

Benn for P.M.

# THIS IS A FAKE

GREATEST HITS

This is Hannibal & Tigger No. 24 it is typed and generally ruined by that arch criminal among criminals Dermot Dwyer. He is of no fixed abode but can be contacted by sending a letter ( you'll have to 'do' a bank to get the stamp) to 'John' 26 Belfield Road, Didsbury, Manchester, M20 0BH. His Henchmen are Vince and Andrew who are said to provide most of the 'stuff' that goes into the making of this monster, jelly, detonators, plastic explosives, armies and fleets.....

The 'mob' who listen to his demented ravings are said to number 70, and the police have a list of names which includes YOU.

...oooGooooo...

To-days date is Wednesday the 1<sup>st</sup>. of October so it should be the deadline. I am, however, several sets of orders short. As these include several very efficient people who do not normally miss, and as I am missing one set of orders (at least) from every game I shall extend the deadline to Monday, on the assumption that the orders have been caught in the last minute rush to beat the 8 $\frac{1}{2}$  p. stamp.....

.....Well Monday cometh, and any orders I haven't got now will stay 'ungot'. I'm not in a particularly creative mood, man, so this Hannibal/Tigger may find itself shortened, as I haven't received much press. Although it may be shortened in the number of pages, it will not be shortened in the length of each page as we're back on dear old foolscap. Ah! well I remember the days of my youth when all paper came in wierd and wonderful sizes.....

I've given you all 'til Tuesday 12 noon to get your orders in before I actually start to adjudicate the games. I should like, here, to thank all those of you who did send in orders, only one or two people have missed which is quite surprising considering the past record which Hannibal/Tigger has had.

Another reason for the lateness of this rag is that I'm short of stencils and, as you might have noticed, correction fluid. None of the local stationers stock these things, so I'll have to go into Manchester to get some.

As of now, I'll send all copies of Hannibal second class mail as it's cheaper than the old first class, what! Unless you ask specially you'll all get a 6p stamp. Subscribers abroad, particularly in USA will get their Hannibals in bundles by surface mail, as I have worked out that it's considerably cheaper to send them about 5 at a time rather than singly. For the time being, at least, we're back on the 'tatty portable Duper so I would ask you just to forgive the presentation of what could be a barely legible issue. I haven't used this machine before ( it calls itself an EMGEE ) and it may take some getting used to. The big spaces at the top and bottom of the page are there because the the 'Height' control does not work properly.

Finally I must apologise for the rather disjointed appearance of this front page. The problem is that half of it was typed on Wednesday and the rest on Monday. Enough of these ramblings sir, on with the games.....

- AUSTRIA (Challenger): A(Con) - Bul, A(Ank)-Con, F(IOUS)-Nap, F(AEG)-IOS  
A(Mos) - St.P,A(Liv)-Pru, A(Ber) S A(Liv)-Pru,  
 A(Sil) S A(Ber), A(Boh) S A(Mun), A(Tyr) S A(Mun),  
A(Mun) S Italien A(Mar) - Bar, A(Ven) - Rom,  
 : A(Tri) - Ven, A(Vie) - Tri, A(Eud) - Ser.
- ENGLAND (Barker) : F(BAS) S F(St.P)(nc), F(NAO) - NWG, F(IRI) Stand,  
 F(St.P)(nc) Stand.
- FRANCE (Plater) : F(Bre) S English F(NAO) - MAO, A(Par) S English A(Pic)-Bur  
 (( no such unit as A(Pic) see pp 5 last issue))
- GERMANY (Walsh) : A(Ruh) - Mun, A(Kie) S A(Ruh) - Mun, F(BAL) - Swe,  
 A(Den) S A(Kie), F(Lon) - Yor.
- ITALY (Bullock) : F(Por) S F(WMS) -MAO, F(NAf) S F(WMS) - MAO,  
 F(WMS) - MAO, A(Gas) S A(Bur) \* Par, A(Bur) - Par,  
 A(Mar) - Bar.

Retreat FRENCH A(Par) - Pic.

G.M. NOTE: The draw proposals last time were both defeated. I have another proposal for a concession to Austria with Italy second, Germany third etc.....

From our Aardvark on the spot:

B.C.A. H.Q. Pembroke:

"What does the fool think he's up to Maud?"

