

# CATHY'S RAMBLINGS AND ORC REMODELING HINTS FOR THE DO-IT YOUR SELFER

ISSUE #5 - FEB. 1984

FINDING AN ORC -  
GARAGE SALES, SWAP  
MEETS, IN THE CHICAGO  
FORESTS...



BEFORE

HAIR REMOVAL  
SHIRTS WITH LITTLE  
ALLIGATORS  
HOUSE BREAKING  
IMAGE REWORK  
MAINTENANCE



AFTERWARDS

ALSO - TELLING THE  
RE-USABLE ORC FROM  
A NON-REUSABLE  
MAD LAD.

ALSO THIS ISSUE - NO WIMPS!  
EXCEPT THE USUAL BRITISH ONES



# Cathy's Ramblings 5

Brought to you by: ..... Cathy Cunning Phone: (206) 524-3416  
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Hello, and once again welcome to this bit of magic brought to you by me and others. Back in Seattle once again and finally getting caught up with everything. Why if you're lucky, this little baby will have a decent turn around for a change. Also, I've listed my phone # above, so if you need to get me, that is the magic number. Mind you, I don't guarantee that I will be home. I have night classes 3 nights a week and with any luck, I will be working in the days.

So much for all the small talk. I got to see the mythical figure of Jack Fleming today. Quite by chance really. I went to the Post office to get the stamps for this little zine, and who do I see? Yes, the one and only Jack Fleming. Actually, I didn't know if it was Jack right away. The line at the Post office was quite long and as I stood in it, I saw a red headed gentleman who reminded me of Jack. You see, I've only meet Jack about 2 or 3 times. Well, I stood in line and stared at this guy. Finally, he must have felt my eyes on him, for he glanced up from writing and looked in my direction. I keep staring at him and he stared right back at me. I couldn't tell if it was Jack or not and he didn't seem to recognize me. Then all of a sudden, he smiled at me. I didn't return the smile, but just looked at him with a questioning look in my eyes. His smile quickly ended and went back to writing whatever it was he was writing. He didn't look at me again and I didn't look at him. I felt kind of silly if it wasn't Jack, but just some guy who thought I was interested in him. Well, I finally got through the line and bought the pretty stamps you now have in your little hands, and this guy was still there. So I think, well, what if it is Jack? I wouldn't want to miss him and if it is someone else I just won't say anything to him. So, bravely I walk towards this red headed man. As soon as I get to his side, he stops and smiles at me and says "Hello, Cathy". Ah yes, the vision is clear. This is the one and only Jack Fleming putting maps of Middle Earth into envelopes. And so, he asks me out to coffee and I say yes. There we caught up on all the old and new news and he was shocked to hear that I was generally a draw player. I think he feared that my views infect him, as he quickly left after I revealed my thoughts. Ah Jack, maybe I'll see you again in another year or so.

Nothing seems to be going right this deadline. No cover from Tallman, though he said he'd have it for me in the afternoon. No Father Knows Less. Letters were long and generally political. Don't want to edit them, but some could be an articles in themselves. Don't know what I'll fill the extra pages with. I have this wild idea about a fiction bit with the mighty Gror, but wouldn't dare to do the parody without permission of the TM holder of the character. Might call him still, might not. Speaking of which, Denver Glont showed up today. The cover keep me laughing for some time. The Beast exposed like that. No time to read too much. Lots of Americans in this one. Mike Dean you had better hurry up or Glover's going to beat you on who has the most Americans. I know some of it is my fault, I have a tendency to go overboard about things I like and so there are the results.

What else came in the mail, the special holiday edition of Europa Express. I skipped to the account of his travels in Britian. Not much new there. One thing I can say about EE that makes our zines very different from each other. Gary has closer ties with the continent, while I have closer ties with Britian. So now you know the whole story.

Well, boys and girls, I must be off to a local bar. Now wait, no snide remarks, this is business. Got to go and settle the old accounts with my old house. Don't know what I'll the rest of the page up with, so I'll wait till I get back and see what flashes into my cunning little mind. Till then, cheers and all that.....

