

WHATSIT —

— SIX —



this is

WHATSIT SIX.

for the

Thirtyeighth OMPA Mailing,
December 1963

ad it is a

Cringebinder Publication

from

Ken Cheslin,
18 New Farm Road,
Stourbridge,
Worcestershire,
England.

Concerning the details of the ship game described
herein. I don't mind people making it up for their
own pleasure...but just in case Waddingtons or a company
bring out a game like this an official type proclamation
wouldn't hurt...no, knows, he can't be able to sell it.

Therefore, J. L. HILL & CO., LTD, Expressedly forbid
any one to manufacture the game herein described for any
form of profit, without our express permission, in writing.

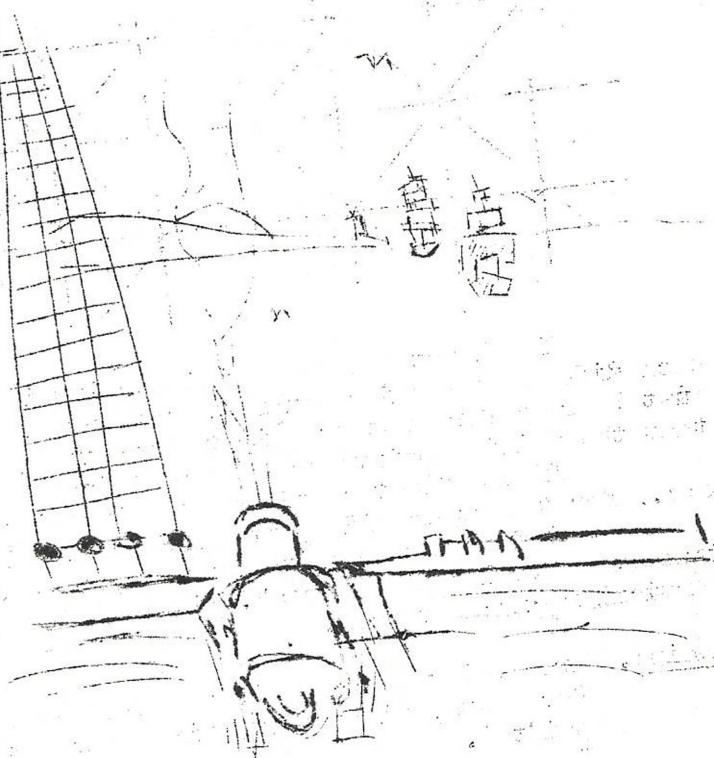
What should I do, eh?



the sound

of

gun
fire



I've been meaning to give details of one or two of the board games we play here in Stourbridge. By board games I mean of course those board games of our own making.

After some thought I've decided to try to describe the game we call SPANISH MAIN.

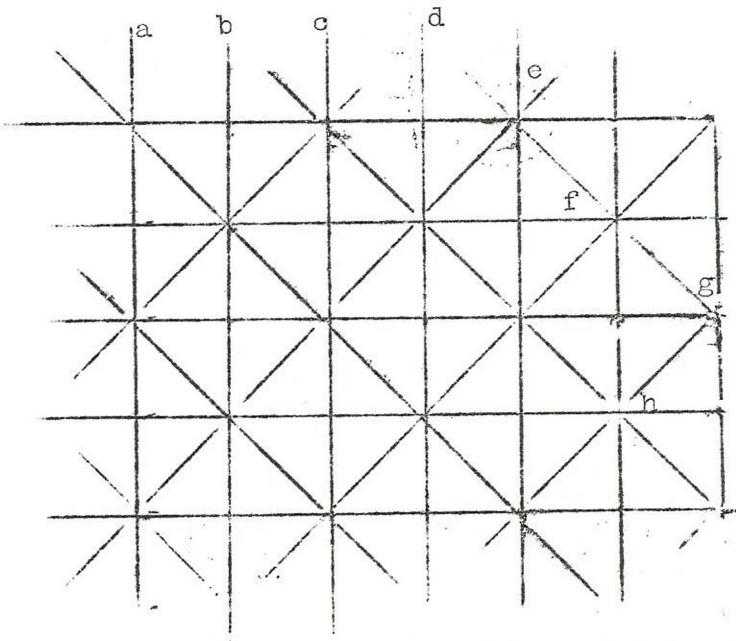
Now this game is very easy to make and the materials won't cost you more than a few coppers. The game however, despite its inexpensivness, gives far more enjoyment, for far longer, than any of the commercial board games we've come across. Anyone who's been to Stourbridge will tell you that we have no shortage of professional and home-made games, it is then a very good recommendation when I tell you that SPANISH MAIN is the most regulary played of all our games.

Now read on.....

Playing Board. The size of this depends upon your ambitions, (as does the size of the fleet), but we play on a board 4ft by 2ft.

Actually, its not a board we use, but a sheet of cartridge paper. This enables us to roll it up when we've finished and tuck it away into a fairly small space.

The board is ruled out in a sort of 'Union Jack' fashion, like this:-



The length of the sailing point is optional. That is, the length of each side of the major squares. But when a ship is sitting on a point there must be room for another ship to move up behind it. Therefore we recommend that the sailing points squares be twice as long as the length of your ships.

If the fleet consists of ships 1inch long, then between a and c, etc., for the other sides, it must measure 2 inches. Obviously though, the bigger your squares, the less points on the board, thus you have less "sea room". Figure out what is convenient for your own particular circumstances.

Ships. Are no less than small models. Carved out of balsa wood, with pins for masts, and bits of white board stuck on for sails. Then they are painted.

The detail you incorporate in your models is up to you.

We have pretty detailed models. There are three types of ship, but the basic model is like the illo on the next page.

Of the fleet each player has the ships consist of. One Flagship, this is fatter and more built up than the 5 men o' war, which is the basic ship, while the 2 frigates are lower decked than these. You have then, 8 ships in each fleet.

IT IS ESSENTIAL that the ships be easily differentiated. In the case of the fleets this can be solved by painting one fleet red and the other blue, or some such suitable colours.

Inside the fleets the Flagship should be instantly recognisable by its size. The 5 men O war are instantly recognisable by size as differing

One full sailing point is the distance between a and c, or b and d or c and e, or d and f, or e and g.

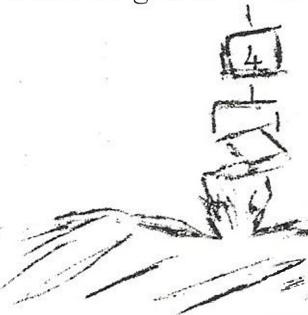
One full sailing point is 2 half points.

From f to g is one full point also. But to get there you have to turn a rightangle.

Why rightangles are important I'll explain later.

from the Flagship and the Frigates. However you can't tell one man o' war from another. So we paint numbers on the front sails.

In the case of the Frigates you can number them 6 and 7 or, as you can tell the difference between them and the rest of the fleet at a glance, you can number them Frigates 1 & 2. That's up to you.



models look like this.

note the number.

this is about our
life-size fleet.

Armament

Refer to the score sheet on the next page to clarify anything you don't quite get.

Armament is not shown on the ships but on this scoresheet, so now you see why each ship has to be easily recognised. By means of the numbers and the score sheet you know at all time youst what condition each ship is in.

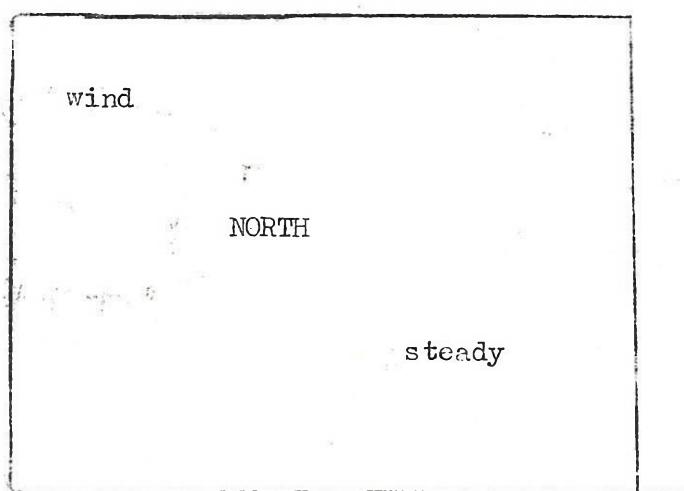
FLAGSHIP has 20 guns on each broadside, 4 rear guns, and 2 bow guns. Broadside range is 3 points, other guns 2. (this will be shown later).