"I really can't say Arthur, perhaps he thinks we are an easy target nowadays."

"Preposterous! We will fight them on the beaches and all that..... This is the Land of Hope and Glory dear; we must mobilise to protect our institutions, our freedoms, the 'Daily Telegraph'! (( !!! ))

As of now, you must consider me as Supreme Commander of the British Citizens Army... we can run it from our own cottages...!"

"Calm down dear, you really are getting excitable and it won't do you any good. Take an aspirin while I 'phone for the doctor."

Pooh Corner:

Well, I suppose Churchill must have started in a small way too....

Quotations Corner:

From 'The Bulletin of the Atomic Scientists' Professor Paul Ehrlich. 'Would...(they).. have gone ahead and taken the risk of wiping out life on the planet? Would they have had the foresight and guts to decide to take a chance with the lives of every living creature including all of their fellow men? Clearly they would not - for they lack the ethical background of those who promote big science as the ultimate 'human value'..'

There's Irony for you - I hope....

Note: Paul Barker's address is Shillingford Road, Hampton, Devon, and will be until further notice.

Also Steve Plater will be back at Cambridge by next deadline. For full list of COA's see later.

HANNIBAL " SLOWLY PRODDING WAR" GAME ('F' GAME) 1974 AH

Spring 1908

- AUSTRIA (Waldie) : A(War)-Ukr, A(Mos)-St.P., A(Gal)-Rum, A(Rum)-Bul,  
A(Sey) S A(Gal)-Rum, A(Tri)-Alb, A(Bud)-Ser,  
A(Ven) S A(Vie)-Tri, A(Vie)-Tri, A(Rom)-Nap.
- ENGLAND(Simister) : F(Gas)-MAO; F(IRI)-ENC, F(MAO)-WMS, F(Spa)(sc)-GOL,  
F(Por)-Spa(sc), F(Swa) S German F(Den)-BAL, A(Fin)-St.P  
A(St.P)-Lvn.
- FRANCE(Challinger) : A(Mar)s the Italian advance.
- GERMANY(Clarke) : F(HEL)-NTH, F(Den)-SKA, A(Kie)-Den, A(Mun)-Ber,  
A(Bur)-Bel, A(Par) S A(Pic)-Bre, A(Pic)-Bre.
- TURKEY(Lowibond) : A(Nap)-Rom, F(ADS)-Tri, F(BLA)-Sey, A(Bul)-Ser,  
A(ALB) S A(Bul)-Ser, A(Gre) S A(Bul)-Ser, A(Con)-Bul.

G.M. Note: I have a proposal for a 2 way Austria-Turkey draw votes as usual please.....

hTe Grauniad corespondant:

Darkest Huddersfield:

England lives(?!?). And as it marches on, it has not forgotten its friends!! (~~What friends?~~)

Pooh Corner: With press like that I'm not surprised you've got no friends.

...ooo000ooo...  
All possibilities and alternatives exist but ultimately  
Ultimately you want it both ways.  
...ooo000ooo...

HANNIBAL "BELBUG" ('D'GAME) 1974 AA

AUTUMN 1906

- AUSTRIA (Biggs) : F(Gre)-Bul(sc), A(Ser) S F(Gre)-Bul, A(Rom)-Nap.  
A(Ven) S A(Tyr)-Pie, A(Tyr)-Pie,  
F(ADS)-IOS, A(Boh)-Mun
- FRANCE (I. Swanson) : A(Bel) Stand, F(IOS)-Nap, A(Tus)-Rom, A(Pie)-Ven  
F(MAO) Stand, F(TYS) S A(Tus)-Rom, A(Mar)-Pie,  
F(Tun)-IOS, F(GOL) S A(Mar)-Pie, F(WMS)-Tun.
- GERMANY(Davidson) : A(Pru)-Lvn, F(GoB) S A(Pru)-Lvn, A(Ber)-Sil,  
F(Den)-BAL, F(St.P)(nc) Stand, A(Sil)-Gal  
A(Ruh) S A(Mun), A(Mun) S French A(Pie)-Tyr.
- RUSSIA(Pink) : A(Mos) S A(War), A(Arm)-Ank, F(Ank)-BLA,  
A(War) S A(Mos).
- TURKEY(Challinger) : A(Con)-Smy, F(AEG) S F(Bul)(sc) Gre, F(Bul)(sc)-Gre

Retreats: AUSTRIAN A(Den)-Apr.

