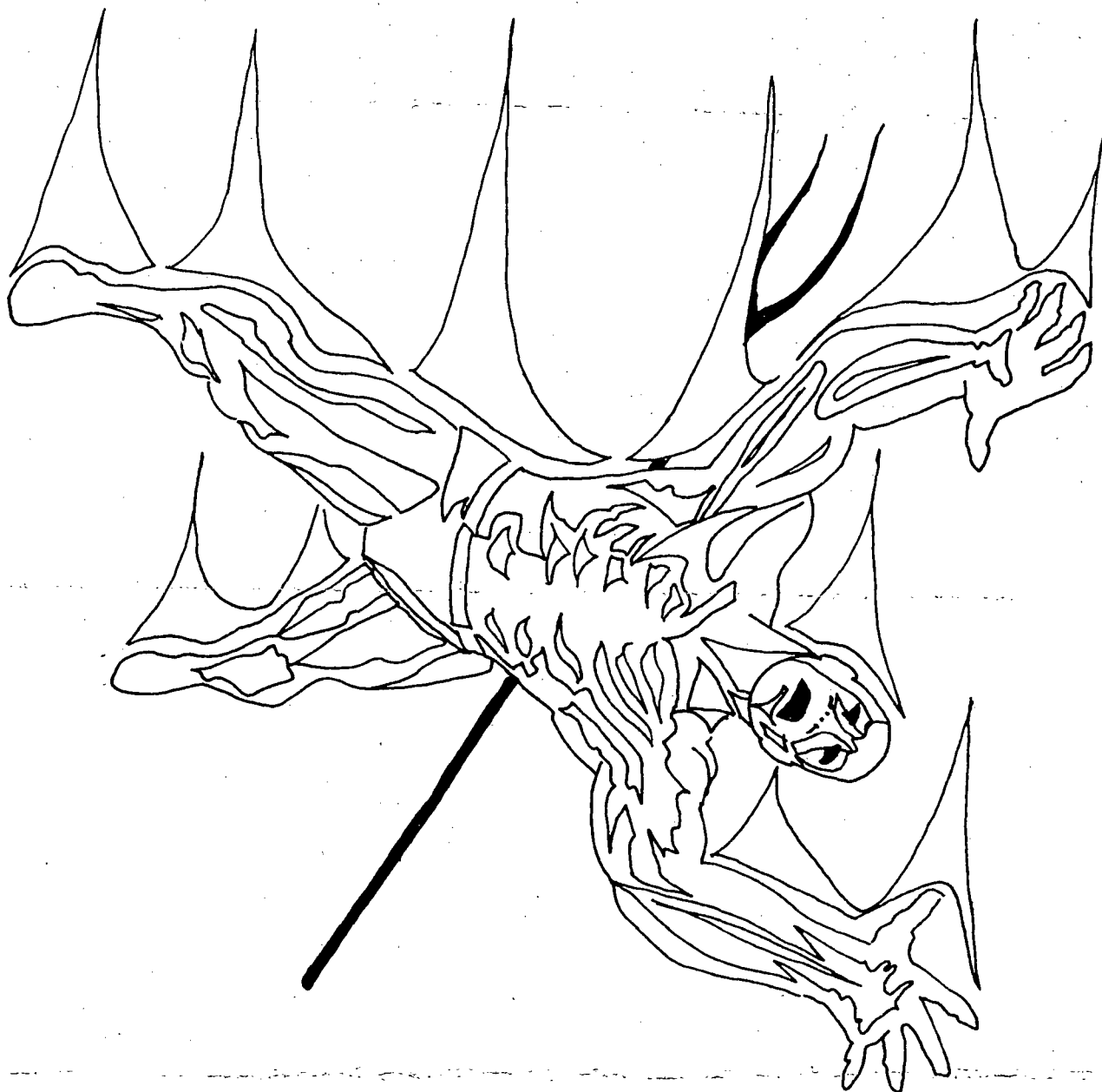


# GALLIMAFRY

PRICE 12½ PENCE

SIXTH ISSUE



FIRE IN ASPHODEL : KARAK, DEMONS AND FLASKS OF OIL

EDITOR: MARCUS LIMNEY-FOOTE, 3, EXETER PLACE  
GUILDFORD, SURREY. DEADLINE 23RD AUGUST 1977

Editorial: Gallimaufrey has now joined the ranks of those 'zines who are in late childhood, with this issue, issue 6. It has cost most of you around 12½p, two of you nothing: Richard Bairstow, who has helped me out by printing this issue and Steve Doubleday, because of his contributions to this issue. (Thinks, @if he does much more, I'll be paying him!@), it has cost Richard Jarvinen more, because airmail costs are higher. Production run is 20, with two trades fading from the scene. Speaking of reaching late childhood, Albatross/Cormorant appear never to have left it! I shall no longer be trading with them. Ad Nauseam also bites the dust, having only ever received one issue in the time I have been publishing, I see no reason to continue sending Gallimaufrey. Leviathan also bites the dust. I just cannot be bothered to work out their strange credit trading system. A review of Leviathan appears on page 6. I suppose that it might be as well to say that I am going to trade with those 'zines that I enjoy reading. I fully realise that other 'zines cost more and are produced slightly more quickly, but by and large, I think most traders get sufficient return in most issues of Gallimaufrey. The current list of trades is as follows: (comments are inside @..@) Mad Policy, @super-efficient, at present suffering under publisher's slight disenchantment with the hobby@; 1901 and all that, @another super-efficient 'zine, but one which I find normally devoid of any item worth reading@; Dolchstoss, @the gov'nor; last issue was a bit disorganised, probably in anticipation of massive French drunk!@; Ethil the Frog, @excellent turn of phrase, overshadowed by an unpleasant air of superior maliciousness in issue 7....the relationship with Dolchstoss is obviously telling, rather like a superior nancy boy, Piggott appears to be violently decrying anything vaguely disagreeing with him by ignoring the content and attacking the form!