Frog and I ain't got time for fruitcakes like you, so naff off!!"

Anon-All: If I write a nice long bit of press, that Bond geezer is

sure to put a smart comment after it, and what with the explanation of U-Bend 4.5, it should just tip the 'Dredd' adjudication over one page in length.

Judge English - Anon: What do you mean, 'just', you wretch? Remember who has to pay more if the zine goes over the postal weight band... and it ain't the editor!

England - All: Oh to be in Berlin, now that Spring is here.

Blobchops - 'Orrid Square-type Face: I beg to disagree. Surely nice, streamlined, sumptuous curves are infinitely more aesthetically pleasing .

JACK (Five Italies Diplomacy 91??ug12)

Autumn 1901

ITALY A: James Nelson, 112 Huntley Avenue, Spondon, Derby DE2 7DU
A(Ven A)-Swi*, F(TYS A) S F(ION A)-Tun A, F(ION A)-Tun A.

ITALY B: Toby Harris, 6 Durham Tce, Silksworth, Sunderland SR3 1BW
 A(Pie A)-Ven A, F(TYS B)-Tun B, F(ION B)-TYS A.

ITALY C: David Tittle, 5 Penrhyn Cres, Runcorn, Cheshire WA7 4XJ
 F(ION C)-Tun C, F(TYS C) S F(ION C)-Tun C, A(Ven C)-Pie C.

ITALY D: Paul Bennett, 118 High Northgate, Darlington DL1 1UR
NMR! A(Ven D), F(TYS D), F(ION D) H u/o.

ITALY E: Simon Cutforth, 13 Weavers Croft, Pudsey, Leeds LS28
 F(ION E) S F(TYS E)-Tun E, F(TYS E)-Tun E, A(Pie E) S
 Italian-B A(Pie A)-Ven A.

Retreats: Italy A's A(Ven A) dies nro!

Adjustments:

Italy A: Rom A Nap A	-Ven A +Tun A = 3. + A(Rom A)
Italy B: Ven B Rom B Nap B	+Ven A +Tun B = 5. + A(Ven B), F(Nap B)
Italy C: Ven C Rom C Nap C	+Tun C = 4. + F(Rom C)
Italy D: Ven D Rom D Nap D	= 3. n/c
Italy E: Ven E Rom E Nap E	+Tun E = 4. + F(Nap E)
Neutral: Tun D Swi	= <u>2</u>

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Press:-

Italy E - Italy A: OK so I lied.

Judge English - Italy A: Congrats on University place, James.

Judge English - All: Remember that Swi still has a neutral army holding -- and remember Simon's COA!

BARRETT (RR YO)

Round 2

IYI (Damien Cosgrove, Orange): 2a) (Castleford)-M18-Selby: 2b) (N11)-Wakefield-K10: 2c) (K10)-J9-J7-[K9-K7]=-K7-K5. 26+3+8L+2A=39

NUTS (Nicholas Parish, Purple): 2a) (Castleford)-M18-Selby: 2b) (Selby)-A59: 2c) (A59)-F61-York. 26+3+6+1L=36

LUST (David Oya, Red): 2a) (Leeds)-B53-N12: 2b) (N12)-L11-L10: 2c) (L10)-I9-I8-H7-G8. 23+1A+4T-8I-1N=19

THEE (John Webley, Brown): 2a) (I9)-Barnsley; I13-L14: 2b) (L14)-C'f'd-N14-N15: 2c) (N14)-Leeds; (Barnsley)-H6. 32+6-6A-4L=28

AE (James Thorp, Blue): 2a) (Leeds)-A54-N13: 2b) (N13)-N11-Wakefield: 2c) (N13)-Castleford-N14-Selby. 24+6T-2I-1L=27

Rolls for next round are: 4-4-5

Italians trying scatter theory?

