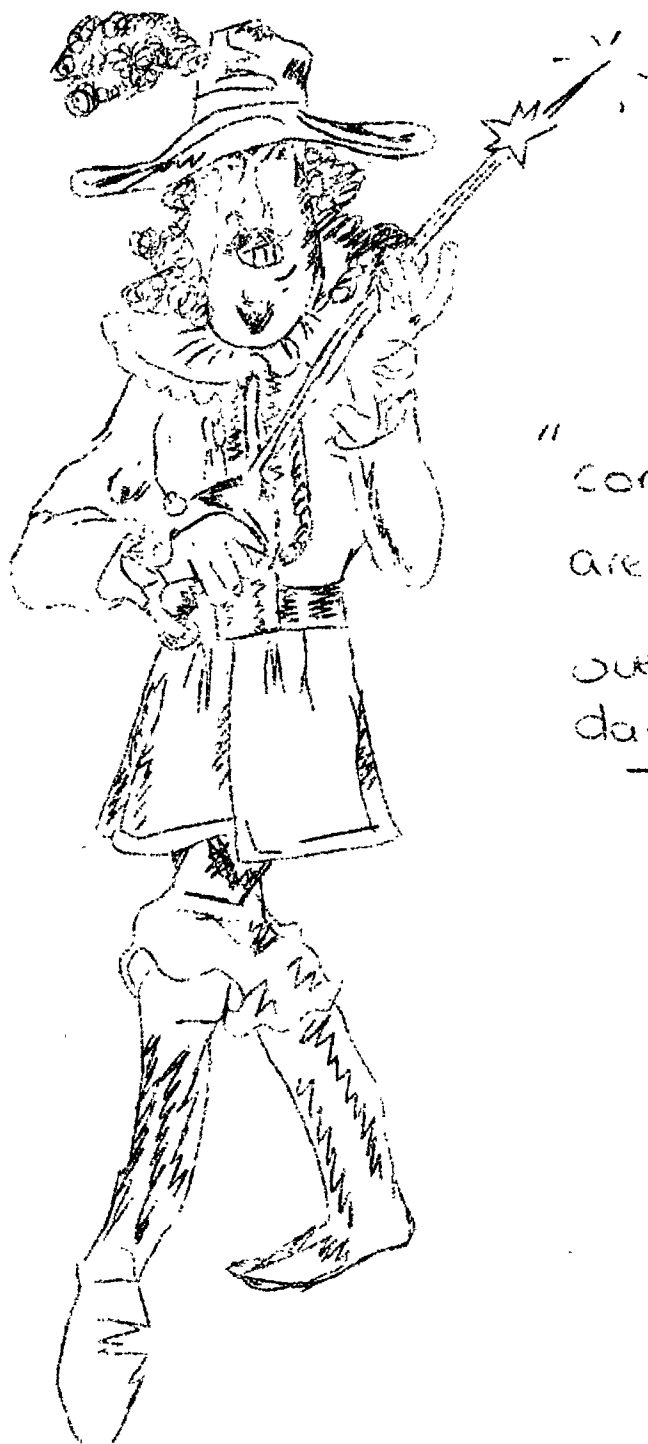


DIB DIB DIB

ISSUE 17



"Come come chops
are we going to quibble
over a couple of
days delay?"

Welcome to another issue of Dib Dib Dib -- this (for those that can't count) is my 16th issue....oops wrong, 17th issue. Well I never said I could count, did I? Places in the zine to steer clear of are: the editorial; the hobby news section; the letter column; Dibs and Drabs; an' if you can help it, the games section. Other than that the zine is okay. Unfortunately, because of the postal increase, the price of Dib will seem to go up. Nothing I can do about it, but it's old news anyway. Mind you, the price is still 1p per sheet + postage (I may send pure trades 2nd class). Anyone wishing to get in touch with me, for any reason, I can be found at:-
29 Stanley Hill Avenue, Amersham, Bucks, HP7 9BD. Tel. 02403 4513

P.S. And I got Flu, laid me low for days. It did.

EDITORIAL

Well, to start with it looks as though this issue will be getting to you a little later than I intended. Two days after the deadline and I still have an impressive amount of NMR's - the majority from usually reliable people. I am left with the conclusion that the railstrike affected mail reaching this part of the known world. (I refuse to acknowledge that people could actually be getting fed up with the zine - Ridiculous.....) Anyhow, I feel it is only fair to hold up the production of the mag until at least the Tuesday - and see what the post brings then.

I can't really hold it up any longer - the post is getting through. So if orders don't, or haven't, reached me by 2nd post Tuesday, then all I can say is, sorry, but you should have sent your orders in earlier - or at the very least phoned to check your orders have arrived.

Many hours later and it's nearly a week over the deadline. Not my fault, guv (Tweedy ready with yet another excuse), I had a lot of undesirables visiting me over the week-end and they kept dragging me off the typewriter. My troubles started actually on Friday when Pete Mearns and Gary 'I'll Kill Anything That Moves' Piper turned up to stay for the weekend. Barely had I got over the shock of meeting these two notorious troublemakers again, when I received a call from Brian Creese. His wife had to come this way for an open air museum auction (I kid you not), and, Brian wanted to call in (actually Margaret wanted to keep him out of trouble and asked me to look after him). Well in for a penny in for a pound I thought. "Certainly" I said to Brian, taking great pains to warn him that Piper and Mearns were here. When this didn't deter him it became obvious to me that Brian had never met them before; or he would have shown a little more caution. Anyway Saturday dawned (as it always seems to do after Friday), breakfast was barely over (it took Gary a long time to consume his order) when Brian turned up. Why is it always said that hobby members never look anything like you think they should? About 5'8", glasses and moustache - a bit like John Miller in a way. A couple of things happened: we talked a bit; then Brian showed an interest in my Apple II (not that you could blame him really, it was right under his nose, sat on the coffee table), but this didn't last long when Gary pointedly remarked that he had no interest in computers at all. No he didn't like cutting down trees, or playing Formula 1, and didn't I know rugby was on T.V.? Well Brian wasn't going to argue with him (Gary is 15 foot four), and who am I to go against a guest ~~that/size~~? It was decided then, watch rugby, have a few beers and have a shot at playing ~~the~~ Game of Nations and Hare & Tortoise (I don't remember in which order). I hate rugby, I won't talk about bloody Hare & Tortoise (even Stuart beat me there) and I started winning Game of Nations but then Margaret returned to drag Brian away. Bloody typical that is, I bet he wouldn't have left if he had been winning! Come back Creese, I want a return match at Hare & Tortoise! (Not that I'm one to hold a grudge)

