

The Cunning Plan - VTM

NEIL DUNCAN, 10 ANSTEY CLOSE, BASINGSTOKE, HANTS, RG21 3JG.

SHOCK, HORROR, MANORCON UPDATE REPORT!

TOBY HARRIS ATE MY A(Gal)!

The horrifying news is just in, as the distraught victim is being comforted by relatives. He can not be named for legal reasons. A defiant Toby was unrepentant and said, "I had to do it, or else I couldn't have got my Bud to Rum!" A spokesman for the committee claimed that this was the sort of behaviour that gives back stabbing bastards a bad name - its just the sort of thing us gutter press types love to get hold of. Further bulletins will be issued as more news arrives.

Enough of this nonsense, and on to some other kind of nonsense;

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EDS BIT:

Well peeps, in the run up to the deadline the house has been packed with numerous rellies and I'm completely knackered. Playing CIVILIZATION until 2:30 in the morning is definately bad for the health. Especially if (a) You're playing it wrong and (b) You're Carthage and you're trapped between a homicidal maniac playing Italy and miles and miles of inhospitable desert. A good game never-the-less. So it has been a bit of a struggle getting everything together this time. Please expect more speeling errors than usual.

I also popped up to my first ManorCon a couple of weeks back, but since a lotta eds are waist deep in 'More bloody Cons' I won't go on about it. I will just say that I really enjoyed myself. It was great to actually meet many of you, to put faces to names and sorry to anyone I didn't get round to saying 'Hello' to. I would certainly have liked to play a game, (Dip or otherwise), but there just wasn't time. May be another year.

There should be another gamestart somewhere in this issue, which ain't bad for an embryonic organ. Many more of these and I shall have to do a bit of zine re-structuring in order to fit everything in. I suppose its just aswell that its the last 'Books I got for Xmas' this time! I might also have to ditch the maps - or at least some of them well they are a bit of a luxury, and it just means you'll have to sharpen your felt tips and photocopy a few blank maps.

Some of you might also find a nasty letter accompanying this issue. Its only nasty in so far as it asks for some of your hard-earned cash in exchange for further copies of this rag. Basically the funds in the R&D kitty have now been used up and this thing now needs to be self-supporting... more-or-less. I have been warned that this could see my circulation plummet by 50%! So to the both of you left reading, I say 'Hi!'

THE DEADLINE FOR ALL TCP GAMES IS -
WEDNESDAY 8TH SEP 1993

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
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BARMY BATTLESHIPS

BARMY BATTLESHIPS - ROUND 7.

AirForce Diplomacy: Is there any interest?

1939 III: (GM: Dave Newnham) Mark Stretch, Steve Edington, James Millington, Tony Dickinson, Neil Duncan, Tony Hastings - list FULL! Gamestart note somewhere inside.

Holy Roman Empire: Bob Holliday, Steve Edington, Claire Moore, James Hardy, James Millington - 2 wanted.

THE CUNNING PLAN WAITING LISTS

NAME	CO-ORD	RESULTS	SCORE	OWN	STATUS
Graham Smith	11,K	Hit Andrew Moss	5.7		no hits
Dave Newnham	05,0	Hit Andrew Davis	5.2		no hits
Bob Holliday	05,0	Hit Andrew Davis	4.5		no hits
Michelle Duncan	08,A	miss	4.0		no hits
Neil Dixon	05,P	Hit Andrew Davis	4.0		no hits
Mark Stretch	05,P	Hit Andrew Davis	3.7		no hits
Kath Collman	11,K	Hit Andrew Moss	3.5		no hits
Andrew Davis	01,U	Hit Jonathan Barber	3.3		3 hits
Mark Nelson	01,U	Hit Jonathan Barber	3.2		no hits
James Hardy	01,W	miss	3.2		no hits
Mark Underhay	01,U	Hit Jonathan Barber	2.8		3 hits
Andy Mansell	01,A	miss	2.0		no hits
Andrew Moss	08,L	Square already hit	1.0		3 hits

PRESS:

GM: Well the vote for 2 shots (or not) was underwhelming, but 5 of you managed to say 'Yes', and since I want to move it on a bit, two shots each for next time please.

Niggles - Bungles: Ye-sus Christ, I give up! You've numbered the columns 05,06,07,05,09... in round six? Yes, yes; publish my co-ords and nominate a player to fire on each. Then I'll be shot of this abortion! From now on; my adjudication consultation fee is £50 per hour - I should make a fortune!

Boredles - Naggles: You know what you can do with your request for £50 don't you? You can ram it up your port hole! Dave - Kath: Gerr'out of my fire zone, or I'll hav'at you and you'll be goon forever!

Neil Dixon: A double salvo sounds good to me.

Louse - All: Get SMITH, hes winning!

Graham - GM: Can I trade in my battleship for a second hand submarine?

GM - Graham: What for? You're winning!

Skirt - Louse: G7 - J7, happy now Lousey me old mucker?

GM - All: Hey guys (and skirts), isn't it better now that those boring old NMRers have gone?

The NMRer (boo hiss!); LUDGER WILMOT 31,M(2)

Letter Column

Bob Holliday (late on TCP VI):

TCP VI? Great! Glad to see you've purged yourself of that idiot going on about Jam and Tapestries all the time. I'm sure your zine could do without riff raff like that.

Shit! You spoke to soon!

Topcoat? Shouldn't that be 'Bosscoat'? Anyway, a fine cartoon character that officer Dibble, a great chap huh?

You and James Hardy should get on fine in HRE III!

I realise that you are trying to generate some real spice into this letter column, but egging on a feud between me and Mark Stretch is going a bit far isn't it? After all, how could I find anything derogatory to say about anyone who can't even qualify for MidCon from his own heat?! Never hit a man when hes down I say, perhaps I'll send him a jar of cinnamon jam to cheer him up. There, is that enough spice for you?

This strikes me as the kind of letter written by someone who has just snorted two lines of cinnamon thru' a straw! A good way to start a feud is to publically humiliate some one by reminding them they got thrashed in their own MidCon heat. (Especially by some gloating bastard who qualified in his even though he ended his game with a single army in Iceland and had given proxy of it to Fergie!) Another good way to stoke up a feud is for some unscrupulous editor to tell you that the aforementioned player said some pretty cruel remarks about your grandmother!

Andrew Moss (gets dictatorial):

Regarding Da Vinci, I really don't think it matters what the players think, it is far too convenient for Milan to stay with TCP for democracy to spoil.

Gasp! Splutter! You'll be invading Poland next! I can hardly believe my eyes. On this matter we will have to agree to differ. I feel that the players feelings are paramount. As Da Vinci started by flyer, and the players signed up for that, I feel its a bit much to just move the goal posts without any consultation. I am not saying that at the end of the day an unpopular decision might not have to be made, but at the very least I feel we should canvass opinions. So I'm gonna dock off one of your browie points Mr M, and you'll have to work pretty damn hard if you want to get it back!

Gary Malcolm (on Bosnia):

Comparison of Bosnia with Iraq, Vietnam and Afghanistan is totally futile. It is a 3 way civil war, not an attack on a neighbouring country or superpower fueled freedom fighters. The strong UN action you all seem to want now should have come when Serbia did attack its independant neighbours, Croatia and Slovenia. I feel that the lack of action had more to do with these two states being on the wrong side in WWII than their lack of oil. (The wrong side = the losing side.)

No, yes and may be is my response to this. I don't see Bosnia as being a purely 3 way civil war, since 2 of the combatants do have the support of their own mother countries. It doesn't matter how many times you add the word 'Bosnian' in front of the words 'Croats' and 'Serbs', these two parties are NOT fighting for Bosnia. They may have been

born within the border of that land, but their hearts and minds are with Belgrade and Zargreb, and NOT Sarajevo! Yep the UN should have stepped in at the Slovenia/Croatia stage and may be the lack of action then was due to the fascist ghosts.