@; Trojan Horse, @apocryphal 'zine that everyone talks about, but no-one sees@; Tinamou, @idiosyncratic blend of sanity and madness, pleasantly produced and run... along with Mad Policy and 1901, one of the three best mimeo 'zines that I have seen.@; Rats live on no Evil Star, @which I get to see, and whose lettercol is excellent. Pete manages to fervently disagree without being terribly vicious. Unlike EtF (see above)@...I do 1901 an injustice, Mick occasionally produces an issue/article so worth reading, it more than makes up for the rest...why else would I trade? Production will never be allowed to get above 30 copies, so, if you know someone who wants to trade/sub, get them to do it quick!

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- Page 3. The 'cover story' ! Dungeon, Steve Doubleday's helpful hints for arsonists in fairyland.
- Page 4. Rational Trust, the Dippy player's heritage, followed by a continuation of Fire in Asphodel from Page 3. (it's catching!)
- Page 5. NGC 197, Spring '03. Orphan's Descending.
- Page 6. A review of Leviathan, far too kind.
- Page 7. Jubilee game. Autumn 1901. Walkerdine misses opening, Turkey discommoded.

"STOP PLAYING WITH YOURSELF"



Further editorial nonsense, including a piece on Pub of the Month

A stern warning: if players leave their orders again until after deadline day, which is August 23rd, then I will not crawl round to the phone box to ring them up again. Please, use your loaf, send in your orders provisionally early, change them later if you want to. AUGUST 23rd is a Tuesday....O.K.?

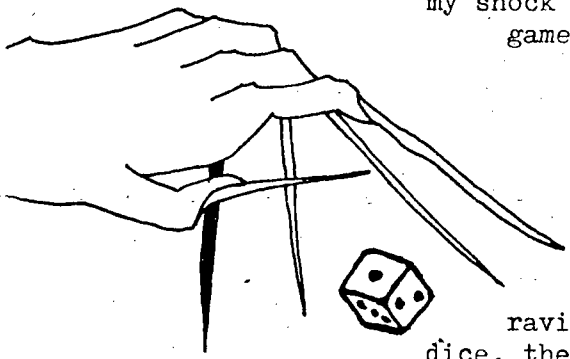
ADOLESCENCE HERE I COME!

Battle of the Ring (or The Downfall of the King and Return of the Lord of the Rings)  
 Reviewed by Steve Doubleday, the game is produced by Martin Edwardes, 75, Disraeli  
 Road, Forest Gate, LONDON E.7...for about £2.50.