- AUSTRIA: Edmund Morgan, c/o 22 Meadow Road, Sutton, Surrey SM1 4NF
A(Ser)-Rum, A(Vie) S F(Tri), F(Tri) H.
- ENGLAND: Dave Newnham, 80 Prince Edward's Rd, Lewes, E Sussex BN7 1BH
A(Yor)-Bel, F(NTH) C A(Yor)-Bel, F(NWG)-Nwy.
- FRANCE: Mark Stretch, 2 Over Mill Drive, Selly Pk, Birmingham B29 7JL
F(MAO)-Por, A(Pic)-Bel, A(Mar)-Spa.
- GERMANY: Simon Cutforth, 19 Weavers Croft, Pudsey, Leeds LS28
A(Mun) H, A(Kie)-Hol, F(Den) H.
- ITALY: Dave Hicks, Top Flat, 8 Dyfrig St, Pontcanna, Cardiff CF1 9LR
F(ION)-Tun, A(Tyr)-Boh, A(Ven) H.
- RUSSIA: Paul Bennett, 118 High Northgate, Darlington DL1 1UR
NMR! A(StP), A(War), F(Sev), F(GOB) H u/o.
- TURKEY: Chris Sutton, 62 Ashbrook Rd. Stirchley, Birmingham B30 2XB
A(Bul)-Gre, F(Con)-Bul, F(Ank)-BLA.

Judge English: That makes both my regular games with people ordering units to Nor! Norway, gentlemen (especially Dave N) is Nwy! No retreats yet.

Adjustments:-

AUSTRIA: Vie Bud Tri	+Rum = 4. + A(Bud)
ENGLAND: Lon Lpl Edi	+Nwy = 4. + F(Lon)
FRANCE: Par Mar Bur	+Spa +Por = 5. + F(Bre), A(Par)
GERMANY: Mun Ber Kie	+Hol +Den = 5. + A(Ber), F(Kie)
ITALY: Rom Nap Ven	+Tun = 4. + A(Rom)
RUSSIA: Mos StP Sev War	= 4. n/c
TURKEY: Con Ank Smy	+Bul +Gre = 5. + A(Smy), F(Con)
Neutral: Bel Swe Ser	= <u>3</u>
	34

Press To Play:-

Turkey - Germany: Hope all has gone well. Drop me a line.

Germany - All: Normal service will be resumed shortly.

Austria - Turkey: Thanks for the letter. I'll write back when I get issue 5.

Italy - Austria: Start running your early bath Edmund.

Turkey - Russia: No harm done is there?

Judge English - Turkey: Only by his own inaction.

Announcement from Austria: Don't send anything to Lavera after 21st August. I'll be in Lille from Sept 9th onwards (no address yet). Be warned, I still intend to play an active part in this game (as much as Austria ever can).

Judge English - All: So send Ed's mail to Sutton for forwarding, and note that Simon has a COA as well. Lord only knows what Russia is doing.

"A certain look in the eye and an easy smile.
You have to be trusted by the people that you lie to,
So that when they turn their backs on you,
You'll get the chance to put the knife in."

-- Pink Floyd, ANIMALS

ANDERSON (Sopwith T172UB)

Turn 3

Pilot	Starts	Moves	Ends	A :D :P
Kaptain Krum Kris Morris (NMR!)	G4-H5	A,A,A	J7-K8	14:07:00
Major Mirkin James Thorp	G10-H10	A,LT,A	J12-K13	16:12:00
Lt.Janno Vorg John Webley	L18-M19	RT,RT,RT f-A&R	L16-K15	11:12:00
Daffy Dodo David Oya	M17-L17	A,RT,RT	M19-E	15:12:00
Magneto Tim Lomas	N7-M6	A, RS f-A, A f-A&R	K5-J4	10:12:00
The Major Dave Lomas	H5-G5	LT,LT f-L, LT f-A&L	H3-I3	11:12:04

