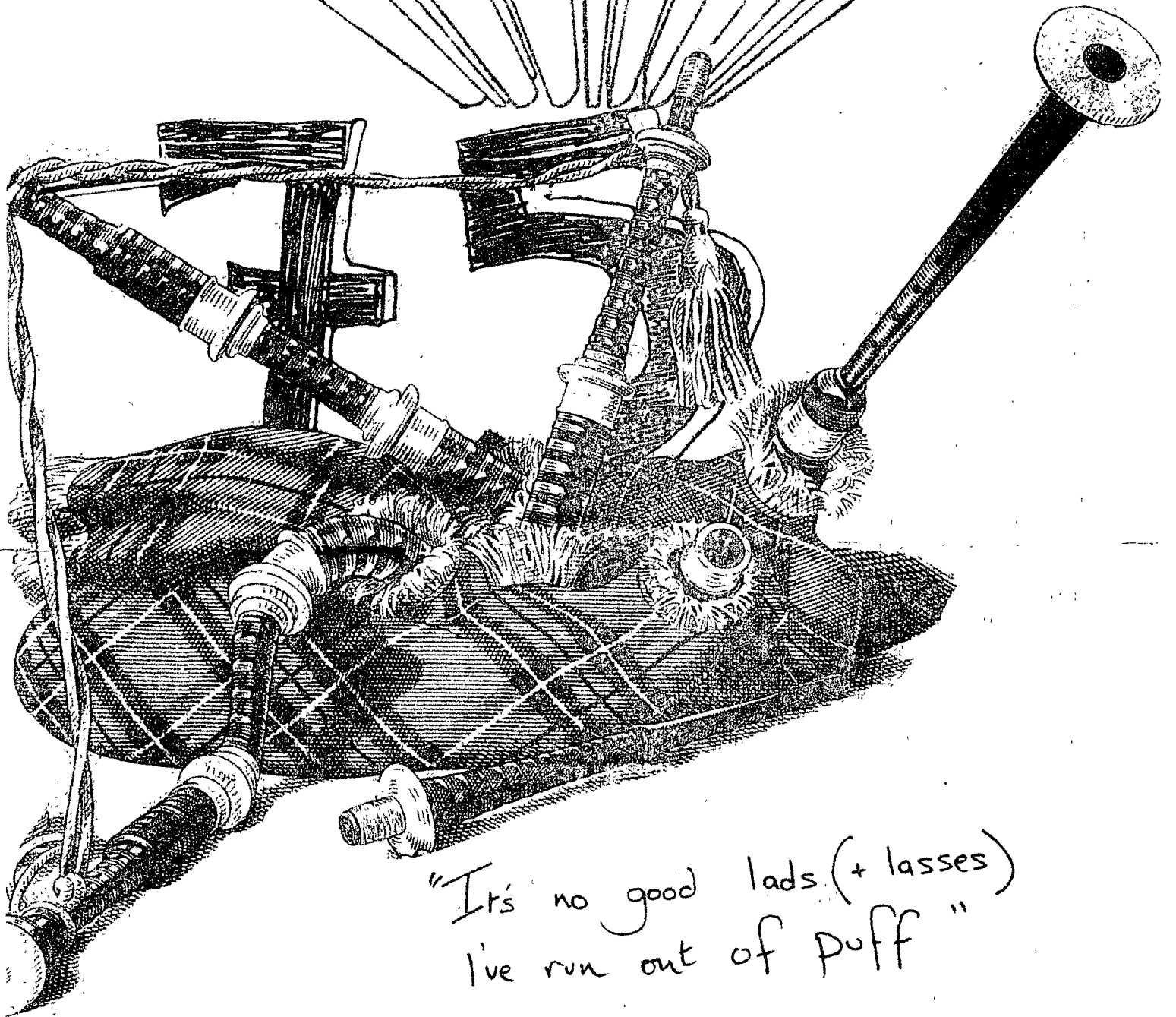


DIB DIB DIB



"It's no good lads (+ lasses)
I've run out of puff"

The end.

Welcome to the 75th issue of Dib Dib Dib - a zine dedicated to games, games players, and the civilised game of Diplomacy. Edited by Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks., HP7 9BD. Tel. 02403 4513. BUT ON THE 5TH MARCH 1988 AT 7.30AM THEY'RE CHANGING OUR TELEPHONE NUMBER TO 0494 724513.

