

PENDULUM

47

A
NIGC ZINE
AND
PROUD OF IT!

TO



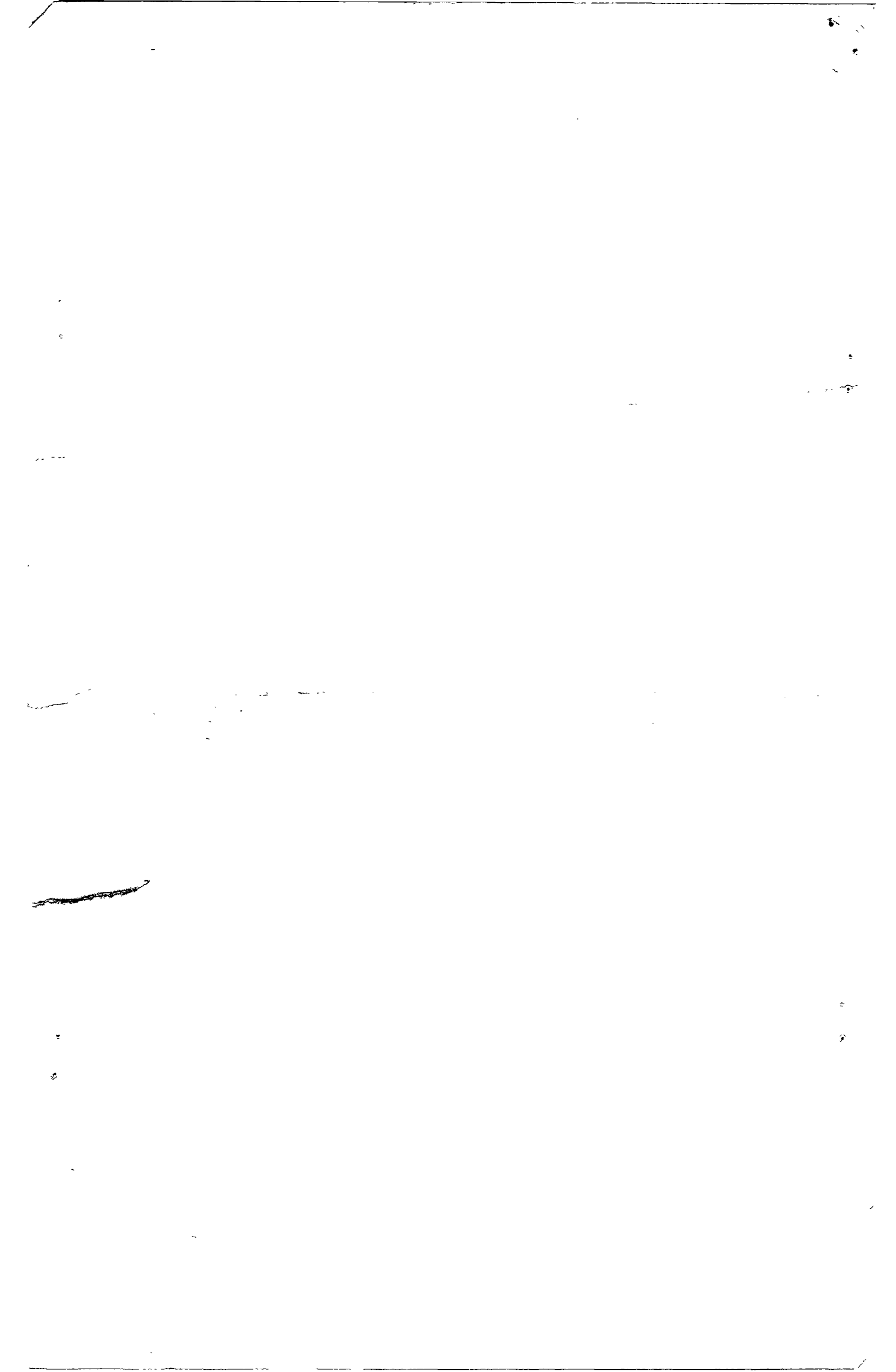
to use the
POST CODE!