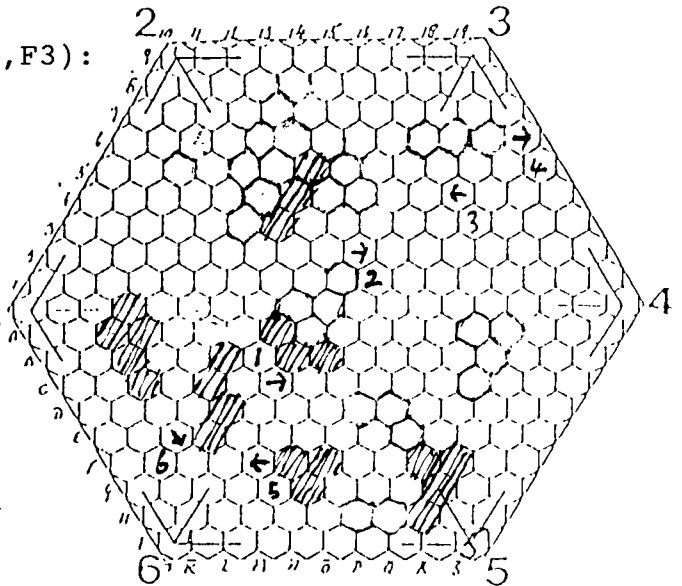
Clouds go SW yet again, to: (D3,D4,E3,E4,F3):
(G10,G11,G12):(H5,H6,I4,I5):(I8,J8,K9):
(L6,M6,M7):(P10,Q9,Q10,Q11).

Press:

Major - Krum and Magneto: I think it was safer round here when you two NMRed!

Judge English - All: Another NMR from Krum, but this time he pays the penalty by clouting a cloud. I suspect this may have something to do with the fact that my deadline coincides with Arfle Barfle Gloop's publishing date.

As a matter of fact, the cloud at I6 can feel rather proud of itself, since it outscores all the players on damage inflicted this turn. Next turn should see the deficit cancelled, as several pilots see targets heading for their cross-hairs.



FARADAY (Atlantic Airlines)

Setup

Everyone in this game who's a total dimmie, hands up. Do I see the mitts of John Webley and James Thorp? Well, I should, because both of you forgot various gamestart details. I'm damned if I'm holding it over any more, so I'm using my discretion for missing details and calling on **TONY SAIT** to stand by in case any of you fail to show up again. Order of play for first turn as below:

Player	Airline name	Plane/Funds	HQ
Dave Lomas	HYMEN (ho, ho, jolly ho, Dave)	TriStar/100	Atlanta
David Tittle	Little Atlantic Kites Expand Rapidly	DC8/150	New York
Steve Guest	Crash Landings Are Yesterday's Problem	747/20	London
David Oya	If Gigantic Engines Operate Nicely Airplanes Imperfectly Run by Complete- ly Ratassed Airline Stewardesses. Hic!	DC10/80	Paris
James Thorp	?????	767/120	Chicago
John Webley	?????	767/120	Pittsb'gh

Passenger loads available to start with:

From	To	Load	Size	Distance	Value
Madrid	Havana	2	/	31	/ 62
Bogota	Paris	3	/	37	/ 111
Accra	Montreal	5	/	35	/ 175
New York	Kano	7	/	35	/ 234
Chicago	Atlanta	9	/	5	/ 45
Berlin	Amsterdam	11	/	3	/ 33
Paris	Belem	2	/	29	/ 58
Amsterdam	Atlanta	4	/	31	/ 124
Caracas	Chicago	6	/	17	/ 102
Kano	London	8	/	21	/ 168
New York	Algiers	10	/	27	/ 270
Montreal	Madrid	12	/	22	/ 264

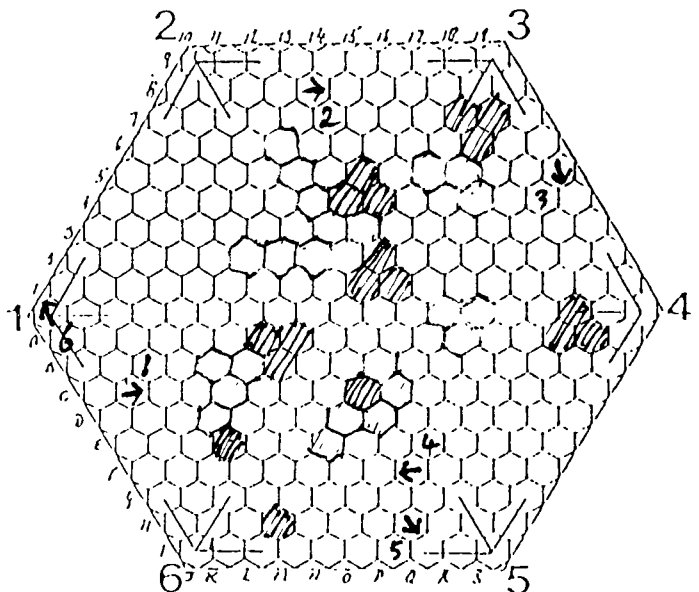
A double batch to get the scramble for passengers well under way, which is really a sine qua non in a 6-player game.