STATE OF THE NATIONS

Winter 1906

AUSTRIA	Ven, Vie, Bud, Tri, Gre, Ser, Nap,	No Change for 7
FRANCE	Par, Bre, Mar, Bel, Spa, Por, Tun, Lpl, Lon, Edi, Rom,	Builds F(Bre) for 11.
GERMANY	Hol, Den, Swe, Non, StP, Mun, Kis, Ben,	No Change for 8
RUSSIA	War, Mos, Sev, Ank, Rum,	Builds A(Sev) for 5.
TURKEY	Bul, Con, Smy,	No Change for 3.

The builds/removals chart is basically the same as last time, however France and Russia have both built the units which they were short last year.

Thanks to Andy Davidson for sending in orders for both Germany and France, I'm afraid they weren't needed as Ingrid Swanson came back from her holiday in time to submit her own orders.

...ooo000ooo...

I have at last got some stencils, but I've lost three days production in the mean time. Furthermore, I don't get much free time until after Wednesday so by holding over the deadline until Monday I will lose two days production that way, added to this is the fact that I'd only got three stencils. As a result, this Hannibal/Tigger will be quite late, but not two months late.

NAMELIST

~~Do not keep calling this game Hannibal/Tigger, no just doing the underlining takes an age. I am therefore, holding a competition to find a name for this 'thing'. The prize I am prepared to offer, as a prize, Mick Bullock's OJ no prize and a complete list of arrivals at the Table Tennis Ball.~~

NOTE... Paul Barker is thinking about putting on a FTF meeting end of November area, would you be interested? I'll only bother if enough people bother to come. Any interested people please write to Paul at, ... Road, Bampton, Devon. It is more than likely that I shall be up (or down) there, particularly if Andrew can be prevailed upon to provide transport.

STANDBYES:-

One had one or two offers from people to be standbys in the various games which you'll find herein, any other offers will be much welcomed.

WANTED

DEAD OR ALIVE

for

VANDALISM

A player for TIGGERS DECLINE AND FALL GAME.

HANNIBAL 'CLUB FOOTED TOAD' ('J' GAME)1974BU

Spring 1906

- ENGLAND (Pollard) : F(Edi) -- NTH, F(Lon) S F(Edi) -- NTH, F(Bel) - Pic,  
F(EMC) S F(MAO) -- Bre, A(Swe) S Russian F(Den).
- FRANCE(Simister) : A(Por) Stand, F(Spa)(sc)-MAO; A(Pic) S German A(Ruh)-Bel.  
A(Bre) S A(Pic); F(Gas) S A(Bre).
- GERMANY (Clarke) : A(Ruh) -- Bel, A(Kie) -- Hol, A(War) -- Mos,  
A(Lvn) S A(War) -- Mos, A(Gal) -- Ukr.
- ITALY(Waldie) : A(Tri) -- Vie, A(Bud) S A(Ser), A(Ser) S A(Bud),  
A(Alb) S A(Gre), F(Gre) S A(Alb), A(Ven) -- Tri,  
A(Nap) -- Syr, F(LOS) C A(Nap) -- Syr,  
F(EMS) C A(Nap) -- Syr.
- RUSSIA(Someone?) : No Orders Received, A(Ukr), A(Mos), F(Den), F(Sev),  
F(StP)(no) all stand unordered.
- TURKEY(Birks) : No Orders Received, A(Bul), A(Rum), F(AES), F(Con)  
F(BLA), all stand unordered.

Retreats:-

FRANCE F(Bel) Annihilated.

RUSSIA A(Mos) "

Official communiques unlimited:-

The Pig and Whistle (Purveyors of Young's Special to HRH):-

Some people never give up, do they?

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 L  
 L  
 L  
 L

and a small blue package was delivered by the Postman and the Pollard recognised it not and suspected a bomb.

AND the package was given to the Bedford to open. And the Bedford opened it and saw that it was a bringer of tidings called "Hannibal".

AND the Pollard recognised not the word Hannibal and pondered deeply upon its significance.

