

STABBER OF THE YEAR POLL



**IS THIS
SOMEONE
YOU
KNOW ?**

Deadlines: Falcon, Hawk: 23rd April 1979
Noble, Vote, T.T. 20th April 1979, Friday
Belierand: 20th April 1979 (To Ken Bain)
All other material 16th April. Phoned
orders see Editorial, in emergencies only

EDITORIAL This issue is going to reach you a day late without much illustration. Unfortunately, your beloved editor, Steve Doubleday of 16, Somerton's Close, Guildford, Surrey GU2 6YB ('phone 39542), has had a stinking cold and various other unmentionable and unexciting ailments for the last three weeks. My devout apologies and I hope that things will be back to normal next issue.

Phoned orders: Having received some nineteen sets of phoned orders this time, all of them late and umpteen other sets in time, about fourteen sets of written orders, may I point out that phoned orders involve me in a lot of extra work. They occur outside of my normal routine and I will not accept responsibility if they're lost. As it says, friend, emergency only... not just because you're too lazy to sit down and put pen to paper.

Next issue: will see the start of the Vain Rats game. I've not included the gamestart in this issue, because the rules need to be collated and reprinted. I'll do this with the gamestart announcement and detail how you go about voting. I also hope that I'll be able to get the review of Sopwith and its postal rules complete by next issue.

Stabber of the Year Poll: This is a new feature and I hope that you will enjoy voting and reading the results. The conditions of voting are thus: You must have played a game, either face-to-face or postal with the gent or lady for whom you're voting. Try not to be too vindictive. There are several categories within the overall poll. These are: Effectiveness (i.e. how much he gains by it); Ruthlessness (i.e. how long he sustains it... does he stab and then feel sorry for you?); Suddenness (Did you expect it? If it was unexpected then that's a high mark). The proportion of voting is Effectiveness/50%; Ruthlessness/15%; Suddenness/20% and that leaves a weighting of 15% allocated as to how much you fear them! The second part of the poll is the person who, according to reputation (you don't have to have played with them) is the most inveterate stabber you know of! That means they're going to stab you for the sake of it, at some stage!!!

Changes of Address

Graham Box to 15, Earl's Crescent, Wealdstone, Harrow, Middx
Edwin Godfrey (from 31/3/79) to 31, Queen's Road, Hertford. (Herts 51404)

New Readers (welcome!) and participants in Vote

Marcus Watney, 22, Alexandra Road, Reading, BERKS (Turkey)
Shirley Morris, 63, Addison Road, Guildford, Surrey (Austria)

Note that wives may play, but they must submit their orders themselves. Obviously they can take their husband's advice, but I would be unhappy if you took advantage of this, husbands. I know that the ladies playing at the moment are either players themselves or sufficiently independently minded as to be open to (diplomatic only!) approaches by other players.

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Steve

T. T. Gallimaufry Transatlantic Trophy Racing

The riders ease into the straight, raw power echoing around the course as the colours of Bain and Walkerdine fight it out. Meanwhile, the back markers move more smoothly.....

Pos. ⁿ	Rider	Manager	First/Last Move	Speed	Remarks
1	Lepichon	Bain	E36→F42	135	Note 1
2	Hobugga	Walkerdine	D35→E40	120	
	Heinzeit	Walkerdine	F35→F40	120	
4	Walloon	Bain	E34→E39	130	Note 2
5	Devlin	Bain	E33→E38	130	
	Parmesi	Sterry	E32→F38	140	
7	Walkerdine	Bairstow	D27→D36	120	
8	Kosaido	Hill	D26→D34	100	
	Sharp	Bairstow	D25→E34	120	
10	Shek	Brown	D24→D32	100	
11	Koontz	Hill	E27→E31	100	

Team SLB: (Via loudspeaker): "Come on you buggers, you're not falling off, so you can't be going fast enough yet!!"

Notes 1: 135 is equivalent to 140 for the purpose of space-counting.
2: This was misreported last move and the relevant people informed.

--ooOoo--

WAITING LISTS

Gallimaufry will only ever carry twelve games of any sort. So far we have six, with a seventh (Vain Rats) due to start. So don't put your name on a waiting list, unless you're certain you want to play. Let me know if I've missed you out, or if you're on a waiting list and you don't want to be there any more.

Regular Diplomacy: (4/7; GM: Steve Doubleday; £1.00): Mike Close, Pete Cousins, Jenny Allison, Cliff Kennedy

Vain Rats III: (now closed: the final cast being: Craig Nye, Pete Cousins, Doug Wakefield, Richard Morris, Steve Plater, Dave Allen, Chris Tringham, appearing next issue.)

Superheroes in Tascoma County: (6/12; GM: Steve Doubleday; 25P): Bill Orr, Andy Norman, Andy Davidson, Andy Tringham, Bob Brown, Terry Hill

Rather Silly Diplomacy: (8/11; GM: Steve Doubleday; 50P for Jester and Soothsayer, £1.00 for other special powers, £1.50 for the seven regular powers): Chris Tringham, Craig Nye, Steve Plater, Eric Willis??, Ken Bain, Graham Box, John Miller, Andy Tringham??.

The question marks are for those on waiting lists with a large amount of money owing already.

Rules: Last issue I did say that I wanted self addressed stamped envelopes if you wanted the rules of a variant. I wasn't saying this for effect. It makes things much easier for me. All I have to do is parcel it up and send it off. If you gave me an s.s.a.e., you've got your rules. I don't know whether the rest of you will though. RSD rules = 3P + s.s.a.e.
Vain Rats rules next time; Superheroes rules = 13P + LARGE s.s.a.e....
If you don't send me the s.a.e., you won't get the rules.

Crusades has disappeared for the moment. Charles and I were at cross-purposes... we both want to play!!! So we're looking for a GM who we can reward commensurately. If it is played, if we do find a GM, we'll advertise in Gallimaufry for players and we'll report the game in brief in the zine.

New Waiting List: Five Dynasties Diplomacy: GM: SD; 9 players



Bairstowroller steams on Northern Alliance looks unsafe strategically.. in no danger tactically

Autumn 1906 (Fall? ha!)

Austria (Chris Day): A(Pru)→War; A(Gal)→Bud; A(Tyr)→Tri
F(ION)→Tun*1; A(Mun)→Ruh*2

HAWK

England (Jenny Allison): F(StPnc) stands;
F(ENC) sup A(Lon)→Bre ; F(NTH) convoys &
F(HEL) sup A(Edi)→Hol; A(Den)→Kie

France (Ken Bain): F(Bel) sup ENG A(Edi)→Hol; A(Par) stands;
F(Por) stands; A(Bur)→Mar

Germany (John Dransfield): A(Ruh) & A(Ber) sup A(Kie)→Mun;
A(Hol)→Kie*3

Italy (Richard Jarvinen): A(Pie)→Ven; A(Rom)→Nap; F(TYS)→Tun

Turkey (Richard Bairstow): A(Mos)→War; A(Arm)→Sev; F(ADS) sup ITA A(Pie)→
Ven; A(Tri)→Bud; A(Bul)→Rum; F(Gre) sup F(AEG)→ION; A(Vie) sup
F(Alb)→Tri

Retreats *1 Austrian F(ION) disbands; *2 Austrian A(Mun) disbands;
*3 German A(Hol) disbands.

Notes @1 I'm afraid, Jenny, although the intention seems obvious, I can't
change your orders for you. After all it might be a ruse of some sort!!!