## Happy House

(( This bit to make Mr. Tom "I've got a manly figure" Tweedy happy. So this is for you Tom))

Happy House? Well it's a name see and it's where I'm living now. Why on the sidewalk in front of the house is a big smiling face. Where is this place you ask? Just down the street from where I was living before see. This is a big house! Four different floors. The basement, groundfloor, second floor and third floor. There are kitchens in the basement, ground floor and second floor and bathrooms on everyfloor except for the ground floor. Where do I live you ask? On the ground floor. There's only two of us living on this floor. Just me and Bruce. ((Hello Bruce! Hope you like reading this bit and no lectures on how it should have been 'Bruce and I.')) There are 12 people living here and do you know that we all get along? Amazing, eh? But then this is Happy House. The living room is right in front of my room and that makes it interesting sometimes. I stay up late and I'm a heavy sleeper, so noise is never a problem. But it is rather funny seeing me get up in the morning. Eric might think I'm cute in the morning, but he's probably the only one. Well, my folks use to like to wake me up to see the men wrestlers on T.V. or perhaps see "Lassie come Home" or "All Creatures Great and Small". The latter one I really would get up to see. Anyways, there's always someone to talk to. Plus they didn't run away once they found out I was a gamer. More wonderful tales later I suppose. No wild parties to tell you about. These are students. It's just a Happy House.

# Rambling Letters

(( Note that many of you this time, but many are very long and heavy. I'll edit the best I can.))

MARK LUEDI: There's two articles by Glover! Gee, I know how you worship him, but isn't this to extremes? I found both your comments and his very insightful. I'm afraid I'm not all that well informed about the world these days. (By choice - what is it that one needs to be so informed about?!) Most of what I get is through Dip zines and occasionally radio or newspaper and now my roommate subs to Newsweek. (( I knew that you wanted more of Glover, you should be honoured. Well, it seems big bro, that you are not the only one who is not that well informed.))

JOHN NORRIS: Your comments is Life and Nukes were interesting. I think it is true that we in Britian, and people in Europe, are generally more conscious of the horrors of war than Americans. The first World War was fought in Europe, so was most of the second, and if we let it so will be the third - and last. That one will be the first to be fought in America too.

I don't think our experience of Irish terrorism has much to do with it, though. The impact of the IRA et al. on Britain - as opposed to northern Ireland - has been superficial. It doesn't happen very often; it's something they try from time to time, when they cannot get enough attention by blowing up their own people. To be honest, I think I'd be more worried about, say armed criminals in New York, than I am about the danger to me from Irish terrorists in London. But perhaps that is because I'm used to one but not the other.

((I'd say that what you are saying is very true. Guns are normal to us. Everybody has them, but crime doesn't really touch my life. It is what we are not use to that seems frightening.))

JOHN AGAIN: I really didn't know what to make of John Caruso's remarks in Father Knows Less. I hoped he was just kidding most of the time, but I suspected he might be serious about it, beneath the kidding. Some of his remarks were ill-advised, and in bad taste - to put it no more strongly. I thought of writing to him, but decided against it. If he didn't really mean what he said, there's not much point.

TOM TWEEDY: I liked Cathy's Ramblings, though I must admit to getting a little irritated this time by your 'Father Knows Less' section. That's just the kind of red-necked American who gives other Americans a bad name. I can't really believe anyone could be that stupid so I can only assume it's done tongue in cheek as a bit of harmless Brit-bashing. That being the case I'll just ignore him and hope he'll fade away.

MARK LARZELERE: I think John Caruso is just trying an old Michalski trick in his subzine to your zine intentionally overstating his point in order to incite others (Britishers in this case) to respond. I wouldn't take it too seriously.

(( I'm not sure if John is serious or not. I think that part of it is kidding. Although, Mark, I think you hit the matter on the head. Even the British seem to realize that he shouldn't be taken too seriously. Speaking of Michalski...))

JOHN NORRIS: From what I've seen in various magazines, John Michalski's views seem to range from extreme right-wing to beyond the lunatic fringe. They appear to be based on a very limited view of the world, one which is thoroughly prejudiced, and distinctly ill-informed. That's a pity, not least because in the course of his outpourings hohn does raise some worthwhile questions - if no answers worth the name!