AND LO the Pollard dimly remembered a diplomacy magazine called Hannibal and upon investigating discovered that that which was thought dead was not, and had risen on the 2nd. month.

AND the Pollard became exceeding worried that the same Hannibal might have changed and become a work of the Devil or even worse efficient.

BUT the thoughts of the Pollard were quietened for LO the editors promised to become more efficient as they always did and nothing changed.

AND LO the package was wrongly addressed and sent to Cambridge whence it was re-directed.

Heaven:-

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      L      O O
     L      O O
    L      O O
   L      O O
  L L L L O O

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and the Pollards comments did not go unnoticed

by the one who was known as G.M.

AND LO the G.M. sent down a plague of typewriters on the Pollard, AND the Pollards press was censored, AND the Pollard's orders failed, AND the land of Cambridge became a place of loneliness and unrest.

BUT the Pollard repented and admitted to the G.M. that he was exceeding efficient and the G.M. forgave the Pollard and the word of the Pollard was once again heard by all the People.

...ooo00@ooo...

HANNIBAL "WAXWINGS" ('K' GAME) DOWNFALL

≡ Spring 1906

DWARVES(Simister) : A(Vale) meet again..... ((Em Hm it's in GMO))

ELVES(Plater) : F(BLU) - WES, A(Ang)ed if it'll move, A(Wil) - Sml,  
A(Hol) enters Moria gate? A(Crk) - Anu,  
 A(CMi) S A(Crk) - Anu, A(Rhu) - Crk, A(Anu) - Cel,  
 A(NMi) S A(Rhu) - Crk, A(Riv) - Rhu,  
 A(Sil) S A(Anu) - Cel.

GONDOR(Scott) : No Orders Received A(Lam) & 2A(EEem) stand.

SARUMAN(Challinger) : A(Gla) S A(Mor) - Sil, Mor - Sil, 2A(Lor) S A(Gla).

SAURON(Gill) : 2A(Wit) S A(Crn) - Val, A(Crn) - Val, A(Iro) - Ccm;  
 A(RRi) Stand, A(Dol) - And, A(Nin) - Bro,  
 A(Ans) - Los, 3A(MTi) ≡ Ano, 2A(Leb) - Lam, 2A(Bel)Stand.  
 A(Sit) - SGo, A(Kha) S A(Sit) - SGo, A(NHa) - Hdw,  
 2A(FHa) S A(NHa) - Hdw, A(Udu) - Dag, A(MMo) - NIt,  
 A(Bar) - Ash.

ROHAN(Walsh) : A(Wol) S Elves A(Wiz) - Bro, A(Eas) S A(Edo) - WEm,  
 A(Hel) - Dru, A(Gap) - Hel, A(Wiz) - Gap, A(Dun) - Ere.

UMBAR(Clarke) : A(Hrd) - Haw, F(Cit) S A(Hrd) - Haw, (( F is in BAY))  
A(Hdw) S A(SGo) - Kha, A(SGo) - Kha,

Retreats:-

ELVES A(Sil) - Fan.

UMBAR A(SGo) Anhilated.

N.B. Elves A(Hol) is eaten by the nasssty old Balrog.

News from Middle Earth:-

Darkest Dwarf-Contry:-

The dwarfish armies(all of it) announce that they have formed the Andrew Herd Admiration Society; as one of their leaders put it, "we short, fat and hairy folk must stick together...."

South Gondor:-

Ouch!

Errors: Last time I retreated Russian A(War) - Liv. There is no such province as Livonia. This error is caused by possession of a VB map.!!!!!! In this case, however, there is no real problem as I later removed it anyway. Thus, Russia's retreats should have read:-

RUSSIAN A(War) disbands.

Everyone noticed this so it is as well to continue.....

Doug Wakefield apologises for his missed set of orders last time, which seem to have been caused by lack of a Hannibal.

AUSTRIA(Walsh) : A(Cro) Stand, A(Gal) S A(Tra) - Rum, A(Tra) - Rum  
A(Ser) S A(Tra) - Rum, F(ION) Stand.