Saturday night (and Sunday morning!). After beating them out of sight on nearly every game available (apart from one or two I don't wish to talk about) I managed to con Mearns and Piper into playing 'Escape From Colditz'. This is my kind of game, where I play the German guards, behaving real mean an' nasty (a role I like to play in all my games....except my current Diplomacy games of course), Gary and Pete playing escaping POW's. We started the game at 10.30 pm - and didn't finish until (when they finally escaped) 4 in the morning! I couldn't believe it. So intent they were on actually beating me (making a change) they even started getting up and going into the corridor to diplome. Clearly they were no match for me....and I had to let them escape in the end just to get to bed. (Who can argue when one player, who shall remain nameless, spends 3 hours saying: "I'm going now...no....not just yet - perhaps in a minute, yes I'm going to escape now...well, not just yet.....!")

EDITORIALS

A few hours later that morning (Jan dragged me screaming from the bed because we had other guests coming) found us once again in the familiar situation of having breakfast when John (quieter than one expects) Field arrived -- my ordeal was not yet over (and they still wouldn't let me near the typewriter to get this magazine to you -- they are all to blame!). John fitted in with Hearn and Piper very well, and proceeded to thrash me at H & T -- but I don't want to talk about it.

Sunday lunch was a nightmare. Not only was I the last to get a look-in at my own roast Turkey and Yorkshire Puds (?) -- need I tell you who got in first? -- but Mike Allaway and Marie turned up and proceeded to eat me out of house and home. Things were not looking good.....and I still wasn't allowed onto my typewriter. Games played were: Game of Nations (which I won); Formula 1 (I came 4th out of six); Colditz; H & T (which I don't want to talk about); Microdot (a hilarious game which I won); and Sopwith (which, er....Marie won -- though don't ask me how!).

I had an excellent time -- enjoyed myself tremendously. Thanks to all those that came, by all means come again. Yes, I really must do it again.

Now to get back to the typewriter.....

JOTTO Round 6

Nicholas Clifton:	6th -- missed --	Richard Bass:	6th (3,1,1,0,0,1)
Martin Allen:	6th (1,1,1,2,2,4)	John Miller:	6th (2,1,1,4,2,1)
John Lee:	6th (1,4,2,1,1,1)	Keith Loveys:	6th (2,1,1,2,6,1) !!
George Davies:	6th -- missed --	John Field:	6th (2,2,1,2,3,2)
Sandy Peters:	5th (3,1,2,3,2,3) 6th (3,1,2,1,2,2)	William Fisk:	5th (3,2,3,0,1,2) 6th -- missed --
George North:	5th (0,1,1,2,0,1) 6th (1,0,3,2,1,2)	David Huson:	6th (2,5,2,0,1,0)

That's it then....Keith has one word, will he take a guess at the rest next time? We shall see. A couple of you missed again, but that's okay. If you want to carry on... as normal, just send in two words next go.

CGS LISTS

The regular CGS list trundles on -- there's been quite a change this month. The last seven players went to Bohemian Rhapsody, which meant the next on the list should have been Fall of Eagles. Richard says however that he's suddenly received many requests for a game (he should be so lucky) that he hasn't room for a CGS game, and would like to be put on the end of the list. So, the list now stands as: Match Abandoned, Home of the Brave, Walamalsia Gazette, Ode and Fall of Eagles. (Oops, Walamalsia Gazette) In fact, I think I've enough players to fill MA now. Outposts was down for a game but being unable to contact Andrew. I'd be grateful if anyone could confirm whether he wants to stay on the list.

The other CGS list I have is for the "F(Rom)" variant. So far I've not heard from any players wishing to go on the list, but it's early days yet; Simon Billness still has to publish a F(Rom) flyer. The zines on the CGS F(Rom) list so far are: Shedshock and The Acolyte.

Perhaps if editors could publish the fact there is a CGS list for this, I may get some players writing in. Otherwise I'll just have to rely on whoever reads Dib.

'Ere! We got something
we wanna discuss
wiv you!

← THE (SQUIP!) PIPERS! →

THE
SCRIPTWRITER →

OOPS! WE
GOOFED!

NORMAL SERVICE WILL BE
RESUMED AS SOON AS
POSSIBLE.

THE PEOPLE
TO BLAME:
T: CHRIS SANDOW
& MARK NEWMAN
US: CHRIS SANDOW

THE NEXT
EPISODE

OF
DABBL

The letter that follows just wouldn't be right anywhere else but here. And just helps to prove what happens to those that antagonise the Piper brothers (please take note Mr Birks).

CHRIS SANDOW: "Here is the next, um, 'episode' (?) of 'Angel'. I am writing this from Ward 4 (Accident, Emergency & Grievous Bodily Harm Dept.) of Bristol Royal Infirmary. You will be glad to know that the doctor says I will be out in time to draw the next episode. Whether I will be capable of drawing the next episode is quite another matter.... I'll say one thing for those Piper brothers, when they do a fellow over they really do him over. Here I am, broken arm, cabbage-eared, knee-capped.....

But enough of the sadistic violence. I mean, what with this and George "Antonioni" North's 'Blow-Up' doll your zine is well on the way to getting an X-rating ("Buy Bib Bib Bib, the zinc Mary Whitehouse tried to ban!"). Ah, Tom lad, you didn't know what you were starting when you let Angel into Bib. I didn't know what I was starting... Where will it all end? (Who said "When will it all end?" Come on, own up...)

Oh, excuse me, this 5'2", blue-eyed, blond haired nurse has just walked in. Time I got back to work..."

((Ah yes, there lies a broken man. What with the Piper's, George North, and the blue-eyed nurse....there can't be much left. Thank God Gary and Karl left one arm unbroken as they promised - it should help to keep his pecker up if he has a means of drawing the next Angel! Take this issue free and get well soon, Chris - I hate to see a man suffer...))