(( It is hard for me to imagine what Michalski sounds to people who don't know his style. To me, he's usually very funny. But then, Glover, your theory about some Americans is right. Some kidding and even insults are a term of affection for us. When I tease someone it means I like them. This can back fire sometimes.))

ROD WALKER: While I have no specific quarrel with the observations of Glover Rogerson regarding the US and the USSR and all that, nor with John Caruso's various comments, nor Mike Dean's...still it seems to me that the subjects raised have been covered about as thoroughly as a glass of water would cover the surface of the Earth if poured onto it.

(( this is very true. In fact, Rod went on for four more pages that I do not feel I could edit for this space and still show his points which I feel should be brought up. So I'm going to use it and James Wall's letter for an artical in next issue. They might be used this issue if Father Knows Less shows up tommorrow before I go to press. Speaking of James, here's just abit of his....))

JAMES WALL: First, I'd like to reply to Glover's "neutralist" position. There are few nations on earth that have closer ties than the U.S. and U.K. What do the Russians gain by nuking London? Due to our alliance they gain retaliation swift and terrible. That is something the Soviets understand. (( More of James letter will be used next time. No room this issue.))

MARTIN LE FERVE: I think you've noticed how we love a good send up over here. I've decided to include Dad in my Christmas extravaganza spoof this year. I thought I'd better warn you that Dad is about to recieve a letter from Arthur Golightly, the chaplain of Durham Jail urging him to dissuade his daughter from corresponding with the inmates. If he does fall for it I'll leave it to you to decide when to tell him he's been sent up. (( Well, now everyone knows, who did it!!))

GARY HUGHES: Out of interest, has Chris Lambert written to you yet? He's probably the most likely member of the Scarborough Mafia to subscribe - although he is even more biased against the Americans than I am (but we all hate the French) (( Ah at last some common ground - the French))

# THE GAMES

1981 HS International

"It's Not Dead Yet"Held over!!!!!!

This game is being held over pending confirmation of a possible ombudsman call. I will wait till next deadline to see if the player wishes to take the matter to an ombudsman and I have suggested Gary Coughlan to used at the ombudsman. The player may request another ombudsman, but must confirm his intentions by next deadline. If no word is recieved then the game will continue with no changes. Players will be notified if any action is taken that might concern them.

I have orders on file from Turkey, England, France, Russia, Austria and the standby for Italy- thanks for the orders Robert and I might still need you.

I have another request to make of players. It has come to my attentions that the deadline is too short to allow proper diplomacy. Now I like fast international games, but my oppions should not destroy the game for the players. So I'm asking each player to vote for the tope three choices they wish for deadlines. The current one is five-weekly and gives not extra cost to players. The other one that has no extra costs is a double deadline or ten-weekly game. You may also pick any deadline between those two, six-weekly, seven-weekly, eight-weekly, and nine-weekly. Because these other deadlines fall between my normal publishing period, I will charge you for the cost of postage, but I will cover the printing cost myself. The results will be published in CR when they are available. I ask all players in this game to vote on this listing your choices in order of 1, 2 and 3. To the American players this might not seem so important to you, but to the Canadians and English players this does make a big difference! So please vote!!!

Deadline March 23, 1984 !!!!!! Delay due to conflict with lepercon. Ta!

1984 ?? number please?

GAMESTART!!!!

Gunboat Diplomacy

"DEAD WOOD"

The players are ... Austria, England, Russia, France, Germany, Italy, Turkey and if you think I'm going to name who the players are, you're crazy!!

This is Gunboat Dip and for those of you reading this who don't know what Gunboat is I'll tell you. It is Diplomacy without negotiations. The players only know which country they play and do not know who the other players are. All you can use is actions to show who you are trying to ally with. My version of this game includes and listen closely kids, Grey Press. This means a player can have press from any date line, except from a countries home centers. Through the use of press in Gunboat, some negotiating can be done and there is the chance that you can tell who the other player is from his press. But that is a two way street. A player might be writing like someone else to make you think he is someone else. But that is the fun of Press. This is great game for all those deadwood type who don't want to write to the other players. All they do is send thier orders to me.