ENGLAND(Gill) : F(NRG) Stand, F(NAO) S A/F(IRE) - MAO, F(Bel) - Pic,  
F(Nwy) Stand, F(Por) S A/F(IRE) - MAO, A/F(IRE)-MAO,  
F(ENG) S A(MAO) - Bre, A(Gas) S F(Por).  
A(Ply) bds F(IRE), A(MAO) dis Bre.

FRANCE(Simister) : F(SAO) - Por, F(And) S F(SAO) - Por, A(Lyo) - Mar,  
A(Bre) - Gas, A(Pic) - Par.

GERMANY(Plater) : A(Bur) - Lyo, A(Mar) S A(Bur) - Lyo, F(Hol)ds,  
A(Mun) - Swa, A(Dre) - SWI, A(Cou) - Mos,  
A(War) S A(Cou) - Mos, A(Por) S A(War), F(Swe) - Fin,  
F(RIS) S F(Swe) - Fin.

RUSSIA(????) : No Orders Received A(Mos), A(Ode), A(Ukr),  
F(StP), all stand u/o.

ITALY(Pink) : A(Yen) - Cro, F(CMS) Stand, F(Nap) S A/F(MAL) - TYS  
A/F(MAL) - TYS.

TURKEY(Wakefield) : A(Rum) - Ode, F(WBS) S A(Rum) - Ode, A(Gre) - Alb,  
A(Bul) - Ser, F(AEG) - Gre, F(EMS) Stand,  
F(Egy) Stand.

Retreats:

- FRENCH A(Lyo) - Lor
- RUSSIAN A(Mos) - Vol
- RUSSIAN A(Ode) - Gau

Has anyone got a P/Copy of Fred Davis' rule ammendments? The cost of sending such a copy to me will be added to your credit, please?

John Simlster, 7, Hall Lane, Northenden, Manchester is now the proud owner of five French armies, and will finish off the french position.....

.....000000000000.....

Isn't it amazing, how you always have to find a page of foolscap with a space - filler whilst on that rather nice A4 you can make the words fit on the page quite nicely.

What is even more unusual is what the people who read this will actually put up with it.

That's Life.

HANNIBAL "ZONURES" ('B'GAME) 1973 CYde Third Age

?????3018

- ERIADOR (Plater) : A(Gwy) - Wiz, ((not connected)) A(SDo) - Gwy,  
A(Ene) S A(Gwy) - Wiz, A(Shi) - SDo ((no such unit))  
A(Min) Stand, =A(Hol) Stand, F(WES) Stand.
- GONDOR (Walsh) : =2A(Nin) - Udu, A(NIt) S =2A(Nin) - Udu,  
A(Cai) Stands.
- MORDOR (Holt) : No Orders Received, A(Lam), =3A(Isn), 2A(MTi),  
all stand unordered.
- RHOVANION (????) : No Orders Received, =A(Dag), A(Rhn), A(Wil),  
A(EEm), A(SMi), A(Cel), A(Run), A(Rhd), A(GF),  
all stand unordered.
- ROHAN (Biggs) : A(Mor) - GF, A(Lor) S A(Mor) - GF, A(Wol) S A(Lor),  
A(WEm) - EEm, A(Wiz) -- Mor, A(Bro) - Cel,  
=4A(DG) S A(Bro) - Cel.
- UMBAR (Gill) : A(Bar) S A(Udu) A(Udu) S A(MMo) - NIt,  
A(MMo) - NIt, A(Nur) -- MMo, A(SIt) S A(MMo) - NIt,  
A(SGo) S A(SIt), A(Hrd) S A(SGo), A(Hdw) - Kha,  
F(BEL) - Dnr, F(TOL) S F(BEL) - Dnr.

Retreats:-

- GONDOR A(NIt) annihilated
- RHOVANION A(Cel) annihilated
- RHOVANION A(GF) - And.

I suspect Andrew Holt's miss is due to post office inefficiency, some of your letters arrived almost six days after you sent them, and it seems that Andrew's haven't come at all. Thus I won't ask for standbys for MORDOR, although if anyone would care to take on RHOVANION I'd be eternally grateful.

.....0000000000.....