HOBBY NEWS

TOUCON 1: (The West Midlands Gamesmeet) Friday 2nd - Sunday 4th April. Organised by the Birmingham University Diplomacy Society. The costs will be:-

- Attending membership (necessary to book accomodation etc).... £2.00 to £3.00
- Supporting membership..... £1.00
- B&B Accomodation (on site, so to speak) per night..... £7.00 to £8.00
- Entry on the door (no accomodation, no membership)..... under £1.00

Attending membership includes entry to all competitions etc. Late bookings will be limited to those taking out supporting membership before the deadline (some extra rooms can be booked, but not many). Games/Competitions played:- Dungeon based fantasy role-playing competition, for fifty or more entrants. An inter-Universities Diplomacy Tournament. An open section consisting of many different games, aiming to produce an overall winner. Help is needed to set up ~~up~~ combined teams (if necessary). So, if you can help, or wish to register, then write to:-

Birmingham University Diplomacy Society, c/o Guild of Students, Birmingham University, Edgbaston Park Road, Edgbaston, Birmingham, B15 2TU. OR....
Peter Calcraft, 42 Warwards Lane, Selly Oak, Birmingham, B29 7RB.

(Cheques made out to B.U.D.S. or Pete Calcraft)

CANALCON II: If crasing round the Cheshire Ring for a week in a 60ft narrow boat with a band of like-minded loonies appeals to you, then this is the Con for you. Thoroughly enjoyed by those that went last year. If intersted and want more particulars, then write to, or phone:-

Jeremy Tullett, 11a Longflect Road, Poole, Dorset, BH15 2HN.
Tel. (weekends and evenings): Poole 82026
(office hours): Dorchester 63111

DUNGEON & DRAGONS: TSR Hobbies (UK) Ltd are looking for an EDITOR. Anyone interested will have to establish and supervise/organise production of a new magazine. Applicants should be adaptable, conscientious and imaginative, and have organisational ability and an eye for detail. An ability to write good English is essential and journalistic experience is desirable. ((Ah, that lets me out then, I'm not adaptable and I don't have journalistic experience - will Superman please step forward.)) Seriously though, if you think you can do the job, and you're interested then contact:-

(Mrs) Danielle Kaye, Personnel Department, TSR Hobbies (UK) Ltd., The Hill, Rathmore Road, Cambridge, CB1 4AD. Tel. (0223) 212517

DEVIATIONS & DIVERSITIES by John Keight

I recently borrowed the 'Advanced D&D' books, read them and returned them and got rid of my own books. Not that I had decided to drop the whole thing, but it seemed better to join in a collaboration in order to produce an interesting and exciting dungeon complex. Single preparation can be very time consuming. Here though are some suggestions for bearing in mind when making the master map.

Explorers will accept simple descriptions, so a map need not be complicated as their own imaginations will suffice. But it is useful to have a geological basis so a continuity of terrain may be maintained. Barrow downs rising to granite hills gives medium hard rock, capable of containing an occasional large room, but with gradually narrowing tunnels due to more difficult digging. A vein of crystals may be encountered crossing two parallel passages. Explorers should experience a change in surroundings when pursuing a direction, and feel a return to the original strata if coming back on a different level. Softer rock will allow natural cavities and potholes, and a stream may occur a half level down - this permits a well-hole in each room above the stream. An underground lake allows a complete change of monsters on the other side. And a feature I like is a deep ravine in a ~~tunnelled~~ tunnelled fold of hills - crossing is easier at the narrowed ends, but the centre may allow an 'outside' creature to enter as a change, and a convenient rope-walk could be part of the web of a Giant Spider.

A theme for the expedition is greatly useful as an incentive. A God may wish to recover an article from an area he cannot enter personally. A cleric of his following may have certain advantages; one more on die rolls against undead, or better resistance to fire, cold, or poison, or even an extra spell or two at the start. A Wizard whose body is in a catatonic state in a preserving tomb, has his spirit in a crystal box, and offers a few articles if the party will re-animate him - this, if successful, will provide the party with quite a powerful ally when deep down. The box 'speaks' and must be carried carefully from his abode to the tomb. More popular perhaps, could be a 'Middle-Earth' feature. My latest is an expedition to Carn Dum, which is mostly deserted but extensively peopled underground. Before departing South to serve Sauron, the Witch-King had captured a symbol belonging to the old High-Elves. It may be useful against Sauron. Naturally it is contained in something which entirely suppresses 'good' emanation. Players have certain advantages in that there are volunteers willing to act as unpaid henchmen, provided the quest is vigorously pursued, and a few extra spells and magic items are available. This is to partly offset the certainty of never encountering a good random monster in such a place.

I've never been too serious about food, water and light. As long as a party had some supplies, then timing did not matter too much - but an occasional review of who has what does help to keep players careful. Again, I do not count turns in order to roll to see if a random monster is due. Before the adventure begins I will have prepared my own random table for monsters in each area; some logic in the type of monster turning up is essential. A sand egg-timer is useful for deciding when to roll, and if a six is required then I add one for each ((add 1 - Ed.)) previous failed throw. Death has a finality to it, so while combat is a chance which everyone takes, I do not have any poison potions - but do have poisoned potions. A character failing to save against poison will lose 1 hit point, be incapacitated for a turn or two, or suffer some unpleasant effect. A nice one is a 'Haste' type potion which is poisoned; the drinker rushes about swiftly while vomiting over all and sundry.

After hit points are determined, extra points may be magically obtained before the expedition starts. A neutral cleric dispenses a potion and a personal spell is cast to give an extra hit point per 1000 in gold pieces - or equivalent. I'm all for people losing money, and so this cleric could turn up elsewhere. It may help keep a game going, and gets back treasure. I do like a 5000 gp gem being handed over before its special magic properties have been discovered. Any amount of points may be obtained by an individual in the same treatment, but it is vital to note that the treasure is magicked irretrievably away, and if the cleric is forced to give free treatment then a temporary rejuvenation only occurs - there could even be a contagious disease to which only the cleric is immune. Killing the cleric cancels everything of course.