Equipment: 1 printed map of Middle Earth; 94 diecut counters; 1 rulesheet.

Description: The map is nicely printed and coloured with a galleon in one corner. Which is a pity, because there is no provision for seawise movement or gunpowder in the game. The key is verbal and is contained in the rulesheet. It does not tell you that orange underlinings are special squares; although these are detailed in the text, and red underlinings are fortresses; as these are not detailed in the text, general knowledge is your only recourse. The diecut counters are clearly distinguishable, one army type from another. (I was disappointed that whoever had done the graphics hadn't represented Saruman's forces with a Red Hand) The diecut counters of the review copy weren't diecut counters, but a thin plastic-coated sheet of cardboard which involved wearisome minutes sawing away at them with a pair of blunt scissors. I assume that buyers will receive the real thing. (A hint to those that buy this game and others of a like nature with yer actual perpetually folding map - mount it on a bit of stiff card; it saves any arguments about units migrating!)

Play: As well as four solo games, I test played this game with Richard Sharp. The game comes in two versions; 2 and 3 player. As most of us can only ever get one opponent at a time, I consider the game from the two player viewpoint. When Richard said that he was willing to play, I thought that I'd get a nice easy victory! He drew the evil powers and I took the good alliance. Imagine my shock and horror at being beat by this self-confessed war-game hater! (But I did beat him at Scrabble!) Alas, the

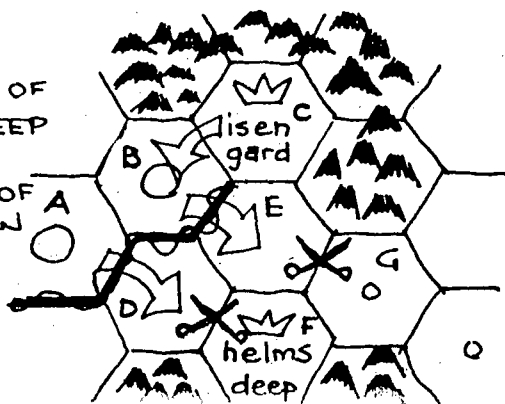


mechanics of this game are such that the Dark Lord would have to be blind to lose. The rings position is denoted by a diecut counter, thereby ensuring that the only way you'll get it to Mt. Doom is via military success. The evils get first go, with what's called a simplified 'live or die' table, but which turns out for four good units on the very first move to be a simple die table. This also enables Saruman's

raving men-orcs to grab Helm's Deep. With 2 six-sided dice, the men-orcs need a throw of 8 or above and only lose on a throw of 2! It doesn't need a probability freak to determine that the good powers will always be on the defensive (especially as the evils tend to have a higher replacement factor...Minas Tirith, Helm's Deep, Dol Amroth can all be negated on either the first or the second move. As the special reinforcing factors are Gandalf and Aragorn, and these can be pretty effectively barred from Rohan and Gondor, I think you can say goodbye Gandalf and hello Sauron in all but the freakiest of circumstances!

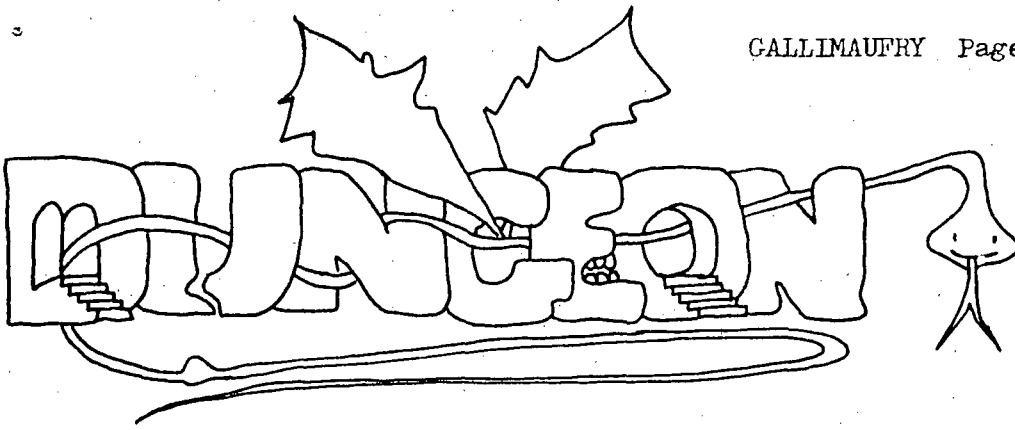
Summary: Cods to the idea of 'simplicity and speed'. If the game isn't sufficiently balanced to give both sides an even chance of winning, then it isn't worth paying £2.50. I can't tell you about the 3 player game. I'm quite glad to have the map and pieces. Most of the faults in the game stem from the simplified Combat Results Table, and it's worth paying someone else for the privilege of producing the map and pieces and making up your own rules. They can't be too much worse than the original!