More Gary (more Bosnia):

To decide at this late stage to start arming one of the 3 sides in this conflict will lead only to one thing; more bloodshed and destruction and may be the conflict spreading. The situation on the ground is reality, not the day dreams and technical solutions spinning around in Dr Owens' head. As the losses on the ground mount, they must be forced to accept position of weakness as regards Croatia and Serbia and come to an agreed partition of the country.

I can't help but feel that there is going to be 'x' amount of bloodshed and destruction regardless of what happens. If the Bosnians were armed now, there would be a lot of bloodshed in the short term, but perhaps it would come to an end sooner. Another consideration is that with weapons, those getting hurt are more likely to be the soldiers, rather than the civilians who are suffering so much now.

Gary (defends Danny):

In response to Mark Nelsons dubious claim that Danny Collman is responsible for driving novices out of the hobby. I was a PBM novice a year ago and indeed hadn't played ftf Dip for over 10 years. I then hear about Springboard and postal Dip for novices. I am still playing in SB and shortly plan to delve out into the non-novice arena. The big plus with Danny and Kath's set up is you can play your first Dip game against a group of people with a simillar experience level (zero). You are not immediately picked on as the novice and eliminated, (both from the game and the hobby) as has happened to other people I know. How the hell can a gut feeling inform anyone of a statistical fact as to the comparisons between players playing their first game in SB or elsewhere? A bit of gratitude for what the Collmans do for the hobby instead of this unwarranted crap would be appreciated in the future. Come on, lets hear 3 cheers for the Collmans!

No doubt Mark will respond to your comments, but in the meantime let me say a word or two. I think the claim is based on the fact that over 350 novices have played in SB over the 6/7 years and yet there are only about 100 still kicking around. Other supporting evidence is that only 2 SBers have gone on to produce mainstream zines (not including TCP if eligible!) This is 1 in 175, where as the hobby average is 1 in 12. In Dolchstoss 175, Richard Sharp says that the novice drop out rate from SB is 48% whilst elsewhere its 33%. I don't know if he means drop out from a game or drop out from the hobby. I can also speak from personal experience, and one thing I feel is that novice-only games are not such a good idea. Feelings are too intense and its too easy for greenhorns to get carried away. I don't believe that Dip (especially postal Dip) is the kind of game where novices can be or are 'automatically' singled out and eliminated. I expect there are pathetic individuals who might pick on a novice because he is a novice, rather than because of the tactical

situation on the board but I don't believe that its a general policy. Surely it is in the interests of an experienced player to support the more pliable novice against a far more dangerous experienced player? I have suggested in an earlier issue that perhaps the reason for the higher drop out rate in SB is because generally people join SB 'cold', with no previous idea what its all about. Whilst people joining via other zines have more often done so because of a friend or relative already in the hobby. They have thus received more encouragement and support. The novice only entry to the hobby sounds great in principle, but in practise it could be better.

Name With-held:

I note from your 'Biggles' press comment that you're intending to run a 'Who do you think everybody is?' competition when the Anthrax game comes to an end. This should be entertaining but I understood from you when starting, that 'gunboat' was a game where the players names were not revealed! I assumed this meant after the game as well, I didn't check that this was the case. I must say that I am against revealing players names after the last season. If the objective of the game is no correspondance and unidentified players then the ability to study playing methods of named players after the game could provide one with an advantage. If one plays a further game of gunboat with one of these same players, you could recognise style, confirm the identity with a quick letter, then two communicating players have a terrific advantage over the rest!

Well if I hadn't received this letter I wouldn't have believed it. I don't know what zines you've been playing in, but I have yet to encounter one where the names of the players in a gunboat game are never revealed - EVER! I have encountered zines who reveal your identity BEFORE you are even out! I have seen some that reveal your name when you are out. (and then this gives the remaining players a clue about who ISN'T left in the game). I have seen zines that allow players to use their own pseudonyms and some of these players select their own reserved datelines! Anyway, its all academic cos its my game and my zine and I say players names will be published at the end and they will!

Dave Newnham (on Frank Dashwood):

Player under a pseudonym has a long history in the hobby and theres nothing wrong with it provided that the GM knows of the ploy (otherwise its GM deception) and that the player doesn't try to enter the game under two names, (again that would be GM deception). As long as these two provisos are met, does it matter if you're addressing your correspondance to Marcus Umney-Foote or Steve Doubleday? Further, resigning because you discover a player is playing under a pseudonym (unless you discover that there has been GM deception) is infantile. Having satisfied myself that no GM deception was involved, I wouldn't bother to unmask the player and I feel that Stuarts Eves has gone to excessive lengths to retaliate against a ploy he states "slightly rankled!" However, by using a pseudonym, a player leaves himself open to this kind of thing and I would argue that Frank should feel hard done to, by this revelation. The criminal offences of fraud and forgery have no meaning in the Diplomacy context, but Stuart may have committed an offence by his impersonation of a BT official. (I don't know the ins and outs of the law well enough to judge.) Again I would assert that retaliation by Frank along legal lines would be excessive!

In many respects I agree with you, but I found myself wondering more about why Frank bothered with a pseudonym at all?! I wonder what the story behind 'Frank Dashwood' actually is? We may find out since I sent him a copy of TCP VII to give him the opportunity to reply.

Whats that I hear? The letter box? Oh look its a letter postmarked Edinburgh from the lad himself.

Frank Dashwood:

Curses! All is discovered. I must flee at once, move house and change my name yet again! Thanks for the copy of TCP - I trust that it was NOT a complimentary issue, but charged to the egregious Eves' account! You have my full authorization to make him pay for his issue too and the prescription charges for ALL bottles of TCP supplied by Boots for the next 3 months. Your most obedient servant, Frank Dashwood. ps: Of course John Marsden, being a perfect gentleman, asked my permission before publishing - its his zines story really.

I'd love to debit Stuart, but since he hasn't given me a bean it could be difficult. As for me presumably NOT being a perfect gentleman; the critical bit, as your real name had already been revealed in ODE, so it was in the public domain. And to the best of my knowledge John had been given the opportunity to publish the 'full' story, but had declined. It is Stuarts story really, but its all too late now as literally millions have read about it at ManorCon!

James Hardy:

I am surprised that a) TLR refused to print 'Fuck you', b) TCP printing something like 'Fuck you' and c) being surprised. I didn't take offence at the article although I imagine some one elsewhere will, (or will I get surprised again?)

Yes folks its true, that zany zine ed, Dunky Adams refused to print 'Fuck you' on the grounds it was too naughty. (Another zine eds street cred shot this issue - is no-one safe?) Truth be known that was my bid for the Gladys award for the zine article with the most gratuitous use of the word 'fuck' in it.

More James:

Why does everybody have it in for Steve Agar? The feud hes having with Vick Hall is quite amusing as I have seen both their zines. (I nipped down to the London hobby meet last month and I have spoken to SA on the phone - both were taking pot shots at the other all the time! As long as I don't have to take sides.) As my mummy would say, "It'll all end in tears!"

That sounds like a great title for a zine! I don't think I should let you get away with sitting on the fence - who do you think you are, the UN or something? If you don't join a gang, we won't let you play!

James on TCP VI:

What I don't understand is why in the Dashwood saga, Mr Bull was using an alias? Especially if he was using his home address/ And of course Stuart is forgiven - nowt wrong with using your initiative, ask Napoleons generals. I cede your point about Star Trek credibility, but you have to remember that it is only SF and was made over 20 years ago. You instantly know when they beam down, who is going to die, the guy you have never seen before..... You could knocks holes in the program left, right and centre. Even TNG

which is better all round than the original, but is let down by the moral subplots and niceness of it all. Although they do seem to have gotten this out of their system now and the program is far better for it.