Supply Centre Chart (and builds)

Austria:	War... loses Tri, Mun, Vie, Ven	
	disbands A(Pru) & A(Tyr)	1
England:	Edi, Lon, Lpl, Nwy, Swe, StP, Den... gains Hol	
	builds A(Edi)	8
France:	Bre, Mar, Spa, Bel... gains Por & Par	
	builds F(Bre)	6
Germany:	Kie, Ber, Mun... loses Hol	
	remains the same for	3
Italy:	Nap, Rom, Tun... gains Ven	
	builds F(Rom)	4
Turkey:	Ank, Con, Smy, Bul, Rum, Sev, Mos, Ser, Bud, Gre... gains Vie, Tri	
	builds A(Con), A(Ank) & A(Smy)	12

Press: Turkey - Austria: Parrot droppings eh? Someone's certainly
showered a lot on you:

--ooOoo--



Spring 1904 German fleet mutinies in Stockholm
Sick man of Europe in anarchy

Adjudication (Team leaders)

Austria (Edwin Godfrey): A(Bud) sup A(Gal)→Vie; A(War)→Gal
F(Gre) sup A(Rum)→Bul

England (Brian Creese*): F(NTH)-con & A(StP) sup A(Edi)→Nwy
F(IRI)→ENC; F(Lon) sup F(NTH)

France (Ken Bain): A(Par)*1 sup F(Bre)→Pic; A(Por)→Spa

Germany (Richard Morris*): F(Den)→NTH; F(SKA) sup F(Swe)→Nwy;
F(Swe)→BAL; A(Ber)→Kie; A(Mun)→Ruh; A(Mar)→Gas; A(Bur)S A(Pic)
→Par

Italy (Richard Bairstow): F(Spasc) holds; F(Nap) sup F(AEG)→ION;
A(Tyr)→Boh; A(Ven)→Tyr; A(Tri)→Bud; A(Ser)→Rum

Russia (****): A(Mos) stands unordered

Turkey (Richard Sharp*): F(BLA); F(Bulsc)*2; A(Arm); A(Sev); F(Smy) all
stand contrarily ordered.

Retreats: *1 French A(Par) disbands No legal RO *2 Turkish F(Bulsc) dead
NRO → →

Vote (Cont→)

Team Leader changes: As from now, Mike Close takes over from Brian Creese as leader of the English; Richard Morris resigns as leader of the Germans. Volunteers please?; Richard Sharp can't sustain the load as leader of the Turks, so I'm nominating either Terry Hill or Chris Day as replacements. Let me have your votes/acceptances/rejections on the next move please.

Individual orders (How they voted):

Austria: Edwin Godfrey: as country +5 = 29
 Dave Tant: subvert GER F(Swe)→BAL +2 = 2
 Steve Plater: A(Rum)→Ser; F(Gre) sup TUR F(Bulsc); A(Gal)→Boh;
A(War)→Gal; A(Bud) sup A(Rum)→Ser +1 = 1

England: Brian Creese: as country +5 = 21
 Mike Close: subvert GER F(Swe)→BAL +2 = 2
 Graham Johnson: subvert GER F(Den)→NTH +2 = 2
 Rob Thomasson: subvert GER F(Swe)→BAL +2 = 2
 Bill Dove: subvert GER F(Swe)→BAL +2 = 2

France Ken Bain: as country +3 = 23
 Mike Lean: subvert GER F(Swe)→BAL +2 = 2
 Tom Tweedy: subvert GER F(Swe)→BAL +2 = 2

Germany Richard Morris: as country except F(Swe)→Nwy +6 = 45
 Claire Walkerdine: as country ((!)) +8 = 47
 Bob Brown: as country except F(Swe)→Nwy +7 = 42
 Jane Brown: as team leader +7 = 29
 John Dransfield: as team leader +7 = 22
 James O'Fee: F(SWA)→BAL; A(Mun) stands; A(Ber)→Pru; A(Pic)→Bel;
F(SKA) sup F(Den)→NTH; A(Bur)→Bel; A(Mar)→Spa
 + 2 = 2

Italy Richard Bairstow: as country + 7 = 37
 Richard Jarvinen: as country + 7 = 29
 Richard Walkerdine: as country +7 = 32
 Charles Vasey: as country +7 = 24
 Jenny Allison: as country +7 = 32
 Pete Birks: as country +7 = 36
 Richard Hucknall: subvert GER F(Swe)→BAL +2 = 4

Russia Graham Box: subvert GER A(Bur)→Par +0 = 17
 Chris Tringham: subvert GER F(Swe)→(BAL) +2 = 8
 Adrien Baird: subvert GER F(Swe)→BAL +2 = 2

Turkey Terry Hill: A(Sev)→Rum; A(Arm)→Sev; F(Bulsc) holds; F(Smy) sup
F(BLA)→Con +0 = 7
 Chris Day: F(BLA) con & A(Sev) sup A(Arm)→Rum; F(Bulsc)→Con;
F(Smy)→Con +0 = 19
 Paul Openshaw: subvert GER F(Swe)→BAL +2 = 2
 Tim Sharrock: subvert GER F(Swe)→BAL +2 = 3
 John Miller: subvert GER F(Swe)→BAL +2 = 2
 Steve Agar: subvert GER F(Swe)→BAL +2 = 7

Press: For the first time in many dark months a few smiles could be seen in the worried democracies. Could the German tyrant control his own forces? Was Sweden an isolated case, or would it spread? Who was responsible for this unexpected move? The allies smiled and watched the Cuckoo's Nest! ((No dateline))

Brest: The Emperor lounged in his bath, musing "What had the King of England said? The Italian ruler had persuaded him that it would be in our best interests to instruct our subversion corps to order the German fleet in Sweden into the Baltic?? That's in our best interest??? Armies surrounding Paris ((Oops)) and we manage to send a German fleet to the Baltic??? Tiens! What a diplomat this Italian must be!" As the thought was formulated, the Emperor noticed his battleship sinking after a collision with the rubber duck.

Turkish Internationalist Party: T.I.P. is this month contesting the election in Sweden. The reported alliance with Welsh and Breton Nats. is not expected to endure, as territorial aims differ. New recruits are asked to contact Secretary: Tim Sharrock YMCA Hostel RAE Farnborough Hants for fun frolics and adventure!!!

BELERIAND

The daggers are drawn
Come back Morgoth, all is forgiven!

Doriath (Edwin Godfrey): 2A(For)-FSi; 2A(N-T) sup 2A(Arv)-SWB; A(EGo)-Nan;
A(Tal)-RoN

Feanor (Tim Sharrock): A(Lot) sup 2A(Hid)-Ael; 2A(MMA) sup A(Tha)*1
A(Tha) sup A(Hig)-Gel

Fingolfin (Richard Sharp): 2A(Mit)-NEW; A(Hit)-Cni; A(Dln)-Nev;
2A(SEW) sup FINROD 2A(Tal) bars DORIATH 2A(N-T)-Tal

Finrod (Richard Bairstow): 2A(SFa) sup A(Tal)-RoN; 2A(Ivr)-NWB; A(Nar)
sup A(Tal)*1; A(Tol) sup 2A(Tal) bars DORIATH 2A(N-T)-Tal

Gondolin (Steve Doubleday): A(Gon)-PoA; 2A(Tal)-Gon

Men (Andy Norman): A(ELa) sup A(ELa)-NEL; A(ELa)-((Lot-ELa)); A(Nog) sup
A(ELa); A(Bel) & A(Dol) sup OSSIRIAND A(NEB)-Tha

Morgoth (Who?): 5 x A(Anf); A(Eit); A(FSe); A(Riv); A(Dnn); A(Lad);
A(NEL); A(Ael)*2 stand in dismay at the loss of their leader.

Ossiriant (Bob Brown): A(NOs) & A(NEB) sup A(NEB)-Tha; A(MoS)-WTA;
A(Ram)-NEB; A(Aer)-NEB; A(SEL) stands

Teleri (Greg Hawes): NMR!: F(NBE); A(Nev); 2A(Egl) stand unordered

Retreats *1 Feanor A(Tha)-Hel; *2 Morgoth A(Ael) disbands

Notes: @1 Nice try Richard, but you cannot hedge your bets this way.
You cannot support a unit ordered to move unless it is a support for that
move.

@2 GM-Edwin: The GPO was kind to you as you can see. Your orders were
postmarked 2.15 p.m. on the deadline day! They arrived 1st (& only) post
next day - I waited as you're normally reliable.