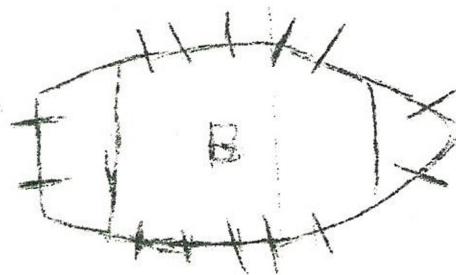
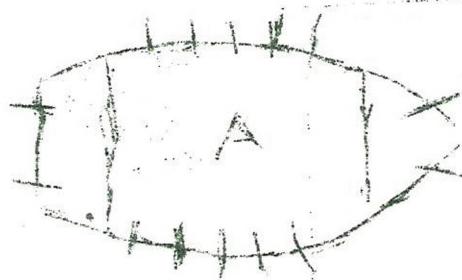
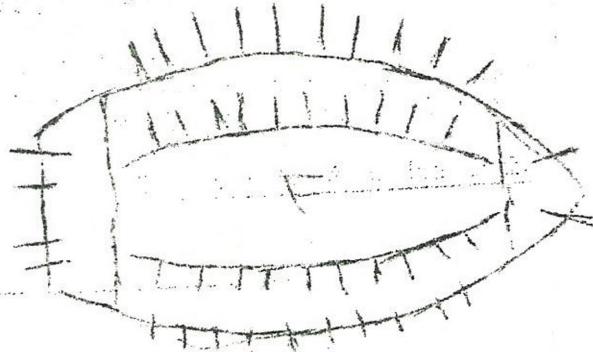
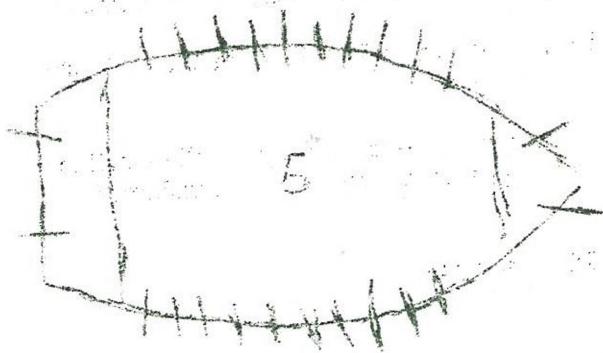
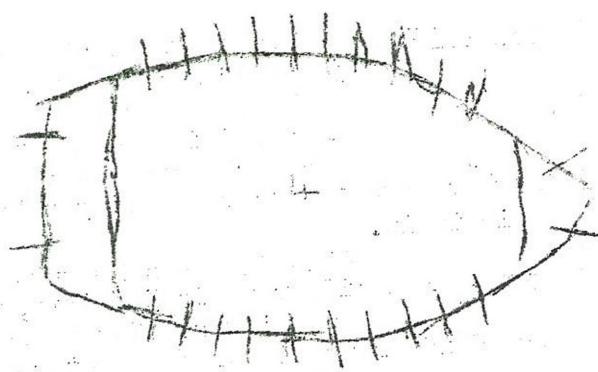
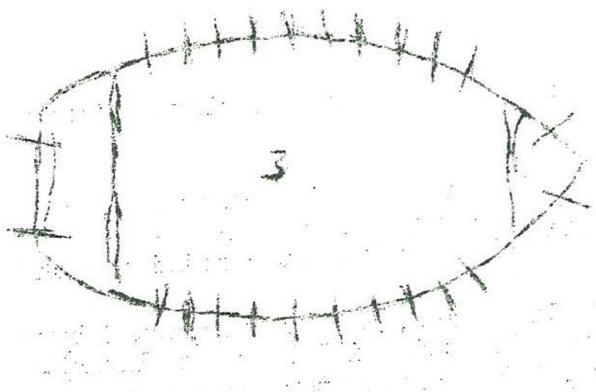
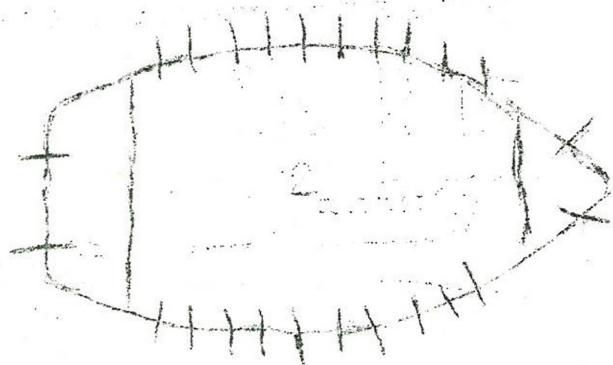
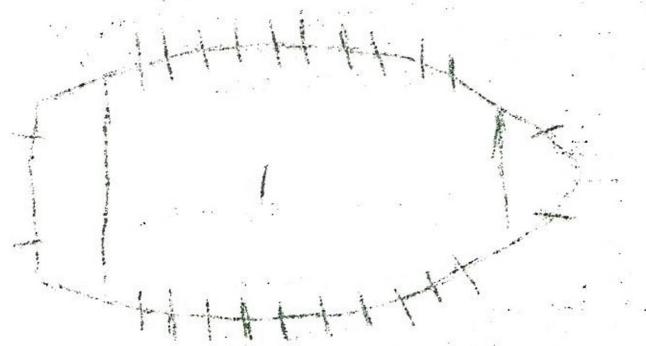
Man o' War. 10 guns each side, 2 bow ans 2 stern guns. The broadside range is 3, bow & stern 2.

Frigate. 5 guns on each side, 2 rear and 2 bow guns. ALL the frigates guns are 2 points only, range.

The score sheet represents a birds eye-view of the fleet. Each ship on the score card is numbered. This corresponds to the same numbered model in your fleet. Right.

Wind and Weather cards look something like this:-





the size of the card is irrelevant, we use cards about $2\frac{1}{2}$ " by $1\frac{1}{2}$ " but any size that suits you will do.

These cards give the prevailing wind and weather. A new card is drawn from the pack every three moves. This ensures that the battle is fought out under changing and, we hope, realistic weather conditions.

We recommend that the pack be made up with the following cards.

3 wind north, 3 wind south, 3 wind west, 3 wind east,
3 north East 3 north West 3 South east 3 south west

together with another one of each direction, but qualified by the word, STRONG. This makes 32 cards so far. These are all WIND cards.

Weather cards consist of Storm, Squall and Waterspout cards. (and any you may dream up for yourself).

Storm To locate storm on the board you have to have reference points.

So, you can designate the storm area by saying, "STORM, for 5 points all round island 2", or, "STORM, for 6 points of NORTH coast of island 1".

Or you use the compass, (I'll explain in a minute), and locate the storm that way. Like, "STORM, 22 north, 18 east" you know where these directions are so you just count off the squares. You usually add the size of the storm. ie; -"This square and every adjoining square". Or for the number of sailing points out from storm centre you want.

Ships caught in storm must immediately move out of the area, in their turn, the shortest way. If they are still in the area after 3 moves, they are dismasted and drift for 3 more moves.

Ships outside the storm area have to sail around it.

Squall. A typical designation would be, "Sudden SQUALL, all ships within 8 points of 22n 18e are driven 6 points west" or, "Sudden SQUALL, all ships within 5 points of island 1 driven 7 points north".

If a ship bumps an island as it is driven before the SQUALL, it is driven aground. It may re-enter the water next move, and set sail again the move after.

If a ship is driven off the board it may not re-enter until the game has gone on 2 moves. ie; - as long as it takes the ship aground to get afloat. The difference being that the ship in this case may come onto the board on any of the three points either side of the point it sailed off on.

Waterspout. Typical card reads.. "22n 18 e. N.E.N. Waterspout.". This means that the waterspout starts off in square 22n 18e, then you throw the dice. The first throw is 4, you move the spout 4 points north, the second throw is 2, you move the spout 2 squares east, the third throw is 6, you move the waterspout 6 squares north. (N.E.N on the card.)

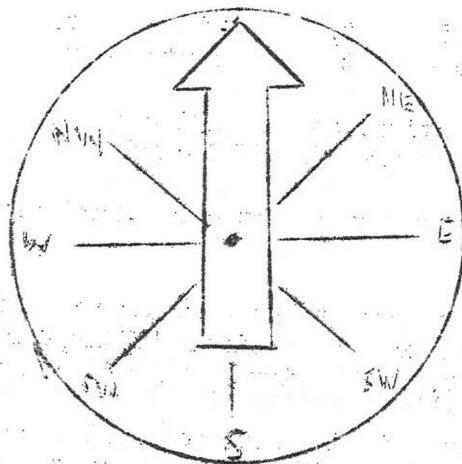
Any ship lying in the path of the waterspout is disabled and can drift only for 3 moves.

The number of weather cards in the pack depends on you.

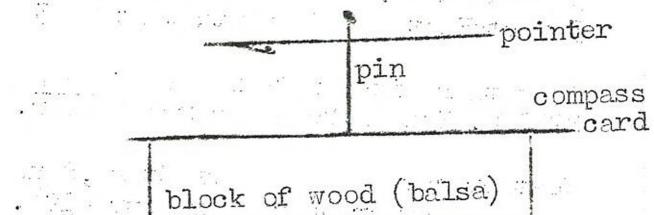
Weather cards are not wind cards. If you draw a weather card you still have to keep on drawing from the pack until a new wind direction card comes up. Weather card is effective independant of wind card as it covers only a smaller, more local, area, while the wind card establishes wind for the whole board.