Mick Bullock,

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West. Tones



POSTAL TABLETOP

A very exciting move.

Round 4 Movement Allied

Belgian column b swings towards the hedge, British line f swings towards its right. Unit C charges and is counter charged by enemy unit 4 and 6/3. Unit k charges enemy unit 6/2. Unit g retires behind farm. Unit h advances to outskirts of the village. Unit j moves towards the village whilst unit X i takes its place behind the hedge.

French

Units 1 and 2 advance firing. Unit 4 charges unit c. Unit 6/3 (a sqd of 200 men) charge unit c in rear (small frontage due to movement on the road). Unit 6/2 charges unit k. Unit 7 moves into the village. Unit 8 continues advance. Unit 9 in woods opens up with carbine fire. New arrives on baseline of 2 battalions in line and two in column.

Firing Allied

Unit a fires on French unit 1 and causes 26 cas (1 fig plus 1). Units b f & d fire on enemy unit 6/2 and cause 92 cas out of a squadron. It's strong!

French firing

Units 1 & 2 & 3 fire on unit c and cause 46 cas (total 3/2). Unit 10 fires on enemy unit k and causes 4 cas. Unit 9 dismounts and fires carbines at unit i causes 6 cas.

Combat

Allied unit c is caught in rear and frontally by units 4 and 6/3 it receives 20 cas (total 3/22) it inflicts 20 cas on unit 4 (total 2/24). result, it loses the melee to the cuir but beats the hus to its front (melee continues). Allied unit k inflicts 43 cas on the unit 6/2 (1 fig plus 18) whilst receiving 37 cas (total 1 fig 16), the result is that the allied unit gets the upper hand.

Morale

Retiring allied unit g will advance again if so wished move after next. Allied unit c is in trouble, caught between all those enemy forces. It will hold for a few moves yet though. French unit 6/2 is in rout (are you surprised?) after receiving 92% cas!

Next move. French Le Cor unit 7 will not put up a very good show in amongst those houses being quite unfit for such activities.

Total casualties:

French dead: 304

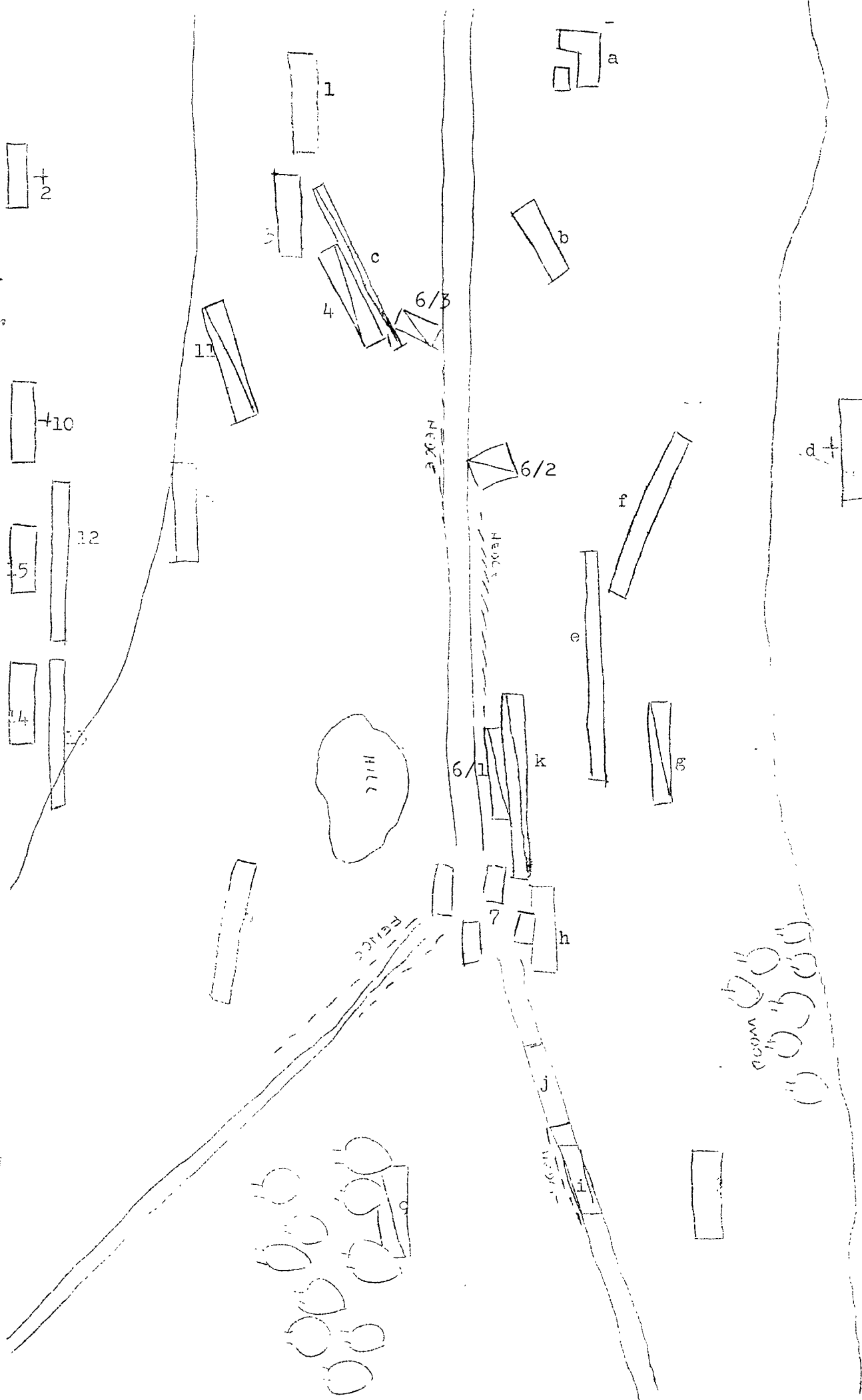
Allied dead: 241

Point cost of figures lost show a even greater swing towards the allied favour French losses 86pts Allied only 54pts. This was in the main due to the destruction of the Cuir squadron 6/2. How in gods name did you know (?) that Peter was going to try for your guns! I've never seen such timing, if you hadn't turned inwards like that, the Cuir would have overrun your guns. Come on Hand, was it luck or judgement.

IMPARTIAL OBSERVER: (Black and white supplement)

The loss of that Cuir squadron was critical; it swung the game from in favour of the French to the other extreme where it is now uphill all the way for the French. The new French reinforcements could not have been held off any longer without making them irrelevant to the battle. As it is they can now force through the weak area around the gap between the farm and hedge, but then they face the task of getting the allies out of the farm and village, something which could turn out impossible unless they can destroy the allied cavalry (another very hard task). The allies are now consolidating their position and it all up to the French to drive them out.

Victory conditions: There are two really, either can give you victory. Destruction of the enemy, or control of the road by the 11th move (e.g. nightfall)



MIDCON cont.

...put it best by saying "how can we concede to someone who has stabbed all the way through the game"(and by god I stabbed everyone). I was disgusted by the suggestion as till then we were playing the game as a friendly one, but after that no one would ally with me as most were out to get me to prove (or disprove) that there could be a different result than a Austrian win. Dave Tant as Turkey played a beautiful game to go from 3 units to a victory in about 4 game years. Iain Drylie as Germany got 2nd place, I can't remember the other positions except that I fell from a winning position to about 5th or 6th.

I only played one other game at the 'do' that was Starforce Alpha where with Richard Kitt & Henry (i can't remember his last name) we failed to beat Peter in an attack on Sol (our losses were 2/3, Peter's nil).