EDITORIAL

After all these years of editing Dib without a break, I've finally decided to fold. This is the last issue.

I decided to fold several months ago actually, and worked out a changeover with Mike Allaway as he mentioned he wouldn't mind restarting Pyrrhic Victory up again, but he couldn't take Dib over then because his new baby was due in January this year (Mike thought it would be a good idea to 'get that out of the way first').

My reasons for folding, apart from it going on for too long (I only started Dib to see how Sopwith would run postally), is because I want to get back into the hobby and actually get to play some games for a change. I LIKE playing games. I also like writing letters and articles for other zines. You've heard me say before, I never get time nowadays to write letters - editing a zine just eats up the time. I'm sorry if this upsets anyone's game, but I think you'd rather I made arrangements for a neat changeover than leave Dib with half-hearted adjudications or a messy fold.

I must say you've been a grand bunch of subscribers. Some of you have even been with me from the start. Clive Booth (ex Editor of Chimaera) is still with me, along with Dave Tant, Richard Bass, Brian Moore and George North to name but lots, even the relative newcomers (those after issue 7) were good subscribers. You've ALL helped contribute to Dib in one way or another - not only making it great fun through the years for me, but hopefully making it fun for others as well. An editor couldn't have wished for a better bunch of subscribers.

So - what's happening now? Well, as I mentioned above, everything will be handed over to Mike Allaway to be run in his zine, Pyrrhic Victory. Deadlines and cost per issue will be the same as mine so there should be no reason for hiccups in the games. Mike's a proven and reliable GM, and as you saw in my Zine Poll listing of polls been-and-gone PV has even been in the top ten, (meaning he also produces an excellent zine). PV's letter column is even similar to Dib's, so I would hope you support him as you have so manfully (and especially womanfully) supported me.

I be staying in the hobby though - for a star I'll be GMing a couple of games in PV - 'DEADLY NIGHTSHADE', 'COLOMBO' and the Jotto game. Hell, who knows, maybe in time I'll feel the urge to start Dib up again, as Richard Sharp and Walkerdine have done with their zines. Once the bug bites y'know...

CREDITS: Unless I hear otherwise (before the deadline) ALL credits will be transferred to PV. If you DON'T want to try Mike's zine and want your credit returned, let me know by 19th March and I'll gladly refund outstanding credit.

DIPLOMACY GAMES: All Diplomacy games will be run by Mike in PV EXCEPT 'COLOMBO' and 'DEADLY NIGHTSHADE' - continue sending orders for these two games to me.

EN GARDE & JOTTO: En Garde will also be going to PV so continue sending your orders to Jake. As for the Jotto, send your words to me so we can finish off the game (adjudications will be printed up in PV).

TRADES: All trades are cancelled. If I trade please find enclosed a subscription, or, as I can't sub to all, my heartfelt thanks for the past issues.

MURDER CAN BE FUN!
by John Colledge

Someone somewhere, obviously meant us to go to a Murder Weekend. By a complete fluke we had arranged to be off for a long weekend when the final one was being put on last year and it was to be in Harrogate. It couldn't have been better.

Each weekend has a different theme such as The Reading of the Will, a Family Wedding, a Fashion Show, The Porridge Club (a collection of ex-cons), etc. Ours was to be The Golden Pipe Awards. We were all to be actors who had been on radio playing the three main parts in Sherlock Holmes stories. The staff were excellent. When we arrived I said we were there for a Murder Weekend. I was met with a look that would have killed a horse. When I changed my story to I was there for The Golden Pipe Awards, the smiles came back.

To commemorate the 100th Anniversary of the publication of Conan Doyle's first short story "A Study in Scarlet" we were to wear something scarlet to the reception on the first night. We were told to leave our inhibitions at the door so I went armed with a scarlet scarf, bright red tie, and one of Denny's large black hats with a scarlet ribbon round it a la George Melly. I found out later that several people thought I was part of the cast so perhaps I went just a little too far!

At this stage we met the cast who were mingling while chatting about the impending awards and pointing out how sorry they were to hear that we had not been nominated for an award. At this point it was really difficult not to ask each other where they had come from and how we had heard about Murder Weekends. Some people were really quick witted but a lot like myself were basically nosey and wanted to find out who were acting and who were potential sleuths.