The Compass is used so that you can figure out wind directions. It looks something like this:-

Top view



Side view



this is about the actual size of the compass we use.

The actual compass card is marked out with the 8 major points, as indicated. The arrow revolves freely on its pin. The method of using the compass can be inferred from those facts. How it's used in the game I'll mention later.

Islands While not absolutely necessary these do add to the game and we heartily recommend you use them. Two should be enough, and they need not be larger than the area of a dozen squares.

Apart from the use we put them to in manoeuvring around them with the fleets they make a handy, central place to keep the wind pack, and, as indicated in the paragraph on wind cards, they also make useful reference points.

ie; "STORM for 5 points all round island 1." or, "Sudden SQUALL drives aground all ships within 4 points of west coast of island number 2"., etc.,

WE have built plaster-of-paris hills on our islands, which adds to the realism. It is also useful because, by cutting a slot in a "mountain" we have a place to prop up the current wind card, more convenient than putting it anywhere else. And, so that we don't forget the number of moves between wind changes we have made 3 holes in the mountain. At the end of every move we stick a match in a hole....when there are 3 matches stuck there we know that it's time for a wind change....In case you think that's overdoing it, let me assure you that it's necessary, you can get so wrapped up in moving that you can easily forget when the next windchange is due..even sticking matches in we still get so involved that we forget to put a match up, and are at a loss to know when the wind change is due.

Anyhoo You are now, theoretically at least, ready to begin a game.

The Object of the Game, is to destroy the enemy fleet.

To set up for playing:-

1. set out your fleets at diagonally opposed corners, as close to the edge of the board as is compatible with good sense.
2. place your islands on the board in your selected positions.
3. select north, by placing the compass on the board, spinning pointer, and whichever way the pointer comes to rest is North for the rest of the game.
4. draw a card from the weather pack, this gives you wind for the next three moves.
5. each player selects either odd or even. As the results of the shots fired by the ships depends on whether you throw your own selection or not, write it down, (odd, or even) at the top of your scoresheet so you don't forget.
6. Throw dice, highest moves first.

With board set up like this you are ready to make the first move. So now you need to know HOW to move.

Sailing Moves obviously sailing with the wind behind you increases the speed of your ship, just as sailing against the wind reduces your speed.

On this basis the distance a ship can travel is governed by wind direction. Until you become familiar with the various speeds you can travel under the various wind directions we suggest you keep a speed card by you. Made out like this; -

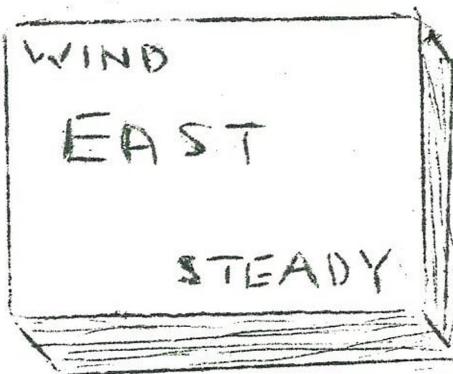
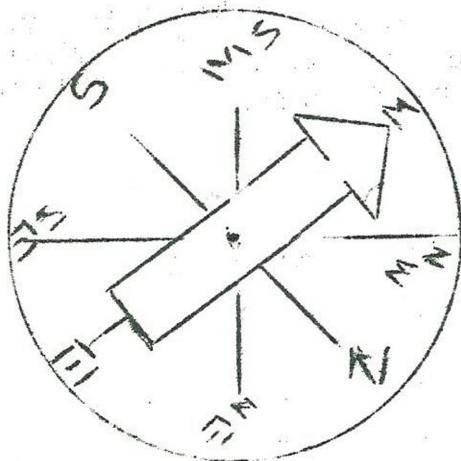
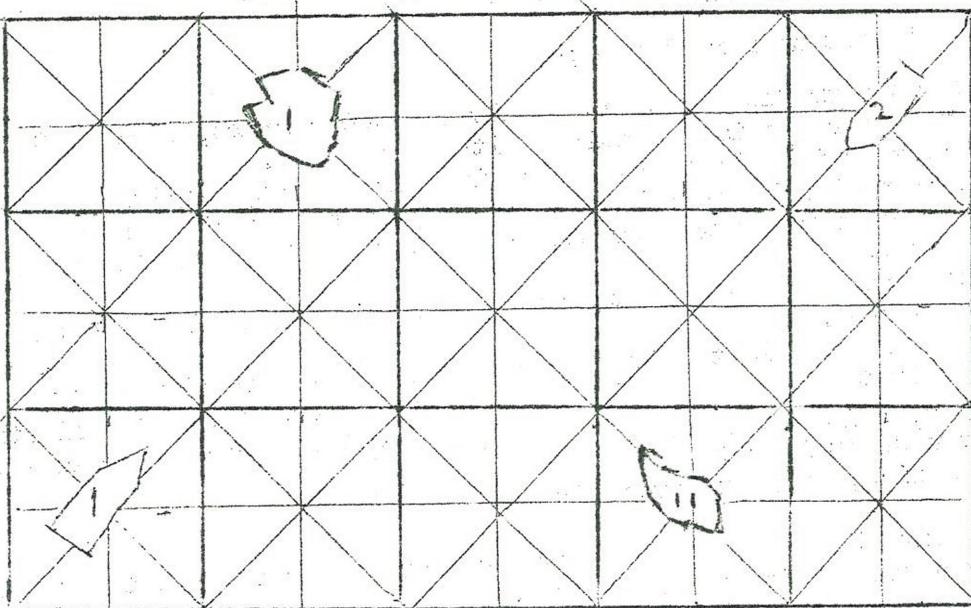
	Normal winds			Strong winds		
	with	across	into	with	across	into
Flagship	3	2	1	4	2	0
Mo' War	4	3	2	5	3	1
Frigate	6	5	4	7	5	2

Ships move out of their corners at the appropriate speeds and engage in combat from the proper gun ranges (discussed later).

Ships move from point to point, occupy the point, and at the end of their move the point in the direction they intend to go next move.

This is underlined because its important.

On the next page is a much simplified version of the board set up at the begining of the game, lack of room makes showing more detail impractical. Each ship for instance represents the entire fleet you would really have there. And its position and heading.



Let us suppose that fleet 1 has first move. If you look at the wind pack you will see that the card turned up indicates a wind from the east. The arrow on the compass is turned to indicate the way the wind is blowing.

This means that fleet 1 is sailing with the wind, and fleet 2 is sailing against the wind.

The effect of changeing course as affecting ships speed is as follows.

If fleet 1 turns onto a northerly heading; -

from a speed of 3 the flagship slows to 2

from a speed of 4 the m o' war slows to 3

from a speed of 6 the frigate slows to 5 all immediately.

If they turn again, from ACROSS to AGAINST then they are again slowed down immediately...to AGAINST speeds..ie;- 1, 2, & 4.