@3 GM-All: I gather there has been a question about the success of both
Feanor A(NEL)-Lot and Morgoth A(Lot)-NEL last season. As (Lot) is an area
I regard it as equivalent to six mini-provinces; thus while it has less
than six units in it such an exchange is possible. If fully occupied, the
exchange could not take place unless a unit is moved or is forced out.
Compare this with the rules on stand-offs over areas and I hope that it
will appear consistent to you. (If the A(NEL) had been prevented from
entering Lot by other means e.g. a bar, then A(Lot)-NEL would not have
succeeded either.)

FALCON

Bairstow does have some friends after all!
France somnolent reclines upon his couch.
Autumn 1901

Austria (Andy Burke): A(Vie)-Tri; A(Ser)-Tri; F(Alb)-Gre

England (Graham Johnson): F(Lon)-ENC; F(NTH) con A(Yor)-Bel

France (Dave Gunn): NMR! F(Bre); A(Gas); A(Spa) stand unordered

Germany (Brian Creese): A(Ruh)-Hol; A(Kie)-Mun; F(Den)-Swe

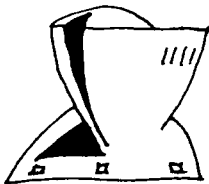
Italy (Chris Day): A(Tyr)-Tri; F(ION) con A(Apu)-Tun

Russia (Richard Bairstow): A(StP)-Nwy; F(GoB)-BAL; F(Sev)-Rum; A(War)-Ukr

Turkey (Malcolm Sharrock): A(Arm) holds; F(Ank)-Con; A(Bul) sup RUSSIAN
F(Sev)-Rum

Supply Centre Chart (and builds)

<u>Austria</u> :	Tri, Vie, Bud...	gains Gre, Ser...	builds A(Tri); A(Bud) for 5
<u>England</u> :	Lon, Lpl, Edi...	gains Bel..	builds A(Lon) for 4
<u>France</u> :	Par, Mar, Bre...	gains Spa..	no builds ordered for 4
<u>Germany</u> :	Mun, Kie, Ber...	gains Swe, Hol..	builds F(Kie); A(Ber) . . . 5
<u>Italy</u> :	Ven, Rom, Nap...	gains Tun..	builds A(Ven) for 4
<u>Russia</u> :	Mos, Sev, War, StP..	gains Rum, Nwy...	builds A(War); A(StP) . 6
<u>Turkey</u> :	Ank, Smy, Con...	gains Bul..	builds F(Smy) 4



NOBLE

The year is 1417, forces marshal ready to support the Royal contestants.

Preliminaries: Having carefully put all of those little pieces of paper in envelopes and sent them to you all, I've misplaced the record of it. Could you let me know which Noble card was assigned to you with your last move? I know what the cards are, but not who has them! One person who doesn't have to tell me, is Andy Norman, who assigns the Constable of the Tower of London to

Beaufort, his personal noble.

Moves:

Knights of the Shining Pigmy (Steve Agar): Grey, Earl of Richmond, Bishop of Norwich (Burgundians, Newcastle): remains outside Hereford at 173 for the entire move. (Troop Totals follow the Noble thus... *90*

Ragged Staff (Adrien Baird): Mowbray, Chamberlain of Chester, Archbishop of York (Swansea, London Ship): 133-131-108-90-73 *100*

Boar's Head (Andy Burke): Percy, Archbishop of Canterbury (Scots Archers, Bristol, Ipswich): 45-47-49-51-52/Battle 1 *110*

Knotted Rope (Peter Calcraft): Audley, Earl of Kent, Admiral of England (Lancaster): remains at Kent, Rochester 218 suppressing peasants *90*

Crescent (Andy Norman): Beaufort, Constable of the Tower of London (Burgundians) *80* (*280) + Fitzalan *30* =*310*:204-202-201-200-199-208; Herbert, Earl of Worcester *40*: Llanstephan-153-156-162-165-167 (with George, Duke of Clarence)

Oak Leaf (Chris Tringham): Scrope, Earl of Wiltshire, Warden of the Northern Marches (Northampton) *90*: Masham-51-60 (bows to H.M. and escorts him further!)-Ravensper (61)-52/Battle 1

Sun (Dave Waring): Roos, Earl of Salisbury, Chancellor of Cornwall, Bishop of Lincoln, Bishop of Carlisle *100*: 202-203/Lays siege to Berkeley Castle. Battle 2.

Battles and sieges:

Battle 1: Percy(*110*) vs Scrope (*90*): Result 'Bad weather delays attack'
Battle 2: Roos(*100*) sieges Berkeley Castle (100): Victory.

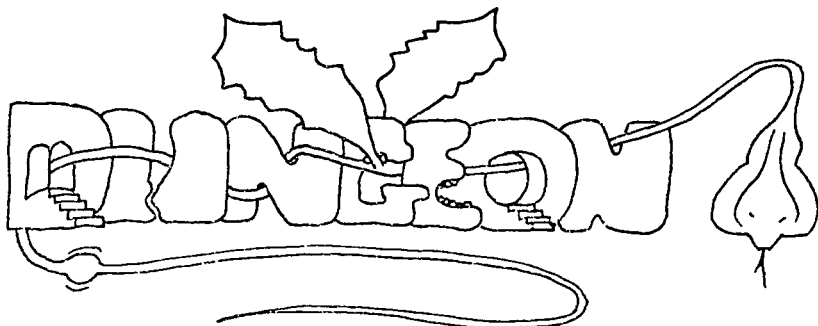
No further action ordered. Noble cards distributed with this issue.

Ships: The Lynn, Southampton and London ships all remain where they are.

Event Cards: Remember, only those cards that directly affect pieces are reported. So you never know whether that town has been plagued or not! Andy Burke and Dave Waring receive Writ Cards; Adrien Baird receives a Free Move card. Do not forget that these have to be allocated to a specific noble. This currently only affects Andy is the only one with more than one noble declared. (Sheesh!:) Writs may be transferred, but 'Free moves' may not; The King moves to Rochester accompanied by Scrope (218)... and that will surely bring about some frantic diplomacy!!! Dave Waring's new faction name is the Knights in White Satin.

Press KIWHIS: All right then, who's the humourist? The next person to inform members of our noble faction that the Holy Grail is to be found in some castle or other will incur our severe displeasure! How is a Commander to retain control of his forces if they're rushing all over the board after illusions? Luckily Roos didn't damage Berkeley Castle too much in his zeal. ((You don't know, on reading that, the temptation to swap those two Battle cards around!))

I hope that you all approve of the revised layout and also the list of translations for the different squares. By the way, Battle 1 was the Battle of Scarborough. Are you sure Dave...??? I mean to say, ice cream and cricket and all that?? Oh well... I hope that I get the majority of orders in writing next time. There are lots of detail like, who you're going to attack/not attack, which I need in writing. I won't take that sort of order over the 'phone.



This issue's contributions from Ken Bain and Dave Waring. Next issue, I hope to outline some ideas that I have for rule revision. But for now....

"Now here's the plan..." (from I Spy.. a TV film) by Ken Bain

I have a problem. I call it the Theme. I think maybe I'd have been better off without it, but now I've got it I'm stuck with it. I conceived of my second dungeon as a working dungeon, the first having ended up as a testing ground. There would be a scheme of things behind the second dungeon. So I made it the underground castle of the regional Overseer. There would be dormitories, workshops, stores, strongrooms, stables... oh and lots of people and guards to make it interesting.

I got through the first three levels fairly quickly - then WHAM! The theme said that the fourth level was the main level, so it's BIG. Mapping is fine, but filling it - ye gods! The problem is, how do you fill an area set aside for magic-users developing their spells, making potions etc.?? With magic-users of course.. all of them fourth level and above! So work out their spells (Advanced D&D of course!) always remembering the Theme at the back of it. I can see that by the time I get to the end of this, I'm going to be heartily sick of this Theme and that, by level 8 or 9, the Theme will go out the window.

But even so, I still think that I'm on the right track. Perhaps the Theme is a bad one, but a theme of some sort is necessary - or at least a reasonable history for the dungeon.

Most of the dungeons I've been down are filled with a great variety of monsters and all sorts of different rooms for treasure. It's the 'specials' that get me wondering.... what was a revolving section of wall cross-shaped, two arms with doors, two without, doing there in the first place? Why on Earth (or wherever) should anyone want an enormous cavern with two massive plinths with chests and monsters on top of the plinths? There aren't many sensible answers, of course.