"THE FALL OF HELM'S DEEP AND THE FORCING OF THE ROHAN GAP!"



THE ISENGARD UNIT IS SARUMAN WHICH MOVES C-B SO THAT THE MAN-ORCS MOVING B-E AND A-D ARE INCREASED IN POWER. THE RESULTANT BATTLES:-

|        | ATTACKER DESTROYED   | DEFENDER          |
|--------|----------------------|-------------------|
| E VS G | 7, 8, 9, 10, 11, 12. |                   |
| D VS F | 2                    | 8, 9, 10, 11, 12. |



ASPHODEL is Steve Doubleday's Dungeon world. Here below is a guide which he uses to be fair to the players and to cut out arguments. Any other like little articles would be very welcome.

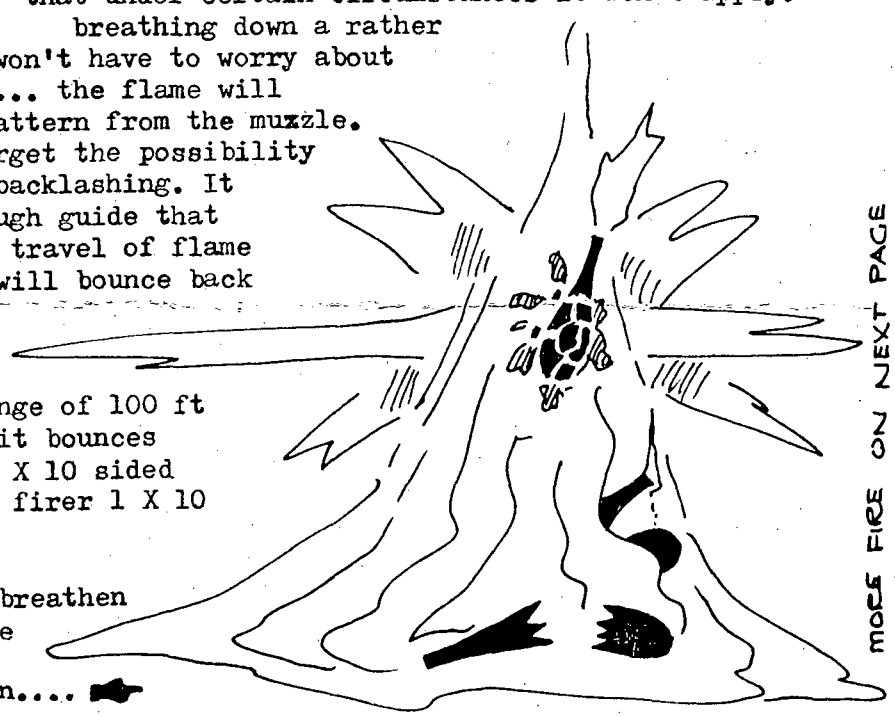
FIRE IN ASPHODEL! Fire in the Dungeon is one of the hardest elements to control and regulate. With some Dungeonmasters, the rules governing how much damage and what sort of damage is done by the flames varies with their mood, digestion and how many pints they had before they got home. (Shades of Eric Willis screaming "Sod it! It's burnt, you don't have to pour any more fucking oil on it!") The problem is that very few hints have been published as to how and what one should do.