I am a little mystified by the need/desire to be Frank D, but there may-be a story behind that, (Frank?) I now make that 2 ticks for Stuart, who could get off scot free at this rate. I can't comment on TNG or DS9 as I haven't seen them, but I guess that I did expect too much realism from Star Trek. But having said that, all the old soap operas since time immemorial have specialized in building up favourite heroes or villains only to have them ejected for the added drama. ST could have done the same thing. Perhaps they were too frightened that they wouldn't be able to replace a good character. I think the 'death threats' over the attempts to ditch Spock show that perhaps things had got into a bit of a rut.

Mike Dommett (On Israel):

I too have become disillusioned since 1975 or thereabouts. Its easy to make the desert bloom with a percentage of your budget coming from America. Sadly Croatia shows that the Israelis have no monopoly of being badly treated and then badly treating those less powerful than themselves. They make a lot of their own problems, no serious concessions to moderates, so the extremists end up taking over the Palestinians.

Agreed.

More Mike:

On the novices, I hadn't realised that they were being driven out. I suspect I've come in halfway through a conversation and have missed something. Reading your reply, perhaps I haven't and I shall therefore await justification of his claim by Mr Nelson.

See Gary Malcolms' letter plus the reply. The reference to Dolchstoss 175 was given to me by Mark Nelson, so this might be as good a reply as you're going to get.

Before we get started, I'm gonna remind you all about the "NUTTY NEILS MINI HOBBY QUIZ;" I have had only three answers so far, (Richard Sharp, James Nelson and John Marsden), I'm sure a few more of you want to give it a try but are just holding back. So let me repeat the question;

How many of you can guess which 'name' wrote the following to me?

"Why have you sent me The Cunning Plan; I have expressed no interest in it whatsoever. Desist immediately, please. Had I wanted to see it, I would have asked to see it, the last thing I want to see is hundreds of zine reviews."

THE CRAZY MARKIE MINI DIP QUIZ

Onto the answers to questions 3 and 4. Q3.1 is 25; Bel, Hol, Kie, Ber, Mun, Den, Swe, Nwy, StP, Mos, War, Sev, Rum, Bul, Con, Ank, Smy, Gre, Ser, Bud, Vie, Tr1, Ven, Rom and Nap.

Q3.2 is 6; The largest as per Q3.1, Bre and Par, Mar, Spa and Por, Lvp and Edi, Lon, Tun.

For Q4 I have been a bit generous, as there are four possible answers;

(i) All other players NMR in S01 and A01 gets you one point.

(ii) 'England Wins' game end proposed in Sp01 and agreed in Au01 gets you 1 point.

(iii) Winter 1904 gets you 1 point.

(iv) Winter 1903 gets you 2 points.

The ones who guessed the trickery of the whole thing could have gotten 5 points! The difference between (iii) and (iv) is because in (iii) there has been the assumption that England works alone in so far as the other players just get out of the way. In (iv) the French player in Au01 orders :- F(ENC) C ENGLISH A(Wal) - Bel or Bre, which speeds things up a bit.

LEAGUE TABLE UPDATE:

Name	Q1.	Q2.	Q3.	Q4.	Total
Mike Dommett	2	1	1	2	6
Bob Holliday	2	1	1	1	5
James Hardy	2	1	1	1	5
Dave Newnham	0	0	2	2	4
Mark Stretch	0	0	2	2	4
Toby Harris	2	1	0	0	3
Tony Dickinson	1	0	2	0	3
Mark Boyle	2	0	0	0	2
Edmund Morgan	2	0	0	0	2

CRAZY MARKIE MINI DIP QUIZ - PART 5

This is another one where you are expected to answer without looking at the board, so if you answer it, tell the truth and say whether you have taken a peek or not;

Q5. I am adjacent to 5 provinces and one of my neighbours is a supply centre, which province am I?

ATTACKER - 1939 III - GAMESTART

GM: Dave Newnham, 80 Prince Edwards Road, Lewes, East Sussex, BN7 1BH.

England: James Millington.

France: Tony Hastings.

Germany: Steve Edington.

Italy: Neil Duncan.

Russia: Tony Dickinson.

Turkey: Mark Stretch.

You have already had your 'official' gamestart sent to you. Winter 1938 builds required for next time. Please make sure that you send your orders to Dave Newnham and not Neil Duncan. Neil will definately pass them on to Dave, but he might take a peek and they might not reach Dave before the deadline! You have been warnd!

DEADLINE: WEDNESDAY 8TH SEPTEMBER 1993.

"I am opposed to the policy of massacres and genocide, but not to people who do good work"

Cambodian Co-President HUN SEN, on making up with the Khmer Rouge

"Two years ago I would have called this baloney"

Molecular biologist RAUL CANO, on news that paleontologists in Montana are working to analyze DNA from blood cells found in a tyrannosaur fossil

BOOKS I GOT FOR CHRISTMAS - PART 5

DRAWING THE LINE - THE KOREAN WAR 1950-1953

Almost the perfect book in my mind, it doesn't just focus on the military but also gives economic, political and historical background too. If anything it could have done with a little more detail on some of the more important battles and military actions. It contains a fair few maps - but could have done with a few more to illustrate some of the text. Its a big book, but neatly divided into many shortish chapters which make it a very easy read.

Does anyone know much, or indeed anything about the Korean war? Well I didn't know too much and it was weird, because as I read I had to keep checking the front cover as the parallels with Vietnam ten years later are spooky. In both, the US engaged in a very bloody, costly and inhumane war to prop up vicious, corrupt - fascist governments against communist insurgency and outright invasion. It was almost as if the Korean war was a dress rehearsal for Vietnam. Few lessons seemed to have been learnt, except by the communists who put more store by guerilla rather than conventional warfare.

Whilst the bulk of the foreign support given to South Korea was from the US, it is worthwhile remembering that it was a UN operation. North Korea chose the moment that the USSR was boycotting the UN (over China) to launch an invasion of South Korea. Without the threat of a Russian veto America was able to push through a resolution calling for armed force against the North. Thus the first UN coalition took the field with elements from 16 nations.

One can easily draw a parallel with a similar action some 40 years later when another of Americas strategic interests were under threat.