After the reception (champagne, of course) we had a very pleasant meal then the awards were given out. Insults were then exchanged (we actors are quite a bitchy lot after all) then there was a game which involved finding clues in newspapers. Each table had been allocated an actor from whom we were to glean as much information as possible. Our young lady was half gone with drink by the sound of her as she spent a lot of time screaming at her husband who was at another of the tables. She was a dab hand at the clues game mind you, so we won.

There then followed a disco but it didn't last long as the husband crashed to the kitchen door with a knife in his back. Super sleuth was quickly on the scene to see the reactions of the main players and anyone we might not have figured out as being part of the cast. The police were called for after the ambulance left, and an incident room was prepared. The idea was that clues would be left here as and when found, which should help us to deduce who the murderer was.

Next morning further clues in the form of a list of quotations had been pushed under our bedroom doors. More clues had been revealed during the night so they were on show in the incident room. That morning you were free to wander round Harrogate while taking part in another game which involved putting red things in a little bag. We only found about fifty. The winners had over a hundred. Lunch was served which was again very good though the soup could have been better.

After lunch there was a Treasure Hunt. When we had recovered from that word went round that a body had been found in room 301. Have you ever taken part in a stampede? Believe me it is no fun being swept up three flights of stairs by a group of people who resemble a pack of dogs after a fox. I must confess when I saw it was our loud mouthed young lady I was more upset by the fact that we would have no person to ask questions than by the fact that she was dead.

However we were all becoming expert at asking the most personal questions and when it came to the evening meal we were all swapped about so there was someone else to interrogate anyway.

We had been asked to make our own fancy dress costumes for the second night with the Sherlock Holmes theme being the inspiration for them. I went as The Hound of the Baskervilles and Denny went as a coded message from the Case of the Dancing men. I am pleased to say that Ned Kelly Dog as I became fondly known won top prize but there is no truth in the rumour that I will be appearing at Crufts next year! The Bar Staff had to be more or less revived when I asked for a whisky and lemonade for my partner and a bone for myself at one stage.

We were all sure there was going to be another murder that night. One vigilant person actually did without their meal because they had found a half filled bath. Little did they know that there were actually three baths prepared for action but there were so many people running after the different actors the poor soul who was to have been the victim didn't die until two hours after she was meant to. She also had to lie on a wet floor for nearly twenty minutes before she was found. As she was my number one suspect at that stage I was far from pleased.

Rumours were rife by now. There was another disco but only about half a dozen people were dancing. The rest of us were running around frantically asking questions, comparing notes and looking for clues. The cast was superb. It didn't matter what you asked them they would answer. I must admit to stopping a couple of them in their tracks but they came back to me later with the answers to my questions. When you think that there are about a dozen different stories it is hardly surprising that a bit of conferring has to go on from time to time. At one stage one of the older women actually went out onto the fire escape to get away from some yopungsters. Most of us went to bed about one o'clock but I gather some were eventually ushered upstairs about three. This detective needs his beauty sleep though.

Having said that, due to a slight error with the alarm clock we were first into breakfast next morning. There had been a few more quotations pushed under the bedroom door during the night but we were still not too sure what was on the go. The early bird catches the worm though and as it turned out the second person into breakfast was a member of the cast. I am sure he wasn't expecting the next best thing to the Spanish Inquisition but that was what he got. This was the meeting which made me at least change my mind about who dunnit.

We were given a couple of hours to do our final enquiries then we had to meet in one of the larger rooms where coffee and doughnuts were served as all was revealed. Between us I think Denny and I covered everything but it turned out that only one young American lady got the whole thing right. We were then free to circulate with the cast to ask questions and to say our farewells.

Although it was fairly pricey as £110 each, when you think that we were staying in a three star hotel and taking part in a play lasting about 40 hours it really was quite good value for money. We certainly can't wait to go again. They are doing one on the Canberra this year if anyone fancies it. If anyone is interested you can write to Joy Swift, Managing Director, Murder Weekends Ltd., "Serepta", 21 College Road North, Blundellsands, Liverpool, L23 8RU. They are held in places as far apart as Edinburgh and Moretonhampstead in Devon.

Who dunnit?? It wasn't the butler, it was aaahh..... My lips are sealed.

((It sounds excellent, just the sort of weekend I'd fancy - sod all the money wasted on ski resorts and sunny beaches. It's the sort of weekend I could even take Jan as well, she likes who dunnits. A very enjoyable article - please accept this issue free John.))