But the way we normally play is pretty arbitrary. We go into a dungeon for no apparent reason, with no purpose in mind except to get out alive, get treasure, kill monsters etc. This contributes quite a lot to the submergence of the true role-playing aspects of D&D?

GRIM (Goblin Races' Interuniversal Metals). ((This, edited, comes from Dave Waring)) founded by Rimorob II to provide an income for himself. Rimorob is a dwarven entrepreneur for several Orc kings. He has plans at present for a 10 shot repeating crossbow... bulky but very useful in the open. It takes 5 melee bounds to reload. Dave is prepared to export these via an intertemporal or interuniversal gate for a cost reckoned at 80% of the recommended retail value of 75GP. (For those with their own pricelist, the formula is the average of 3 x cost of hvy xbow + 1.5 x cost of comp bow.) Rimorob enters your world looking for an agent. He's not interested in a one off... he wants an agent. He is also trying to get a source of steel, medium quality and would like to combine the two. He needs 48 tons/week for the next 18 months!! i.e. = 3,600 tons. He also wants to recruit more staff for GRIM. Are there any dungeons out there he can do a deal with? I know that he's got problems on Asphodel as the biggest and best source of medium quality steel is under an icefield which is ruled by very high level magic-users who want it to remain there!! Dave Waring, 39, Grange Road, Bishop's Stortford, Herts.

Five Dynasties Diplomacy by Steve Doubleday (30th January 1979)

0. Commencing in the year 950 A.D., Five Dynasties Diplomacy is set in China during an interregnum; a time when an old, resurgent power (the Wu-Yueh) and two younger powers (the Later Chou and the Southern Han) fought, bribed, blackmailed and backstabbed themselves and the other, dying powers around them to establish who was master of China. This particular variant is based on Intimate Diplomacy (designed by Adrien Baird and Steve Doubleday), which is based, in turn, on Diplomacy copyrighted by Avalon Hill.

1. There are three player powers and six mercenary powers. The names of these powers and the supply centres and provinces they control at the start of the game can be found in the key to the Map and the Map itself. This is a game for three people.

2. The three player powers are allocated Gold Bars () at the start of the game: Later Chou = 18 ; Wu-Yueh = 20 ; Southern Han = 22 . These powers use Gold Bars to gain control of the six mercenary powers by bidding for them at the start of the game and in every Winter season. If a player's bid is higher than either of the other two players' bids, then he has gained control of that particular mercenary power. The amount of his bid is deducted from his total of gold bars. He may order the mercenary powers units for the following Spring, Autumn and Winter.

3. If a player successfully bids for more countries than he has reckoned on and overbids his credit in gold bars, then those countries very gratefully accept the money and take the next highest bid and follow the orders of whoever put that bid in. The player who has overbid then has no gold bars and no mercenary countries in his control.

4. At the end of the year, the number of supply centres owned by each player power is totalled and a like number of  tribute is added to their totals of gold bars. Bids are then made for the following year at the same time as the builds. Bidding and builds occupy a separate season in both postal and face-to-face play.

5. If a hiring player occupies one of his mercenary's supply centres in the Autumn season, then that mercenary will no longer accept bids or bribes of any sort from that player.

6. Two players may submit a joint 'bribe' bid for a mercenary power. If they are successful, then that power stands for the following two seasons in disorder. If either of the bribing powers occupy one of the supply centres of the bribed mercenary power, then, as in Rule 5, that country will be available to the third player for a bid of one  (1 gold bar), for the rest of the game.

7. Mercenary power's builds may not be deferred. They will be determined randomly by the GM, if necessary.

8. At the start of the game, the mercenary powers have their armies placed on their supply centres. The player powers may place their armies in any home province and do this when submitting their first bids. On all subsequent seasons, builds must be made in supply centres.

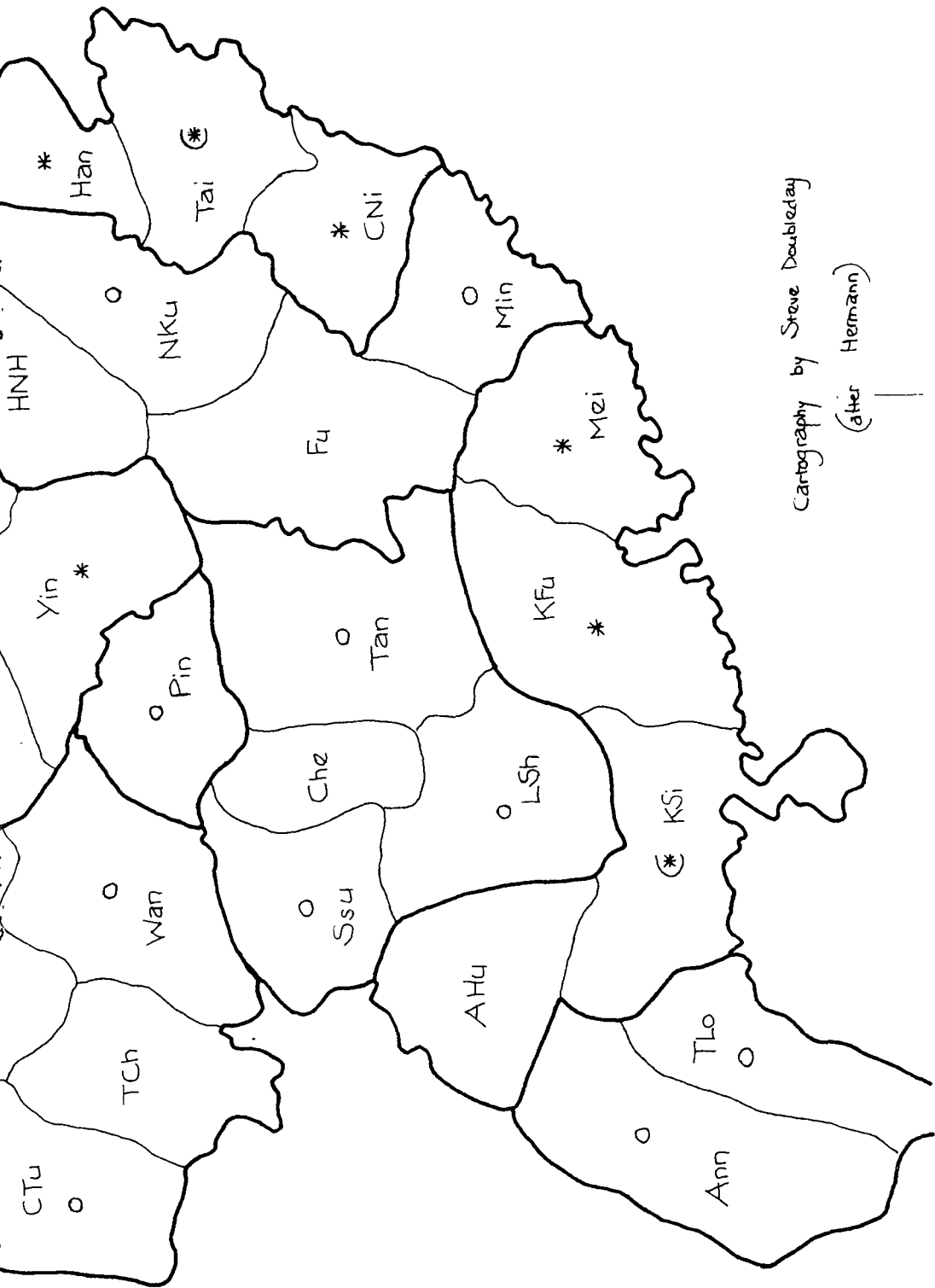
9. If a player's capital (C*) is occupied by another player power's army, then that player is out of the game. If the capital is occupied by a mercenary army, then that player loses $\frac{1}{2}$ his gold bars per season. (In a three season year... in Winter, these are deducted before bids, halves are rounded down.)