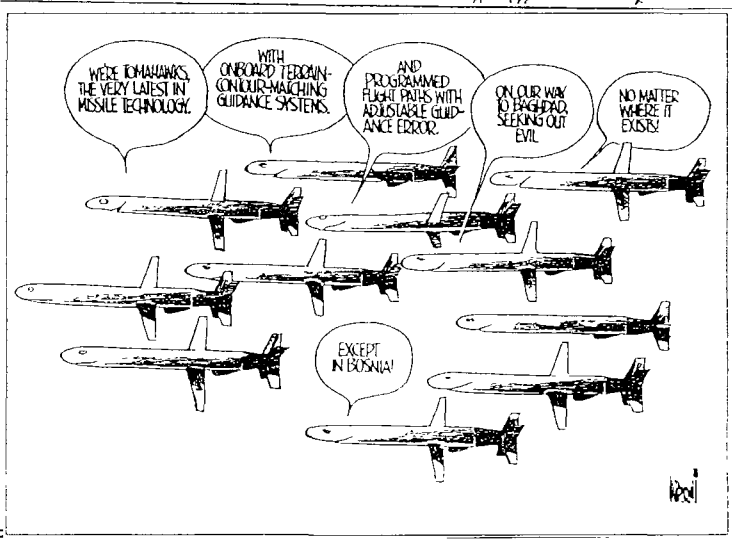
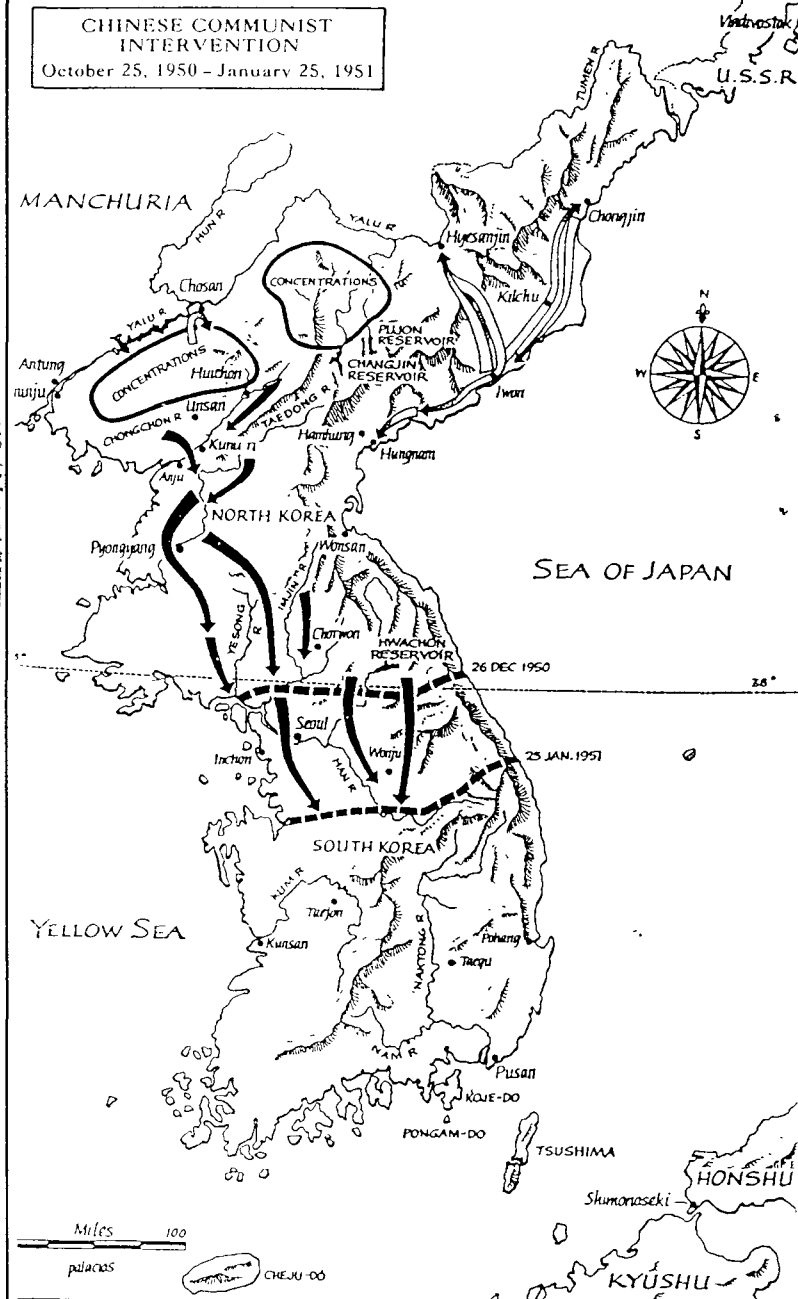
Anyway, the UN in Korea lacked proper objectives, in so far as each of the major players, (on both sides) had different ideas about what the final goals were. In the final year the communists just wanted to stop the drain on their manpower and resources, and not to be condemned as aggressors. The US, or rather the UN, (although it often seems that those two initials can be swapped at will!) wanted 'peace with honour'. The war ended with a military stalemate, just north of the 38th parallel, which was the starting point for the whole business. To date there has been no armistice and so technically the two sides are still at war.

The book gives an excellent account of this conflict and puts both its origins and outcome into some kind of global and historical context. On a number of occasions the author adds his opinion of events and decisions which I like. For those interested in this era I recomend the book.

This will have to be the last in the series of reviews, being the last book that I got for Christmas. I hope that they have been of some interest and they should have prepared you for; "Books I got for my birthday!" If you're not too keen on that I could always continue with, "Socks I got for Christmas" which should be a killer.

Drawing the Line by Richard Whelan, pub by Faber&Faber - ISBN - 0 - 571 - 14684 - 8.

CHINESE COMMUNIST INTERVENTION
October 25, 1950 - January 25, 1951



A Small Task From Some Holy Bloke!

SIDEWALK 19 (02/07/93), Mike Clark, Auchtydore, Longside, Peterhead, Grampian, AB42 7LY [75p, 12 A4 pages, 3 weekly] About a week late which is unusual and the editorial is rather doom and gloom. With production costs due to go up a lot, Mike feels that he has to choose between going 4 weekly and folding, with the inclination to fold. I think that there are other choices surely? Like hiking up the price, making the zine smaller, finding a cheaper printer. Anyway, contains all the usual stuff. I'm glad to see that my Plague Option game is still on the tracks, although interest seems marginal. One suggestion, if folding is an option, perhaps waiting lists should be closed or frozen so as not to disappoint?

OBSIDIAN 56 (03/07/93), Alex Richardson, 11 Callerton Place, Fenham, Newcastle Upon Tyne, NE4 5NQ [16 A5 pages for 50p inc pp]

It looks like the 4 horsemen of the apocalypse on the front cover to me. The editorial contains word of a small price rise, but it's still a pretty cheap zine. There is only a very little hobby news, which is compensated a bit by three pages of letters. Chapter V of the 'Round Robin' is followed by the games mainly Dip. Things end up on the off-beat 'Black-over coat' cartoon.

A LITTLE ORIGINAL SIN 20 (08/07/93), Vick Hall, 49 Vartry Rd, Stamford Hill, London, N15. [32 A5 pages for 70p inc pp]

The A5 format is beginning to grow on me, and I definitely like the new look around. After a low key letter col the last few issues, things seem to be picking up a bit. The Vick/Steve feudette continues and it is at this point I get confused about who is saying what to whom. The games next and for some reason a review of U-Bend finds its way into the zine. The 'knights' are limbering up for the new game 'Tournament'. Vick also introduces Vallee des Mammouths. Oh what! No Hobby News? Vick this isn't good enough!

LIES 10 (12/07/93), Bill O'Neill, 57 Britten Dr, Great Malvern, Worcs, WR14 3LG [48 A5 pages for 75p inc pp]

Back to a normal issue following the mega effort last time. They've managed to get 2 of their 'Skirmish' games going within a month, so well done there lads. After the editorial by an aggressive drunk, the 'leader' by Rihard Egan contains some adverse comments about RED DWARF - 'This means war sir!' There is a very long two part letter column covering loads of stuff. There is a large selection of games reports, a page of puzzles, a pin-up of John Cudmore and a little bit of hobby news.

PYRRHIC VICTORY 100 (13/07/93) Mike Allaway, 62 Herda Road, Harrow, Middx, HA3 5AS [50p for 8 A4 pages inc pp]

I saw a number of issues of PV about 18 months ago, this was the first one for a while. As a centenary issue Mike would not be surprised to hear me say that I am disappointed. The front cover looks fairly interesting, there are 5 pages of games, 1 page of admin, leaving just a page for editorial and chat. I guess that the zine must be going through a rough patch. I know that Mike is out of work, but perhaps there is more. I hope that things pick up in an issue or two.

ODE 147 (14/07/93), John Marsden, 33 Weston Rd, Strood, Kent, ME2 3HA [65p for 32 A5 pages inc pp]

The editorial is followed by the hobby news, which also contains a zine review (C'Mag). There is a very short letter col, due in the main to a very long 73eme end game report. This is followed by the games, including the first round of the first game of 'Spymaster'. John includes a questionnaire for reader feedback - there seems to have been a few zines doing this sort of thing just lately. Still it's a good opportunity to ensure that the zine is still in step with its readership.