THROWN OIL FLASKS When that good ole right arm is drawn back, and a torch follows, there must be some account made for the possibility of the flask not breaking (2/6 chance of not breaking); the accuracy of the throw (as MEN vs MONSTERS table with a plus 4 chance of hitting); the possibility of the oil not catching (variable with the sort of material it falls on: Earth 5 in 6 of not catching; Wood 1 in 6 chance of not catching; Roak 2 in 6 chance of not catching; Skin 3 in 6 chance of not catching). Oil of varamin is used in Scarlet city in the canal region of Asphodel... it is distilled from a rather noisome creature that inhabits the older canals... it is very high-burning and has various effects.. The first turn a creature is alight, it will distract him or her or it from any activity, provided hhi (him or her or it!) has a central nervous system.. if not the creature continues as normal for that melee bound. The fire does 2 X 10 sided dice of damage per turn and each flask provides enough fuel for two melee bounds.

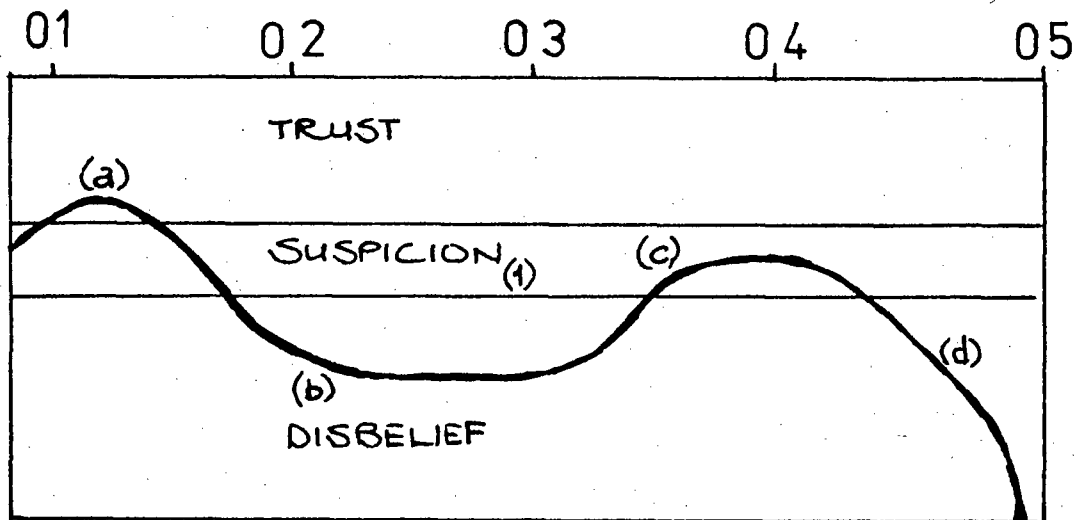
BREATHEN FIRE For those that want to cater for different sizes of creature which might have fire breath, then one can adopt the matrix which is given by the above. Obviously the creature breathing, or the flamethrower will nearly always ignite... use MONSTER attacking table without alteration, except that under certain circumstances it won't apply!

Smaug  
small corridor  
whether he hits or  
spread in a roughly conelike pattern from the muzzle.  
Many Dungeonmasters tend to forget the possibility  
of the fire catching and also backlashing. It  
would be as well to use the rough guide that  
the distance you allow for the travel of flame  
(say 100ft for a flamethrower) will bounce back  
half the unused distance. Say  
some idiot decides to  
burn down a door in front of  
him 20 ft. away... it has a range of 100 ft  
∴ it has 80ft left, therefore it bounces  
40 ft back. It does the door 2 X 10 sided  
dice of damage and the gun and firer 1 X 10  
sided die of damage!

DEVIL'S FIRE Make the same as breathe fire.. allow devils as an image manifestation.. KARAK will always survive to pull you down....



MORE FIRE ON NEXT PAGE



### Rational trust in novice Diplomacy Players

Notes. (a) This is a rare opportunity. This is where the novice player is both gullible enough to believe anything you say and inexperienced enough to take statements of fact and misconstrue the answer. ('Anyone attacking Galicia would be declaring war' .. 'Oh! Goodoh, then I don't have to defend Galicia')