Which reminds me..... Deadline March 23, 1984 !!!!!!

## Fantasy Role Playing -- FRUPing in the mail

There are a few of us in this world, who do not have anyone to Frup with FTF. I know it's an awful fate, but there is hope for us. Frup by mail. Not quite the same, but there are some good points. I play in several Fruping games in the mail. Which ones you Ask? Well, I'll tell you...

### The Court of the Kings: Angrelmar

The Round Table, Box 126, Cornish, ME 04020

This is a world that has an amazing detailed background. The game year is currently 876, I am Queen Belmella of Varata, the exiled daughter of King Allan of Allandor. My brother and current King of Allandor has died. I press my claims to the thrown and perpare for war. A very simple background. But with the set-up I received a narrative history of Belmella, 4 pages long. The history of the exiles in Allandor starting in year 815 to present, the history of Varata, starting at 851, when Belmella was send out of Allandor to date. Add to this complete millitary structures of Allandor and Varata. Maps of Allandor and Varata and subhex maps of her private holings. A character sheet listing personality traits, family, friends and enemies that existed before you picked up the character. You have the choice of playing a royal, noble, baron, church, barbaric or noblewoman. The main problem at this point seems to be turnaround. Expect some delays there. But the game turns are based on a year in game time and orders must be in by a certain deadline. This is better then some non-deadline games. The set up cost is \$10.00, which includes two free turns. Each turn then costs \$3.00 per turn. If you would like to play in Varata and thus play with me, all you have to do is request Varata and a character type. At the moment Belmella is the only player character in Varata and so many more would be great.

### Silverdawn

Entertainment Concepts, Inc. P.O. Box 609, Cornelius, NC 28031

With this you play a fighter, mage, thief, spy, merchant, minstrel, cleric, ranger or engineer. there are non-human races as well, elf, halfling, etc. With this you write down 3 pages of actions, and receive back a page or page and a half of descriptive narrative of your actions. This is a



## MORE FRUPing in the mail

role playing game. There are no armies to move about or computer turn sheets to fill out. You can have your character or characters do whatever you wish them to do. The problems come up when your turn sheet comes back and you find that only one or two of your actions were used and the rest were ignored and your character has done something very foolish that you would never have allowed your character to do. On the other hand, there are times when your actions are used and you are placed in a very exciting position. I have 3 characters currently in Silverdawn. An Elf/Thief by the name of Malcolm and a half/elf/minstrel by the name of Carmaira. These two travel together and have been generally pretty boring. Many of my attempts to change them have been ignored by ECI. The last turn really pissed me off. Malcolm and Carmaira are rich if nothing else. They started on an adventure with another group and were given horses. They have their own horses as well as many other items, which just disappeared. Then they walk into a new city and have their purses cut. Come on, Malcolm is a high level thief - don't you think he would watch for that? The other character I have is my beloved Brand, ( Yes, that is a direct rip-off from Zelazny). He is everything that my other two characters are not. He's killed a demon, traveled to another plane and killed a monster there, stopped an assassination, was given a Flame sword and now has been offered a position as a High Ranger Guard. He is an Elf/Ranger/Sorcerer. He is a better fighter than Malcolm and a better Minstrel than Carmaira. And so with Brand, ECI endears me to them again. Turn around is bad. They claim 3 to 5 working days turnabout. Expect 3 to 5 weeks for turn around time. General turn cost is \$3.00 dollars for one character. They are high tech, but given the choice between ECI and The Round Table, my heart would go to the Round table, but I still hope that ECI will give me one of those really exciting moves every now and then.

### Earthwood

Game Systems, Inc. P.O. Box 431166, Miami, FL 33243

This is your computer turn sheet type game. It is set in a Fantasy setting, but it has none of the narrative qualities of Silverdawn and Angrelmar. Because it is run by a computer turnaround is excellent. Deadlines are every two weeks. If your deadline is on Friday, you can expect results out in the mail on Monday. The FRUP quality comes from the interaction between players. \$3.00 per turn. I like this one for the fast turnaround and it does have a definite end to the game.