AGE OF REASON 18 (15/07/93) Andrew Moss, 5 Meadow Rise, Littlers Cross, Winsford, Cheshire, CW7 2NT [32 A5 pages for 50p + pp]

For you non-AoRers, Andrew is selling Dippy T-shirts for £7.50p each, an offer not to be missed. Obviously stung by the print quality comments, this issue is looking pretty pristine throughout. A shortish letter col, but with a lot of mutual abuse just to sustain interest. It looks like Andrew has nailed his colours to Vick Halls mast (oo-er), Are there any takers for Stephens gang? How about a grudge match in TCP lads? Who wants to be the Axis and who wants to be the Allies? There's a lot of hobby news on ManorCon. The dippy article is on the wisdom (or otherwise) of 'letter passing'. Next the games. The all-reader efforts seem to be working well, and I quite like the idea of the ed versus the rest (vortex).

C'EST MAGNIFIQUE 130 (16/07/93) Peter Sullivan, 55 Brunton St, Darlington, Co Durham, DL1 4EN [14 A4 pages for 50p inc pp]

No 'Rage Hard' this time, breaking us in for October, or when ever Iain leaves the political desk for a full blown YDdG again. Anyway, an editorial is followed by an RR end game statement and some zine reviews. There is a little hobby news. The letter col has gone awol. It ends with the games, a fairly low key issue this time.

DIE GROSSE DAMPFMASCHINE 19 (16/07/93) From, Paul Norris, 111a Belmont Road, St Andrews, Bristol, BS6 5AR [20 A5 pages for 55p inc pp]

The editorial contains a bit of hobby news and then it's straight into the games. No letters. None whatsoever. Bugger all. I dunno if this is simply because Paul didn't get any letters, or he did, but just didn't print them. Shriek! Kingmaker has got a gamestart, so I had better dig out my set and find out what the hell to do! If anyone wants to really ingratiate themselves with me, they can start passing on hot tips toot sweet.

CUT AND THRUST 118 (16/07/93) Derek Wilson, 6 Caldbeck Dr, Woodley, Reading, Berks, RG5 4LA [40 A5 pages for 65p + pp]

Another meaty issue, with an editorial, Gladys awards and only 1 page of letters. The games reviewed are, STAR FLEEF MISSIONS by Richard Ashley and TIM JIM & PRISM GAMES by Dane Maslin. This is followed by the games. There is an end game statement for HRE (the first variant I played in) and oh bugger, En Garde is back.

U-BEND 22 (16/07/93), Haz Bond, 13 Merrivale Rd, Stafford, ST17 9EB [22 A4 pages for 50p + 36p pp]

In spite of the warning about lateness, this ish seems to be very much on time to me. The editorial contains a gentle whinge about Springboard and an amusing bit about Haz being (wrongly) chosen in a police line up. The letter col has been held over. The reprint article this time is from the zine 'Soft Construction' (summer 1988), by Kay Dekker on masterbastion. (Haz tells us that it folded after 4 issues - presumably after the entire readership went blind.)

Hershey end game statements part 2 the rules to postal 'Breaking away' and then the games. There are also a few snippets of hobby news dotted about as space fillers.

ASSASSINS HANDBOOK 7 (16/07/93) John Morgan, 40 Millside, Culvers Avenue, Carshalton, Surrey, SM5 2BQ [£1 00p for 24 A5 pages inc pp]

This zine is a phenomena, there is no doubt about it. Not only is it rather tardy in the extreme, not only has the price doubled in the space of one issue just cos Johns' on income support, not only does its first game of Dip contain a husband and wife playing - but the pair on knuckle heads have NMRed in Spring 1901! Any sane ed would have held things over, got stand bys, committed suicide or something, but oh no, not our John. Still when your own grand parents cock things up for you, what can you do? (Only joking folks!) I had early high hopes for AH, but now I am not so sure. The best bit is that Vick Hall and Stephen Agar are playing in Ottoman Empire together! That should be worth following for the press alone!

BOREALIS 15 (16/07/93) Ian Harris, 3 Abbotside Close, Urpeth Grange, Chester-Le-Street, Co Durham, DH2 1TQ

[34 A5 pages for 50p + pp]

The first issue of the new combined Boris/Ac-Mong and I vote it a great success. The editorial is followed by hobby news - including con stuff. The letter pages are particularly good this time, plenty of political infighting - I love it. Also I liked the toolbox idea of a game between Ac-Mong subbers and Boris subbers... but what about those who already got both? Ac-Mong had a very interesting bit on Dreadnaughts, most the the games were held over to the short Boris deadlines, come on you guys, you're pulling my plonker.

SPRING OFFENSIVE 14 (17/07/93) Stephen Agar, 79 Florence Rd, Brighton, East Sussex, BN1 6DL. 24 A4 pages for 90p inc pp] Kicks off with a brief word on the "fun at Fareham" and I agree that it was a great day out. I thought the 2 pages of quick zine reviews were very good. No addresses which is a pity if any readers wanted to follow something up. Can Esme explain the cover of Mopsy 95 to me too? I will watch the 'New Improved Dip' column with interest. The letter col is pretty entertaining as usual, but the bit on En Garde is taboo in these pages. The zine production over the last 6 months bit was very interesting but I think Stephen is gonna get flak from some areas. The games round off a pretty good issue.

SMODNOC 52 (20/07/93) Toby Harris, 6 Durham Terrace, Silksworth, Sunderland, Tyne & Wear, SR3 1BW [60 X A5 pages for 80p inc pp]

There's a neat cartoon on the cover, to yet another chock-a-block issue. Shock horror news that Smodnoc deadline extended by a week! Is there a fold imminent? Naw I'm only kidding - its extended otherwise it would clash with SunCon. The editorial contains chat on parties and benign tumours and the shocking revelation that Toby is reluctant to print 'Fuck' in Smodnoc. Instead he coyly hides behind the phrase, 'F-word'. His street-cred is now shot to shit - oops I mean, "shot to the S word". Call yourself an ex-punk Toby? You'll be telling me that you don't seal down your envelopes with real snot next! A short letter col and zine reviews and into the games. Finally Toby, take no notice of the pink paper brigade - stick to white, (except may-be for the cover!)

GALLIMAUFREY 132 (20/07/93) Steve Doubleday, Norton House, 46 Whielden St, Amersham, Bucks, HP7 0HU [16 A5 pages for 60p inc pp]

A bit slimmer this time, although I'm not sure what (if anything) is missing. The letter column features a fair bit of feedback on the

"String 'em up!" piece on law and order last time (Most in favour) I find it to be critical of this attitude after that guy who stabbed a teacher to death got off scot-free. Rather too much of the zine is taken up with the SF quiz/answers, a bit of a drag if its not your cup of tea. The games contain an NMR by James Nelson! Disgraceful, I trust big brother Markie will take him to task for soiling the family name! Which leads nicely onto the next review.

THE MARK NELSON EXPERIENCE Vol 2 Is 3, Jul 1993

(22/05/93), Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP [6 A4 pages for the 'usual']

Hang on a mo, the last MNX I reviewed was Vol 2 Is 1, whatever happened to Vol 2 Is 2? Anyway, another sooper piece from the crazed one. Most of it concerns the WDC biz, with complaints from some American hobby members about the domination by the Brits. I don't know whether it is or not, the whole thing is double dutch to me. What I found far more intriguing was Marks' hunts about the feuds and skull-dugery going on in our fair Isles. The little tease is not telling until next time, but be patient I will pass on any juicy gossip when it arrives. As a small starter we are treated to a virulent attack on Steve Agar, how will big S cope with yet another assault?