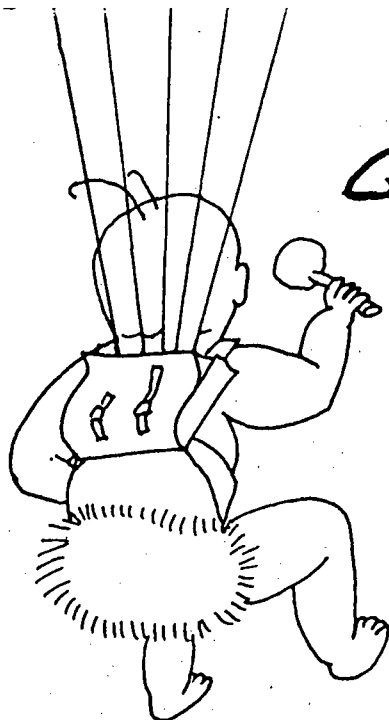
(b) 'You attacked Galicia, you rat!' .. 'Well, I'm declaring war aren't I'...'Wont trust him again mutter..mutter..cad.'

(c) This is the second stage of gullibility..where the novice has survived long enough so that he thinks he can play. The experienced player then takes him on one side and says 'I know I've got Vienna, but I think that you can get second place...I tell you what, I'll move my army into Tyrolia and move from Galicia to Vienna...you can't fail to get into Trieste with my support.' 'Thanks very much, I'd enjoy stabbing Italy.'

(d) 'You bugger, you didn't support me into Trieste..you took it yourself!' 'I said you'd get in with my support..I didn't say I'd support you.' Let this be an object lesson to all those who don't tie agreements down!

(1) Paradoxical Trust. (Not real trust...characterised by rapid eye movements and an itching feeling in the back) Disbelief is characterised by an actual pain in the middle back region.

➤ (Continued from page 3) DEVIL'S FIRE...So there is no conceivable way you can actually eradicate a demon from a dungeon. All you can hope to do is to kill a manifestation, or to trick it away. In Asphodel you can actually call upon gods and demons. This has the advantage that it gives clerics something else to do. You can work out your own tables for this, but the idea is to produce something that involves work, patience and a possibility of the whole idea backfiring. (Like the neutral cleric in one expedition who sacrificed everything he could lay his hands on... two of the monsters were neutral... so Zeus wasn't too happy by the time the cleric'd worked enough sacrifice points to appeal. A blast of direct 24 x 6 sided dice was the intervention! The dungeon needed a rebuild... the cleric was not resurrected!) Another possible alternative for breathe fire, is to allow the occasionally roasting figure to appear in front of a party. The figure might be immortal with real flame, imaginary fire with a suggestibility factor so the gullible shrivel up, a telepathic, magical image which is a geas indicating that members of the party must go through fire to be free. The latter isn't a bad idea... fire priests could be informed of the reason why the party keeps getting transported back into the dungeon and arrange a suitable ritual... others will just have to use their own imagination and arrive at the right answer. There should always be some clue for the players to use.



# GALLIMAUFREY ORPHAN RESCUE SERVICE

Here we come, at last, to another game. Some of you will be thinking, 'my god, this is nothing like PENDULUM'...well I've only seen the last issue! But I hope that you will be happy here in GALLIMAUFREY. I am referring to those poor displaced infants from NGC 197. I have taken the position from Autumn 1902 game report as correct, but I shall repeat the supply centre table for the benefit of those who haven't kept the last copy.

Winter 1903 NGC197 Elusive Denmark Escapes John Coombe and Others!  
 Austria: 4 owns Tri, Vie, Bud, Ven ..lost Ser GM(JC) removed A.Alb  
 England: 3 anarchic centres Lon, Lpl, Edi  
 France: 6 owns Bre, Mar, Par, Spa, Por ..gains Bel Builds A.Par  
 Germany: 4 owns Mun, Kie, Ber, Hol ..lost Bel  
 Italy: 3 owns Rom, Nap, Tun  
 Russia: 7 owns War, Mos, StP, Sev, Rum ..gains Swe, Nor Builds A.War, A.Mos  
 Turkey: 6 owns Con, Ank, Smy, Bul, Gre ..gains Ser Builds A.Con

Spring 1903 NGC 197 Russian and French Maggots gnaw at English Bulldog  
 AUSTRIA (Dave Rich) F.Ven st; A.Tri s A.Vie-Tyr; A.Bud st.

ENGLAND (Anarchy) F.NTH; F.NWG; A.Yor.