Fleet 2 is moving off AGAINST the wind

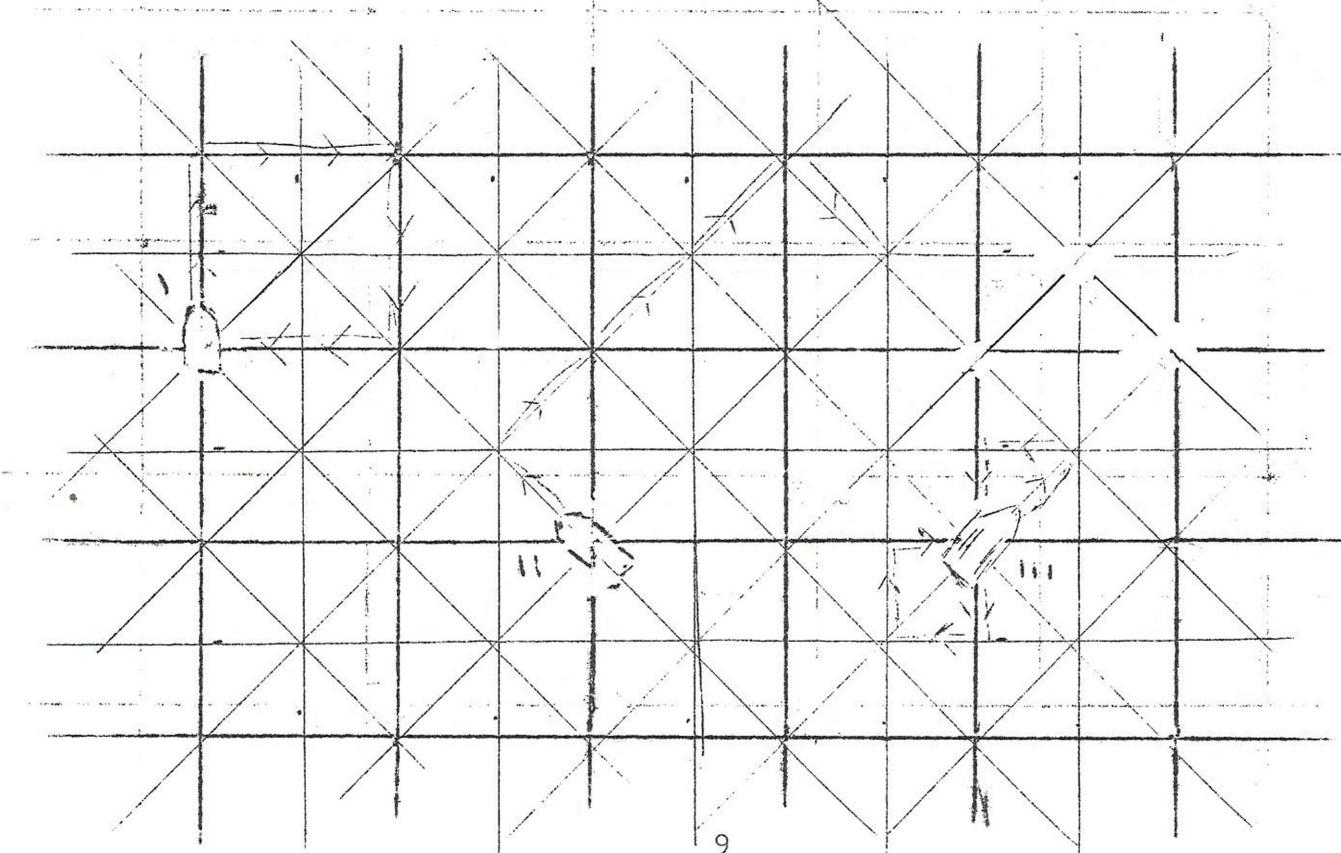
Crossing onto a FASTER windtrack you do not immediately assume the speed prevailing. That is, you do not speed up, you move only the number of points allowed by the slow windpath, the one you started off on.

Thus.. Fleet 2 moves and turns NORTH onto what is (in this instance) an ACROSS windpath, with a speed of F2,M3,f5. BUT they do not move in this move, at ACROSS speeds, because they started their move by going INTO the wind..thus, their speeds are F1,M2,f4.

Next move they can move at accross speeds (providing they don't turn into the wind). Say they move off and turn EAST, bringing the wind directly behind them. Even tho' they have crossed onto a faster track they move..this move... at ACROSS speeds, because they set out at ACROSS speeds. NEXT time they may move off at WITH speeds.

It is possible to move from "AGAINST" to "WITH" in one move....in the case of the Frigate for example, which can move 4 points at AGAINST speeds...more than enough to make a complete reversal of course. If you can legally manage it, it is sometimes advisable to make the quick turn..at other times it is more than advisable, it is essential if you are to preserve your fleet.

SHIPS move like this:-



1 is the Flagship. The line of arrows indicates its smallest turning circle.

11 stands for a man o' war, (or Ship of the Line). This can turn just like the Flagship, but in addition it may turn on a half point. i.e.;- the Flagship has to go forward a distance of 1 full point, before it may turn a rightangle, the Ship of the line can turn at a rightangle after going only a half a point forward. However, if it turns on the halfpoint it is obliged to sail in the new direction for 3 more halfpoints before it can change direction again...as indicated here.

111 is the Frigate. It can move exactly as the other two types of ship...but also it may make the tight turns shown here..on a triangle and on a quartersquare.

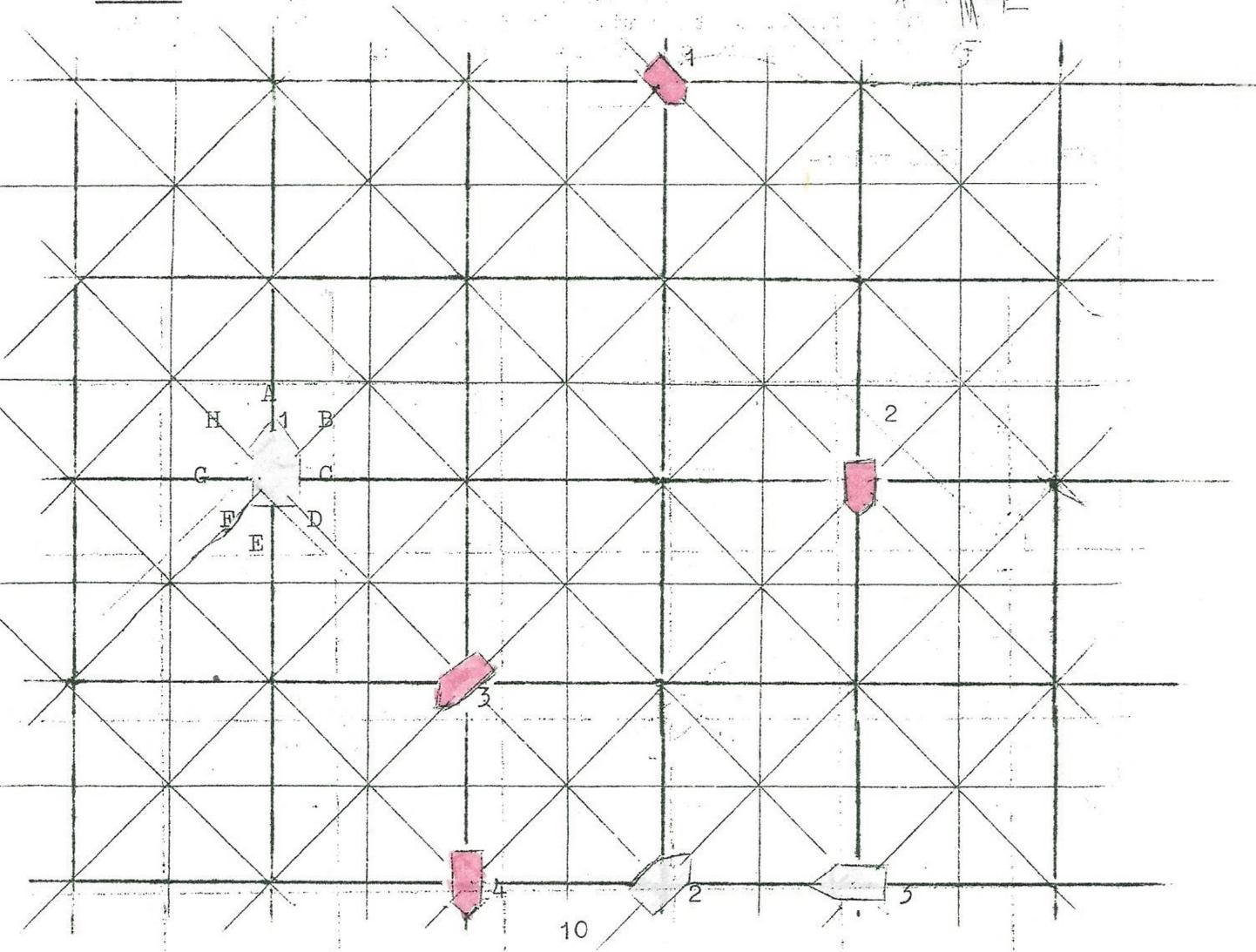
All ships can of course turn at less acute angles than their turns shown here..only the tightest turns have been shown.

I've not mentioned the effect that the wind would have on the ships making these turns, as this would complicate the explanation. If you keep to the simple rules regarding wind directions and ships speed when you come to play the game you should find it works out easy enough.

and now for moves in

NORTH

Combat



For the purposes of this demonstration we will assume that all the ships shown are Man O' war. Thus giving all the same speeds and the same firepower.

When you start the game, one player has "Odd" the other "Even" on the dice. If the "ODD" player throws odd, all his shots hit. If he throws EVEN, half his shots hit. (for EVEN+player, vice versa).

To destroy a gun you must hit with 2 shots. When all the guns on a ship are destroyed, the ship sinks. When a ship is reduced to 2 guns it may NOT sail, it can only luff, or drift with the wind one point at a time. We put a wreck marker where each ship, (above Frigate size) sinks, and we do not allow a ship to sail over that point, or shots to be fired over that point, its up to you if you use this device.

We assume that RED is evens and Blue is odds. With Red to move. (I will concentrate for the moment on methods of exchangeing fire, ignoring the fact that in the game the ships would also be moving along the lines).

Red 2, is at maximum range from Blue 1. ie., three full points. This could be horizontal, vertical or diagonal, as long as it is within 3 points it is within range.

Bow and stern guns having less range the bow guns of Red 2 are at maximum range from Blue 3, ie., 2 full points.