SIDEWALK 20 (23/07/93); Mike Clark, Auchtydore, Longside, Peterhead, Grampian, AB42 7LY [56p, 8 A4 pages, inc pp]

Contains the good news that the zine will not be folding, mainly due to the many letters from impressed readers, congrats to Mike. On the down side is the news that the zine will change from 3 to 4 weekly, and go up in price to £1! But on the up side again, it will be bigger, so readers will be getting the same value for money. A very slim issue this time, mainly games, but there are still some bits to interest the non-players, such as the letter col. So CMag recovers the title of only 3 weekly zine in the UK.

ZINE REGISTER 22 (23/07/93) Iam Bowen, 5 Wigginton Terrace, Yorks, N Yorks, YO3 7JD. [£1 for 62 A4 pages inc pp]

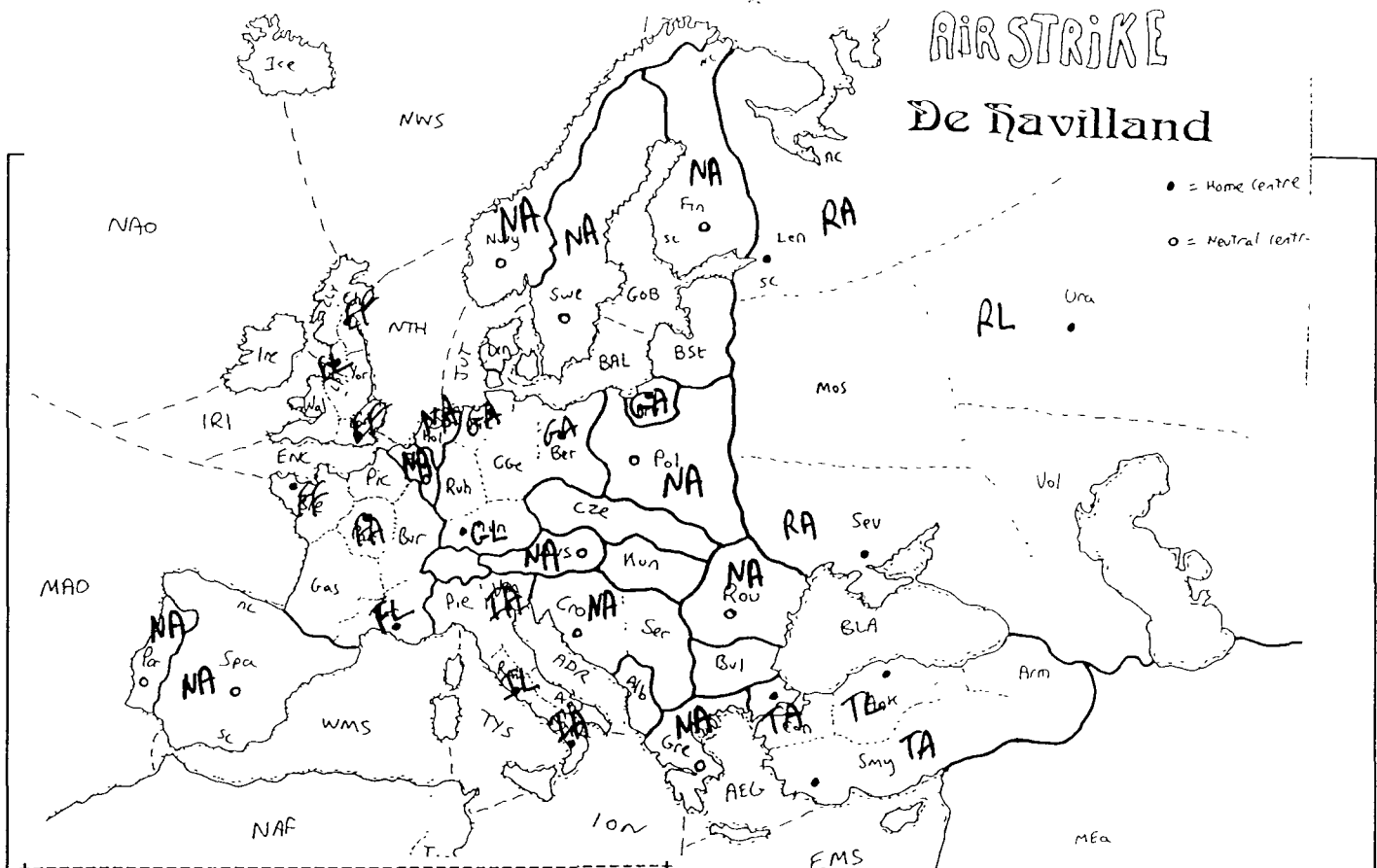
This is the US equivalent of MiG and is really produced by Pete Gaughan of California. But in a very sensible move, a single copy is sent to Iam in Blighty where he copies and despatches it much more cheaply. This meaty mag is excellent value for money and I can highly recommend it. It is packed with information, reviews of presumably all N American zines, and other English language ones including a fair few from Britain. Eds are allowed to review their own zines, which provided there is another independant review. I don't have a problem with. The reviews are very detailed and I shall certainly be using the ZR to send away for some American ones that I like the look of. There isn't really anything more to add, but to urge you to send a quid off to Iam now! (Hev, give ICP a mention and I might get commisson!)

MOPSY 96 (24/07/93) Bryan Betts, 5 St Francis Road, Denham Green, Middx, UB9 5JS [20 A5 pages for 50p inc pp]

The editorial features tales of Bryans' Viking exploits in Poland, it brings back memories, although Denmark was as far as I ever got. I had to chuckle at the 25,000 Zlotys to the pound, what is it Monopoly money? I don't know how he finds the time to get the zine produced. There is very little hobby news and a few letters. Next the games and theres En Garde for all the weirdos amongstst you. The important game news is that a stand by is required for EXCALIBUR. This is a dark age Britain variant, looks very good and the leaderless JUILS seem to be in a fair position. It all ends up with the rules for Illuminated Vam Rats.

AIR STRIKE

De Havilland



DE HAVILLAND - AIR STRIKE - WINTER 1938

GM: Neil Duncan - 'Biggles'

England: F(Edi), L(Lpl), F(Lon).

France: A(Par), F(Bre), L(Mar).

Germany: L(Mun), A(kie), A(Ber), A(Pru).

Italy: A(Ven), A(Nap), L(Rom).

Russia: A(Len), L(Ura), A(Sev).

Turkey: L(Ank), A(Con), A(Smy).

PRESS:

Biggles - All: Just to answer one or two queries, yes this variant does have only 31 centres and not 34, so the victory criteria is 16. Yes there are reserved deadlines; namely 'country(govt)'. This can be considered a house-rule of TCP. Also, press will be published grouped by the country it is alleged to have come from.

Eng(govt) - France: How about a DMZ in ENC then? I can try and keep my AirForces to East and North.

Eng(govt) - Germany: If you keep your fleets down, I'll stay out of Jutland.

Eng(govt) - Turkey: Your mum has faith in you; play up! play up!

France - the World: Help! I can't fly!

France - England: ENC, NAO and IRI as DMZs?

France - Germany: Keep out of Bur and we'll get along fine.

France - Italy: Go East dear boy!

France - Turkey: Have a cheap holiday on the Adriatic coast.

France - Russia: Hello.

Germany - All: Just cos this is the '39 map, its doesn't mean you have to hate me you know.

Germany - All: Sorry about the lack of witty press this season, but everybody knows the Germans have no sense of humour.

Germany - Biggles: Please place my beach towel on all coastal provinces.

Biggles - Germany: T(Germany) - Coast (tiw) (=towel in wash!)