JAKE CHEUNG 62 Kensington Road, Middlesbrough, Cleveland. TS5 6AP

NOVEMBER 1601

AT THE FRONT

News from the south, our boys have just score a decisive victory over the spanish --- in a snowball fight. James Conyngham volunteer his battalion of marines. The Regiment he was serving with had a bad time, being driven back several times under a rain of compact snow. He was left in charge of the rearguard where he could be seen dodging the white missiles with ease and returning a few well-aimed ones that chilled many a spanish neck for which he was well rewarded (+1MA MID(4) +250cr). Peter Foyshott was another volunteer, he and his squadron of QOC were given a free roaming role where he found the right tactics of a fast hit and run across the enemy flanks to thoroughly soak a few thousand spaniards. Many and varied are the tales of the deed which eventually reached the ears of the King who decided such deed should not go unrewarded so arise Sir Peter Foyshott plus a small gift of a 1000cr.

Paris

On a cold and misty morning, in a quiet but not quite deserted court yard Arms and De face each other across drawn blades. Neither had brought along a second although Arms has a 'friend' with him and De his faithful servant. This was a long and vicious fight with neither giving any quarter. They struck simultaneously and then proceed to exchange blows, enough blood was flowing to satisfied a family of vampires. The sturdier and more cunning De was doing more damage than he was receiving and so it was a surprise to everyone when he surrender after a fairly ineffective slash by Arms, who was at death's door knocking very loudly. Final endurance Arms 24 De 10 (+1 rapier expertise). You get back half the endurance lost in the duel now, plus endurance equal to twice your CON per month.

WEEK 1

James went a courting and call at the beautiful and influential Kath's door. His charm, wit and bulging purse soon won her heart. James made do with his old one and took her to the Blue Garbles where he met new member Kath and Sally exercising their elbows at the bar. James also visits his club, the Frog & Peach, with Ruby in tow. James skip the club bit and went straight to Phyllis' apartment. James finally manages to join Red Phillips and celebrate in the traditional style.

WEEK 2

James took Kath to the Blue Garbles to show her the magnificent interior design especially in the upstairs library where they were observed admiring a marble bust of the founder in a darken alcove. James decides to join the crowd and so became a member of the Frog & Peach, the crowd however was having a night off and poor James was left on his lonesome. James continue with his self improvement programme and move his trunks from the 69th's barracks to the 53rd's with a couple of spare horses and an advance in rank. The rest was in the Gym, James and James on rapiers and James on cutlass.

WEEK 3

James send Kath home so he could get down to some serious drinking, pink champagne in fact - the BG proud themselves on a large and varied cellar. James took Linda to Red Phillips to celebrate his new majority with a drink or three and to place a 50cr bet on the gaming tables which he narrowly won. The prancing trio was join by James who elect the rapier.

WEEK 4

James was still there guzzling case after case of the fizzy stuff, the management was alarmed when there was only ten cases left, perspiring at five and positively sweating when he reached the last case, plans were being drawn up to 'borrow' a few cases from the other clubs when he keeled over and proceed to snore nosily. The secretary breath a big sigh of relief and had him taken to a private room to sleep it off. James took a rest from training at the Frog & Peach with Ruby. The Gym was once more the centre of attention with James on Cutlass, James and James on rapiers.

STATUS TABLE

<u>CHARACTER</u>	<u>SL</u>	<u>SP</u>	<u>REGT</u>	<u>MIST</u>	<u>MA</u>	<u>CR</u>	<u>CLUB</u>	<u>PLAYER</u>
Sir Piers Tastanute	10	f	MAJ(QOC)	WANDA	4	919	HG	S.CRADDOCK
Jean Gardien	9	2h	MAJ(DG)	KATH	5	379	BG	B.MOORE
Jean Paul Lootrine	8	14	Capt(KM)	MAY	3	435	BG	J.MOSS
Charles Valliant	8	27	LtCOL(RM)	SALLY	2	1150	BG	U.JIRETORN
L'Ancelet Fallen	7	15	MAJ(13th)	RUBY	5	462	RP	C.OZOG
Jaun Fortheroad	6	f	MAJ(RM)	WENDY	4	223	F&P	J.NORTON
Aramis De Jawbreaker	6	24	MAJ(PM)	PHYLIS	6	828	RP	S.TWEEDY
Gibert De Bean Louques	5	2	CAPT(CFC)		3	520	F&P	G.SPALL
Gaspin Forebreath	5	8	LtCOL(27th)		7	1798	RP	C.SANDOW
Fickas Da Shortplanks	3	4	MAJ(53rd)	LINDA	5	165	RP	G.NORTH

MISTRESS TABLE

<u>SL</u>	<u>FRIEND</u>
11 B1	Jean Gardien
10 B	Charles Valliant
10 I	Piers Tastanute
9 I	Jean Paul Lootrine
8 W	Jaun Fortheroad
8	Aramis De Jawbreaker
7 W1	L'Ancelet Fallen
7 W	
5 W1	Fickas Da Shortplanks

Regimental tables : Fickas Da Shortplanks took the junior majority in the 53rd Fusiliers.