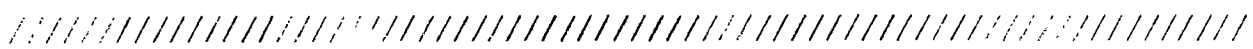
Knocked back a English number of drinks in an attempt to clear a bad cold, it didn't work. Watched Richard Sharp, Glyn P and Pete Birks pass bits of paper with IOU written all over them between themselves (something to do with that silly game called Poker), John Piggott seemed to be a chant leader, whenever he received the cards he would look at them and cry "What bastard dealt these?" (or words to that effect) to which the others would reply in kind.

Later a bunch of us went to a local ~~XXXX~~ Chinese restaurant, by this time I was nearly dead. Could hardly eat a thing (especially after seeing some guy filling a big tub with what looked like dinner). My cold kept up with me the rest of the evening when we went on the lookout for a local nightclub...100yds from the Bullring and there wasn't one that wasn't either full to capacity or a bloody dump. Went back to the con...everyone gone home!

Sunday, left in the morning for home, didn't get back till quite late even then as I ran into a fruit machine thing (can't resist playing 'em) and spend a hour or more playing it.

I then slept the clock around (almost). Then had to stay in bed as my cold became something closer to flu.

The con was okay, but by far it was more fun a Peter's. Ta!



UKER

Greatest Hits has a card page, so why not P.

Uker is the cornish national game. Go to any pub and there's at least two or three games going. It's a very easy game to play except for the appearance of 'the right and left'. I shall explain.

Take an ordinary pack of cards and take out every card below 9. Thereby leaving you with a pack of 25 cards of 9 and above. Introduce a Joker to the pack. From now on the Joker is called a 'Benny'. The game is played as 'trumps' except for the 'trump' hand which looks like this.

left Benny right ace king queen --- 10 9	The left is the Jack or Knave of the same colour suit as is the trump suit. The right is the Jack/Knave of the trump suit. The right will best the left in a hand. All the other suits are played as normal except that the left changes from one suit to another. You play with a partner.
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Five cards are dealt to each player and the top card of the remaining cards is turned upwards, this is then the trump suit (if chosen). The dealer if he has a good hand in the trump suit can pick it up and put another card face down on the pack. If he doesn't want to go that suit he passes. The player on his left then has the choice, but if he want to go that suit he must tell the dealer to pick that card up (he'd better have a good hand to do that) If the dealer's partner wants to go that suit he must tell his partner to 'go down' e.g stack his cards, and the caller will play against

pto

D&D REPORT

As time goes by both weath and casualties increase. The Beecham Dungeon Bashers Association have lost another companion, Conan. Led to believe that the danger was to their front (a chasm) they were unprepared for the real defence of the loot, a spider behind and above. The spider attacked and drove Conan and itself over the edge. All that was heard was a squelch (treagle like) from the falling pair. No signs have been found of the poor Conan, who is now presumed dead. A report that the afore mentioned Conan was infact tied by rope to other members of the group have since been found to be without factuality, it was the door which was tied to the rest of the group!

Kingsize the Long Cool Drag after a week of face to face play amassed a large fortune and a army of 700 men but when he took them onto the field of battle they met a mere 11th level cleric who with the aid of 200 Nomads forced Kingsize from the field. Bankrupted by this failure he went back and again massed a fortune (during which he nearly blasted his own head off with a fire ball) but this time built a fortress (to hide in).

Iain Drylie (the character with no name) met and killed two Bandits, then 6 giant ants but on being chased into a building by two Hero's he ran into 3 Orcs and that is where he met his death!

Scomber and Harpad are still somewhat bemused by their problem and have yet to make their fortune.

Thak, has, due to his creator (Robert Howard: Conan fame) been granted a strength factor of 36! in exchange for the fact that he can only associate with chaotic's. So beware of running into any ape like creatures.

The Barsoom group are having some trouble with this old guy who trades insults and bad advice.

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MIDCON

I WENT (horror shock!)