You fire your broadside at a rightangle to your heading. The bow guns straight ahead only, and your stern guns straight behind only. ie... The broadsides of Blue 1 may be fired at line G and C only. All the guns, if the opportunity offers, may be fired ONCE each move. If you fire your guns once, you cannot use these guns again in your turn, tho' you may be fired upon.

For instance. Ship A fires on the right of Ship Z, and Ship Z replies with its RIGHT broadside. The Ship B sails up and shoots at the right of Ship Z. Having losses a broadside from that side (right) at Ship A Ship Z MAY NOT fire on Ship B.

NEXT move, in Ship Zs turn, all the guns are assumed to be reloaded.

Right...now if you look at the positions of Red 1 and Blue 1 you will see that Red 1 has presented his right broadside to Blue 1. Thus he may fire. (at 2 points he is well within range) However, if you look at Blue 1 you will notice that NO side is presented to Red 1, nor is the bow or the stern. Blue 1 is therefore UNABLE TO RETURN RED 1's FIRE.

Red 2 may also fire upon Blue 1. With his Right broadside. But in this case Blue 1 can retaliate as he has a broadside bearing on Red 2.

Red 3 may also fire, (left broadside) at Blue 1, with impunity. But in firing at Blue 2 he incurs retaliation.. Red 4 may fire his left side at Blue 2 without retaliation. If Red 2 fires his bow guns at Blue 3, he gets the full benefit of Blue 3s right broadside.(If all the guns hit you would write "10" on the bow of Red 2 on your score card, and cross out both bow guns, 1 gun from one side, and 2 guns from the other broadside, 5 guns in all have been destroyed).

As I said, all this ignores the fact that the ships would travel on their moves.....

for example....

Dept., of Dirty Tricks..... Now, assume that it is REDs turn to move, and that the wind is a steady southerly one. All the ships are men o' war.

Here, briefly, is a typical mancouver. To apprecciate its diabolical cunning, try to follow it on the diagram illustrating Combat.

Red 4 fires on Blue 2, for free, then moves 1 point S and 1 point W...and gives Blue 1 a righthand broadside...and as Red 4 wculd be 3 points away..he is out of reach even of Blue 1's stern guns.

Red 3 fires on Blue 1...no retaliation..then moves 1 point south-W then turns to bring the left broadside to bear on Blue 2, which he promptly blasts. However, Red 3 is within bow/stern gun range of Blue 1...aha!! But Red 4 destroyed Blue 1's rear guns! Red 3 fires HIS stern guns at Blue 1 out of sheer devilment.

Red 1 fires upon Blue 1... (which should be a pretty sprry sight by now) without being fired upon in return. He then sails 1 half of a point south-E, turns and moves $1\frac{1}{2}$ point south-W. This puts him within 1 point of Blue 1....and in a position to be fired upon..but there will be very few guns left (if any) after the pasteing Reds 3 & 4 have given him. Anyhow..from this point Red 1 presents his left (and unused) broadside at Blue 3, and fires at him,with no fear of retaliation.

Red 2. If Blue 1 is still afloat, fire his right broadside into him. Then he moves S half a point, turns, and fires upon Blue 3, who probably has at least 5 guns to retaliate with. Red 2 then moves W another half point, and stops. End of RED move.

I stopped Red 2 there because from there he can get a broadside into Blue 2 or 3 as they move out on the Blue move.

Ah, students are invited to work out for themselves the sequence of moves if instead of RED, BLUE had had first move.

Luffing. you will notice on the Combat diagram that Blue 1 is surrounded by letters maring lines from A to H. This is so I can explain Luffing. NOW a turn is made...say by Blue 1, going forward, then turning...as much as a whole rightangle.

YOU CANNOT turn a rightangle when you luff. Blue 1 can luff from his present position only so its bow lines up with EITHER line B, or line H.. it is not allowable to move further.

ALSO. a luff counts as a whole move..if you luff you forfeit your traveling abilities..for that ship,for that move. However awkward this may seem it is a fact that to be abld to turn (luff) just this small distance,while remaining on the point, is often extremely useful.

(He would be mad to do it, because he'd have to take too much punishment) but Blue 1 could luff and fire at either Red 1 or Red 3. As it happens, in this case, it is too dangerous. But suppose Blue 1 was 1 point N of Blue 2, bows pointing N-west. Now he could fire at Red 2 (no retaliation) with his right, luff until his bows were pointing north, then fire upon Red 3, also without retaliation. See?.

Durning the attackers move, the defender may fire at any enemy ship which passes,(or stops) in his line of fire (it its in range of course.) Obviously though, the defender can only do this once with each gun.

I believe I have explained this before...see the page immediately after the combat diagram..about the middle.

- Ships MAY
- a. Fire its guns, then luff. ie;- Blue 1 fires at Red 2, then luffs to point either at line B or line H.
 - b. Luff, then fire. ie;- Blue 1 turns to point up line B, then fires on Red 3.
 - c. Fire, then move. ie;- Red 1 fires on Blue 1, then moves forward.
 - d. Move, then fire. ie;- Red 1 moves forward 2 points and fires upon the bows of Blue 2.
 - e. Move, turn at the end, and fire. ie;- Red 3 moves up 1 point, turns, fires at Blue 1. or Red 2 moves forward, turns his side to Blue 3, fires.
 - f. Fire while moving in a straight line. ie;- Blue 2 moves 3 points N-E. as it passes the halfpoint directly S-E from Red 2, he fires his left broadside. (a bad move actually, but it demonstrates the move).
 - g. Fire, and remain. ie;- Red 3 fires at Blue 1 & 2 but does not move otherwise.

IMPORTANT! Ships must, at the end of their move, point in the direction they are heading next. At the beginning of a move the initial point you HAVE to move to is the one directly in front of your bows. After that it depends on the turning circle of your ship, and how you intend to move. But, point in the direction you mean to go next...or one that which ensures that your broadside covers the line-of-move of an enemy vessel.

- Ships may NOT
- a. luff, then move.
 - b. finish a move on the half point immediately in front or behind an ENEMY ship. Although you may pass through this point...the idea is to leave the other ship some room to move.
 - c. fire, then turn on the point and move off. There is no moving after you turn (or luff) on a point. To make a turn the correct procedure is;- Fire, move forward, turn. A ship on the move which fires must proceed forward at least and point (if possible) further before he can turn.
 - d. Ram.

The game is based, as near as we can make it, and still keep it a board game, on real life manouvers and firepower of ships of about the 1500s.

If the game appears a little complicated, well, think of how you would have to explain..say..Monopoly, without the equipment. Actually, its basicly very simple, as deceptively simple as RISK.

You may wish to change things, try out new ideas...we did, and still are, like the no ramming rule, that was a product of 4 or 5 games ...or the one about not allowing ships to park in front or behind enemy ships so that they can't move...we found it a, wouldn't work mostly, b, too devastating and spoiled the game. Only two people play our version, although I suppose you could play with more..say everyone command one ship each...and the bloke who is Admiral passes round scribbled messages, which we interpret as flag signals...etc., and so forth.

Anyhoo, hope you, some of you at least, make the game up, I can promise you hours and hours,,, , and hours of fun with it.

yours.. K M P Cheslin, A L Hill, Stourbridge Subteraneans.



have
at
you!

OFF TRAILS 37. AE.

Dear Ethel, I'm sorry you can't continue using covers on OT. I know that everybody doesn't like them. But I do. I figure OT should look fairly respectable, not just a WOMPAzine list. Oh well, mutter, mutter, mutter.

I can understand you not wanting to do anything about this WOMPA thing I was on about. I guess that that's fair enough. It wasn't one of the prescribed duties of the AE...although you have got to send out OT to all the W-Lers..

Anyway, you won't mind if I try to continue it? Hear that, Ella, Archie, etc., I'll work WOMPA if you send in the zines to me. (in some cases I can collect them..eh?).

Bruce Burn...I disagree that "next available mailing" is enough. I do see your point about giving leeway in certain cases. But it would be much better to have something firm...with an out for the AE, like: "by the second mailing of that member's membership year, unless excused due to extenuating circumstances by the AE". This, I believe, would help to get rid of unenthusiastic applicants, yet not bar the enthusiastic but unlucky ones.

other bits and pieces relating to constitutional changes you'll find here and there in the mc's...

Detroit Iron Dick Schultz. Hi Richard.
noté the RIP
type illes
in this Whatsit...I hope they all come out
all right.

The method you discuss of dealing with
the..um..activity problem in OMPA is one
solution perhaps (the other referred to will
be commented upon when I get to it.). And in
most of what you say I'm with you. One or
two points have occurred to me.

I get the feeling that there is some
unvoiced but lurking fear that if OMPA gets
up to 65 members the US types will be so
dominant that eventually the APA will become
just another American APA (forgive me for
the phrase "just another") With the official
posts open to Statesiders possibly it will
become inevitable that all the officers will
tend to become selected entirely for the
American members, merely because there are
more of them. There is some feeling, I
sense, to keep OMPA Britishised...I
confess I am inclined in this direction, out
of a certain pride of uniqueness I think,
certainly nothing really logical.