10. The winner of the game is the sole remaining player, or he who gets to 14 supply centres first.

11. All units built are armies. (Where it is desired to add fleets to the game, which is not recommended, then use the 'area' rule from Beleriland... Annam starts with A(Ann); F(TLo) and Southern Tang starts with F(Min); A(NKu); A(HNH); A(HNT). The Beleriland rules are available from S. Doubleday, 16, Somerton's Close, Guildford, Surrey for 15P in the UK and 30P overseas.

Five Dynasties Diplomacy





Cartography by Steve Doubleday
(after Hermann)

Key: o = supply centre of a 'mercenary' power; * = a supply centre of a 'player' power; C = a capital of a 'player' power.

AHu = An-Hua SH	Ann = Annam (o) AN	Cha = Chao LC
Che = Ch'en CH	Chi = Ching (*) LC	CNi = Chien-Ning (*) WY
CTu = Cheng-Tu (o) LS	Fu = Fu ST	Han = Hang (*) WY
HCh = Hsi-Ching LC	HNH = Huai-nan-Hsi (o) ST	HNT = Huai-nan-Tung (o) ST
KFe = Kai-Feng LC	KFu = Khan-Fu (*) SH	KSi = Khang-Si (C*) SH
KYu = Kao-Yu WY	LCO = Li-Chou (o) LS	LSh = Lo-Shan (o) CH
Mei = Mei (*) SH	Min = Min (o) ST	NHa = Northern Han (o) NH
Pie = Pien (C*) LC	Pin = Ping (o) SP	Ssu = Ssu (o) CH
Tai = T'ai (C*) WY	Tan = Tan (o) CH	TCh = Tung-Chuan LS
TFe = Tsin-Fen (*) LC	TLo = Ta-Lo (o) AN	YHC = Yung-hsin-Chung LC
Yin = Ying (*) LC	Wan = Wan (o) LS	

Country Abbreviations: Player powers:

LC = Later Chou

WY = Wu-yueh

SH = Southern Han

Mercenary powers:

AN = Annam

CH = Ch'u

LS = Later Sh'u

NH = Northern Han

SP = Southern Ping

ST = Southern Tang

Optional rules:

1. Treasury: Each country must have a treasury. This unit moves as an army, but has no military value. All 'player' countries' \notin (gold bars) are held in their treasuries. If the treasury is captured by a player power's unit, then half the value of the treasury will find its way to the capturing power, the other half will be dissipated by the troops in a wild orgiastic celebration. If a mercenary power's unit captures a treasury, then it will stand in disorder the following move.. at the end of this move the treasury will be half its original value. The move after that the treasury and the mercenary army will both cease to exist. If a treasury is captured, a player may start a new one. Treasuries may not retreat.

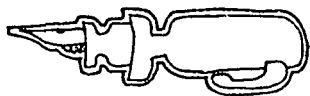
2. Corrupt bidding: In this version of the game, all the bids are deducted from players' credits and control of the country goes to the highest bidder as normal.

3. Bribing of generals in charge of armies: Being notoriously corrupt at this time, generals would be prepared to accept bribes to remain inactive through a campaigning season, preferring to sit at home in palatial mansions, wenching, wining and dining. A player may submit a 'corrupting' bid for a particular unit. This must be equal to or greater than $\frac{1}{2}$ of the succesful bid for the country which controls it. 'Corrupting' bids may not be made for player power units.

Five Dynasties Diplomacy Championship:

This will be run outside of the main 'zine. There will be nine players and the game fee will be £2.00. Although this appears to be high, 50P of it goes towards a prize fund. Each player is assigned two other players and they each play all of the three 'player' powers. The winner of each group is decided by the following method: The winner gets 3 pts; 2nd gets 1 and 3rd gets 0. In the event of a tie, the fastest win will decide... in the event of there being two or three, equally fast, then the most supply centres will win. Out of the three groups of players will come three winners. These will be asked to provide a further £1.50... 50 P of which will go into the prize fund. Each player (of the nine) will be asked to give a £1.00 deposit. The deposit will be refunded when they are eliminated from the contest. The prize fund will be distributed: 1st = £3; 2nd = £2 3rd = £1. Obviously the cost of the game fee is pretty cheap, bearing in mind that the results will have to be distributed seperately. The deposit is necessary to discourage those from entering whose interest is fleeting or momentary. This must be the 'fairest' Diplomacy tourney ever held!!!

Steve Doubleday



Letters

Richard Morris (3?/3/79) "Here are some alterations to the table that RJW ((Richard Walkerdine)) gave you last issue:

- 1) Fighter/Half-Orc wisdom should be 6/14.
- 2) Cleric/Half-Orc wisdom should be 9/14.
- 3) Thief/Half-Orc wisdom should be 3/14.
- 4) Minimum strength for a Dwarf/Thief is 8.

5) Maximum strength for a cleric of any race is 8.

6) I'm not convinced that the maximum constitution for a fighting Half-Orc is 17, but I can't prove it.

7) Page 14 implies that 'Stout' halflings can have strength 18 - this disagrees with the table of strengths on page 9. Presumably 'Stouts' are treated as a separate case not bound by the table on Page 9?

You can't trust a statistician when numbers are involved!

((SD *** Thanks for that list of amendments. I must admit that I don't pay much attention to the fine detail of articles. I'm too busy working out my own set of rules!!!))

Graham Box (4/3/79) "Thanks for printing my CoA in Galli 25, which is already out-of-date! I'm now at this address. ((see Changes of Address Page 2)). Congratulations on the landmark of reaching issue 25, whose new format is, in my opinion, a welcome innovation. Ant which has also recently changed, appears to be short of space with reduced printing, but good layout and illustrations (and a better typewriter) avoids that problem. I feel I've now seen enough to resubscribe. Put me down for a game of Rather Silly Diplomacy, could you send me the rules? ((SD *** Thanks for that very pleasant letter. I'd certainly send you the rules for RSD. I'm printing this letter, because it is representative of lots of very obliging remarks. Thank you all very much.))

Jeremy Maiden (27/2/79) "I'm currently obsessed by ancient history, especially in Eurasia. The last few months have been spent trying to make a game of all or most of it from about 500 BC to 500 AD. Problem is, I doubt that it will be playable. The basic concept, applicable to dippy variants as well, is that players represent cultures rather than nations, and have cultural parameters analogous to characteristics in role-playing games; except that high or low is replaced by a spectrum in which each end has its own advantages. (For example, Aggression gives a big bonus in combat, but lack of it makes it easier to accumulate Civilization levels.)...

Presumably you've read the Foundation trilogy? I've always wanted to invent Psychohistory, and now I'm coming up to my finals in Maths, I've got lots of levers to apply. The cultural approach makes Psychohistory much more effective by eliminating minor random events - which would be vital in a game that allows players enough freedom to make mistakes. If Rome messes up the Punic Wars badly enough to get completely defeated by Carthage (in itself unlikely as the Carthaginian civilization was derived from the principally trading culture of Phoenicia) and had already absorbed large numbers of civilization levels from Etruscan and Grecian cultures, then the resultant Carthaginian Empire would be principally Roman. After all, how many Punic poets have you heard of? ((How many Roman poets have you heard that weren't derivative... peasant! I've chopped a lot of the 'Rise and Fall of Carthage and paraphrased the rest. Sorry))

Dungeons and Dragons: did you know that a cut to chain-mail is worse than a similar cut to leather if they both penetrate? Yeuchh! Reminds me of your concept of hits to better armour being worse 'cause of eye-slits etcetera. ((**1))

Early arab archery manuals (what I'd call late, 7th century or so) note that efficiency in different types of bows are largely illusory. ((I think he means differences in different...)) Like if a 4' composite was suited to your size, then you'd be O.K. with a 6' normal bow. ((SD *** *1. It isn't quite a silly as it sounds. Remember the basic concept was that you rolled a die to see if you hit. This was simply a matter of swinging the weapon at a target. Having done that, you rolled

Jeremy Maiden ((SD*** → a die to see if the blow had penetrated. Penetration is different for each type of armour, quien sabe?, and then a die roll for the damage. The point to note about plate mail is that it is very hard to penetrate.. the vulnerable points being where the joints in the armour are. Of necessity these joints must be where the body itself articulates: the knees, the shoulders, the waist etc. 'holes' like eye-slits etc. If someone penetrates that lot, it isn't going to be a light blow.. at all those points the vital arteries flow. Most knight died through loss of blood or because their basinet, helmets were caved in. My damage system does not allocate more damage. It is just that when it does occur, it is biased towards the maximum end of the scale. All this applies to pointed or bladed weapons, of course.))