Mayhem's Garden: Valliant and Fortheroad have both challenge Shortplanks who have fail to issue a challenge or an acceptance and have suffer accordingly.

SHYSTERS: FEB 1602 - JF 330cr JPL 220cr
 MAR 1602 - JF 330cr JPL 275cr PT 220cr

NMR: GBL(2), GF(1) - Three in a row and that character will be ejected from the game.

INFLUENCE: Charles Valliant wishes to influence his Colonel to resign. All influence for and against must be applied at the beginning of December. When specifying influences, state the level of the favor and where it is coming from, eg Lv 4 - mistress. By the way all mistresses' favors are re-newed in January.

PRESS

Lt. Col Valliant - Sir, as one of your faithful officers, I'm quite willing and prepared to show this Shortplanks what honour is. Please accepted my invitation to be my second, Major Fortheroad.

Jaun - all : Parisian social life is that bad, I'm off to war with my brave boys!

JF - FDS, Your challenge , name a time, place and second or accept now your defeat.

Fickas Da Shortplanks: How dare you visit the same party as your betters of the Royal Marines. Get ready to die. May I please ask Gaspin Forebreath to be my second and Jaun Fortheroad to be my witness.
 Charles Valliant.

All the gentleman of our city are welcome to the party I and Sally will be holding at the Blue Garbles during the entire month of December to celebrate the coming of winter. Charles Valliant.

A little bit of space left to have a chat, first of all I don't see any way of finishing the house rules before July/August so I'll be sending out a summarised set of rule in a couple of weeks time, if you haven't received it by the time of the next deadline YELL out real loud. Secondly I'm extremely busy at the moment. two projects which should have been taking ten hours a weeks is in fact taking over thirty hours a week plus the normal lectures and classes and applying for jobs and MSc courses doesn't leave me with much spare time so please could you all send in your orders on time. thanks.

SAY NO TO VAT ON BOOKS
by Madelaine Smith

I don't often find myself getting emotive over Government policies, being one of the apathetic millions who believe that whatever the government decides the government will do (irrespective of political hue) no matter what the opinion of the 'people'. I never sign petitions almost as a matter of principle - halfway believing that someone somewhere collates all the information from petitions and is creating a dossier against each and every one of us to be brought out and dusted off the moment the Big Brother society really hits. ((*)) I'm not particularly bothered about the Channel Tunnel, another airport is going to have to be built sometime, and somehow I don't really feel as if Abortion Laws have anything to do with me... but start talking about V.A.T. on books, and my blood begins to boil.

The first time I became aware of the fight against V.A.T. on books was in 1985 when the entire book and library trade was gearing itself towards the fact that the Chancellor was expected to impose V.A.T. on Books, Newspapers, Magazines and Periodicals, all of which had been zero-rated since the introduction of V.A.T. at the time when Britain joined the European Economic Community. The reason for these items being zero-rated was based on the general principle of "avoiding a tax on knowledge". The 1985 Budget came and went without a mention of a Book Tax, but the threat has never gone away.

The present threat to impose a tax on books and other publications originates with the European Community countries to create such a tax. These plans are now being considered by the Council of Ministers, The European Parliament and by national Governments and Parliaments. While Nigel Lawson is still stating that no V.A.T. will be imposed on food, fuel or children's clothes, he is being rather non committal about books and magazines which are considered to be 'less sensitive'. If they are less sensitive, then why isn't he saying anything?

Alright, I don't suppose there really is any argument - to most people books are not essential items unlike food or clothes. This is not to say they are inessential. Books are still the most important means of communicating information and ideas; and the most important sources of stimulus for the imagination.

don't tax
reading!



I say NO to VAT on Books

Signed _____

Name _____ block caps

Address _____

_____ pro

Books can be seen to provide a number of benefits:

They are a major means by which individuals acquire education, both formal and informal.