The Future:-

What will happen to Hannibal when the present games finish? At the moment I suspect that it will have to go the way of all Dippy 'zines. The bad reputation it has got will stop it from maintaining its present size. It is quite possible that I shall be unable to start anymore games, witness Pete Birk's letter last time. I intend, therefore, to test the market. I have been asked to open a list for Feudalism II, the Logenbeek variant. I will there fore open this single list and see what happens. If anyone turns out to be interested I'll start the game and possibly open one or two other lists as the other games finish. If I get no reaction at all, as is quite possible, then the future of Hannibal is decided.

As I'm at the bottom of the page I shall wish you fare well and move over the page to

TIGGER.



# TIGGER

This part of this thing is Tigger No. 9(?) and will, if I can manage to hold back Hannibal for long enough contain a review of Third Reich from A.H. It will contain a Super Sleuth game and a vandal less D&F game.

Before the games I wish to apologise for what is probably a rather poor Tigger in the top right hand corner of this page.



## TIGGER 2 Super Sleuth Turn 3

<u>Questioner</u>	<u>Questioned</u>	<u>Question</u>	<u>Answer</u>
RIDOLPH(Holt)	BIGGS	Diamond Solitaires	0
WATSON(Biggs)	BULLOCK	Pearls	3
YOSSARIN(Bullock)	DWYER	Yellow Opals	0
SSSHHHH(Dwyer)	HERD	Red Opals	1
COLUMBO(Herd)	BIGGS	Yellow Clusters	0
OBSERVER(Pink)	?	Blue Solitaires	?

### Cards:-

Holt - ~~Diamond Clusters~~, Blues, Red Diamonds, F.C. Solitaires + Red Pearls.

Biggs - ~~Pearls~~, Red Clusters, Pearl Solitaires, Green Pairs + Diamond Clusters.

Bullock - F.C. Blues, Greens, Diamond Pairs, ~~Yellow/Opals~~, + Green Clusters.

Dwyer - ~~Red/Opals~~, Red Pearls, Opals, Pearl Pairs, + Blue Pearls.

Herd - F.C. pearls, Green Diamonds, Clusters, ~~Yellow Clusters~~+Opal Pairs.

Pink - ~~Blue Solitaires~~, +Pearl Clusters.

I've nearly gone through all the question cards, so you might expect to see some of your old favourites turning up again soon. As you will notice I've picked a random question for Andrew Holt to ask, as otherwise I'd be depriving the rest of you of information. Congratulations to Steve Biggs who hits 3 again. I'm begining to wonder if I sent him the wrong list of jewels!

### Press:-

Damn you Yossarian, I'll get you yet.

Errors:- I've just noticed that Yossarian has two A's in it.

### The Rise And Decline Of The THIRD REICH

Third Reich is the latest, and greatest, Avalon Hill epic. It is a 2 to 6 player game on the 1939-45 war in Europe between the Axis and the Allies.

Two Player games are called Coalition games....(and)..Multi-player games are called Alliance games....'

When you open the box which, incidentally, has just cost you £.5-99 you'll be confronted with a rather pleasant array of pieces, and three map boards. When put together the map boards produce a rather large, well presented map of Europe in 1939. The major charts and tables are all overlaid on the map. You will also see 5 colour coded Scenario charts which provide the relevant information for setting up each game. The presentation is, on the whole what you might expect of AH and leaves little to be desired. All in all the money you spend has provided you with what must be one of the best looking games yet produced.

But what of the game itself? AH give it a 'Tournament IV' and, certainly, the 48 page rule book(let) looks daunting. Once you get down to it though, AH have managed to produce a very playable though fairly complex wargame. I don't think Third Reich is as complex as it's cracked up to be. It strikes me as a reasonably simple wargame on a 'strategic' level, that's been souped up to provide one of the best games I've ever played (even though I lost most of the games, and was beaten by Pink!). Basically, Third Reich is a strategic wargame in the same vein as Stalingrad or D Day. The units have only two numbers printed on them, Attack/Defence factors, and movement factors. These have basically the same function as in other AH games. AH get round the need to print a third Defence Factor, quite cleverly by doubling a units Combat factor if it is defending in clear terrain. In addition to the normal infantry and armour, there are fleet, U-boat, Air-force, ASW, SAC and interceptor units.