Dave Thorby (7/3/79) "...May I make the following points ((about the review of Spellmaker)):

The phrase "chew up" does not appear in the rules. ((*1))

Players may play Null cards which have only just been picked up; you replenish your hand immediately after playing a card or cards. ((*2))

The designer did use a systematic approach to the rules, but then Heritage got their hands on it and re-wrote them. They also changed several points, such as the castle being a magical domain for the purposes of winning the game, and the balance of the pack. ((*3))

All spells played must be legal, except that you are allowed to discard three (or less) cards as your turn. ((*4))

One thing that you didn't mention was the poor typesetting of the rules, producing such gems as: "Each player is allowed to use a maximum of three each piece on the board at any one time."; and "Q stands for a piece card different from P but of the same O". Oh, and that four players start with four cards each, etc."

((SD *** Some interesting comments there. *1. Agreed, but does it matter? *2. Having re-read the rules, this seems reasonable. *3. My apologies to the 'designer' whoever he may be, but I am reviewing the game as it is published, not the designer! *4. Yep. But the only problem is, I'm still not certain as to whether this can be legal or illegal.

I'm sure that you realise that it isn't possible to include everything in the review. I certainly stop at reprinting the rules entire. One point that I (and everyone else) got wrong was that 'Cancel' spells have to use the same number of 'Null' cards as the spell they are cancelling. I don't know whether you think that the changes are worse or not, but I think I'm agreeing with you when I say that the play balance of the pack for four, three and two players is wrong; and that the Castles should not be regarded as a magical domain. The latter point makes for a much more exciting game. All in all, it sounds as though Heritage have done the designer quite a major disservice here. A great shame. Thanks for the comments.))

Tom Tweedy (2/3/79) "Ever since learning of the existence of certain subterranean exploits (namely Dungeons and Dragons)

I've long been trying to find someone who can give me a toehold in the realms of fantasy and fable. I recently read in another 'zine that you are the universal expert on D & D; in which case perhaps I'll be able to learn all about it while subbing to Callimaufry: Being married, I can sympathise so well with Brian Creese: perhaps it's a female failing; my wife possesses not a competitive bone in her body. (One wonders if they'd win if they became serious players!)

Her actions are exactly those of Mrs. C. with the added touch that when it's her turn, she's usually gone off to the kitchen to make something for us all to eat or drink!! Do I discourage this sort of behaviour or starve? Janet, kindly, bought me the basic and Advanced D & D rule books for Christmas, which, although explicit, have far too many words and not → →

BRAISTOW



"DARLING.. YOU MUST BE IN AGONY WITH ALL THOSE KNIVES!!"

"YEH... BUT I GOT THEM FIRST..."

(Cont → →)

Letters (Cont→) Tom Tweedy (Cont→) "... enough step-by-step diagrams. All tips on how to start would be gratefully appreciated, perhaps in some nice simple dungeon somewhere?

I agree with Steve Plater that it's a good idea to have lively discussion in a zine. It encourages readers participation in the zine. I agree with nearly everything that you said in reply to Steve's letter. However I can't agree with your feelings that the nuclear industry will sink on its own. Too much government money has been sunk into the industry for it to fail. Even with the masses trying to stop them, the French programme looks like succeeding in planting them all over the damn place. Pressure groups in the Western world don't stand much chance. In the latest edition of Omni, it was said that when President (Peanuts) Carter came to power, he promised to cut back on the nuclear power stations and also to improve safety standards. What did he do? He appointed a certain James R. Schlesinger as Energy Secretary.. the guy that has the last word on the nuclear industry; and who is James R. Schlesinger.. former director of the Atomic Energy Commission and the C.I.A. So far Schlesinger has replaced a cancelled one reactor and replaced it with a new plutonium breeder some three times larger. The majority of his department's cash is channelled towards nuclear power, and 3% only is spent on solar power research. What chance do people like us stand?

((SD *** As far as Dungeons and Dragons goes, my advice is not to worry too much about reading the rules and trying to play it from scratch on your own. The best thing to do is to get into a game already running. I'm prepared to run a dungeon for novices, if there are sufficient people interested in it. I've chatted to Tom about this over the 'phone and we might consider this matter anew if there are any others who would like to contact me.

As for Nuclear arguments... a few others want a pennyworth....))

Keith Black (3/3/79) "... my own view is that we need a long-term source of energy and that nuclear power is the only practical option that we have. Of course I am not happy about the safety aspect, but I feel that adequate safeguards can be built in. As you say, the problem of nuclear waste is the major issue. However a combination of glassification and burying in deep, stable geologic formations seems acceptable to me. I also expect that it will prove possible to improve the design of nuclear reactors so as to reduce the amount of waste produced. And then there is the prospect of fission energy - an exciting prospect I would suggest. I would compare your attitude to those who condemned space exploration on the grounds that mankind might be destroyed by a new virus found out there. It seems hard to draw the line between excessive protectionism and sensible caution. Another controversial area is food and drink, where the safety lobby have laid down standards which even potatoes and tomatoes wouldn't pass if they were new discoveries.."

Steve Plater (5/3/79) "Your reply to my letter was interesting. I assume that when you refer to "Fission" you mean "Fusion". ((Yes!)) The dangers of fusion, those that we know about at the moment, seem less than those of fission, which really covers all areas. There are some designs which utilise the shielding material to provide fuel for other reactors. There's hope yet, although I continue to believe that such energy sources belong in space, where they can't do such cataclysmic damage.

How long radioactive wastes remain dangerous for depends on the half-lives of the isotopes dumped. Some have half-lives of minutes, whereas Plutonium's half-life is 24,400 years... but the shorter the half-life, the more active is the stuff in terms of radioactivity. There is no known way to dispose of radioactive material really safely, short of firing it off into the Sun, but the stuff is still being made, stored, transported. Criminal, as you say. And leaks? There have been plenty and the effects can only be guessed at. Many fission products are chemically analogous to such useful chemicals as Calcium and are easily assimilated. It's a big risk for a small gain. In terms of net energy all the U.S. power stations have produced less energy than it cost to build them - by a factor of 5:1. Surely such a gamble isn't worth the effort put into it??

Letters (Cont-) Pete Birks "I think the first litho Galli deserves a letter. I then discover that there is little that I wish to pass comment on. This could show a lack of controversiality in your nature, a lack of controversiality in your nature, a lack of substance in the zine, or a lack of substance in my brain. I suspect the last since I can usually find enough to respond to if I try hard enough.

It's hard to decide whether to be sweet about Brian Creese or contemptuous. I certainly detect a 'nice' character behind the writing (it's strange how one becomes good at that after playing postal Dip for so long. Is this an advantage of the hobby?), and, even though I have no interest in D&D at all, I quite enjoyed his description of characters (although, like you, I wouldn't want it to be repeated every issue). I don't understand much of what he says though, and although this is a criticism of Greatest Hits' Poker articles, at least some of those that don't understand the game say that they enjoy reading them.

The review of Lemming Express was good - I don't have the patience for such 'in-depth' things and so often an impression comes out which I didn't mean to give. As for LE's plans to go offset-litho - I feel that this is a worrying progression in the hobby. QLA would either never have started and certainly would never have folded if it had been mimeo. Perhaps the example of the hobby's senior zines gave them the impression that they couldn't succeed without producing in offset-litho. The hobby is turning into a continuing exercise in the 'survival of the fittest'. It means that a Gm in this buyer's market has to give up more and more of his time for less and less reward. Sad.

As for Spellmaker, I gave up after the second line 'the purpose is to escort the Princess into your castle'. Maybe I should invent a game - Sexmaker - the purpose being to escort the beautiful divorcee back to a Penthouse flat you do not yet possess in a Rolls Royce you steal during the night. ((Sounds like A Day in the life of Pete Brisk!))