Then, as a second point, suppose it was
agreed to open the membership up to as many
as 65 people...(with reduced activity require-
ments of course)...could we attract the
necessary extra 15 people? Most times, you
see, the waiting list is well below ten in
number.

What might be an idea...and I put it
forward only as a talking point, is to
extend the membership...but to have 3
classes of members.

One class to pay 10/- a year and
contribute whatever they like.

A second class who pay 7/- and vow to
contribute a minimum of 12pp...and

A third class who pay 7/- contribute
a minimum of 20 pages...and are the only
ones who have a vote...although anyone can
run for office.

Or would all that be too complicated?.

I'm glad you re-printed DUBLIN CROSS...its one of the Barry Stories I
haven't got.

I hope Bruce Pelz wins TAFF..... so that when he comes over
here I can ask him what the heck has happened to IP. I have several not-
so-passified Tolkeinist breathing down my neck....So, Pelz. H E L P ! ! !



HAS ANYONE ever heard of a fanzine called "LOON" please?.

HEX Chuck Wells. (American for Charles is Chuck isn't it?). Right, herd is number 1 pro covers-on-OTs OMPAN. I'll count them up as I go along..if I rember. (thank you for your loyal support and all that). Archie will no doubt explain "sapper" to you ...I'd do it myself, but I'm eagerly awaiting Archies version. We have a Mormon (aye, Mormon) mission group around here. There appears to be some scheme for converting the hethen British. I met a couple of them, young, sincere, clean-cut American boys...heh, heh, heh. I invited them to pop up to my place and explain the Mormon religion to me some time. They haven't turned up, to date. A pity really..it might have been interesting.

Well, if that's the way you want it. One Limey, for one Yank. I see your point of course. If you sent a bloke over he sees lots of us, but if one of us goes over, lots of you see One of us..hum...like, in the former case 1 yank gets value for money, in the other, (supposedly) many of you get something for your money. I'm still not convinced that its a bargain for you lot.

What makes me think fans are usually more tollerent of each other?. I dunno. A vague feeling that they are. It seems to me I detect, in most cases, a desire to be fair...writing in fanzines....to other fans, which would not be present if there were not some sort of comradely feeling. (I suppose I am permitted to use the word "comradely" now the Ruskies have signed the test restriction thing?). Those pole bookcases sound interesting, particulary the bit about them being transportable...although, like everyone else (I suppose like everyone else) I would prefer, if at all possible, to have good strong, handsome, permanent, wooden bookcases.

Actually that's not a bad idea at all.....it would have to be written into the constitution though, so that the AE could enforce it. (late bundles).

2....maybe not thrice yearly then, although one or two people seemed to like the idea..but 3 the changing of the mailing months is something I'd be in favour of. (though if it works now as it is it would take a lot of pushing to change months...) 4 about new officers taking over at the begining of a calancer year and finishing at the end of the calander year...it finds favour with me as it has an air of tidyness about it. 5. what principle are you sitting on that says don't increase the size of any APA?. 6. ok... 7 was mainly thrown in as makeweight...to see if anyone would say anything. you did. ta. all. you all.

Plain Psycho. Dave Have. Nothing OMPAzinish here to comment on. I thought it was a good idea...I hope you get some response.

Whatsit 5.. me. you know, Dick, I figure I spoilt the cover sheving those mad ..um..shooting stars on it. I'm sorry. I had hopes that they would look better.. I saw a copy of THE VOODOO MAD. Its not worth buying. DON MARTIN STEPS OUT is OK though.

I don't know about you lot, but MAD seems to have been getting worse and worse...and we only get a reprint edition...what its like in the states now....I've only seen one or possibly two US MADs though. Its a pity bdcuse MAD used to be quite good at one time. Do any of you lot, (not you Dick) get the GILES ANNUAL stateside? I sort of wondered what(if) you found it amusing. I do.

DOLPHIN Elinor Busby. most interesting resume of your wine etc., making experiences. There used to be a Cheltenham fan who brewed his own stuff...but I don't know what happened to him. (what happened to Les Childs, Bobbie?).

Now I'm not AE and Ethel isn't using covers I'll miss. argueing with you, really I will....I mean to say, my view is the obviously correct one, so sensible, so well concievcd, so.....

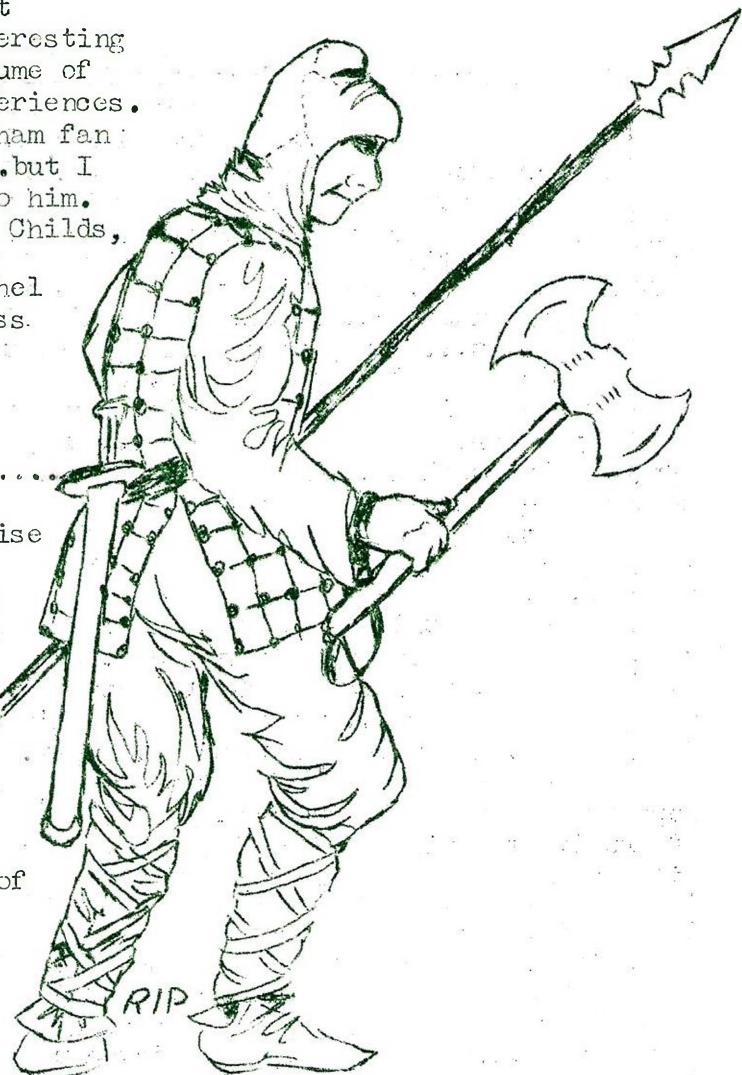
Maybe I did overgeneralise when I talked about "the African culture", But look at it this way. Man was in Africa long before he moved into Europe. Why didn't some civilisation arise in Africa long before Greece or Rome... and you can't quote Egypt.

Was it the fault of the climate? There are plenty of places with a decent one.

Was it because there was little travel between the various parts of Africa..thus not exchange and cross fertilisation of ideas?

Or was it because the idea, the particular kind of curiosity the European and Asians have towards finding out about things..is differently channeled in Afric..through the accident of a cultural trend or a racial inclination? As you imply, "racial" is perhaps not correct. But it covers the diversity of African types as easilly as "racial" covers the diversity of European stocks. And in this wide an application I consider the ..description..justified.

I don't believe, (I will of course, if you wish to quote some authority) that metalworking was invented independantly. I'd be inclined to think it filtered through from Egypt and the north...After all, the Aztecs had a most organised civilisation, but they,(as far as I know) never smelted iron. Though gold.



RIP

DOLPHIN Elinor Busby. a dachshund is strong-willed & determined? Well, not ever having owned one I can't very well argue...but the impression I always get is that they are rather pathetic creatures. They have nice eyes, and a lovely coat...but pathetic.

I venture an opinion that while dogs and cats might well inspire equal affection, or even admiration, I concede that...I would say myself that in general (notice how I'm edgeing my bets?) cats and dogs are liked for differing reasons. The thing that immediately strikes one about dogs is their devoted attitude - cats, their superiority, independance.

Right...having thus (briefly) dealt with the canid and feline types of domesticus, what about horses? (damn me eyes, this might start another complete cycle in OMPA me's). Like, for instance, can one love a horse in the same way as one loves a cat or dog... (they strike me as a little large to be effectively cuddled). Are they as intelligent as dogs and cats etc., Are they as house trained as etc..

Actually, a compromise might be to have A Great Dane, thus combining the lovable sloppiness of a dog with the advantages of a thing the size of a horse....