## WORLD WIDE HOBBY NEWS

### AMERICA:

Rod Walker has started up his zine Erehwon again. This should be quite wild from what has been said about it. Voice of Doom came out with a mega "guess the quotes" I know mine but that's about it. Amazing that anyone would have the time to do something like that.

There's still time to vote in the Freshman poll. Now it seems that subzines will not be included in it. This seems a shame since there are so many subzines about. The deadline is March 14th and send your votes to Scott Hanson at 233 Oak Grove, Apt. 306, Minneapolis, MN 55403.

Cons and all that stuff. Just a few to mention. Lepercon - Joan Extrom and Ken Corbin at #1 Box 26W, Philomath, OR. 97370 Phone # (503) 929-3223. I haven't heard from Joan recently, so I don't know the final details. It will be March 16-18. Tallman and I will be going. We may have another rider in the form of John Caruso. I hope you can come John! I know Joan hopes so too! I mean imagine spending a weekend with Tallman and Deadwood. If you need a ride or more information give me or Tallman or Joan a call.

Looking to the Future - MadCon will be on the Memorial Day weekend. What is it? Have a Mad time with the Mad Lads on a Mad day. Anyways there's a good chance I might be at this one too. In fact, there could be a lot of folks here. Besides, they need someone new to stab.

There's not much else going on. Oh I do want to remind the British publishers that I will be doing the European Section of the Zine Register this year. I'll be sending out forms again. Yes, Martin, my sweet, that does mean I'll need your wonderful printer again. More information will be listed next time and when I get the info out I'll need your help to let all the publishers know about it. Thanks.

### BRITAIN:

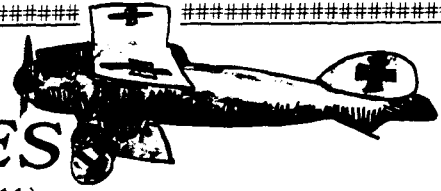
Now it's not new news anymore, but Richard Sharp is back again! From what I've heard Dolchstoss #1 is out. I've not seen a copy, but the reviews I've read have been mixed. His address is 27 Elm Close, Amersham, Bucks., England. Try it, it might not be bad.

Speaking of new zines, Simon Billenness's new zine is out at long last. The title is Inflammatory material, the short version is Flame. This promises to be lots of chat and little games. But the best part will be the almost co-editor in the form of Barbara Passoff! Yeah, another female!! Also Barbara is at the moment in Albany, NY. Interesting to see how it turns out. Simon's address is Falkner/Eggington Courts, Loughborough University, Leics, LE11 3RT, England.

Also, Simon will be coming to the States! I wonder why? He'll be here March 30th - April 21st. Two weeks in Albany, NY. where Barbara is and then one week in Long Island. He would really like to have a chance to meet some of the American Dip hobby and exchange zines, talk and other such things. Not big into playing any games though. So if you'd like to meet Simon, either write to me or Simon or even Eric Kane. Remember, this is the sweet talker who got me into this mess to begin with!! So don't miss your chance to meet this boy wonder and rising superstar!!

All of which reminds me, Mike Dean will be running a game in CR. Somehow we wish to link, Psychopath and CR up. Thus, I'm running a game in psycho with American rules for British players only and Mike is running a game in CR with British rules for American players only.

# SOPWITH RULES

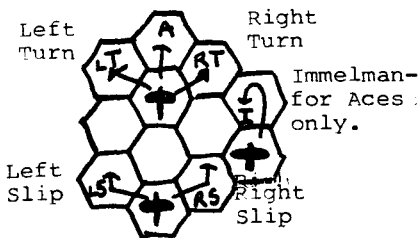


CR's Postal Sopwith rules taken from Tom Tweedy's Sopwith Rules(Mk 111)