I liked the article at the end on Diplomacy, perhaps because it was something I could understand! Actually it didn't surprise me at all, but I am sure that it will be some encouragement to novices who expect to be bombarded with letters from people as keen as they - only after a few years do they realise inspiration can die. (Has anyone ever had a letter from Keith Loveys???)

((SD *** Pete is the editor of Greatest Hits, address 39, Handforth Road, London SW9 0LL. Pete's zine is very likely to win the next zine poll... incidentally, can anyone tell me what's happening, as this important event is now rather overdue. The letter will vaguely give some idea of the type of writing style that Pete specializes in. I rather fancy playing Sexmaker.. but not as a boardgame.. probably best as a role-player. I can bring myself to list all the characteristics... how about Random Encounter Tables? And Finding secret doors??))

Steve Plater (5/3/79) ".Going on to Keith Black's letter, I see that the crossword debate rears its head again. I do tend to include strange words in my crosswords, mainly because I like them and think that other people may as well. But sometimes only unusual words will fit and I don't really want to return to scratch again. I'm trying to reduce the proportion of silly words. I don't feel, as Keith says, that a crossword should feature strange words just that one that does can be enjoyable as one that doesn't. In fact it can be easier to clue simple lights as opposed to words like 'nunatakkr'. I'm afraid that I'm no further forward with either a games or a D&D crossword, which means that I still haven't started! But never fear, I will - anything but studying Japanese!"

Keith Black (3/3/79) "Nice to see the variants in print. As you probably guessed, they have not been tested, but their simplicity must mean that they are playable. But that is not the only purpose of playtesting. There are a number of points of detail which I was undecided upon, which may be resolved by a playtest. For example: all of the optional features; the allocation of home centres to the other 3 powers in Ten Man Dip; the precise handling of support-cutting in Growth. Also I should be interested in any feedback on how the games 'feel'.

Letters (Cont→) Keith Black (Cont→).. I intended Ten Man Diplomacy to be as close to standard Diplomacy as possible, but allowing ten players (at first.....). Growth I see as a cross between standard Diplomacy, Multiplicity and Waddington's Go. The idea is that there is more inbuilt instability and less likelihood of stalemates. So please playtest these variants for me if you have time.

I noticed that you changed the wording slightly. In general I thought your changes to be improvements. The one exception is rule 5 of Growth, in which I intended that independant attacks do not combine for the purposes of cutting support. My original wording was 'Independant attacks will have combined effect equal to that of the strongest attack'. I see that I should have added 'for the purposes of cutting support'. The idea is best expressed with an example:

FRANCE: 3A(Bur) sup A(Par) stand

ENGLAND: 2A(Bre)-Par; A(Pic)-Bur

GERMANY: 2A(Mun)-Bur; (or A(Ruh) sup A(Mun)-Bur)

Here the attacks on Burgundy are independant. The strongest of the attacks id 2, and that is the number of supports which are cut. Hence there is one support remaining, and hence the English attack on Paris fails. The whole thing is by analogy with the rules on dislodgement, except that supports are still cut even when the attacks would stand each other off rather than dislodge the supporting force.

Enough of this heavy stuff. I too have read and enjoyed many Colin Kapp stories; in fact all of those appearing in New Writings in SF. I fear he got bored with a fairly succesful formula and decided to change it. There again, I suppose he had no choice in that the formula wouldn't sustain a novel. I'd like to read Transfinite Man.

((SD *** The formula worked pretty well with Patterns of Chaos, but I agree with the implied comment that Kapp appears to work better in the short story medium. Sorry about Growth 5. I got the wrong end of the proverbial stick. As for playtesting..hmm G absorbs all my time..))

--oo0oo--

THE CRUSADES

A review of the game, produced by SPI in Strategy and Tactics, by Magister Charles Vasey.

The game covers two crusades: the first and the third. The first is really designed to be a multi-player game: you could be Count Bohemund and the Normans of Italy; Godfrey of Bouillon and the Germans; Robert of Flanders and the Northern French; Count Raymond of Toulouse and the Southern Franks; Ridwan, Emir of Aleppo; Shams al-Malik Dugaq, Emir of Damascus; al-Afdal Shahanshak, Vizier of Egypt; and Kerbogha, Atabeg of Mosul. The crusaders come on in the North and choose a variety of cities as targets and try to reach them. Most people seem to play as two teams of four, but in fact the game is supposed to be played by eight seperate players, and some dumb crusader is going to spot he is simply taking losses while the others are going to get the cities. At that point he may approach the losing Moslem players and suggest an alliance. Boardgamers are not always as devious as Dippy-freaks.

The third Crusade is a two-player exercise in manoeuvring. The game uses a system of simultaneous orders (using a strict code) and moving units disregard each other. This led one designer (noted for the ability units in his games to walk across the Firth of Forth without getting wet) to claim that this was ludicrous as it implies that two units can march through each other. Occasionally this would be the case, but consider that a hex is fifteen miles apart and a move two weeks long and I think we can safely predict no traffic hold-ups. Forces that do not move stop moving units, and in certain cases, so do fortresses. You only fight battles on a turn in which both units end up in the same hex. Thus as long as you keep bopping around you can avoid battle, which is what used to happen. To force battle you have to do something like besiege a city, or cut a line of communication. For once, therefore, one gets a game covering a war (Cont→ →)

The Crusades (Cont-)...without continuous battles. The Combat System uses the ratings of Generals and contains wide ranges of results which make battles hard to predict and less likely to occur. Not that this keeps the casualty-rates down. Everytime a large force moves it loses strength to attrition (death, disease, desertion, debilitation) and the Crusaders suffer more than the native Moslems. This opens up the possibility of beating your enemy by making threats at each flank of his territory, thus causing him to rush back and forth and lose men like it was going out of fashion. Castles and Cities fall to starvation, but the besiegers are going to suffer more and more attrition as they strip the area. The basic system is very clever and historically accurate.

The first Crusade also has some jollies like money, plague, visions (which other players may deny with the aid of their bishops), guile and treachery, Byzantines, Armenians, assassination, tribute demands from Baghdad, caravans, Jihad and illness among the leaders. The result is a rather wild game with the unpredictability of the original affair. The simultaneous order system is admirably suited for PBM play. A good game.

--oo0oo--

KINGMAKER

All the players in Gallimaufry Noble have a copy of a map which numbers all of the board squares. Here, below, is a

translation of this number system based on the provinces' names from The General, matched up and abstracted by Dave Waring.

No Name	No Name	No Name
2 Flodden	5 Dunstanburgh	6 Peel Fell
7 Solway Moss	8 Brampton	9 Bellingham
10 Otterburn	12 Hexham	15 Wetherall
17 Clifton	18 Wigton	19 Alston
20 Consett	21 Gateshead	22 Huntingdon
23 Egremont	24 Borrowdale	25 Shap
27 Wicliff	28 Wolsingham	31 Ravenglass
32 Hawkshead	33 Kendal	34 Reeth
36 Darlington	37 Yarm	38 Stockton
41 Morecambe	43 Clapham	44 Newton
45 Settle	46 Hellifield	47 Buckden
48 Pateley Bridge	50 Ripon	52 Scarborough
53 Shipton	55 Longridge	56 Burnley
57 Bramham Moor	58 Leeds	62 Liverpool
63 Blackburn	64 Barup	65 Halifax
67 Sandal	68 Wigan	69 Manchester
70 Ashton	71 Penistone	73 Doncaster
74 Bedford	78 Colwyn Bay	80 Flint
82 Macclesfield	83 Sheffield	84 Grassington
86 Bakewell	87 Southwell	88 Ripley
91 Grimsby	92 Nevin	94 Bettws-y-coed
95 Bala	96 Bycchaw	97 Ruthin
99 Mold	100 Wrexham	103 Flash
106 Widmerpool	110 Dolgelly	111 Llannwchillyn
112 Cross Foxes	113 Oswestry	114 Welshpool
115 Machynnllleth	116 Newton	117 Much Wenlock
118 Stokesay	119 Wolverhampton	121 Evesham
125 Bosworth	126 Stamford	127 Desborough
129 Peterborough	130 Market Deeping	131 Long Sutton
132 Guyhirn	133 Wisbech	134 Outwell
135 Ely	138 Aylsham	140 Lowestoft
141 Aberystwith	144 Fishguard	145 Carmarthen
146 Handyssul	148 Haverford	149 Lampeter
151 Llandoverly	152 Merthyr	153 Bryn Maman
154 Kidwelly	155 Pen-y-groes	156 Armm Anford
157 Ponterwydd	158 Mortimer's Cross	159 Vowchurch
160 Llyswen	161 Tydfil	162 Pontypridd