FRANCE (Roger Sterry) A.Bel-Ruh; A.Pic-Bel; A.Par-Gas; A.Mar-Gas; F.MAO-ENC;  
 F.ENC-Wal.

GERMANY (Michael Alloway) A.Bur-Gas; A.Mun-Ber; A.Gal-Sil; F.Kie-Den

ITALY (Brian Wernham) A.Tyr s A.Rom-Ven; F.ION st.

RUSSIA (Chris Day) A.Nwy-Swe; F.Swe-BAL; F.Sev s A.Rum; A.Sil s A.War-Gal  
 A.Mos-War; A.Rum-Bud

TURKEY (Richard Jarvinen) F.Ser-Alb; A.Bul-Ser; A.Con-Bul; F.BLA st;  
 F.Gre s F.AEG-ION

Nasty cries of despair section! Retreats: Italian F.ION-TYR; German A.Gal dead; Italian A.Tyr dead.

PRESS Muffinhouse(Official!)Each game receives a maximum of one page, so only the best press gets published! Sorry, but there isn't a lot of spare space.

Oneliners/Berlin-Rome: Make it snappy/Berlin-Moscow: Second time lucky?/

Mr. Ottoman Really some wierd moves last turn. Or is that just the way teach Dippy in England? Anyway, I'll show you that my moves can be as wierd as any/Paris-Berlin Your tactics are somewhat similar to the Japanese in force/Austria-Germany It wasn't supposed to happen that way, but they say Galicia's vunderful in Vinter!/Austria-Italy I'm just tightening up my borders/Austria-World The Austrian Govt. vill soon be imposing stricter immigration laws so that foreign armies vill not be allowed in without a vork permit/Muffinhouse Just fitted it all in!

The life and times of Leviathan: or A short guide to a vast sprawling illiterate estate. A review of the 'zine by Marksman.

Leviathan costs around the 40 pence mark and is produced by a strange collection of people whose editorial address is 30, Blagdon Road, LEWISHAM, London, SE13 7HH. 'phone 01-690 2751. It appears that this is the residence of Eric Willis and that Ron Canham might be said to be a ringleader also. Some of the artwork is produced by Puskas the Cat, who seems to have developed the excellent habit of sitting on Eric Willis's head....can we all join in?

The magazine is stuffed full of disjointed bits of chit-chat and this and that. The disorganisation is the factor which makes it very difficult to coherently review this mammoth production. I'm not surprised that it is never on time, as there are twenty games run in the 'zine. These games are of various types, not a few of them requiring vast oceans of time to adjudicate and prepare for publication. Gladiator Tournament is one of these, Kingmaker another, En Garde is another. One of the factors in common is Ron Canham...it is not



always possible to pin down the responsible (hah!) individual. All power to Ron, as he and Eric between them are quite obviously the sustaining force for L. But it appears to me that Ron has too much to do. The layout of his pages and games betray the lack of time (or is it lack of ability) to organise the pages in a way that is visually stimulating. It is not a question of innate ability, but being able to spend the time. If you can't organise the page, then a reasonably solid block of type, with the occasional para space is infinitely preferable to the sort of one-line ramblings that infest Leviathan. En Garde is a bad offender, with different spacings. It frequently looks like those ghastly column inches seen in the worse editions of the Guardian, where the compositor sticks too many spacers in one section and not enough in another. But why a type-written, off-set litho 'zine has

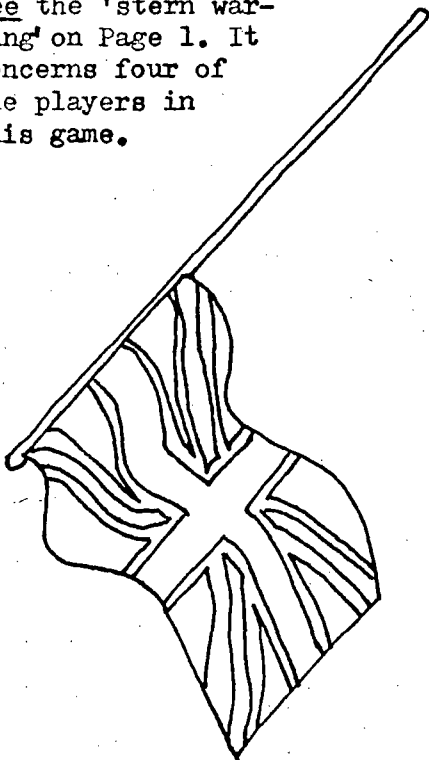
to be produced in this fashion, I do not know. Speaking of one-line utterances, one of the less endearing habits of Eric Willis ...