COREY (Asteroid Dogfight)

Turn 3

Name	Start	Speed	Shd	Moves	Fires	Ends	Cap	Dge
Tiny Clanger Dave Lomas	D2-E2	2 - 0	0	LT(on spot)	L4,L5	D2-E3	0	10
Baron 'Flash' von Boggles	D12-E13	1 - 1	0	A	0	E13-F14	5	16
Kaptain Krum Kris Morris (NMR!)	L19-M19	2 - 2	0	A,A	0	N19-O19	5	16
Last American Pitbull Marc Cole	S13-S12	4 - 4	0	RT,A,A,A	A4,A5	O9-N8	3	16
Mjr Mirkin II James Thorp	O6-N5	2 - 4	1	RT,RT,RT,RT	R2,R4	P8-Q8	2	16
Daffy Dodo David Oya	D1-C1	4 - 3	3	A,A,A	0	A1-NE	0	9

Judge English: Listen up again. I was thinking that Tiny's order of LT was illegal since he was motionless, but I checked the rules and you can turn on the spot. Most of you seem to use LT/LS/RT/RS as in Sopwith, which is fair enough, so I think in future we shall use simply R and L to denote 'turning on the spot'. Okay? Okay. By the way, it costs no energy... unlike deceleration, Dave; this is space, you must fire retros to decelerate, so it costs as much as acceleration. That's why you drained your capacitor. James, you can't count -- you used 5 energy, not 4, so it's actually -2 from your capacitor. Phew. Just to prove that I too make mistakes, Tiny didn't hit the asteroid last time. See under 'Larter' for some rules thoughts.



Oh, Asteroids... they go E to: (H7,I7,I8)[4]: (H12,H13,I13)[4]: (J11,J12,K12)[4]: (J17,K17,K18)[4]: (Q16,Q17,R17)[4]. L.A.Pitbull's shot fragments the other one, which leaves three baby asteroids at L9[2], L4[2], and I4[2].

Remember that once one of these small asteroids is destroyed, another large one appears at the trailing edge of the map (J1-A10), determined randomly (but will not appear on top of a player).

LARTER (Asteroid Dogfight)

Turn 2

Some copies last time had Larter's map transposed with Griffin! Gah!

Name	Start	Speed	Shd	Moves	Fires	Ends	Cap	Dge
Gervaise the Frog Simon Cutforth	C3-D4	2 - 2	0	RS,A	0	E4-F5	4	14
Admiral James T. Bag Eddy Richards	C10-D10	2 - 2	1	A,A	R4	E10-F10	2	16
Soup Dragon David Tittle	J18-J17	1 - 1	2	A	0	J17-J16	3	16
Last American Pitbull Marc Cole	S17-S16	2 - 4	0	RT,A,A,A	L5	O13-N12	0	16
Kismett Nicholas Parish	Q10-P10	2 - 4	0	A,A,LT,A	A5	M8-L7	1	16
Major Mark E. Smith Edmund Morgan	H1-G1	2 - 3	0	A,A,RT	A5	F2-F3	2	16

Asteroids NW, as ever: (A5,A6,N5)[4]: (A8,A9,Q8)[4]; (F6,F7,G7)[4]: (F10,G10,G11)[4]: (J13,J14,K14)[4]: (O11,O12,P12)[4].