Ita(govt) - Fra; Hi! Non-aggression pact ok with you? Having just read the rule book, it looks like I will have enough trouble with the rules without having hostile neighbours too.

Ita(govt) - Tur: Please see press 'Ita(govt) - Fra' - the same applies.

Ita(govt) - Eng/Ger/Rus: Hi! anyone fancy a soccer competition? At least Italy would stand a chance in that!

R - T: Rou is MINE, leave it alone and I MAY let you keep Ank! ps stand off in BLA?

R - I: Kill the Turk! Meet you in Con!

R - G: No problems re Pol, you can have it, I'm heading South!

R - E: Fin is mine, Nwy yours, Swe Germans' ok?

R - F: Hello there.

Russia - Turkey: Lets leave each other alone and carve up the rest of the world.

Russia - Germany: Do you want to annex Poland or shall I?

Turkey - Russia: Normally I try to stay out of BLA, this is NOT a normal time....

Istanbul - Moscow: Go sit on the Finns, Roumania is my sphere of influence.

Istanbul - Rome: Go play with NATO and I will settle my long felt want for Greece.

Istanbul - Berlin: Lebensraum in the West.

Istanbul - Paris: Bank error in your favour, collect 500 Francs.

Istanbul - London: Englands destiny cannot lie on the cricket pitch, so take Belgium.

T - P: Good luck plucky Poleland. Far and few, far and few are the lands where the jumblies grow.

"Good bye Fatima, I must leave you, though you hate to see me go. I'm off to fight the Christians...."

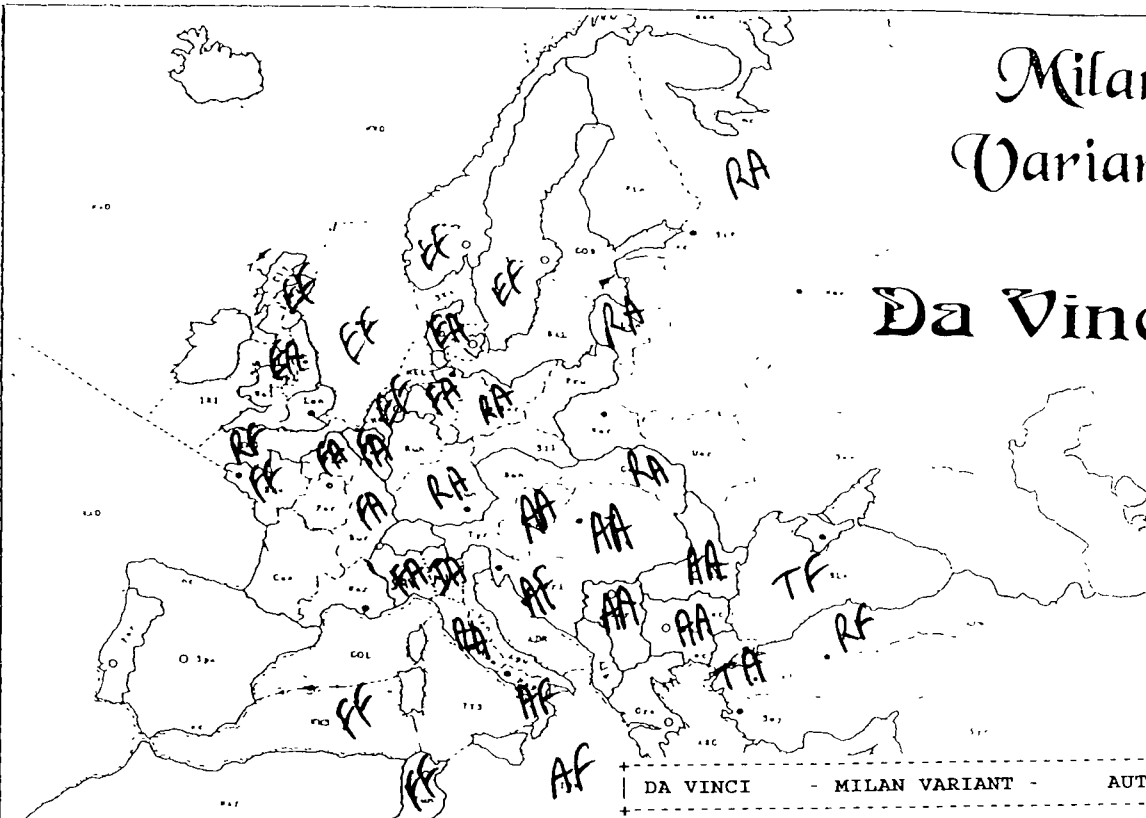
Sprat - Italy: Prepare to die olive lover!

Maverick - All: Have a good war!

NEXT DEADLINE IS WEDNESDAY 8TH SEPTEMBER 1993

Milan Variant

Da Vinci



DA VINCI - MILAN VARIANT - AUTUMN 1904

ANTURAX FROM PAGE 10 →

Nasty Nazi - Austria: Asking Russia for a plan is like asking the conservatives how to win a by-election!

Italy - Russia: Liberate Con; you must have the odd AK47 lying around unused.

Italy - France: Doesn't the name Esther ring a bell?

Rus(govt) - Aus: Plenty of plans, unfortunately most of them rely on 2 plague in Lon ASAP!

Rus(govt) - Fra: Why should I put the boot in your enemy (Austria) when you gave all your centres to mine (England)?

Rus(govt) - Fra(again!): How can you accuse me of being very boring when (a) I've bucked the trend and befriended Austria and (b) I did beat Turkey in evacuating all my home centres. Ok I haven't visited 3 other countries as you have done, but I intend to do that soon!

Rus(govt) - Ger: Any anti-English moves you suggest are definitely on! Swe for you, Nwy for me, and a long term non-aggression pact?

Tzar - Danny: Biggles answer to your gnats bollock question did not give us a clue as to who was writing that particular item. But your complaint was instructive. We all know Neil and you don't get on; so if his reply was biased; then you must have been the writer! Easy to give your identity away isn't it?

Russia(Cow) - Austrian(govt): Concorde, DC10, Harrier, Spitfire, (You did ask me for planes didn't you?)

Turkey - Biggles: I reckon its, Dave, Dee, Dozy, Beaky, Mick and Tich and someone else!

Sprat - Biggles: So who's the loud mouthed frog then? What a sad chap, first he plays a game with as much conviction and flair as my grannie, driving a Ferrari, then he crams up TCP with drivell press. Now come on guys play fair. I want more 'Books I got for Xmas' not rubbish from a has-been European power.

Biggles - Sprat: Here! Here!

A.N.C. - Italy: Free the Austrian; with a car tyre and 4 gallons of petrol!

Danny(govt) - All: I am NOT in this stupid game!

Chris Allington - Interested: I am.

DEADLINE WEDNESDAY 8TH SEPTEMBER 1993.

GM: Simon Devereux.

Austria: (Alistair Manning)
A(Bud) - Rum, A(Ven) - Rom, F(ION) - Nap, F(Gre) - ION, A(Bul) S A(Bud) - Rum, A(Tri) - Ser.

England: (Toby Harris)
A(Lpl) hold, F(NTH) S F(HEL) - Hol, F(HEL) - Hol, A(Den) - Kie, F(Swe) - Den, F(StPnc) hold.

France: (James Millington)
A(Bre) - Pic, F(MAO) - WMS, F(WMS) - Tun, A(Mar) - Sav, A(Bur) - Mun, A(Kie) S A(Bur) - Mun, A(Hol) S A(Kie).

Italy: (Civil Disorder)
has A(Mil), A(Apu), F(TYS).

Russia: (Eric Knibb)
F(Wal) - ENC, A(Mos) - StP, A(Lvn) S A(Mos) - StP, F(Arm) - Ank, A(Ber) - Kie, A(Mun) A A(Ber) - Kie, A(Rum) hold.