These words were written (like everything else of genuine interest) by good ol' Eric.

... Eric the Read, hmm.

But, and this is a large factor in Leviathan's success, there are some parts and aspects of the 'zine which redeem these irritating faults. The 'zine caters for nearly anything that can be played by post; it also provides a forum for a clique other than the Sharp/Piggott/Birks clique or the Fisher/Brown/Haven clique. Some of the cartoon work is excellent... the last I saw of Marcus and his artist they were trying to think of some way of ripping off that marvellous Roy Taylor cartoon on Page 6 of Issue 7. But for God's sake agree to type single, one and a half or double space, so that you get some sort of coherent looking magazine.

see the 'stern warning' on Page 1. It concerns four of the players in this game.



JUBILEE GAME Autumn 1901 NBN1.

Walkerdine misses opening...Turkey discommoded.

Austria (Richard Bairstow) A(Ser) supports F(Alb)-Gre; A(Vie)-Tri.

England (Phil Jones) F(NTH)-Bel; F(NWG) convoys A(Edi)-Nwy.

France (Brian Creese) A(Bur)-Bel; A(Spa) stands; F(MAO)-Por.

Germany (Ken Bain) F(Den)-Swe; A(Kie)-Hol; A(Ruh)-Mun.

Italy (Andy Davidson) A(Ven) supports A(Tri); A(Tri) supports Russian A(Gal)-Bud; F(ION)-Tun.

Russia (Pete Cousins) A(Gal)-Bud; F(GoB)-Swe; A(Ukr) supports F(Rum).

Turkey (Richard Walkerdine) A(Arm)-Rum convoyed by F(BLA); A(Bul) supports A(Arm)-Rum.

No retreats! But a lot of bloody noses! Winter 1901 and Builds!

Austria (3) owns Vie, Ser, Gre ..lost Tri, Bud.

England (4) owns Lon, Lpl, Edi ..gains Nwy. Builds

France (5) owns Bre, Par, Mar ..gains Por, Spa. Builds A(Par), F(Mar)

Germany (5) owns Ber, Mun, Kie ..gains Den, Hol. Builds A(Ber), F(Kie)

Italy (5) owns Ven, Rom, Nap ..gains Tri, Tun. Builds F(Nap), F(Rom)

Russia (6) owns StP, Mos, War, Sev ..gains Bud, Rum. Builds A(Sev), A(Mos)

Turkey (4) owns Con, Ank, Smy ..gains Bul. Builds F(Con)

Press: Versailles. Le Roi greets with great enthusiasm the decline of the 'sick man of Europe' and wishes Italy and Russia well in such a venture. The Kaiser would do well to say what he means rather than hiding behind a subterfuge of 'altering domestic frontiers'./Germany. The Kaiser wishes to be the first to express Christmas greetings to all his neighbours and hopes that no-one is too upset at his mild attempts to improve domestic security.

Editorial Ramblings (Continued) One excellent item that recently appeared in Ethil the Frog was a cost survey. While moderately pleased with the good showing of Gallimaufry, I can't help but point out that Mick Bullock's frequency survey was not necessarily a good base to judge G's future output. The frequency survey also includes issues 1 and 2 in its base..as these were produced to an arbitrary deadline, it is a little unfair to use this. But Gallimaufry, in my opinion is best value for money at the moment.

Waiting Lists: Cities of Nowhen. I'm afraid that lack of participative interest has brought Cities of Nowhen to a sad end. Keith Smith never did send any money, Steve Pratt is a failed trade, Bob Brown's lost interest.. J.J.Smith must go begging..the list is closed. Regular: Richard Bairstow Pub of the month: The Bull's Head, Guildford, North Street, which has the delectable Shepherd's Neame...@sigh@...can I be a professional drunk please. Lastly, please will no-one call me Sir Marcus..I never use it, why should you?