

GRIFFIN

WIND

Editor: Keith Thomasson

Hi there! My name is Keith Thomasson, and this is the first issue of "Griffin", a sub-zine brought to you courtesy of Alan Powis and "Forden's Epitaph". My aim in these pages is to give you the chance to play even more games than you do at present. The games I'm offering to you this issue are Mastermind and Black Box, for a start. Waiting lists open for Kingmaker and Russian Civil War. And then there's Battleships. Battleships? More of that later.

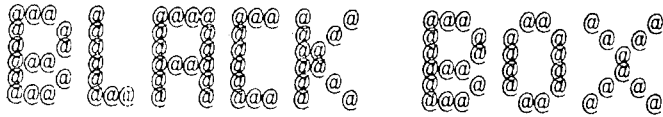
Some of you may have seen my name in print, but very few will know anything about me. So I guess I ought to spill the beans.

Once upon a time, on a dark and windy night in the town of Exeter, while dogs howled in the streets and grey clouds scudded across the moon, a mother gave birth to a son. And that's how my brother entered this world. I was sensible enough to arrive during the day, with the sun shining down on gently waving fields of corn. That was January '52, which makes me an old man at 25! I migrated with my family through Bristol to my present abode in Harrow, at a time when I was too young to remember much. I was introduced to postal gaming by my brother, who also introduced me to upper class games in general. I'm trying to remember when that was - early '76 I think. So i'm a relative newcomer to the hobby. I confess to never having played Diplomacy - I personally know nobody with a copy, and have so many other games by now that there seems little point. (That should raise a few comments) After all - if my time is well used up with what I have, why change? My other hobby I will try and keep out of here, except to mention (plug, plug) that I work as a DJ in a club in Covent Garden called The Rock Garden. Live bands etc. I'm known as Keith Tee there. Well, you've got to have a stage name. Right, that's got that out of my system.

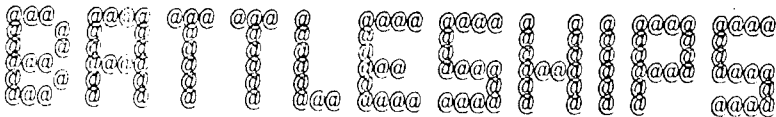
Another griffin' instalment next time - here's some game info:

MASTERMIND

Okay, all you Mastermind freaks out there (and there must be some). Standard system used here - I will make up four codes of four characters each, from the letters A, B, C, D, E, F & G. There will be no blanks. Points are awarded at one point for each attempt. So if you take four guesses to find each code, your score will be sixteen. Meagre game fee of 15p - winner takes all. Let's be having you!



Black Box is very similar to Mastermind, of course, and even more so by post in that you are going for a 'winner takes all' jackpot. Clive Booth is running a game in Chimaera, and it seems to be going alright, so let's try one here. I will generate a single five-molecule code, and the player discovering the solution in the fewest number of points as given in the rule book collects. You may elect to take a guess, taking the standard five-point penalty for incorrect placings. A guess does, of course, end your involvement in the game, other than seeing if you've won! Interested! Send me an 8x8 grid as used in Black Box, put the original grid references in, and then make up a set of grid references which you will use to send in your orders and I will use to report your results, thus keeping them secret (thank you, Boot). Your grid references can be letters numbers, or a combination of both. Whatever you want. You may send in one or two entry points for rays at the same time; it's up to you. Game fee of 15p - winner takes all.



Many of you will have played Battleships at some time or another, but how many of you know of the existence of a different breed of the game? Called Big Battleships, it uses a larger grid, 21x21, and incorporates a greater variety in terms of layout and play. Players are limited to the amount of artillery fire they have with which to sink the enemy fleet, but have instead reconnaissance planes (R.P.'s), to survey the enemy territory before firing their guns, and bombers with a greater field of fire.

To adapt this to postal play, allowing any number of players, there is only one map used, made and kept secret by the GM. Each player has an offensive force with which to destroy the GM's fleet. This force is made up from the following cost table, with each player having a total of 100 points available.