(Cont- →)

Kingmaker 'Names for the Map squares' (Cont → →)

No	Name	No	Name	No	Name
164	Monmouth	166	Abergavenny	167	Caerphilly
168	Raglan	169	Llantussant	174	Beverley
175	Ledbury	177	Gloucester	178	Newport
181	Rushden	183	Aylesbury	184	Bedford
185	Huntingdon	186	St Ives	187	Banbury
188	Buckingham	189	Dunstable	194	Saffron Walden
201	Bampton	202	Cirencester	204	Marlborough
205	Reading	209	Chelmsford	210	Southend
213	Stonehenge	214	Basingstoke	216	Guildford
222	Tunbridge Wells	225	Lewes	226	Brighton
227	Reigate	228	Petersfield	229	Bognor Regis
232	Aldershot	235	Glastonbury	238	Wilton
238	Cashmere	239	Ringwood	240	Lymington
241	Watchet	243	Tiverton	244	Dorchester
246	Blandford	247	Lyme Regis	248	Yeovil
249	Sherbourne	252	Ilfracombe	253	Lynton
254	Torrington	255	Chulmleigh	256	Buck's Cross
257	Barnstaple	258	Boscastle	259	Holsworthy
261	Bridestow	262	Tavistock	263	Torquay
267	Liskeard	268	Launceston	269	Nunston
270	Fraddon	271	Camborne	273	Falmouth
274	Lizard Point	275	Abbot's Cross		
S1	North Channel	S2	Morecambe Bay	S3	Solway
S4	Ballyleige Bay	S5	Irish Sea	S6	Ribble
S7	St George's Channel	S8	Harlech Bay	S9	St David's Head
S10	Cardigan Bay	S11	Carmarthen Bay	S12	Lundy
S13	Bristol Channel	S14	Scilly Straights	S15	Lyme Bay
S16	Tor Bay	S17	Guernsey	S18	Solent
S19	Jersey	S20	Beachy Head	S21	English Channel
S22	The Downs	S23	Bay of the Seine	S24	Dieppe
S25	Straights of Dover	S26	Hollesley Bay	S27	Yarmouth
S28	The Wash	S29	Firth of Forth	S30	North Sea.

If you wish to follow the game, copies of the map are available for a self stamped addressed envelope. You won't get a copy otherwise.

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GENIUS

by Brian Creese

I have always known I was a genius. In my earliest memories I knew, absolutely, that I was a genius. I am still convinced of it, the only problem is deciding in what field. Just what is it I am a genius in?

Let me go back and try to find out if there are any clues in my past. The initial thought of genius was as an academic - and with some reason. For a few years at Primary school I reigned supreme, top in every subject. Then Mark came. From the age of 9, Mark stayed beside me for my entire school career, during which time he was better than me at every subject (except learning poetry at Junior school). I was forced to conclude at a very early age that if anyone was an academic genius it was Mark, not me!

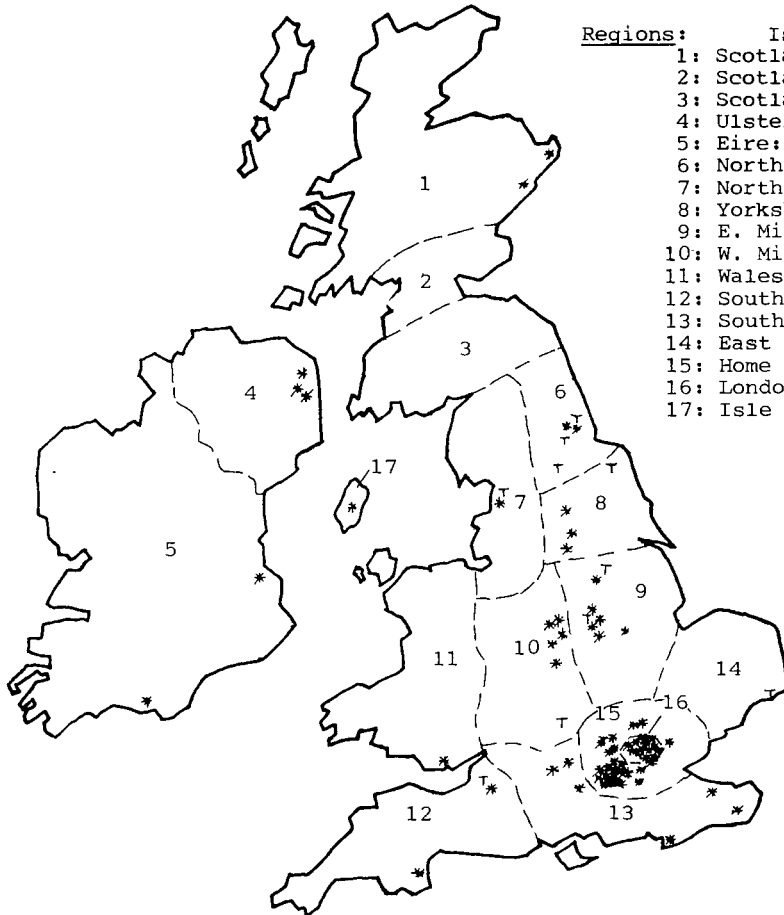
I was lucky that I had Mark to teach me at such a tender age that I wasn't too clever, otherwise University would have been a dreadful shock. Whatever it was that I was a genius at, it certainly wasn't Physics.

What other fields are there? Sport, perhaps. We never played football, so I'm no good at that, I hated Rugby. Cricket? Well I do play that and last year I took more wickets than anyone else in the Surrey County library Cricket team. But, well, it's not quite professional standard, is it?

How about the Arts... well I write for Gallinaufry don't I. What about my career? I became a teacher of Primary school children.. I certainly enjoyed it, and thought I was pretty good. Alas this was my downfall. I obtained promotion, got an unsympathetic headmaster and the magic was gone.

So it's time to move on to a new career, a new job. All I need to do is to establish what I'm a genius in.

Distribution: The map below shows the position of most of the subscribers to Gallimaufry. Not included are: France: 2; U.S.A.: 1; West Germany: 1; B.F.P.O.: 2; Canada: 1; Japan: 1. One thing that hasn't changed is the great weight of subscribers around Guildford. If you include everyone within a ten mile radius, there are ten people altogether! A heartening aspect of the recent increase in subscribers has been the amazing addition of the Irish contingent. Ten issues ago, there were no subbers, except for Dave Gunn outside of England. I was thinking of changing the name of the zine!



<u>Regions:</u>	Issue	25	17
1: Scotland (N):	2	1	
2: Scotland (C):	0	0	
3: Scotland (S):	0	0	
4: Ulster:.. ..	3	0	
5: Eire:.. ..	2	0	
6: North East:..	5	1	
7: North West:..	2	1	
8: Yorkshire:..	4	1	
9: E. Midlands:	8	4	
10: W. Midlands:	6	1	
11: Wales:	1	1	
12: South-west:..	3	1	
13: South:	6	2	
14: East Anglia:	1	1	
15: Home C'ties:	26	17	
16: London:	17	8	
17: Isle of Man:	1	0	

Circulation: Issue 10 = 29; Issue 15 = 40; Issue 20 = 54; Issue 25 = 94. Growth was pretty steady until issue 19, thereafter the curve accelerated. We intend sending missionary parties into the wilds of North Wales and Birmingham in the hope of converting the natives.