They build and transmit the culture, science and history of our society.

And they entertain.

I would not begin to weigh these benefits one against the other. Entertainment may be deemed by many to be less important than education, but what criteria can be used to measure them?

The general rate of V.A.T. is 15%. Books are already perceived to be expensive, and even if V.A.T. were to be levied at a lower rate as is now being proposed (between 4% - 9%) the actual increase to the cover price of books would be substantially more. Imposing any tax on books would obviously have a knock on effect....

*Higher unit costs would lead to shorter print runs.

*There would be a reduced demand for books. Estimates show that a 20% price rise would imply a reduction in demand of an equal proportion.

*Fewer books would be published, therefore there would be less diversity.

*New authors will find it more difficult to get published. Quality works without mass market appeal will suffer most.

*Schools and Libraries would be able to buy fewer books.

*Many small bookshops would be forced to close, in many instances leaving some communities with no bookshop as an alternative to the large retail chains.

Already the Adult illiteracy rate in this country is something to be ashamed of. (She said ending her sentence with a preposition!!) Children and students would necessarily be effected by any changes to the structure of taxes, and we find ourselves and our society, or culture - call it what you will - in a downward spiral.

Maybe now I'm being dramatic. Maybe I'm being pessimistic. maybe I'm seeing only the worst possible scenario. Yes, I can see the benefits from the Government's point of view, or at least that we are meant to notice, that is, less direct taxation, but the revenue that would in fact be gained by the Government is paltry alongside essential spending on Education and training (which would itself be affected by these changes). In the long term there are no financial benefits to be gained, and everyone who loves, uses, or relies on books would pay a high penalty for the sake of 'harmonising' the EEC's tax regime.

A tax on books is a tax on knowledge, education, ideas and reading. Maybe I am being pessimistic. Maybe.

((*Funnily enough, when I was in Bomb Disposal, in the Army, I applied privately to a newspaper advert about the Rosicrucians, merely curious to see what they were like. Somehow, don't ask me how, my Army chiefs found out, and I was interviewed by MI5... Makes yer think, dunnit.

Thanks for a good article, Madelaine - please accept this issue free. I agree with you on some well put points; higher taxation will mean shorter print runs, reduced demand for books, fewer books published, and, more to the point, some very good up-and-coming authors may well be passed over (what with no-one wanting to take a chance with them). I can even see a lot of book companies packing it all in because the profit margins will be too small. It's all wrong. This, coupled with what Rosie says about libraries in the letter column, could mean the death knell of classical literature and their studies. (Book burning has nothing on this, because this is more insidious.))

THE WEAPON - Part III
by Tim Lomas

Now is the time to make an important decision. You've no chance of winning by sitting there and being nice to everyone, so you'll have to have a little think about who is going to feel your wrath: This is of course up to you. One bit of advice is, not to try and attack everyone - it might seem obvious but it's still done. Get in touch with everyone you meet and then consider your options. My tendency is to pick one player and hit him hard and fast. The advantage of this is that if you hit them hard and fast enough, you may just encourage them to drop out and cut their losses.

The choice of opponent will of course be governed by the players. If you meet two players, one of whom you know of old and have had profitable alliances with before, then it's probably a good idea to get a border agreement with him and hit the other. The situation here will vary according to who you meet, where you meet them, etc.

Now you've decided to attack someone, how do you do it? As I said hard and fast, grab all the neutral worlds if you can before him. This will give you extra credits and materials and it's harder for him to get worlds you already control, plus of course it denies him the resources. You then have to form your attack plan, this is the point at which everything I can say will be very dependant on the position you find yourself in. One tactic is to try and grab his homeworld early. This will be a massive blow to him, denying him a vast proportion of his resources and giving them to you. For this you'll need a large pile of troops and also accurate information on his homeworld.

By now you should be up to turn 5 or 6 and you should be building class one scouts without troops (it's not worth it, they can't carry enough to grab worlds now) but with six engines. This gives them a range of six hexes or 3 hexes with full data on intermediate hexes. Throw them through his territory to map it, you'll probably lose most of them to his ships and forts but they're only worth 15 points or so each, as games run to thirty thousand points plus. This is irrelevant over the long run, you've got to find his homeworld with these ships if you want to take it. It will be obvious when you do as it'll have a credit and MRP income of 3000, the only worlds with such high values.