Thanks John - please accept this issue free. Part II of D&D will continue next issue.

AUSTRIAN HORDS OVERRUN TURKEY...
(they left no survivors)

RUSSIA F(BLA)--Sev, A(War)--Mos, A(StP) S A(War)--Mos, A(Lvn)--War
Richard Hucknall

ENGLAND F(Lon)stands, A(Yor) S F(Lon), F(SKA)--Den
Mike Allaway

TURKEY F(EMS)--ION
Gary Piper

AUSTRIA A(Gal)--War, *A(Mos) S A(Gal)--War, A(Sev) S A(Mos), A(Con)--Ank,
Rob Chapman A(Smy) S A(Con)--Ank, F(AEG)--Bul sc, A(Vie)--Boh, A(Tri) S ITALIAN
A(Tus)--Ven

GERMANY F(NTH) C A(Hol)--Edi, F(Swc)--Den, A(Nor)stands, A(Hol)--Edi,
John Lee A(Kie)--Den, *A(Ven)--Rom, A(Mun)--Tyr, A(Boh)--Gal

ITALY A(Tus)--Ven, A(Nap)--Rom, F(ION)--Gre, F(GOL)--WMS
Keith Loveys

FRANCE A(Wal)--Lon, F(ENC) S A(Wal)--Lon, F(Lpl)stands, F(Bel) S F(ENC),
Colin Bruce A(Spa)stands, A(Mar)stands

*Retreats: GERMAN A(Ven)--Apu; AUSTRIAN A(Mos)--Ukr

Winter Adjustments:

RUS: Mos, War, Sev , Ank + StP	Disbands F(BLA)	for 3
ENG: Lon , StP	Disbands F(SKA), A(Yor)	for 1
TUR: Any	Disbands F(ION)	for 0 OUT
AUS: Vie, Bud, Tri, Ser, Sev , Bul, Rum, Con + Sev, Ank, Smy	Builds: A(Bud) 1 SHORT	for 10
GER: Mun, Kie, Ber, Den, Hol, Swe, Nor, V/A + Edi	No Change	for 8
ITA: Rom, Nap, Tun, Mar + Ven, Gre	Builds: F(Rom)	for 5
FRA: Par, Bre, Por, Spa, Bel, Lpl + Mar	Builds: F(Bre)	for 7

PRESS:

GERMANY - AUSTRIA: Tell me, Rob, why is it that I don't believe you?

ENGLAND - ALL: Didn't want to play the silly game anyway.

THE BITTER END:

1. 'Twas Aut 04 in Europe,
On a sad and miserable day,
That the Turkish Empire came to an end,
If I, perchance, should say.
2. What evil, merciless cretin,
Delivered the final blow?
If you keep reading this poem,
You may find out below!
3. Back in the Middle Ages,
When mercy was said to be rife,
This lowdown, devious cess-pot of a man,
Would have been slower plunging in the
knife!
4. So what, if anything deprived this man,
Of compassion and a heart?
What evil influence corrupted him
Into a despicable little fart?
5. As you keep reading this poem,
You'll notice the lyrics get worse,
If I could think of something to say,
You'd be honoured with a 5th verse!
6. But back to this tale of treachery and
woe,
A tale that I'd better tell,
A tale of a man who has sunk to the depths
And is pleading to go up to hell!
7. But once again we stir the mire,
To delve inside this man,
To locate the evil influence,
Who makes the devil look like an
also-ran (wince!)
8. As this poem progresses,
And words are harder to find,
You'll notice a rather awful lot of
horrible lines,
That are terribly hard to make rhyme!
9. Digressions aside, I must press on,
Names must be revealed, for sure,
But as I struggle through the 9th verse,
Do you really want to suffer any more?!
10. Do I hear a chorus of masochistic assent,
Saying "Pray -- do go on",
Just the inspiration I needed,
After all, it's far better than 'non'
(more wince) ((You ain't kidding!))

('Anu' press cont.)

11. Now we come to the juicy bit,
You've suffered for this, I know,
Now we come to the naming of names,
The livening up of the show.
12. But wait a minute, what was that noise?
What presence do I feel?
Did I leave the door open?
Was that the flash of steel?
13. I've not many seconds left, I feel,
Better be quick, not stall,
No time for rhyming or anything else,
His name is R..

((You're right, Gary - that was a bitter end. Why couldn't you have just laid down and died, and spared us this.....this...last 'poem'??))

'DAGDA' (1981GC)

Spring 1902

ENGLISH TROOPS INVADE RUSSIAN TERRITORY!

RUSSIA F(Rum) S A(Sev), A(Sev) S F(Rum), A(Ukr) S F(Rum), F(Swe)_S
Karl Piper ENGLISH F(SKA)-Den, F(StP sc)-Lvn, A(War)-Gal

ITALY F(Nap)-TYS, F(Tun)-WIS, A(Tyr)-Pie, A(Ven) S A(Tyr)-Pie
George Davies

AUSTRIA NMR! Has: A(Bud), A(Ser), F(Gre), A(Vie), F(Tri)
Sarah Brown

TURKEY NMR! Has: A(Bul), F(Con), A(Arm), F(Ank)
Paul Hopkins

GERMANY A(Hol)stands, A(Ber)stands, A(Ruh)-Mun, F(Kie)-HELL, F(Den)-Swe
Andrew Moore

FRANCE F(Spa sc)-MAO, F(Mar)-GOL, F(Bre)-ENC, A(Par)-Bur, A(Por)-Spa,
Frank Dunn A(Bel)stands

ENGLAND F(NWG)-BAR, A(Nor)-StP, F(SKA)-Swe, F(Lon)-NTH
Chris Steadman

PRESS:

GERMAN (GOVT) - CHEAP IMPOSTER: I'm going to copyright my press if I get any more of these irritating imitations.

NOWHERE NEAR RUMANIA IN DAGDA: Glurble.....slurp....bloing ((?)) (The Green Slime strikes again).

ITALY - ALL: Mega-cock-up blues on that last set of orders (A01)! My sincere apologies as they affected every man-jack and woman-jill out there and (wait for it...) may have drastically altered the course of the game!!!!!! (Drastic words)

GERMAN (GOVT) - RUSSIA: O.K. fair cop. What's the copyright fee?