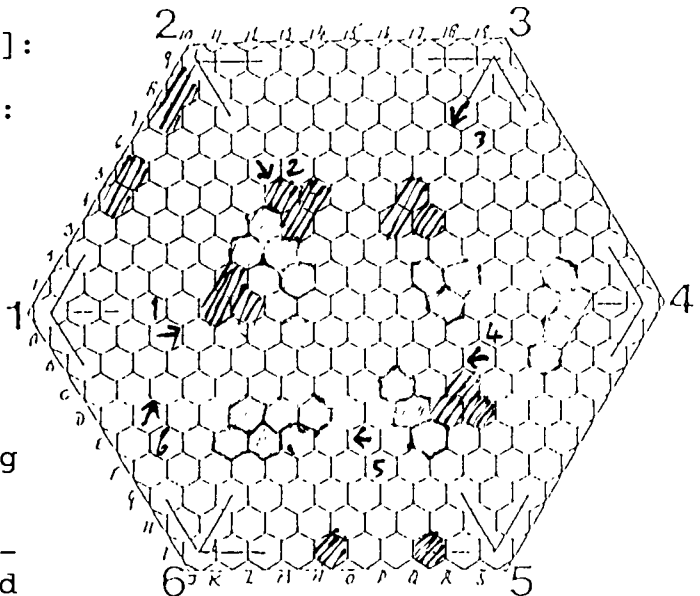
Press:-

Mjr Smith - All: British people in hot weath-er ah-har!

James T Bag - All: Science fiction has gone downhill -- 'Beam me up, Gervaise the Frog' doesn't have the same ring to it.

Judge English - Soupy: Heaven knows where you thought your cap was going to get 5 pts from -- it's only 3.

Judge English - Baggy: Your orders were ambiguous last time, hence confusion between report and map. (Good shot).



Rules suggestions: It's been suggested that there isn't an incentive to shoot other Belters or asteroids, which will lead to skulking at the edge. One solution mooted is a point of damage restored per hit on another player (motivating but unrealistic); alternatively we could introduce points as in Sopwith, or leave things as they are. What do people think?

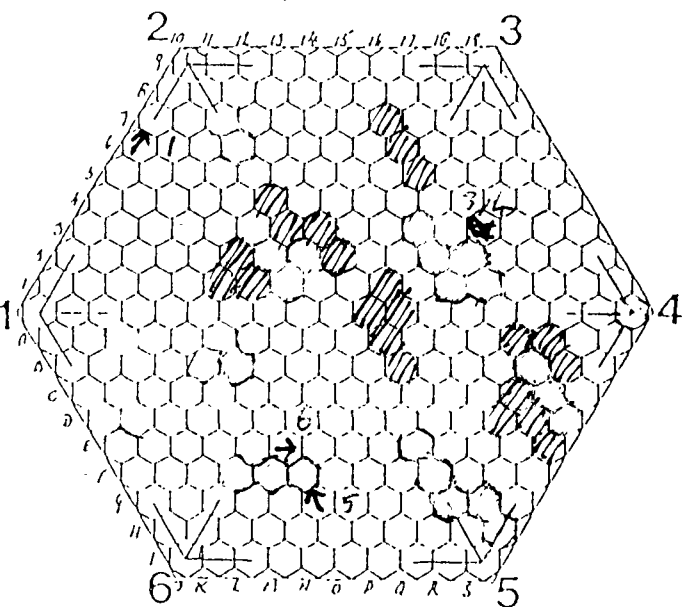
A shield must be recharged every turn; if not hit its energy is wasted and another point needs to be allocated next turn if a continuous shield is desired. 3 points may be allocated per turn.

GRIFFIN (Sopwith T174UB)

Turn 2

Pilot	Starts	Moves	Ends	A :D :P
STRIPEY AND ROGER PASS AT SPITTING DISTANCE (wonder if they tried....)				
Baron von Boggles Mark Giles (NMR!)	A4-A5	<u>A</u> ,A,A	A7-A8	16:06:02
Baron von Lettuceleaf Marc Cole	A7-A6	A <u>f</u> -A,RT and crashes off		01
'Blue with White Stripes' Baron	J16-J15 Peter Ritchie	LT,A,A	M16-N16	16:12:02
Roger Ramjet John Todd	P17-O16	RS,RS,A f-A	M16-L15	15:12:02
Captain Condor ACE! Dave Rowley	P9-O9	LS,LS, <u>LS</u> <u>f</u> -A	M6-L6	15:09:06
Machine Gun Joe ACE! Stuart Tweedy	I3-H3	RT,RT f-A, <u>A</u> <u>f</u> -A&R	K6-L7	13:08:05

Clouds go SE to: (F7,F8,G8):(F10,G10,H11, I11):(H15,I15,J15):(K10,K11,L10,L11,M10): (P15,Q16,R16):(Q13,Q14,R14,S14).