1. Rules: Rules will be as per the Sopwith rule- book unless otherwise stated by the GM. If player can not get these rules a set will be sent to the player.
2. Movement: RT = Right Turn; RS = Right Slip; A = Ahead; LT = Left Turn; LS = Left Slip; 0 = Zero Move (N.B. If this move used in 'Move 2' must also be used in 'Move 3') ; and I = Immelman Turn (only used when player becomes an Ace - allows the player to move forward one hex and about - turn.)
3. Identification: Players may choose a name to fly under e.g. Hissing Sid, Kraut Von Hinkle, etc.
4. Ammunition and Damage: The ammo and damage counters will be set at : 16 ammo; 12 dge. Players may reload (back up to 16) every time they land at own airfield.
5. Clouds: Clouds will be place by the GM and players will be notified of their position at the start of the game. They will be moved once at the end of each Turn (i.e. a set of three "moves"), ready for the next turn.
6. Airfields: At airfields the three airstrips will be noted, from left to right, as Alpha, Beta, Gamma. On landing and taking off, players must state their intention to do so - and which airstrip they intend to use.
7. Orders: For ease of translation, orders must be written thus:-  
 Turn 1: Alpha, Beta, Gamma airstrip  
 Move 1: A  
 Move 2: A (When landing and taking off players must move Ahead on the two hexes  
 Move 3: ? of the airstrip.)  
 The next season/turn, with firing, could be written thus:-  
 Turn 2: Move 1: A - fire A  
 Move 2: LT - fire R  
 Move 3: RS - fire L  
 If a player doesn't specify an airstrip in his orders when taking off, his plane will take off on the Beta airstrip. If a player doesn't tell the GM of his intention to land, then he won't be allowed to.
8. Firing and Being Hit: Players are only allowed three bursts of fire per turn. They may be used spread over the three moves (as above), used all in one move (e.g. fire L+R+A), or any other combination over the three moves. An asterrisk in front of your fire (i.e. A -\*fire A) means you have made a hit that move. An underlined 'Move' (i.e. A - fire0) means you have been hit that move.
9. Ambiguous Firing Orders: All ambiguous firing orders (e.g. A - Fire) will be centralised. If you have three bursts left, it will L+R+A; if you have two bursts left it will be L+R, one burst will be A.
10. NMR'S: If a player NMR's, his plane will fly Ahead for the three moves of his turn. (A player can NMR any number of times, but his plane is considered to have crashed when he reaches the edge of the board.
11. Accidents: If a player accidently flies off the board, he will be considered to have crashed.
12. Repairs: A player may decide he no longer has sufficient endurance left and therefore in danger of being shot down. In this case he may land and for each complete Turn spent on the ground, may repair two damage points. A plane may not recover to a strength higher than eight points.
13. Ace Pilots: When a player has inflicted/reached 40 hits/points on other players (including bonus points) he then becomes an Ace and is allowed to use the Immelman Turn (see above). If, after being shot down etc, his score falls below the 40 mark, the player loses his Ace status. When an ace starts in a new game, the fact that he is an ace will be published or the benefit of new players.
14. Points Table: Hits made on enemy plane..... +1 point  
 Enemy plane shot down..... +5 points  
 Player shot down..... -5 points  
 Enemy Ace shot down..... +10 points  
 Ace shot down..... -10 points  
 If a plane crashes either by going off the edge of the board or flying into a cloud, 16 hit/bonus points will be shared out amongst the players still in the game. When shared these points will be rounded down.
15. The Winner: The last surviving plane is the winner (and is awarded 5 bonus points).
16. Press: Press and alliances are encouraged.
17. Deception: Deception of the GM is frowned upon.
18. The GM's Decision is Final!!! (( Or in this case, a higher authorities decision is final))

Moves for the planes.

Each ends in the direction of arrow  
 Ahead



Complete map comes with game start.

IMPORTANT: Firing for the ordinary player is in the left, right and ahead directions shown by the arrows in the diagram at the left. The Range is 4 hexes, and damage done to the target depends on the distance.

Four damage if the target is at one hexagon distance.  
 Three damage if the target is at two hexagon distance.  
 Two damage if the target is at three hexagons distance.  
 One damage if the target is at four hexagons distance.

Ace planes fire better than other planes:

Five damage if the target is at one hexagon distance.  
 Four damage if the target is at two hexagons distance.  
 Three damage if the target is at three hexagons distance.  
 Two damage if the target is at four hexagons distance.