ACHILLES HEEL - CUCKOO CLOCK: Notice the way I did as I said and hope you won't stab me either.

HORACE: Damn you, presswriter, I think you've sussed my true indentity! Tell me how you did it you b@@@y genius!

RANDY MANDA - WORLD: For Christ's sake don't smear my name all over your press headlines I am trying to FORGET.

INI GOVT WARNING FROM ITALY (GOVT): Somewhere on the planet earth there exists a sentient being who goes around sending fake letters from me. I've received notice of several people receiving them and one of them reached yours sincerely from an anonymous sender. I am surprised to find myself saying that chief suspect seems to be Turkey of all people. However, if anyone receives one of these, usually on air-mail paper, please make a note of the postcode on the envelope so that perhaps the forger can be exposed. This will havem several advantages - it will create controversy, reduce the person's credibility rating and stop confusion as regards what I'm up to. Comments etc. appreciated in the press cos with several of us being able to see what's going on a conclusion will be reached more rapidly. Thanx.

GERMAN (GOVT) - WORLD: "France - England:" was not one of mine.

GERMAN (GOVT) - AUSTRIA AND TURKEY: Come on in the water's lovely.

LUTON AIRPORT - ALL: I haven't any more space to include the rest of the press, sorry. And I'd be careful what you try to write in the press section with regards to the Italian (Govt) press above - this is a press section, not a letter column. I just don't always have the space. Like now.

'BRIGIDA' (1981DV)

Spring 1904

ONCE AGAIN GERMANY TAKES A BASHING

ITALY F(ADS) S F(ION), A(Ven) S A(Tri), A(Tri)stands, A(Tun)-Alb,
Chris Bartram F(ION) C A(Tun)-Alb

TURKEY A(Ser) MS A(Gre), A(Bul) S A(Ser), A(Con)-Smy, F(EMS)-ION,
Jon Rogers F(ATG) S F(EMS)-ION

RUSSIA F(BAL)-Swe, A(War)-Lvn, A(Bud)-Ser, A(Vie)stands, F(Rum)-Bul ec,
Martin Allen F(StP nc)-Nor, A(Sev)-Arm

FRANCE F(Wal) S A(Bel)-Lon, F(ENC) C A(Bel)-Lon, F(Bre)-MAO, A(Bel)-Lon,
William Fisk A(Hol)-Kie, A(Ruh) S A(Hol)-Kie, A(Bur)-Mun

GERMANY *F(Den) MS F(Kie), A(Hun) MS *F(Ber)
Chris Sandow

ENGLAND A(Lpl)-Wal, F(NWG)-Nor, F(NTH) -Den, A(Swe) S F(NWG)-Nor,
George Davies F(Edi)-Yor

*Retreats: GERMAN F(Kie) dies (NRO); *A coastal fleet cannot give inland support - they find it hard to lift the old Ironclads out of the water!

LUTON AIRPORT: 'HS' stands for "Mutually Supports". It's just shorthand for orders like: F(Den) S F(Kie), F(Kie) S F(Den).

PUSS:

RUSSIA (GOVT) - ENGLAND (GOVT): Piss off (official)

DUBIOUS LEPER - IVORY KEYS: Piss off (unofficial)

LUTON AIRPORT - ALL: The next press release has its letter upside-down back to front and every which way. I can't turn my stencil upside down so I'll just underline the upside down ones, and put a capital letter for the back to front ones. Bloody well trust you, Allen!!

RUSSIA (GOVT) - ENGLAND: How DaRe you call me ILLITERATE!

GERMANY - WHOM IT MAY CONCERN: Very true, but my hands are rather tied at the moment.

GERMANY (GOVT): This information is free to anyone who's interested (though a small donation would be appreciated): none of the press from Germany in previous issues was written by me.

MR X - SHIEK RATTLE 'N' ROLL: You know who you are and I hope you understand what I meant.

ENGLAND - RUSSIA: Did I ever get around to telling you where I went that time?

OBITUARY: GERMANY - Germany had a sad life-span. Things got off to a bad start early on, when he forgot to build, the middle-game was spent stalking the Fatherland. His final downfall came about, though, when he failed to understand Russia's Western "intentions".

THE COUNTRY THAT BROUGHT YOU ABBA AND BJORN BORG: Help, I'm being suppressed! We're being forced to grow Gladstone style sideboards!

BORING MOVES SOCIETY - ENGLAND: Welcome!

GATWICK STANSTEAD: How would you feel in my situation?

INVITATION: A party will shortly be held in each of Germany's home cities - diplomats only ((Well that leaves you lot out. Heh heh...)) All welcome (that's a hint).

TURKEY (GOVT): Whoever sent me an anonymous abusive letter connected with the game, please note I have not indulged in any such childish nonsense. ((Do I detect some bad feelings in this game?....Good))

ENGLAND - ITALY: This year next year sometime/^{or}never?

GOOD GUYS IN MAUVE: ((In answer to "The Country That Brought You Abba...etc")) Don't worry comrades; we'll save you from this death worse than fate.

DUBIOUS LEPER - IVORY KEYS: Why should I attack a reliable ally at the behest of a likely enemy?

(FANFARE) ALLEN - LUTON AIRPORT: How dare you insult my person, what's wrong with my ~~brain~~, ~~brain~~ ~~brain~~ head? ((Okay, Allen, own up - who's been telling you you had a brain?!))

OBSERVATION: I have a strange feeling that Tom was right when he mentioned the discrepancy in the Austrian press and knowing Rogers to be a big-headed sod then I wouldn't be surprised if he was the writer of the press saying that he 'Turkey' defeated Chris (Austria) with his superior play. Personally I think it would be a good thing for everyone if the Italy/Russia alliance were to take action on their plans. It's not that I hold personal grudges, it's just that some people get right up my left nostril. ((If gets up your left nostril, tell him -give him your name.))

('Brigida' press cont.)

Prediction: 1st France-19. 2nd Russia-7. 3rd Turkey-6. 4th Italy-4. 5th England and Germany, both dying in 1907, 7th Austria. Game will end in 1910. So stop France while you still can!