The game is based around an economic system ( which recently appeared again in WWI from S & T) based on the BRP. The BRP, as if you didn't know is the Basic Resource Point. BRP's are used to declare war on a major power, to declare war on a minor power, to conduct a frontal offensive and to buy units from the Force Pool. Each Spring turn the major powers produce their standard base rate of BRP's plus a certain %age of any BRP's left over from last year. The actual turns are divided into four one season turns. Four turns make one Year. The full game lasts for 7 years.

The map is split up into three fronts, and each player must take an option on each of the fronts on which he has units. Basically this option determines the type of combat in which he will be participating on that front. There are three types of options:- 1) The Attrition Option.

2) The Offensive Option.

3) The Pass Option.

In the first of these, the player simply totals up the combat factors of any ground units which are adjacent to enemy ground units. He then rolls a dice and consults the 'Quarterly Attrition Resolution' Chart. This will normally have the result that X units(defenders choice which) must be removed from anywhere on the front and that Y hexes (attackers choice which) must be vacated.

In the first option, the player may move his units, undergo an attrition result construct new units and then have his Strategic Redeployment phase. During this phase he can, within certain restrictions, move any seven units, any distance within a given front. The Attrition option does not cost any BRP's, these being removed only if new units are built during the Unit Construction Phase.

The second option open to a player, is the Offensive option, this does, unsurprisingly, cost him some BRP's. When a player is using ...

Continued I'm afraid.....

..... this option, the game is very much like an ordinary wargame: A player moves, has combat, and then restricted movement after combat. Although it may be via a rather tortuous route, of counter attacks and counter-counter attacks, the net result of any offensive combat is the destruction of one or other of the armies involved. It is quite possible (I've done it) to lose the whole of an army on one front to a single unit which was, in fact, being attacked at odds of 3-1! One useful rule, is that of break through and exploitation. If an armoured unit makes an attack and succeeds, then it may move into the hex previously occupied by the defender. Furthermore, any other armoured units, which were adjacent to the original attacking unit may move into the hex ignoring the usual stacking limits of two units per hex. These units may then have their full movement allowance and combat phase. In this way it is possible to break through a line of infantry units, several units deep in a single turn.

The final option, and to my mind the only useless one, is the pass option. It costs no BRP's and is identical to the Attrition option without the Attrition resolution phase. There are only certain cases when a Pass option is advisable and these are so rare as to make the inclusion of such an option almost unnecessary.

Zones of Control play an interesting part in the game. Combat is in no way obligatory, and zones of control do not effect this. Infantry units, amazingly, have no zones of control. A unit which enters an enemy zone of control is unaffected. It will cost it 3 mps per hex to leave such a zone however. Zones of control also effect tracing of supply to friendly territory. Supply must be traced to the capital of the home country, a conquered nation or an allied country. Units which are out of supply cannot move.

Naval units, unlike land or air units, have an infinite range. They are restricted in their motion only by the fact that they must start and end the turn in a friendly port and that they may never change the front on which they are based. Fleets may only change front by strategic redeployment. Enemy fleets can intercept and attack each other. Naval combat is unlike ground combat in that the attacking fleet simply eliminates his fleet on a one for one basis with ships from the defending fleet. Naval units can bombard land units in aiding land attacks at a third their normal combat strength. Fleets are very important to the Allied player and are very difficult to build. They can be used in conjunction with armoured units to launch an amphibious attack and a breakthrough.

Air units, have a quite different function. The basic air unit has a combat factor of 5 and a range of 4. An air unit can give ground support to another ground action. Here the air unit simply adds its combat factor to the combat factors of the ground units. Air units may attack each other in a similar 'one-for-one' manner as Naval units. Air units may attack Naval units, but here 3 Air units = 1 Naval unit.

Invariably, the Russians run short of BRP's and have to be sent them on a Lend Lease or Murmansk Convoy system. The latter is quicker but is subject to attack by U-boat.

The German, British and American players have the option of using strategic warfare against each other. This is resolved in a pre game turn segment. Any undestroyed strategic warfare units which are used reduce the BRP levels of the defending country.

All in all Third Reich is an excellent game and is probably worth the £6 it costs. If I could think of a way to adapt the multi-player version to postal play, and it shouldn't be that hard, I'd open lists in Tigger now. Certainly factors like Strategic warfare and the Murmansk Convoy would be easier to deal with postally, although hex identification and 'Breakthrough' would provide slightly more complex problems.