Oh, one thing that struck me, as a British type, as strange, you had to go to a dog pound to get licences. Here we go to the post office. A licence costs..hmm, 7/6 I think. Actually I guess there must be lots of dog pound over here...but the only one I've ever heard of is the Battersea Dogs Home...run by the LCC I think. Ella?

We have...hmm, at least two large organisations here, independant and supported entirely by charity. They are the Royal Society for the Prevention of Cruelty to Animals which is a sort of combined animal medical organisation with an arm that investigates, and if need be prosecutes, cases of ill treatment to animals. It is not solely concerned with domestic animals. For instance, if in the winter swans get frozen in to the river, the RSPCA hacks them out and thaws them, and treats them until they are fit to fend for themselves.

There has been a row or two of late. It seems that some of the members of the RSPCA upper echelon indulge in things like fox or stag hunting, with hounds...the rank and file kicked up one heck of a stink, but they seem to have been silenced somehow.

The Peoples Dispensary for Sick Animals more or less explains itself. I don't know much about the PDSA but it seems to be a limited version of the RSPCA..concentrating entirly on the medical side. Locally they have an office in Birmingham (so do the RSPCA, more offices actually) and an "animal ambulance" which comes around and parks on the car park of a local cinema two days a week. They will give all sorts of medical help, free, to any type of animal (if they can) including such things as killing unwanted animals - rather than letting them be killed, perhaps cruelly, by the owners. Sterilising animals..cats dogs etc., and so on. Even budgies and goldfish are dealt with.

Like the RSPCA they also have a .. a hospital/boarding house/pound for animals. For unwanted or stray animals are found homes if at all possible.

There are other organisations...a thing called the Equine League I think, various Wildlife Preservation Societies..etc. and so forth. But these two are the most well known. I believe you have somewhat similar organisations in the States?

What's this about George Washington having wooden teeth?.

The LSD item was rather interesting, I'd have liked to listen to it. Ask Chief Red Feather how he would like to organise the World Powwow in um...'66...on his reservation. Say, that's not a bad idea, come to that, I suppose there might be a hotel on some (or near some) Reservation.....hmm. All the Indians would carry Tomahawks, and all the palefaces would wear badges saying.."Better Red, than Dead".....ahem.

ERG Terry Jeeves. I couldn't help thinking,
as I thumbed through this ERG.
how cleanly duplicated it
was....is it my imagination?
Havd you used a new paper
perhaps, or a new ink? or
taken especial care this
issue..or was it a combin-
ation..or a fortunate set
of circumstances...etc.,

I tell you one thing,
Terry, I had to fight off
the Brummies when they saw
that stencil cutting item,
as it is I've promised that
they can borrow ERG as soon
as I've done the mc's.

The toothbrush idea was
recieved with exclamations
of delight.

That TRIFFID thing...
the effects were fairly
good, the filming indeed
often verged on the
magnificent...the only
trouble was, it wasn't the
Day of the Triffids I read.

And Carnel, the @£&£/o
called it "the greatest
SF picture made" or somethin'
just as idiotic.

Oh, I'm sorry, I can't
possibly go on...it'll
drive me up the wall if I
start to think about it
all over again.

One thing about that
grab-bag of cliches called
"The Legions Last Patrol"
...it was hilarious. The
theme, as you say, was
quite good.um.Theme tune.
(in case I didn't make
myself clear).

I'm delighted to get
somebody to remark on the
odd bits I threw in about
the constitution. I am
rather miffed that you
should bother to explain
that you "not attacking"
me. Really, Terry. Really.

hum..just a thought.
But if anybody want's to
say anything I'd love to
see it in the next mailing.

You know how there are
quite a number of people in



ERG Terry Jeeves. I was just thinking....people in 2 APAs have to send out
2 zines....lots of people in only 1 APA would rather like
to get zines from other APAs, but you can't get them, easily.
What would OMPA say if, somehow, it were possible to MERGE SNAPS, FAPA, OMPA and
all the other little groups (not counting N'APA as its more or less a part of
the organisation of N3F, not general fandom) .. into one great big APA?.

Would you want to. Would you like to. (or not) and, WHY?..

Viva Valerie Jeeves!!

Zounds! Bob Lichtman. I like Ray Nelsons' illos. This thing he wrote is so
easily-forgetably, pointless. The thing I'm not
satisfied about is the small number of voters in the
poll. Though I confess that, as far as I remember, this is the first one I've
voted in myself.. sigh, I was going to remonstrate with non-voters, but if I
do someone is bound to say, "throw the first stone" etc.,
Nothing else I want to write about, sorry.

POOKI Don Ford. I like your general natterings; although I got bored with
all this about records. Hmm, perhaps the most entertaining
general natterings I've read this mailing.

But I can't think of anything to say about them.

Rumble Archie Mercer. I believe I have traced the origin of the traditional
type Lancashire name of Shufflebottom. My sisters'
infant is one year old, he can't crawl....but you should
see him shuffle along on his bottom.

Thats an excellent idea Archie, positively brilliant, put the orchestra
in cases like this behind the cast. Excellent. Bravo. I wonder why nobody ever
thought of that before...

"And he de-clares, it is his pleasure--
to shout "Burn the President" at his leisure
or when fancy struck, with glee he cries
if he won't Burn I'll see he frys
upon this course my mind is bent,
a simple, harmless, experiment. etc., and so forth.

Send me your pbbf/fbbf/bbbf/tb/ extra zines Archie and I'll WOMP them. If
you like I'll run them off for you.

I think your fabulous Freds' are fabulous.

SMOKE George Locke. Singulary interesting lead off, George, reminds me of
my first contact with SF. Strangly enough one of the,
(if not the) first non-library SF books I read was
a thing called ANNILATION....as I remember it the plot was something like
this:- the Earth loses its atmosphere and is open to bombardment by cosmic
radiation, The Hero leads the people downwards, deeper into the Earth. For some
reason it is impossible to escape because the cosmic bombardment is destroying
the earth, layer by layer its boiling away. The only solution is to build
a space ship. They build one. The pilot takes off but due to something about
cosmic ray retrogresses to an ape. (meanwhile the tunnels the survivors
built are collapsing, due to some bussinessman who cheated and sold inferior
grade metals.). anyhow, they build a new ship with a special double hull to
block out cosmic radiation. Somehow the cheating bussinessman and a girl



SMOKE George Locke.....

blast off in
it...the
radiation
shielding works. But then
the girl reveals herself as
a sister,(or something) of
a man the bussinessman has
harmed..perhaps killed by
the tunndls collapsing. And
somehow the lever is pulled
and they are accelerating so
fast that they are pinned to
their couches helpless....
never, the plot indicates, to
survive the "awful voyage"
Meanwhile, back on Earth, the
Hero thinks that the ship has
failed,everybody gives up,
and it's implied that they
all soon get destroyed by the
advancing cosmic rays.

Is this the ANNILATION
you meant?.

I went straight from
"Dr Dolittle" "Biggles"(etc)
"The Hardy Boys" P F Westerman
Conan Doyle,Wells etc., in
the public library to
British SF Magazine,authentic,
Vargo Statten Mag, and BRE
Galaxys' on the second hand

stalls of the local market. It was a bl he called Jack...hmm...by god,
I can't remember his name...anyway it was a bloke called Jack who worked
in the same place,office of the local paper, who introduced me to magazine
SF...he lent me a lot...I was delighted-thrilled-extacy-jubilant etc.,...
and told me where I could get second hand stuff. I wonder whatever
became of him...hmm. I did see him about 3-4 years ago....

Ah, the inimitable Ken Potter. Greatly enjoyed,as ever. I wish
he'd write more..abd some for me... .

Ian Peters was most absorbing...one thing though,possibly the
excellent horsemanship etc., had some influence on the Centaur legend,
but most-likely the man-horse was merely a man of a tribe who had the
horse for their totem..at least thats the generally accepted view. All in
all à very good article.

Arthur Sellings...entertaining too,(I never was any good at writing
locs). Deserves more than I can think of to say.(Whew,mangled English).

Bruce..v.good. send it to Carncl eh? a good little squib.

Don Geldart writes in the Berry tradition.

BB showed us the game, Jophans quest,when he came up, the week
before he left. This makes it all very clear...although I don't think
we will play it here in Stourbridge, as I'm the only one whonthinks
fannishly. Maybe we'll play it at Peterborough?.

Outpost Fred Hunter. Hi, Far Flug Fred, as Archie puts it. It just occurred to me, what, whose, duper have you been usceng to do Outpost? Yours, a mates', the firms? I'm suddenly stricken by a sense-of-wonder....I just imagined, or tried to, how it might feel to be born and bred an Shetland..500 miles, would it be?, north of here.

You know..that feeling you get when you suddenly realise that somewhere you think of as remote, far away, is "home" to someone...and that the place you live is remote and far away..foreign even.. for the person you're imagining... You know, I always imagined it was far too cold for there to be anything like civilisation on Shetland..I imagined a few hardy crofters and a handful of tough, but poverty stricken, fishermen, inhabiting a barren rocky isle...dull skies..and snow and darkness for 8 months of the year.