LUTON AIRPORT: In case anyone is wondering, this is not my prediction.

66

'CLOTA' (1981DY)

Spring 1903

WORLD LEADERS STAND WITH BLOODIED DAGGERS IN THEIR HANDS...

(only Turkey stands aloof)

FRANCE A(Mun)-Tyr, A(Har)-Pie, A(Gas)-Bur, A(Spa)-Bre, F(MAO) C A(Spa)-Bre, F(TYS)-ION
John Wilman

GERMANY F(Den) S F(BAL)-Kie, F(BAL)-Kie, A(Pru)-Ser, A(Bel) S A(Ruh)-Bur, A(Ruh)-Jur
Sandy Peters

ITALY A(Pie)-Mar, F(ION)-TYS, A(Tun)-NAf, F(EMS) S AUSTRIAN F(Gre)-AEG
John Field

RUSSIA ~~E~~(Swe)-Nor, A(Mos)-StP, A(Fin) S A(Mos)-StP, A(War)-Gal,
Alan Sharples *F(Rum) S TURKISH A(Con)-Bul

ENGLAND A(Yor)-Wal, F(NTH) S F(Lon)-ENC, F(Lon)-ENC, F(Nor) S F(StP nc),
Karl Piper *F(StP nc) S F(Nor),

AUSTRIA F(Gre)-AEG, F(Tri)-Alb, A(Vie)-Gal, A(Ser) S A(Bul), A(Bul) S
Peter Northcott A(Bud)-Rum, A(Bud)-Rum

TURKEY NMR! Has: A(Con), F(BLA), F(Smy)
Mike Benyon

*Retreats: RUSSIAN F(Rum)-Sev; ENGLISH F(StP nc)-JAR

PRESS:

AUSTRIA - LUTON AIRPORT: No, I don't understand my press either... ((Typical!))

ENGLAND (GOVT) - FRANCE: At first sight, my turning on you seems foolish. I could play safe and help you against Germany: or, alternatively, I can take the hard road with Germany against France. I need the challenge.

TO ENGLAND: Just how much is Northcott paying you?

RUSSIA - AUSTRIA: I still prefer a 3-way alliance. Are you prepared to re-consider my proposals?

ITALY - FRANCE: Such hostile behaviour by you can only mean one thing - our non aggression pact is at an end. Am I right? ((Close...))

ITALY - FRANCE: Whatever happened to our non aggression pact?

FRANCE - ITALY: I broke it. Next question?

RUSSIA - ENGLAND: Piss off!

STOP PRESS: Did you hear about the man who crossed the wires of his electric blanket with the wires of his electric toaster? He kept popping out of bed!! ((Hellfire...it gets worse!))

RUSSIA - ITALY: You are formally invited to the party! Please, keep in touch.

RUSSIA - GERMANY: Thanks for the warning about the "toss-up". I would still like to be friends if the "majority" will let you.

TURKEY - FRANCE: That's the stuff John attack everyone in sight draw attention to yourself while I grow slowly in the east.

BASIC ADVICE IN DIPLOMACY: Do not adopt the classic Wilman style of playing by attacking all your neighbours and appearing desperate to win. This approach is known as the suicidal or unpopular gambit.

RUSSIA - AUSTRIA: Right you little upstart - this is it.

'LIPONA' (1932??)

Spring 1901

GERMANY TAKES A FIRM, THO' TRIFLE UNORTHODOX, STAND...

ITALY A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION
 Graham Nixey

ENGLAND F(Ldi)-MIG, F(Lon)-NTH, A(Lol)-Edi
 Joe Gibbons

TURKEY A(Con)-Bul, F(Ank)-Con, A(Smy)stands
 Ian Tillson

FRANCE F(Bre)-MAO, A(Par)-Pic, A(Mar)-Gas
 David Fish

GERMANY F(Kie)-Den, A(Ber)-Sil, A(lun)-Tyr
 Chris Williams

AUSTRIA A(Bud)-Ser, A(Vie)-Tri, F(Tri)-Alb
 Martin Allen

RUSSIA A(War)-Gal, A(Mos)-Ukr, F(StP sc)-GOB, F(Sev)-BLA
 Richard Wernick

PRESS:

AUSTRIA - WORLD: Peace march in Vienna next week for unilateral harmony, brotherly love and devotion to European tranquility, come along or we'll kick your teeth in.

FRANCE - ITALY: i) I'll do what I can about it ii) Maybe.

TURKEY - RUSSIA: I still don't see how you're going to do it.

AUSTRIA - WORLD: We are not aggressive, Serbia merely held a peace march to which the Austrian peace legion was invited, along with the second mobile cavalry division, first rifle corps.... ((There, you see, I make reasonable excuses like that in my games, and no-one believes a word I say either. I can't understand it!))

FRANCE - AUSTRIA: Have you heard something I haven't.

A SONG WRITTEN AFTER GERMANY'S ILL FATED ATTEMPT TO INVADE SWITZERLAND:

"It's impassable....." (as sung by Frank Sinatra) ((Who?))

LUTON AIRPORT - ALL: That's it then gents. Don't forget to get your orders in for Autumn '01 by the next deadline. A couple of you cut it a bit close this first season.....which is understandable I suppose. Happy stabbing....

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SOPWITH GM Tom Tweedy

'KESTREL'

TURN 16

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u>
FLT/CDR CRASHBARRIER-WALTZER: John Jones	NER! Stays on airfield.			S19	??
MAJOR I. SWOTTER: Dave Tant	LT - fire O,	LT - *fire L,	O - fire L	H6	I6
SNOOPY Keith Loveys	A - fire O,	A - *fire A,	LT - fire O	J7	J6
ANGELO GABRIEL: John Miller	RT - fire O,	O - fire O,	*A - fire A	B5	C6
BARON BEETLE Nicholas Clifton	RT - fire O,	LT - fire O,	A - fire O	I13	I12

*LUTON AIRPORT - ANGELO: According to the rules, if you put a zero move order in your 2nd 'Move', then you must also include a zero move order in your 3rd 'Move'. So your third move ahead is not allowed.