Judge English: Cancel my announcement of last turn; Stuart Tweedy is hereby an Ace with all attendant benefits. This confusion occurred due to my consulting Dave Tant's Sopwith stats whilst Stuart used 1 his father's; in the former he was an Ace all along, whilst in the latter he's only just qualified or re-qualified. In future I shall use the Tant stats throughout to avoid confusion, unless the situation comes about that Dave isn't publishing regularly again while Tom is. Oh, and I also allow player status to change during a game (with one turn's notice) -- I know some GMs don't, but I don't see why. This turn's notice explains the discrepancy in Joe's and Condor's scores.

A most entertaining turn as Marc wallops a sleeping Mark for max damage, turns round in his seat to sneer at his foe and hits the edge of the board through not looking where he's going. Peter and John attempt to ascertain whether mid-air collisions are possible in biplanes, and our Aces seem to be trying to dispose of one another and give the game to the less experienced flyers. Great fun, let's keep it up.

"And when you lose control, you'll reap the harvest you have sown.
And as the fear grows, the bad blood shows and turns to stone.
And it's too late to lose the weight you used to need to throw around.
So have a good drown,
As you go down, alone,
Dragged down by the stone."

-- Pink Floyd, ANIMALS

Mica/STANSTEAD (Atlantic Airlines) GM: Dave Rowley

Turn 6

Company/Base	Aircraft/	Start	/	Via	/	End
BARF/Paris	747 /	I48	/	New York	/	Caracas
Rob Cullender	DC-10 /	K58	/		/	Paris
	TriStar /	J59	/	Milan	/	Rome
	DC-8 /	J53	/		/	Washington
Account=		-377 +232 +50 +180 +104		-50 -44 -40 -28 -20		= +7

DHAL/London	747 /	Accra	/		/	Las Palmas
Joy Hibbert	Concorde /	J17	/	P. O'Spain, Bogota	/	A43
	DC-10 /	J7	/	Bogota	/	Miami
	TriStar /	London	/		/	Madrid
Account=		-548 +72 -50 -56 -44		20 -20 = -666, -20% = -800		636 824

PNEUMONIA/Chicago	747 /	I43	/		/	B64
Harry Bond	DC-8 /	L72	/	Frankfurt	/	Madrid
	TriStar /	Paris	/	Frankfurt	/	L56
	707 /	I65	/	London	/	I56
Account=		+104 +88 +140 -50 -28 -40 -24 -20				= +170

Fawly Airlines	A300 /	Dakar	/	Milan	/	L70
Gander	727 /	Washington	/	Toronto & Gander	/	L56
Thane Duffield	DC-10 /	F7	/		/	Bogota
	BAC 111 /	Gander	/	Miami	/	L3
Account=		-612 +203 -50 -32 -20 -44 -12 -20				= -587
						-20% = -705

Planes on order for use & payment next turn:- None

Landed:-

From	To	Carrier	Load	Distance	Value
Las Palmas	Bogota	FA/DC-10	7 /	29	/ 203
Belem	Paris	BARF/DC-10	7 /	29	/ 232
Montreal	Milan	BARF/TriStar	2 /	25	/ 50
Pittsburgh	Rome	BARF/TriStar	6 /	30	/ 180
London	Washington	BARF/DC-8	4 /	26	/ 104
Bogota	Miami	DHAL/DC-10	10 /	12	/ }
Casablanca	Port O'Spain	DHAL/Concorde	3 /	24	/ 72
Algiers	Frankfurt	PNEUMONIA/DC-8	6 /	8	/ }
Algiers	Frankfurt	PNEUMONIA/TriStar	5 /	8	/ 88
Chicago	London	PNEUMONIA/707	5 /	28	/ 140
<i>Belem</i>	<i>Paris</i>	<i>BARF/DC-10</i>	7 /	29	/ 13