The most enjoyable part of the whole affair was the Friday evening at Peter Tyrnells when we were deciding what game to play! The argument and counter-arguments went on for nearly 2 hours. Dippy came out top with cards 2nd. Iain Drylie, Willy Haughan, Hetherington, Henry, Richard Kitt and Peter play Dip whilst Ian Waugh~~X~~ got coned into playing Uker by Dave Wilson and me! Within a hour there were as many playing Uker (and a few rounds of Poker) as was playing Dip. (stupid game Poker!) Bets put on by the card playing people on the 'first out in the dip' was ruined when England was the first to jion us.

Peter incidentily had us rolling on the floor when he pronounced the word Cuirassiers (French armoured heavy cavalry for you ignorant types) as QUELR ASS IERS... then innocently enquired why we were laughing !

One o'clock in the morning some twit suggested we drive down to the motor way for a cut-up. Ian, Henry, Dave and myself agreed.....
...100 mile round trip! Got back about 4 o'clock.

Saturday Iain and Peter attempt hari-kari by continually shouting "And who's wife was in the Top Player list when he wasn't?"

Dip Tourny, amassed 10 units as Austria and in doing so wiped out Pete Birks who played Italy, looked in a good position (my bad order writting was more of a nuisance than anything else) till some B2&1d walked over a said that the others should concede to me so I should go through to the championship. This was instantly rejected by all in the game, as you can't play diplomacy that way. Dave Tant.

the other two players. If on the other hand nobody wants to play the suit turned up and it goes around one to the dealer he then turns that card over and he has the choice of suits. Again he can pass and it goes around the table as would with ordinary trumps.

Scoring

The players who call the suit must win 3 out of the 5 hands to make a point. If they win 4 out of the 5, they still only get 1 point. But if they get all five they get 2. If one or the other goes it alone (e.g. the other turns his cards down) then he gets 4 points for all 5 tricks, but only 1 for anything above 3. Now if you call and you're **UKERED**, e.g. you fail to get 3 tricks, you lose 2 points, or 4 if you fail to get even 1 trick.

It's simpler than it sounds. We generally play to 15 points, which makes a game of about 30 minutes.

John



Iain Drylie

AARGH!! RUN FOR THE HILLS!! IT'S... ~~THE BAY EXEY ROLLERS~~ THE EPIC OF SLUMPHK (BIT THE EIGHT)

The war raged throughout the land, and a few other places too, but mainly around the two toad mutating bases. The Slumphkian toenails had driven the defending lemmings out of the bases by pouring a mixture of custard, axle-grease, old kippers, dead cows, live guns, old copies of Private Eye and curry flavoured jelly into the ventilation systems. The toenails forced the great hordes of rodents back, mile after mile till the lemming groups merged and successfully defended Bradford. Now every lemming in the country was besieged in the town. Slumphk gathered all his forces around the town and attacked inwards on the main roads. As any total idiot would, he was at the head of one prong of the attack and ~~colleeny~~ ~~survived~~ instant death as he had amazed everyone by doing since his birth.

As Slumphk's forces passed the Bradford Institute of Culture (a large building full of empty rooms) they came across an enormous barricade on the road.

"Hmmm..." pondered Slumphk "We'll never get over that. Got any ideas, Arthur?"

"We could go around the side of it, 'cos they've only built it to the edge of the road. The pavement is quite clear".

"Don't be ridiculous!" said Slumphk. "You're always looking for the easy way out" And so, as Arthur walked off muttering to himself a bloody pointless skirmish commenced.

"STOP!!!"

"Pardon?" said Slumphk.

"STOP!!! was what I said".

There was a sudden blaring of celestial trumpets and a cloud descended from above.

"Ye Gods!" declared Slumphk.