And all the islands are fantastically bigger than I had imagined, all these years (when it did ever occur to me to think of Shetland I imagined the few natives being afraid to walk far at night lest they fall off the island into the sea).. and from the maps, and what you say, the place is positivly teeming with people...and, and, ..well everything. (bar trees).

Oh, just noticed..um..not Far Flug Fred!! should be "Far Flung Fred".

I'll get started on the zinc in a minute..honest Fred, honest I will.

I ap@logise in advance for the scanty comments I'm sure I'll make on the fiction or articles...I can seldom think of anything to say...in all fairness..(cough,) I must say that only the Willisis of this world can write a good loc all the time...I'm lucky to write one any time.sigh.

You are lucky to have John Curtis, he's good...but I particulary like the Viking ship on the bacover..but then, I'm biased. I've said it before..you got a zinc that reads like a product of the IF hcydays.

Your bird photographing expedition for instance, was excruitiating er..that is, excruciatingly funny. I laughed until I near did myself an injury.

John Berry is on form I see...I came across a paperclip the other week that was a cross between fig.2. and fig.6. I've also seen PLASTIC paper clips, modeled after the same pattern as fig.7. Colin Freeman always seems able to amuse/interest with his chitter chatter. What amused me, in a twisted sort of way, was when it came out that the Government had several million cardboard coffins stashed away, to dispose of the corpses left lying around after an atomic attack...what amused me was the implicit assumption that a, there would be anybody left, b, they would have time to bury anybody, if there were any survivors.

Well, Dick Schultz figures to increase the membership to get better mailings..and presents a good argument....and you - not exactly advocate cutting the membership..but certainly making it harder for the low activity people to survive. Both have good points. One thing, some time ago, Archie or some other long-timed OMPAn can tell you, OMPA required 16pp a year. For some reason, perhaps it was thought this would increase interst, this was cut to 12pp...it wasn't so long ago either.

What might be a compromise is something like...everybdy pays 14/- a year...but everybody who contributes 20 or 30 pages, (to be agreed on) during the year only pays 7/- each sucessive year. And gets his money back if he retires with a "cleen sheet". or knock off a $\frac{1}{2}$ d for every sheet produced over 12pp...up to a 7/- refund.

Frankly, there'd be a heck of a lot of opposition to this, I think.....possibly not so much to a straightforward hike in the page count.

OUTPOST Fred Hunter...I've sworn off
I had a sudden yen
the other week...

to brew up some on three successive days.....
have overdone on the onions, because for
painfully, but painfully, aware of the laxative

We did well this year. We grew our
and carrots(which were pulled up, too soon
mistakes name was Patrick) and parsnips,
lots of onions, and radished, and lettuce,
broccilli, and sprouts...hmmm, anything else
about it....but it saved us a few pence on
oh...yes..this year was particulary.
This mailing was particulary good for

Morph John Roles. OK so you favour no
have no objections to
months.(I just put that
read the rollings and enjoyed them again.
find more to say about them.

"nourishing" broth.
for some Irish stew
and got my relatives
I think we must
the next week I was
value of the brew.
own potatoes, and peas
by mistake...the
and onions...oh yes,
and cabbage and
I wonder...noo, that's
vegetables this year.
good for rhubarb.
Outpost.

increase in membership, but
changing the mailing
down ..um..for the record)
One of these days I'll

SCOTTISHE.....Ethel Lindsay.this lot of
Atom bems
reminds me

of the Munchikins as
portrayed in the latest
TV OZ series...

Actually perhaps it
might be an idea to keep
only one zine going in
OMPA, and include
everything in it. But I
like doing more than one,
because I have these ideas
for covers that I can't
wait to use...or I want
to use up a cover so I
can start on another one,
painting that is. Or I
might want to use a new
zine name..just because
I like the sound of it,
I take a simple delight
in things like this...

As for taking time out
to re-write, or polish up
some of the mcs I do, or
other items I might write,
I'm afraid that every
time I re-write I get
a different result...but
I doubt if I got a better
one.See this thing about
the ship game.Thats'
been re-written 4 times.



Scottishe Ethel. If you can't sell the excess OMPAzines, and I don't doubt but that you will have at least half left, you may count me in favour of sending them to Seth Johnson...but for gods' sake don't send them back to ~~me~~ the members. Could you trade them with SEPS or FAPA do you think, for their back numbers?.

Nothing to say re:- WAW or Varley.

Possibly a bencvolent dictator is one who would, if necessary, willingly relinquish power rather than lead his people into war.

PLEASE continue with your natterings.

THE NEW ASHMOLEAN etc., Ted McSpaniels...or was that Dave Tombstone?hmmm, or possibly Edward Danjohns...or maybe even John Stonedan...anyway, he'd that bloke with the OMPAazine of the extremely long title, part of which I've reproduced above...I mean the title not the whole damn zine.

I don't know what it is exactly, but I think the cover is fabolous. (Oh, here we go again. I mean, there is something about the cover that I like. I don't mean that I don't know what the cover is. You see, its like this.. on the other hand, lets just forget I ever said anything.).

Someone else on the west coast mentioned that radio station with my initials..tell me, can I sue them?. If you do get hold of and of their stationary or matches I would rather like to see them, out of curiosity you know. Hmmm, if I don't hear the watermelen story I'll invent one in time.

Fellowship funds are OK. Maihly because they have hardly been uscd. I'm glad to learn that IP 3 is at least partly constructed, there have been some eminus rumbling out in the bush.

Why, do you think, didn't FAPA & SAPS like the Coventry stories? I was just thinking, with all this talk of too few pages of fiction in OMPA, would you get the same reception here. I like the Coventry stories...JMB and I have been mulling over ideas for a fantasy world too.

Dear Mr MacDaniel the cisnes on the end.....(You don't sound like a Dave McDaniel, -do you look like a Dave McDaniel?).

We have several games, which we invented ourselves, similar to this LANKHEAR, (which I've noticed in the Grey Mouser stories). We have one which consists of some 2,000 squares..about 4ft by $2\frac{1}{2}$ ft is the whole board. The terrain is marked in mountains, plains and forrest, mainly, but there are also lakes and rivers, (only two bridges) and also areas of swamp, which the men-at-arms can cross, but not the knights. We have had great fun with this game. Each side, for this particular game, consisting of about 15 knights and 150 men-at-arms. Our full armics, which we use in other games, consist of about 100 knights and 500 men-at-arms...each. In the game just mentioned, ie..15 knights, 150 m-a-arms, 50 of the m-a-arms are pikemen. Effective against knights, more than m-a-arms are, but at a disadvantage when fighting a man-at-arms. The different terrain controls the speeds the pieces can move...all the pieces move each time.

Another use we found for the army was in laying seige to a castle. We constructed this castle, see, with a working drawbridge, towers, inside stairs, battlements..the lot. And garrisoned it with men-at-arms and archers. And about 7 knights. (hmm, must suggest the use of dismounted knights, next time I see Tony.). Anyhoo, the attacker has about 3 times as many men as the defender, and attacks the castle. Details of how we play this game are available on request. In other words, if anyone is interested I'll do an artical on the game in one of the mailings.

We also have about a dozen "Swappit" mounted knights armed with lances. We joust with those by setting the lances at the proper angle and tapping them towards each other. A hit that lifts the visor is a kill, we

THE MR. LISHMOLEIN etc.,
Ted Johnstone.

also score points for
hits of different parts
of the knights or horses.

"KIFFIX" sell several
types of plastic moulded
figures, about 1 inch high.

The usual price is
2/- for a box containing
48 items..although all
of the 48 might not be
usable, to us...we bought
a few soldiers American
Civil War ones. North
and south, and half-a-
dozen cowboys.(on which
we painted the appropriate
uniforms) As I was saying,
we painted up all our
soldiers, and now quite
happily play at war
with them...we have 180
soldiers and 2 cannon
each.

Then, starting only a
few weeks ago, we bought
some Indians, and painted
those....they look rather
good actually,...so now
we have 125 Indians EACH
too...30 on each side are
mounted.

Great fun.Great fun.
Oh, have I mentioned
"Grail"?.. This we have
been working on for a
year, or thereabouts.

It consists of 2 boards, on one you collect Skills, and armour, horse and
weapons, and wealth and spells. On the other board you go seeking the
grail..prepared to play dirty tricks on the other players..ie;-spells.

SF Adventures Checklist. Brian Burgess. Is a matter of interest,you
just beat the Brummies to it.They had all the
lists made out for this checklist when I told
them that you'd already done one. I hope nobody is thinking of doing
an IF (usa) checklist.Because the Brummies have started on one to make
up for not getting out this one. Good job you did there Brian.

and thats about it for this time...hmm,there are some pms around
somewhere, now I come to think of it..if I find them I'll do them.