(Note: The range remains the same)

# The Life and Times of GROR

(( Otherwise know as the 'This is not the Glover Rogerson fan club letter'. Abit of explanation is due here. You see sometimes I write theslittle stories in my mind and I think'my, wouldn't that be a great bit for CR?'. So, one time I was doing that and Gror crept into my thoughts. Gror is in fact nothing more than a FRUPing dwarf type character belonging to the wonderful, Glover Rogerson. Now the things I would be having Gror doing would be nothing like the real Gror. (Can a FRPing character be considered real?) After all I had never seen Gror in action and my knowlegde of him is limited to the brief mentions that I'll hear now and again. Thus, I figure if I'm going to have my way with Gror, I'd best get the TM holders permission to do so. And so Glover gave me full rights to do what I wanted to Gror. But I was excited,as I figured this would be as close I would ever come to having my way with Glover, via his character you know! But as he informed me of his true intentions of allowing me to do this story, horror struck into my heart. Could it be? Is he really that evil? Could that pleasant sounding voice really belong to a mind that devious and sinister? But it was too late, even as the truth of who this person really was flooded in on me, I was trapped within his spell. All those warnings I had not listened to. Now I was nothing more than his puppet, and I've heard what he does to puppets in Diplomacy! You may not hear from me again. Depending on what mission he sends me on next and whether or not I come back alive. But first I must do my mission this time...the telling of Gror.))

Gror, the mighty, Gror, the slayer, known throughout the kingdoms for his courage and strength, charm and good looks. (Well, the charm was a differnt type of charm and the good looks depends on where you were at looking at him from.) Anyways, he was loved by millions, and mainly by a mere thousand little nymphites, who called themselves the Grorites. He lived a humble life as all the great heros do. But soon his peace and quiet would be disturbed again as evil walked the land.

Gror awoke one morning to fearful news. He stumbled out of bed as was his usual manner. He walked over to the wall of his room and tried to take the BIG battle axe from the wall. He is a Dwarf after all. With the normal routine, the axe hit the floor, taking a chair with it. This always brought in the elf and constant companion, Phillia, who danced over to the big battle axe and picked it up off the ground and placed it on the wall again. All this with one hand, as the other hand always held a cooking book. Gror growled and cursed, making some comments about fairies and what other uses the battle axe had. Phillia patted him on the head and told him how charming he was when he was angry. Then she took from the wall, a smaller battle axe, one might even call it a hand axe and handed it to our hero, giving him a kiss on the top of his head as she danced away.

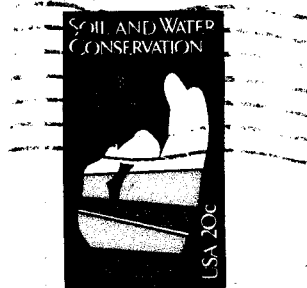
Now our hero had had a rough night. He had to hold off a hundred Grorites all wearing mini-skirts, all by himself! Such restraint and such courage our hero had. He feIt sure that he could have carried the BIG battle axe today. But no, the bloody thing fell and broke his favorite chair. It was all too much for Gror, who started to shake and spit and jump up and down. Taking his smaller, axe in hand, he prepared to kill that BIG axe once and for all,so it would not haunt our hero any more. He prepared for a charge at his enemy. Raising the battle axe in one hand, he cried his battle cry and ran towards the battle axe. But as I said evil walked the land, and thus our hero was foiled in his attempt. As he ran, he tripped over a piece of chair and crashed headon into the wall. A hugh crash was heard as all the other weapons and armor fell from the wall. All except the BIG battle axe. All this noise brought Phillia back into the room, where she found Gror on the floor, banging his mighty fists against the walls and screaming, "Fucking axe!" over and over again. She danced over to Gror and picked him up in her arms and started to rock him like a little bady. Dancing about the room and singing. Gror cursed and struggled, but Phillia just gave him a big squeeze that nearly crushed our hero and danced back into the kitchen. This time carrying Gror with her so he would not get into any more trouble.