You've found his homeworld and decided to go for it early, how do you go about it? There are two basic ways: firstly with a class 4 ship load your troops, send it to the world and drop the troops. This way you'll lose the ship, you can't pack enough deflectors or cloaks to save it if you've got enough troops on board. Otherwise, use a class five, this way you can either cloak it heavily enough to stop it being seen, or put on enough deflectors so it can withstand the firing of the forts (usually just over 5 deflectors for each fort present), remembering that he can build more forts before he fires at you if he can see the ship!

There are also two ways of getting your ship onto his homeworld. You can fly it through normal space (assuming that he's not put up any barriers on the way) or you can send one of your ships to a convenient space hex close to his world with a warp gate, drop this and build another close to your homeworld, then just pop through the warpgate and appear over his world.

Supposing that you can't get to his homeworld or decide not to, it's down to a war of attrition. You're going to have to guard your worlds (especially homeworld in case he's trying to grab that!) and capture his worlds at the same time. This method is normally slower but may be less of a risk. If you're building up to take his homeworld you'll have to skimp a bit on your own worlds and may lose a few while you're busy.

Assuming you're still in the game after you're first opponent has been despatched, the time has arrived at which your next moves depend so much on your position. Any advice I can give will have to be very general. The time has probably arrived at which you'll have to break one of your border agreements (assuming you made any), pick another opponent and go hit him. Pick your next victim with care. Remember that he's probably doing as well as you and may be better still. You've got a number of large ships, you may be deciding to upgrade your Commnet to enable you to run 40 ships and more warp gates, probes and barriers, it might be worth putting a few barriers across the routes he'll be using to retaliate (you can pass through them but it'll stop his ships dead and may give you that slight edge you need).

Your ships now need accurate data on the worlds your ships are going to land at. The loss of class 4,5 and 6 ships is NOT to be taken lightly, they are worth points which are not negligible. Cloaks and expendable class ones now come more into their own, if he can't see your ship he can't shoot it!

We also now have the possibility of building THE WEAPON, the ultimate weapon, it destroys EVERYTHING in the sector in which it is fired except your own ships, your worlds, everyone else's ships ((?)), probes, warp gates and any barriers which border the sector. It also destroys ships (except your own) which PASS THROUGH the sector. Which brings up interesting tactical possibilities such as inviting an ally to send a couple of his big ships through your warp and 'accidentally' firing the WEAPON in the same sector as the warp gate, Bang, the warp gate is destroyed but so are his big ships - lots of points added to your score. Of course this won't make you too popular with your erstwhile ally!

Another interesting move (which one of my opponents is just about to find himself on the wrong end of) needs at least four and preferably six heavily cloaked ships carrying the Weapon, half of them fire the Weapon in a line of hexes while the other half moves over this line to the next line of hexes. They then fire while the first half leapfrogs them, provided the ships can't be destroyed before firing this will provide a moving 'zone of death' through which no ships except your own can pass. At least one of the hexes in the zone will be weaponed that turn, a particularly potent offensive which gives you points for all the ships and his worlds which are destroyed in the process.

This is a tactic which should work best in the late stages of the game, around turn 20 onwards. He'll not have enough time to work out a route around your line in time to hit you and it may increase your score (and at the same time decrease his score) so that you just overtake him nicely in the last couple of turns of the game.

Well, that's about the end of this quick ((!!)) runthrough of the Weapon. I can't cover all the possibilities, nor would I want to. Most of the fun of a game is finding out for yourself but this should give you some idea of the game and possibly stop you getting yourself totally up the stalk on the first couple of turns while giving you an idea of what to expect later on.

As a disclaimer, remember that I don't know everything about the game, nor am I the best player around. Take all my advice with a pinch of salt, it won't always work and will depend heavily on the exact situation and the player you are facing. Also, if you are facing me or a lot of other players, we know about these tactics and we'll be watching for them. For every offensive move there should be a defensive move to counter it, such as a ship with masses of sensors specifically to spot heavily cloaked ships. It's a case of outguessing your opponent but while you won't win every game you should enjoy them, even if you do get stuck on the wrong end of a particularly nice tactical coup. Live and learn, next time you should be able to spot it coming and hopefully foil it. The Weapon is run by Harrow Postal Games, 161 Butler Rd, Harrow Midd'x HA1 4DX.