TABLE ONE

SALVO.....	1 point
R.P.....	1 point
Bomber.....	3 points
Atom Bomber.....	10 points (Maximum of 6 allowed)

Definitions

- SALVO: A salvo fires 3 shots in one turn, which can be targeted in any 3 squares on the GM's chart. They automatically destroy the contents of the square.
- R.P.: A reconnaissance plane will provide information on an area 3x3, when sent to the centre square. It may be shot down by an A.A.Gun.
- BOMBER: A bomber will destroy an area 3x3, when sent to the centre square. It may be shot down.
- A-BOMBER: An A-bomber will destroy an area 5x5, when sent to the centre square. It can not be shot down.

As soon as any unit is used, it is out of play. Planes may not be re-used.

The GM's chart will contain a total of 60 points of shipping, various pieces of land and 10 A.A.Guns. The A.A.Guns are placed on land, and can be fired once each (against each player) to shoot down an R.P. or Bomber if their survey/target area includes the A.A.Gun.

The possible sizes of the ships and the land masses that you may encounter are listed below.

TABLE TWO

		<u>Cost to GM</u>
SUBMARINE	(1x1)	1 point
DESTROYER	(1x2)	2 points
CRUISER	(1x3)	3 points
BATTLESHIP	(1x4)	4 points
AIRCRAFT CARRIER	(2x2)	4 points

TABLE THREE

Land masses:	3x3
	3x2
	2x2
	5x1

(No cost to GM)

No ships will touch each other, not even by the corners, and they will not rest on land; there is no other limitation as to their placement.

EXAMPLES

A-B 1 is a Destroyer.

A 6 is a Submarine.

D-E 4-5 is an Aircraft Carrier.

C 4 is an A.A.Gun.

B-C 2-3-4 is land.

A salvo sent to A1, B1 & A6 sinks the destroyer and the submarine.

An R.P. sent to B2 will receive info on the contents of A-B-C 1-2-3.

A bomber sent to B2 will sink the destroyer, and would destroy any other points within A-B-C 1-2-3.

An R.P. or a bomber sent to B5 will be shot down by the A.A.Gun at C4. But a second unit sent to the same square will not be shot down as the A.A.Gun can only be used once.

	A	B	C	D	E	F	G	H
1	(D)(D)							
2		(L)(L)						
3		(L)(L)						
4		(L)(G)	A/CA/C					
5				A/CA/C				
6								
7	(S)							
8								

An A-Bomber sent to C4 will destroy all units in A-B-C-D-E 1-2-3-4-5. They cannot be shot down.

Scoring will be done as a percentage of efficiency for points expended. i.e. if you expend 20 points and in so doing destroy 10 points, your efficiency score is 50%. The player with the highest efficiency score at the end of the game is the winner. Current efficiency scores will be given during the game.

If any of you would like to play, and I hope a lot of you will, make a 21x21 grid with letters A-U across the top and numbers 1-21 down the side. Then place your own grid references against them as explained in Black Box and send it off to me with your offensive force made up from Table One. Remember, you can split your 100 points up any way you like, but may not have more than six atom-bombers. If you want to send starting moves in with your grid and set-up please do. One move consists of sending one unit, of any type, to a square on my chart. You may send as many moves as you like at once, with conditional orders for later moves if you wish, as you are essentially playing against each other rather than with each other (if you see what I mean). So it doesn't matter if one player has more moves than another - it all balances out in the end. The more moves sent in, the sooner the game will finish, and the cheaper it'll be for postage. Talking about money - game fee of 30p. Now that's not much, is it?

WINTER LIST

Mastermind: Any number - game fee 15p - ready and waiting.

Black Box: Any number - game fee 15p - ready and waiting.

Battleships: Any number - game fee 30p - ready and waiting.

Kingmaker: Six required - game fee £1.50 - Lists open for Philmar or Avalon Hill.
State which version you want to play and whether you have the other.

Russian Civil War: Six required - game fee £1.50 - Lists open.

Please send all orders to me - all game fees to Alan.

THE EARLY

Send your orders to:

Keith Thomasson,
Griffin,
16, High Worples,
Rayner's Lane,
Harrow,
Middx,
HA2 9SU.

By first post

And that's it for No.1, except to mention Avalon Hill's new game Rail Baron. Postal rules are being drawn up for this, and when it's ready I shall consider a game start. I should have enough room left. If you want to place an advance booking, do so by all means. Hope you've enjoyed this lot, there'll be more next month. And it'll be more interesting if your name's in it.

Cheers.

Keith Thomasson.