And so our hero sat and sulked for awhile. Looking about the floor for any big mean bugs that he could crush with his mighty feet. Phillia was busy making all kinds of wonderful dishes just for Gror, this only made our hero more mad as he hated all those fancy dishes. Only fit for fairies and hobbits. And so our hero settled in for a long day of serious thinking,wh:ch was indicated by the snoring from his chair. But today, was not any normal day, as Gror was soon to find out.

Suddenly,there was a knock at the door. Well, more then one knock,in fact quite a few knocks. Gror gave a mighty glance at Phillia and said, "'ere- door" However, Phillia was engrossed in her cook book and nothing could move her. So Gror, the mighty, was forced to answer the door all by himself. There at the door, was a man dressed in lace and silk, begging to be saved from the female hord that surrounded him. Atleast, 50 screaming grorites surrounded the man and Gror didn't have the time for them at the moment. He pulled himself up to his full 4 feet of hieght and yelled his mighty words, "Fuck off!!!" Most of the closer grorites fainted right there on the spot, a look of pleasure on their young faces. The man in the lace and silk just stood there looking down at Gror and said, "I just don't understand it, what do they see in you? Now take me, I'm a man of high standing, I have money and wealth and I wear pretty cloths. What do they see in you? What does the King see in You? Why do you know how far I've traveled just to find You? I dirtied my shoes too and..." All of this was too much and Gror cried,"'ere, what the fuck do you want?" The man in the lace said, "oh, the normal thing, evil walks the land and you must save the kingdom. Now, do you have some new boots that I could wear?..."

What is this evil and will Gror find it? Wait till next month for more exciting adventures of Gror..

CATHY'S RAMBLINGS  
From: Cathy Cuning  
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Phone (206) 524-3416



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THE EXCITING AND LONG WAITED FOR BACK PAGE!!!!

An so I end another day here in Seattle, woke up to pouring rain. By 3:00pm the sun was out and you couldn't see a cloud anywhere. Who knows what will happen tomorrow. Seattle weather is not boring, never know what it will do. Get ready for a gloomy day and the sun comes out! Yeah, well, here's all the information you lot want to read.

The Address again... Cathy Cuning 5027 - 16th N.E., Seattle, WA 98105 U.S.A.

DEADLINE IS MARCH 23, 1984 !!!!!!!! Delayed a week due to Lepercon.

Regular Dip, "Wetlands": Brian Edwards pd, Jerry Lucas pd, Ken Corbin pd, Robert Acheson, Still three needed!!!! I'm blaming this on Don Del Grande! It seems to me that he made the wise crack about wondering if I could fill a game quicker then he could. Look, do you want Del Grande to win? What do you mean yes! I'm warning you.... better sign up quick or I'll have to ask Woody to play. Game fee a mere \$2.00

Gunboat Dip, "Deadwood": GAMESTART!!! See inside and your country is \_\_\_\_\_

Gunboat Dip, "Livewood": 3 signed up and 4 needed. No game fee, because I'm so nice. This game was started because of all the requests I got for the other game. Please note that this game is open to British players and it is very easy to play gun boat. No Diplomacy see. Please let me know if you still want to play, to the three who signed up.

International Dip, "Anarchy": Dave Rogerson, Robert Acheson, James Allen? James please confirm one way or another. 5 or 4 needed. \$2.00 game fee. By the way, in a desperate attempt to attract more players, Dave is in fact the little brother of the one and only Glover Rogerson. Now I know everyone will sign up. But then again maybe not.

Sopwith, "Nuke Planes": Irwin Schroeder, Mike Dean, Martin Le Ferve, James Allan, only 2 needed. \$2.00 game fee. Please see inside for rules.

Kingmaker: Couldn't find the two who said they were interested. Could you please let me know again.

Standby list: Bob Olsen, Carl Russel, Steve Arwoodian, John Davies, Chuck Doehrer, Jerry Lucas, Roy Henricks, Robert Acheson, Derwood Bowen, Jim Burgess, Irwin Schoeder, Dan Palter.

Regular Dip - North American only: GM Mike Dean. This is double deadline and will be using the British rules. \$2.00 game fee. 7 players needed.