'Anise' (1986GP)

Autumn 1905

[32]

AUSTRIA (Victor Hall) A(Rum) S A(Gal), A(Ser) S A(Rum), *A(Bul)-Con, A(Tri)-Tyr, F(AEG) S A(Bul)-Con, A(Gal) S A(Rum)

ENGLAND (Alan Frost) F(NTH) S RUSSIAN A(Ruh)-Bel, F(ENC)-Bre, A(Yor)-Lon, F(Lpl)-IRI, F(Cly)-NAO, A(Kie)stands

FRANCE (Steve Kirk) F(IRI)-MAO, F(Wal)-ENC, A(Mar)-Bur, *A(Bel)-Bur

GERMANY (Anarchy) Has: A(Hol)

ITALY (Andrew Smith) [[A(Pie) S AUSTRIAN A(Vie)-Tyr]] ((IMPOSSIBLE)), F(Nap)-TYS, A(Tun)-NAF, F(Ven)-ADS

RUSSIA (Nick Hoyle) A(Lvn)-War, A(Mos)-Sev, A(Sev)-Arm, A(Sil)-Mun, A(Mun)-Kie, A(Ruh)-Bel, F(Swe)-Nor

TURKEY (Mike Sykes-Gelder) F(BLA)-Bul-ec, A(Con) S F(BLA)-Bul-ec, A(Smy) S A(Con)

Retreats: AUSTRIAN A(Bul) dies (NRO); FRENCH A(Bel)-Pic

ENDGAME PROPOSAL: =1st I/T; =7th E/F/G/R/A ((Votes for next time please - failure to vote counts as NO))

Winter 1905 Adjustments:

AUS: Tri, Bud, Vie, Ser, Rum, Gre, (Bul) = 6 Builds: A(Tri)

ENG: Lon, Lpl, Edi, (Nor), Den, Kie + Bre = 6 No Change

FRA: (Bre), Par, Mar, Por, Spa, (Bel) = 4 No Change

GER: Hol = 1 No Change

ITA: Ven, Rom, Nap, Tun. = 4 No Change

RUS: StP, Mos, War, Swe, Ber, Mun, Sev + Bel, Nor = 9 Builds: F(StP-sc), A(Mos)

TUR: Con, Ank, Smy + Bul = 4 Builds: A(Ank)

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PRESS:

LUTON AIRPORT - Andrew: Congratulations on your engagement - wot a Christmas present! Is that ALL you could give her... your body?

Russia - England: Whatever the outcome of this season, I expect we'll have plenty to say to each other. You write first!

England - France: Was that impressive enough?

England - Nobody in Particular: This is going to look bloody silly if it doesn't work! Still, why be boring?

'Belladonna' (1987BK)

Spring 1905

[15]

AUSTRIA (John Colledge) A(Ven)-Rom, A(Mun)stands, A(Vie)-Tri, A(Gal)-Rum, A(Bud) S A(Gal)-Rum, F(Gre)-ION, A(Bul)-Con, F(AEG) S A(Bul)-Con

ENGLAND (Ralph Baker) F(NTH)-ENC, F(Lon)-Wal

FRANCE (Gary Lyon) A(Bur)-Ruh, A(Pic) S F(Bel), F(Bel) S FRENCH F(Bre)-ENC, A(Par)-Bur, F(MAO)-IRI, F(Bre)-ENC

GERMANY (Alan Powis) A(Hol)-Bel, A(Ruh) S A(Hol)-Bel

ITALY (Charles Smedley) F(TYS)-GOL, F(ION)-Tun, F(EMS)-Smy

RUSSIA (Colin Pickard) F(StP-nc)-Nor, A(Nor)-Fin, A(Swe)-Den, F(Den)-Kie, A(Ber) S F(Den)-Kie, A(War) S A(Mos)-Ukr, A(Mos)-Ukr, F(Sev) S A(Arm), A(Arm) S F(Sev)

TURKEY (Steve Kirk) F(BLA) S A(Smy)-Arm, A(Smy)-Arm, F(Con)-Ank

Retreats: None

PRESS:

France: Christopher Robin lay back on the couch. The kindly old gentleman looked at him over his horn rimmed spectacles. "Tell me", he said, "how long have you been seeing tigers with rectal springs?"

Pooh Bear - Tigger: Are you still suffering from Hogmany?

Bulgarian Free Press: A reliable source in the Bulgarian Resistance was quoted yesterday as saying: "Tomorrow, Brothers, the struggles against the imperialist tyrants begins - provided we know which tyrants are here."