Turkey (Civil Disorder)
has F(BLA), A(Con).

Retreats: English F(StPnc) - Nwy.
French A(Hol) - Bel.
Italian A(Mil) disbands nro.
Russian A(Rum) - Gal.

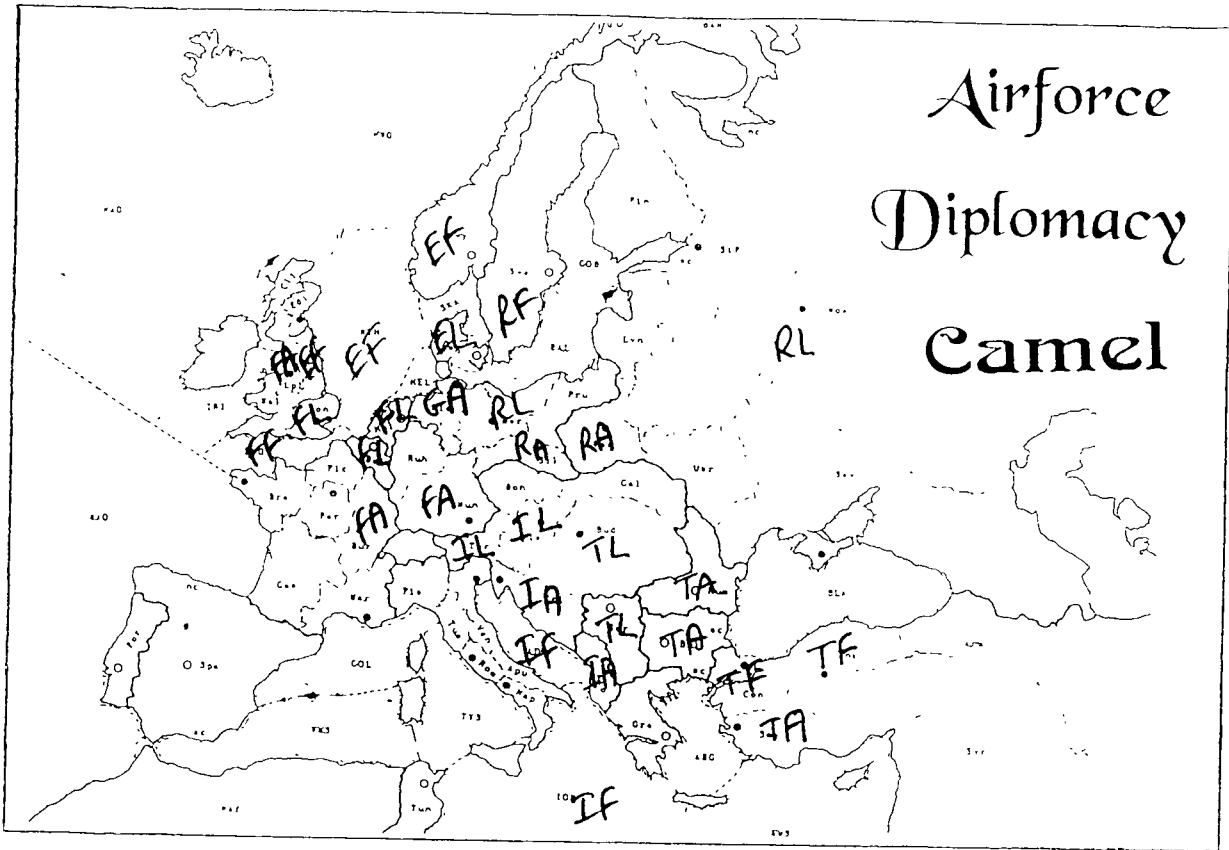
Winter 1904 Adjustments:

A: Vie Bud Tri Ser Gre Bul 9(6) +A(Bud)
+Rum +Nap +Rom +A(Vie) +F(Tri)
E: Edi Lon Den Swe Nwy
StP +Lpl +Hol 7(7) +F(Edi)
F: Bre Par Mar Spa Por Bel Hol 8(6) +F(Bre)
Kie +Tun
I: Nap Rom Mil Tun 1(4) -A(Apu) F(TYS)
R: Sev Mos War Rum Mun Lpl
Ber +Ank +StP 7(6) no change
T: Ank Smy Con 2(3) no change

Press:

Russia - Austria: Bad move pal!
GM - All: Please note my COA!
24 Waterways Drive, Albury, Warley, West Midlands,
B69 2EX.

DEADLINE: MONDAY 6TH SEPT 1993.



Airforce Diplomacy Camel

CAMEL - AIRFORCE DIPLOMACY - AUTUMN 1942

GM: Neil Duncan - 'Biggles'. 1992CF ????

England: (Andy Mansell)

F(StPnc) S F(Nwy) {unit moving}, F(Nwy) - Swe,
L(Den) S F(Nwy) - Swe, F(NTH) S F(Lon), F(Lon) S F(NTH).

France: (Chris Latimer)

A(Wal) - Lpl, L(Bre) - Lon V ENC, F(ENC) S L(Bre)
 - Lon, L(Bel) S L(Bre) - Lon V ENC, A(Bur) S L(Bel),
A(Mun) S GERMAN A(Kie), L(Hol) S RUSSIAN L(Ber) - Den{no Via}.

Germany: (Civil Disorder)

A(Kie) stands.

Italy: (Andrew Davies)

L(Tyr) - Bud V Vie, L(Vie) S L(Tyr) - Bud, A(Tri) - Ser,
F(ION) - Gre, F(ADR) C A(Ven) - Alb, A(Ven) - Alb.

Russia: (Ludger Wilmott)

L(Sev) - StP V Mos, F(BLA) - Sev, A(War) S A(Gal),
A(Sil) S A(War), F(Swe) S L(Ber) - Den. L(Ber) - Den V BAL,
A(Gal) stands unordered.

Turkey: (Jonathan Barber)

L(Bud) S L(Ser), L(Ser) S L(Bud), A(Rum) S L(Bud),
A(Bul) - Gre, F(Con) - Bulsc, F(Ank) - Con, A(Smy) - Ank.

Via moves: Russian L(Sev) - Mos.

Retreats: English F(Lon) - Yor.

Winter 1942 Adjustments

E: <u>Lon</u> <u>Edi</u> <u>Lpl</u> <u>Nwy</u> <u>Hol</u> <u>Den</u> + <u>StP</u>	4(6)GM removes F(StP) ndo
F: <u>Par</u> <u>Bre</u> <u>Mar</u> <u>Mun</u> <u>Spa</u> <u>Por</u> <u>Bel</u>	10(7) +F(Bre)
	+L(Par) +A(Mar)
G: <u>Kie</u>	1(1) no change
I: <u>Ven</u> <u>Rom</u> <u>Nap</u> <u>Tun</u> <u>Tri</u> <u>Vie</u>	6(6) no change
R: <u>StP</u> <u>War</u> <u>Mos</u> <u>Sev</u> <u>Ber</u> <u>Swe</u> <u>Rum</u>	5(7) -A(Gal)
	-F(Sev)
T: <u>Con</u> <u>Ank</u> <u>Smy</u> <u>Gre</u> <u>Ser</u> <u>Bul</u> <u>Bud</u> + <u>Rum</u> 8(7)	unit short nbp

Press:

Russia - Turkey: Somehow I thought your misguided 'cunning plan' attack was pretty provocative as well.

Biggles - Turkey: Too close! Next time you NMR!

DEADLINE = WEDNESDAY 8TH SEPTEMBER 1993.

Sorry about the gap but you can't get it right every time! late news is that I have another gameket! It'll have to wait until next time.