"No, just one of me. Well, there's three of me actually but to make it easier for newspaper reporters and apostles we share out our speeches instead of speaking at the same time" boomed one of the three figures on the cloud. "Anyway," said another figure, a rather scruffy looking college type wearing a sheet, "we've all decided that this war is getting very boring so we thought we'd come and liven things up a bit". With that he threw a thunderbolt at a small group of lemmings, who scurried away, squealing loudly. The lemmings, toenails and Slumphk all stood around, not knowing whether to scream or burst out laughing. Then a figure burst through the crowd of lemmings. (Pop!) It was the Lord High Lemming. **WHAT HAS HAPPENED TO THE REVOLT OF THE SPORAN COBBLERS? HAVE YOU EVER HAD YOUR SPORRAN COBBLED? HOW LONG WILL IT TAKE BEFORE I CAN PUT PENDULUM OUT OF BUSINESS? SEE BIT THE NINTH, UNLESS PEN GOES OUT OF BUSINESS BEFORE THEN.**

NGC 138 GAMESTARME and Final SC count:

NGC 138, 1975FK. Zine: Pendulum, GM John Coombe. Austria; Dave March (out Aut 05): England; Tom McCloughlin : France; John Bennett (drop Spr 02): Germany; Mike Tanner (won Aut 07): Italy; Richard Donaldson: Russia; Glyn Palmer (drop Aut 04) Turkey; Peter Tyrrell.

	00	01	02	03	04	05	06	07
A:	3	2	2	1	1	-		
E:	3	3	3	3	3	2	1	1
F:	3	5	5	3	2	1	-	
G:	3	5	6	8	10	12	15	18
I:	3	5	5	5	5	5	4	3
R:	4	5	5	6	5	4	3	-
T:	5	6	8	9	19	10	11	12

GERMANY:

How to paint the world black, except for a yellow smudge in the corner. My initial thoughts on the strategy I should adopt were as follows. A conventional approach would be to seek an alliance with France against England: this does not seem to me to lead anywhere, since after disposing of England, Germany would be left facing a strong France. Also, I felt that a French/German alliance would encourage a Russia/Turkish alliance which must be dangerous to Germany in the long run. I therefore decided to direct my effort against France.

Of course I proposed to France the conventional alliance against England, and was in fact prepared to pursue this course if England would not co-operate against France. I wrote to Russia explaining truthfully what my plans were, and seeking a promise that Russia would enter the alliance against England if England did not co-operate against France. This promise was forthcoming, but there was no way of knowing how reliable this promise would be. However I wrote to England proposing the alliance against France, and threatening a France/German/Russian alliance if he did not agree. England agreed, but seemed a little upset about the threat.

From the outset, France was distrustful of my intentions, and sought an alliance with England against me. France then made the mistake of double-crossing England, destroying any possible French/English co-operation, since I was careful not to mislead England myself. England of course wanted my support for a landing in Belgium, however I did not want to do this if I could avoid it, just in case E turned against me. I persuaded E to attack the western flank of F, with the idea of E attacking Portugal and Spain. This would split the French forces. Just in time, France went into anarchy, there not being much else worth doing! I now had to choose between attacking England or Russian-held Scandinavia. I had managed to get a fleet into the North Sea without upsetting anyone, and with no particular aim in mind. I decided that it was more sensible to attack E, in the hope of eliminating any possible threat from the west. The moment of attack was well chosen, I think, as I had managed, surprisingly, to persuade E to remove his army to Portugal. It now became just a matter of time before I overran E and F, although E now conducted a clever defence, but only just avoided elimination.

The problem now was Russia. I did not feel ready to attack Russia, and was not sure I wanted to anyway. However Russia now missed a couple of moves and I was forced to move against Russia in case he went into anarchy and was overrun by Turkey. This was the last decision of any importance.

Turkey probably feels that I won too easily, with France and Russia both going into anarchy. There is an element of truth in this, but I think I deserved to win for two reasons. The first reason is that I took a great chance with my initial strategy, which could easily have resulted in a F/E alliance against me, with Russia probably joining in as well. I think the French anarchy was a natural outcome of my plan. Secondly, Turkey failed entirely to take advantage of