Waiting Lists:-

Parliament: Dave Ross, Steve Plater, Woronocyz, Pink.

Decline and Fall: Ken Jones, Dave Pollard, Dave Pink.

Risk:- Woronocyz, Clive Booth.

4000A.D.:- Clive Booth.

Diplo-Monopoly:- Simister, Clive Booth.

Mastermind:- Simister, Clive Booth, Mick Bullock.

Acquires:- Andrew Holt, Steve Biggs.

Sniper:- Andrew Holt, Steve Biggs.

Kingmaker:- Clive Booth.

How about ...

Tank (multi-commander or normal)

Origins

Third Reich ( Alliance or Coalition)

Satellite

Patrol.....

As usual all game fees are free, so why not put your name down  
on a sheet. If you get H anyway, it can't be too much like hard  
work can it.

HANNIBAL LIST (already Filling)

Feudalism II :- Simister, Clark.M.,

.....

WANTED :- YOUR articles and Yours letters for inclusion in  
Hannibal/Tigger. Free issues (and Game fee to Feudalism II) fixed up  
for all articles printed and best letters.

About five minutes ago there was a phone call from London (well 20  
miles away from it) and this strange bloke says "Hello it's Gruff,"  
after a moments thought, the name came back to me "Oh, Gruff! That  
Gruff."

"Where's Hannibal?"

"I can't get the money for stamps off Herd. Where's Polaris and  
Hyperion?"

" Haven't had time."

" How's Duplicating facilities?"

" Bad, although that's not the real problem I just haven't had  
time to type the first word of 'The Interseason' ."

So Geoff's what he's building up to. He's going to tell us that the  
Hyperion deadline has been put back because Geoff's not had enough  
time to type up the interseason issue yet. That's right he is, and  
he has.

Back to the call,

" What's wrong, too much work?"

"Work? What's that?"

"Too much drinking and playing wargames then?"

" No, but Pete Birks was right .....

... with that cryptic coment I must leave Gruff's philosophising  
because the bottom of the page is coming up fast!



This is the back page, and is being typed last. All the other pages were typed up long ago. When I rang up to fix up a printing date, however, I was told that the Duplicator was not working, and that the one from Ronao couldn't come for quite some time. I had, therefore, no option but to wait... and wait... and wait. Today is Wednesday November the 5th and West Ham have beaten the Arrenians, which is most annoying, beat United and got away with it. No justice, is there?

O's o A.

Andy Davidson to 531, Whitton Ave. West, Greenford, Middx. UB6 ODY.

Geoff Challenger : Cameron Hall of Residence, Royal Holloway College, Egham Hill, Egham, Surrey TW20 OEX.

Dave Ross Rayleigh Tower, Flat 5, Univ. of Essex, PO box 26, Wivenhoe Park, Colchester CO4 3UE.

Andrew Waldley Univ College, Oxford OX1 4BH.

David Holland H4 1st Court, St Johns College, Cambridge CB2 1TP.

Steve Plater H4 Old Court, Clare College, Cambridge CB2 1TL.

Rumours: From fairly reliable source, Geoff Challenger may be dropping out of Postal Dippy due to lack of time. Tgis has yet to be confirmed by Geoff (I was out when he rang earlier this week) but could well mean that a GM will be needed for Hyperec.

DEADLINE?.....DEADLINE.....DEADLINE.....DEADLINE.....DEADLINE.....

WEDNESDAY 3rd DECEMBER WEDNESDAY 3rd DECEMBER WEDNESDAY 3rd DECEMBER

DEADLINE.....DEADLINE.....DEADLINE.....DEADLINE.....DEADLINE.....

Stand 1 year are needed for RHOVANION -- 'B' GONDOR -- 'K' RUSSIA -- 'J' TURKEY -- 'J' and I think that is all.

It might help if those who owe me money could send me, please? You SM.9 notice I've sorted out your credits. All complaints by next deadline. Sorry for late - D.

REVIEW TO USE THE POST CODE

MESSAGE SPACE

I hope this is to the right address. If not I'm sorry, & I'll understand if your next notes are late. Ta! for trade - D

You are...

This is Hannibal

No. 24.

Pete Bink, (T)

39 Handforth Road



Keynes College

London

University of Kent

Canterbury

SW9 0LC