DAMAGES: Swotter and Snoopy finally comes to grips - Swotter fires to the left (inflicting 3 points of damage to Snoopy), Snoopy fires ahead (inflicting 3 points of damage on Swotter). A fair exchange I think. But things don't look too good for Snoopy....

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
John Jones.....	20	12	Dave Tant.....	9	9
John Miller.....	5	6	Nicholas Clifton.....	20	13
Keith Loveys.....	2	6			

('Kestrel' cont.)

CLOUD POSITIONS NEXT TURN (beginning of turn 17): All move North-West

- (1) C5,D4,D5,E4,E5 (2) I11,J11,K11 (3) I5,J5,J6
- (4) I14,J15,K15 (5) I10,M11,N11,O11 (6) C8,D8,E9,F9

PRESS:

BARON - LUTON AIRPORT: Grr. Pesky little clouds. You won't stop me with them.

BARON - LUTON AIRPORT: I hope you weren't refering to me as an 'easy picking' mate, or you'll be having a hard time in GOTHA. Anyway I can't allow this game to come to an end, as otherwise I would have to start paying for my copies of Dib. And that would never do. ((So, you try to threaten me as Gotha's GM, eh? Typical! You couldn't face me across a Sopwith board like the game I've put myself down for in The Acolyte, could you.....no, too tough for you I bet!))

BARON - MAJOR: A warning - you do not have long to live. ((Ho ho, if he's got you to worry about, Nicholas, he'll live x 'till he's ninety!))

SOPWITH GM Tom Tweedy 'MUDLARK' TURN 4

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u> <u>HEX</u>
<u>LE VENT QUI VOLE:</u> Paul Simpkins	RS -*fire A,	LS -*fire A,	Ø -*fire A	L17	K16
<u>SNOOPY:</u> Keith Loveys	LT -- fire 0,	LT -- fire 0,	LT -- fire 0	H13	I14
<u>MAJOR I. SWOTTER:</u> Dave Tant	A -- fire 0,	A -- fire 0,	RT -- fire 0	I13	I12
<u>BLACK BUTCHER:</u> George North	LT -- fire 0,	RT -- fire 0,	A -- fire L+A	L14	K14
<u>ERNST BIDEET:</u> Peter Davies	LT -- fire 0,	LT -- fire 0,	A -- fire A+//*	H4	H5
<u>DOUGLAS BLADDER:</u> Sandy Peters	A -- fire 0,	A -- fire 0,	A -*fire A+L	H11	H12

*LUTON AIRPORT - PETER: You can't fire three times in the same direction in just the one move. So you only used one burst.

DAMAGE (DGE): A cracking round for Vole this time. In the first move Vole fires ahead and hits Swotter (who takes 1 point of damage). Much to Vole's surprise this has no effect on Swotter, who flies blindly on. Vole fires ahead again and hits Swotter (who takes 2 points of damage). Bored with it all Vole sits where ~~xx~~ he is and casually fires ahead hitting Snoopy (who takes 1 point of damage). Meanwhile, Bladder, feeling a little left out of it, ~~accidens~~ decides to steal some of Vole's action by letting rip a couple of bursts, hitting poor ol' Snoopy while his back was turned (inflicting 3 points of damage) -- a cowardly blow indeed! Still, a good round.

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
Keith Loveys.....	12	7	Paul Simpkins.....	9	12
Dave Tant.....	13	9	George North.....	10	12
Peter Davies.....	13	12	Sandy Peters.....	14	12

CLOUD POSITIONS NEXT TURN (beginning of turn 5): All move South-East

- (1) E6,F5,F6,G5,G6 (2) K12,L12,M12 (3) K6,L6,L7
- (4) K15,L16,M16 (5) O11,O12,P12,Q12 (6) E9,F9,G10,H10

PRESS:

ERNST BIDEET - LUTON AIRPORT: (1) How do I get to bomb Hex J1? (2) Does NMR mean I get a New Make of Radio?

LUTON AIRPORT - ERNST: (1) First learn to fly, then taking up bombing practice - don't know where you're going to get a bomb from this time of the yearx though; they're out of season. (2) Means I might send the boys round if you do it too often!

SOPWITH GM Tom Tweedy

'KITTIWAKE'

TURN 6

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u> <u>HEX</u>
LEMMY OUTAHERE: Karl Piper	<u>A</u> -- fire O,	<u>A</u> -- fire A,	<u>A</u> -- fire A+R	<u>H10</u>	<u>G10</u>
PLASTERED DUCK: Alan Sharples	<u>LS</u> --*fire A+R,	<u>LT</u> --*fire L,	<u>RT</u> -- fire O	<u>G11</u>	<u>G10</u>
CHICKEN-LICKIN: Alec Winton	<u>LT</u> --*fire A,	<u>LT</u> --*fire L+R,	<u>RT</u> -- fire O	<u>I11</u>	<u>J11</u>
PUCK: Richard Morris	<u>A</u> --*fire L+R,	<u>RT</u> --*fire R,	<u>LS</u> -- fire O	<u>F13</u>	<u>G14</u>
BIGGLES: Frank Dunn	<u>LT</u> -- fire O,	<u>LT</u> -- fire O,	<u>A</u> -- fire O	<u>K6</u>	<u>K7</u>
BLUEBOTTLE: Nick Hoyle	<u>A</u> -- fire O,	<u>LT</u> --*fire A,	<u>RS</u> -- fire A	<u>G13</u>	<u>F12</u>

DAMAGES (DGE): So much blood drawn in this game, the poor ol' GM has to take an extra week adjudicating the game! In the first move ~~Kenny xxxxx~~ Duck and Puck mix it again (each taking 4 points of damage from the other), and Chicken-Licken, firing ahead hits Lemmy (who takes 2 points of damage). In the second move all hell ~~xxxxx~~ breaks loose, with Chicken-Licken hitting Bluebottle (inflicting 3 points of damage); Duck firing to the left hitting Bluebottle (who takes 4 points of damage): Bluebottle firing ahead hitting Duck (who takes 4 points of damage) and Puck getting the last word in by firing right and hitting Duck yet again (inflicting 4 points of damage). Nobody hit anything in the third move (miserable lot!). Still, another excellent round - keep it up...