In Flight:-

New York	Tunis	BARF/747	2 /	29	/ 58
Caracas	Tunis	BARF/747	9 /	33	/ 297
Belem	Paris	BARF/747	1 /	29	/ }232
Belem	Paris	BARF/DC-10	7 /	29	/ 232
Chicago	Las Palmas	PNEUMONIA/747	12 /	27	/ 324
Paris	Atlanta	PNEUMONIA/TriStar	2 /	30	/ 60
Milan	Chicago	FA/A300	5 /	32	/ 160
Toronto	Paris	FA/727	3 /	24	/ 72
Bogota	Miami	DHAL/Concorde	1 /	12	/ 132

Loads Available:-

OLD					
New York	Casablanca		8 /	24	/ 192
New York	Chicago		10 /	6	/ 60
New York	Berlin		7 /	29	/ 203
Bogota	Miami		11 /	12	/ 132

NEW				
Washington	Milan	2	/	29 / 58
Frankfurt	Toronto	4	/	27 / 108
Kano	Belem	6	/	24 / 144
Port O'Spain	Paris	8	/	29 / 232
Milan	Chicago	10	/	31 / 310
Accra	Pittsburgh	12	/	37 / 444

ENGLISH (RR OH)

Round 1

A4T (Mark Giles, Green): **NMR!** 1a) (Cleveland)-Akron: 1b) (Akron)-C67-Alliance-B69: 1c) (B69)-Y31. 20-5+3+6=24

IDLE (Peter Ritchie, Red): 1a) (Cleveland)-Lorain-H60: 1b) (H60)-H57-Sandusky; (H57)-G57: 1c) (G57)-D55. 20+6+6=32

Ohio Steam Cars And Railroads (Iain Bowen, Pink): 1a) (Cleveland)-Akron: 1b) (Akron)-E71: 1c) (E71)-Youngstown-E73; (E68)-D68. 20+3+6=29

FRIENDLY FASCISM (Denis Jones, Black): 1a) (Columbus)-S14-V15: 1b) (V15)-Mansfield: 1c) (V15)-Marion. 20+6+6=32

ORNATE (Peter Charles, Blue): 1a) (Columbus)-R18: 1b) (R18)-Newark-S23: 1c) (S23)-S26. 20+6=26

CCI (Dave Lomas, Purple): 1a) (Columbus)-N16: 1b) (N16)-Chillicothe-I16: 1c) (I16)-H16-F15. 20+6=26

Rolls for next round are **6-6-2**

PEPPER (Sopwith T???UB)

Gamestart

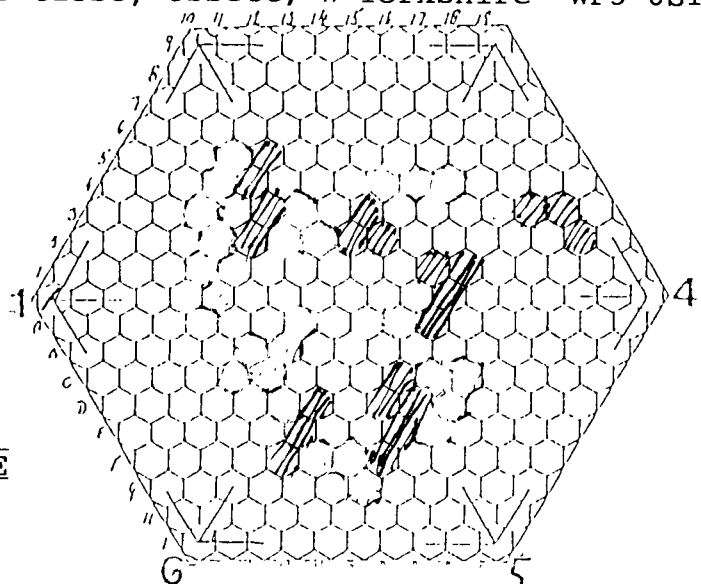
A last-gasp gamestart makes U-Bend's 3rd Sopwith game, for the following six magnificent men in their flying machines:

- Start A1: Mark Wightman, 30 Willow Close, Flackwell Heath, High Wycombe HP10 9LH
- Start A10: Adam Sharr, 54 Kingsdown Road, Cheam, Surrey SM3 8NY
{Cam E. Khazi}
- Start J19: Erik Eriksson, Manskensgatan 18A, S-802 74 Gaule, SWEDEN
{Erik the Half-a-Bee}
- Start S10: Marc Cole, 21 Farmlees, Charfield, Glos. GL12 8JA
{Baron von Lettuceleaf}
- Start S1: Dave Lomas, 6 Ramshaw Grove, Adderley Green, Longton, Stoke on Trent ST3 5TD
- Start J1: Jeff Cattle, 13 Taylor Close, Ossett, W Yorkshire WF5 OSY

Clouds begin at: (E9,E10,F8,F9); (I11,I12,J12);(K5,K6,K7);(L13,M12,M13,M14);(M9,M10,N8,N9,N10); (M17,N18,O18).

Noms-de-guerre for those without them on file and first orders to me by the next deadline, then, please. No Aces in this game at the moment, so my only duty is to wish you all good flying.

WHO WAS DRAGGED DOWN BY THE STONE



This is getting monotonous...

- 1: David Tittle, Mick Haytack, Ed Morgan, Marc Cole
 2: **JOY HIBBERT**
 3: David Oya, John Webley, Tony Sait, Peter Dunnett
 4: Peter Ritchie, Rob Moore, John Breakwell, Dave Rowley
 5: Dave Lomas, Denis Jones, Alan Parr, Sue London, Mark Stretch
 6: Nicholas Parish
 9: Adam Sharr

So once again 2 carries off the cup. Now perhaps if a few more of you were to enter, the more adventurous strategies might pay off. Remember, just send a positive integer to me along with any orders or letter, and the lowest unduplicated one each issue wins a free copy of U-Bend for its nominator (which raises the question this time of how Joy, who's on my free list, is supposed to collect her prize). So go to it!

AND SO WE SWEP' OUT

The U-Bend Contact Service:

Nicole, 21, wishes to meet... er, sorry, wrong letter... ah, that's it. Several U-Bend subbers wish to meet other players local to them for f-t-f play of whatever games take the fancy of both parties, I suppose. Anyway,

Eddy Richards, 10 Woodhey Rd, Bebington, The Wirral L63 8PD

wishes to meet people from Birkenhead/Merseyside, and David Tittle, 5 Penrhyn Cres, Runcorn, Cheshire WA7 4XJ (0923 577655 at w/ends) is after people in Glasgow, that being where he is during the week. Anyone interested should contact them directly. While I'm about it, I might as well mention that any Stoke/Staffs/N Midlands people may feel free to ring the editorial number if they want to try their luck against the invincible Haz and his menacing heavies Joy and Dave f-t-f. By the time you read this Dave Lomas will probably be the first one to be thus sent home whimpering. Note also that after we move to Stafford we intend to organise a housecon or three, of which more details anon.

While I'm helping people, Adam Sharr asks if there's any chance of me opening a variant list for something which 'doesn't require letter writing'. Sounds like you want Gunboat, Adam, which I wouldn't run even if I had space, which is in short supply anyway. However, some of the new zines reviewed last issue offer it, or if you prefer a more established zine, Smodnoc (Toby Harris, whose address you should know as he's Italy to your England) offers it at 50p/issue. Variant openings look a bit thin on the ground as I flick through the latest Mission from God, the zine-reviews zine (none for Woolworth, Adam), which I regard with some sadness; no variant can surpass the regular game, but many indeed have their own peculiar merits. Maybe they'll turn out to be next year's fashion.

Talking of those new zines reviewed last issue, the senior two (GIGO! and A Little Original Sin) have both produced second issues, the former skinny-minnie, the latter good and solid; none of the rest, though, have yet shown their heads again, and a sad letter from Neil Kendrick informs me that Kayleigh's Korner has already folded, since people seem to be unable to stop blaming him for the fold of Yer Tiz, an affair with which he had very little to do. Ian Andrews, the true culprit, appears to have finally passed on games and subs to Paul S Richards' DIARY... LATE NEWS: Prisoners of War to fold at issue 50???