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
Karl Piper.....	9	17	Nick Hoyle.....	13	13
Alan Sharples.....	9	1	Richard Morris.....	10	7
Frank Dunn.....	17	16	Alec Winton.....	11	11

CLOUD POSITIONS NEXT TURN (beginning of turn 7): All move North=West

(1) E4,F3,F4,G3,G4	(2) K10,L10,M10	(3) K4,L4,L5
(4) K13,L14,M14	(5) O9,O10,P10,Q10	(6) E7,F7,G8,H8

PRESS:
CHICKEN-LICKEN - BLUEBOTTLE: No sweat (!)
CHICKEN-LICKEN - ALL: Hearty Greetings friends / Take that (rat-a-tat atat-atat-a-tat-a-tat) you swines.
CHICKEN-LICKEN - LUTON AIRPORT: I was sure this was the game also known as "die young". ((Well the names sounds about right - but not to worry, you did well this turn; certainly showed 'em wot's wot, eh?))
LEMMY - LUTON AIRPORT: This is more like it! Zoom straight ahead, and keep the finger on the firing button - I x only hope I hit something... ((Fat chance!))

SOPWITH GM Tom Tweedy

'OSTRICH'

TURN 17

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u> <u>HEX</u>
MAGGIE THATCHER: Mike Allaway	<u>LT</u> -- fire O,	<u>A</u> -- fire O,	<u>A</u> -- fire O	<u>D9</u>	<u>E9</u>
BIGGLES: Frank Dunn	<u>A</u> -- fire O,	<u>A</u> -- fire O,	<u>A</u> -- fire O	<u>K14</u>	<u>K13</u>

DAMAGES (DGE): None.....but there might be soon!

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
Mike Allaway.....	13	16	Frank Dunn.....	20	15

CLOUD POSITIONS NEXT TURN (beginning of turn 18): Clouds move South

(1) G7,H6,H7,I6,I7	(2) M13,N13,O13	(3) N7,N7,N8
(4) M16,N17,O17	(5) Q12,Q13,R13,S13	(6) G10,H10,I11,J11

PRESS:
QUESTION: If my airfield is J19, what is Biggles doing taking off from it. ((Heh heh. (Press con'd over...))

('Ostrich' press cont.)

Oh rats, you spotted my mistake. Alright then, s'pose I'd better tell you the truth: Your airfield is on J1. Bet you can't make it before Biggles gets yer!))

MAGGIE -- ALL: Wot's dis den? Bloody space warp or wot? Watch it Tweedie - there's three million more where you come from. ((Not with my rugged good looks there ain't))

SOPWITH GM Tom Tweedy

'KINGFISHER' TURN 2

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HOME</u>	<u>facing</u> <u>HEX</u>
CAPTAIN WILD BILL KELSO: Martin Allen	LT -- fire 0,	LS -- fire 0,	LS -- fire 0	E13	F14
LITTLE FOKKER: Richard Bass	RS -- fire 0,	RS -- fire 0,	RS -- fire A	G3	I14
JAMES T. KIRK: Iain Singer	RT -- fire 0,	A --*fire A,	RS -- fire L	F14	E13
KAMEL KAZEE: Ian Tillson	RS -- fire 0,	A -- fire 0,	RT -- fire A	M15	L15
BARON VON RIPTOPEN: Chris Sandow	RT -- fire 0,	A -- fire 0,	A -- fire L	P13	P14
SIR WINSTON: Tim Sharrock	LT --*fire A,	A --*fire A,	A -- fire 0	G3	F3

DAMAGES (DGE): The game suddenly explodes -- for just turn two this is an excellent round. In the first move Sir Winston fires ahead hitting Fokker (who takes 2 points of damage), also, Riptopen flies into a cloud (taking 1 pointx of damage). In the second move Kirk fires ahead hitting Wild Bill (who takes 3 points of damage), Sir Winston fires ahead hitting Fokker again (inflicting 4 points of damage), and Riptopen flies into another cloud (taking 1 point of damage). In the third move no-one hits anything.....Riptopen didn't even hit a cloud. Unfortunately, the clouds hit Riptopen (inflicting 1 point of damage) on the roll of the die! Good going gents...

	<u>AMMO</u>	<u>DGE</u>		<u>AMMO</u>	<u>DGE</u>
Martin Allen.....	16	9	Richard Bass.....	15	6
Iain Singer.....	14	9	Ian Tillson.....	15	12
Chris Sandow.....	15	9	Tim Sharrock.....	14	12

CLOUD POSITIONS NEXT TURN (beginning of turn 3): All move North-East

(1) F7,G6,G7,H6,H7	(2) L13,M13,N13	(3) L7,M7,M8
(4) L16,M17,N17	(5) P12,P13,Q13,R13	(6) F10,G10,H11,I11

PRESS:

KAMEL KAZEE -- LUTON AIRPORT: Rumour has it that the wind is going to move North -- South I hope! ((Well, you're half right))

KAMEL KAZEE -- ALL: Heinz means Divine Wind. ((Once again I think you're half right!))

CPT 'WILD BILL' KELSO -- LITTLE FOKKER: Now just a rikkin packin minute, you low down bum, ain't you gonna gimme one cotton pickin' chance. I'll fill yer ass full 'o' lead (cries of ye3ha, general stetson waving as Kelso screams in). ((I think perhaps you should have prayed for that Divine Wind...))

KELSO -- LOOTON AIRPORT: H1 there, do you want some real Texan rawhide cheap pardner (they talk like that down here) actually I haven't got it yet, it'll be from Richard Bass (the Little Fokker) I'll skin him alive! ((If you live that long...))

SOPWITH GM Tom Tweedy

'RAVEN' TURN 8

	<u>MOVE 1</u>	<u>MOVE 2</u>	<u>MOVE 3</u>	<u>HEX</u>	<u>facing</u> <u>HEX</u>
HERMAN GOBRING: Rob Chapman	RT -- fire 0,	RS -- fire 0,	A -- fire 0	D13	?13
SNOOPY: Keith Loveys	A -- fire 0,	O -- fire 0,	O -- fire A+L	I9	J9
FLYER TUCK: Richard Morris	A --*fire R,	O -- fire A,	O --*fire R	I10	J10