



Evenin' all. Welcome to another fine issue. As I wrote this sentence, Christopher Eccleston was voicing an Oxfam appeal on daytime G.O.L.D. We had 5 Thursdays in between Taverns this month, and I had a week's holiday from work doing this and that or nothing at all. We went on a day trip to Littlehampton, bypassing Arundel Castle unfortunately, for you locations-visiting kind of fanz (*Silver Nemesis*). I found this there, a certain lifeboat which claims to be from 1967 but actually isn't,



because they've replaced so many parts and so on that it isn't really the same boat. By that logic, Cybermen are still human beings. The courageous lifeboat rescue workers were awfully darn proud of it, though, and it gave us a nice fuzzy feeling.

UNIT & IPTV

So: more about being an Iowegian fan (there's a shocker). Our statewide Iowa fanclub, The Universal Network of Iowan Timelords (aka, UNIT) is/was a pretty loose affiliation of fans that started gathering a couple of times a year in centralised Iowa locations, usually in libraries, in 1999. We got organised from talking via an email list (which we still do). At one of our meetings, I remember getting a note from the then First Lady of Iowa, Christie Vilsack (now US First Lady of Agriculture of sorts, her husband Tom is the US Secretary of Agriculture*). She said something like, she could think of no better use of Iowa's libraries than to host gatherings of fans of Iowa Public Television (IPTV) programming. This is probably a good time to mention Tom and Christie are Democrats, I think. Someone should have mentioned to her that the venues were free. ☺ As I recall, a few of us managed to sweet-talk the libraries by making a bit of a big deal out of the fact that *Doctor Who* has so many books associated with it; Target novelisations, Virgin and BBC Books. We also made light of the Big Finish audios, which, as I've mentioned, tend to be a more 'library patron' sort of interest than a mainstream sort of interest, and libraries in Iowa tend to like to have audio books, even if what Big Finish were doing certainly weren't strictly 'audio books.'

*GUEST RUNNING COMMENTARY THIS ISSUE PROVIDED BY JUDOON MOE-MOE.
KEEP HIM IN LINE, WILL YOU? CHEERS*



I think the sudden 'viewer input' also sort of blindsided the programming department at IPTV; they had been used to sci-fi fan groups volunteering to take monetary pledges from the public during pledge drives for many years, but suddenly we got very vocal and active, and I have often wondered if this sudden high level of organisation of fandom really disconcerted them. They could have easily dismissed or ignored us, but they did not. Sometime in the early 2000s Gary Gillatt wrote a good article for *Doctor Who Magazine* about *Doctor Who* on public TV in the USA, and he claimed that many public television stations had said to their *Doctor Who* supporters that the Sci-Fi Channel had nabbed the exclusive rights, during the early-to-mid 1990s, which he called 'a bare-faced lie.' Pretty obviously wasn't true, as IPTV had it throughout the 1990s. (Do tell, do tell, if any of you proppa *DWM* collectors can give me an issue number). We as fans were treated extremely well, if not without a little bit of haughtier-than-thou stereotyping.



**Former 'Guv' Tom has been in the news recently for some rash reactionary stupidity. The Guardian re-published President Barack Obama's email messages to him, which says it all, really. <http://tinyurl.com/guardianobamaemails>. I think you can Google the rest of this 'sack a person without knowing the full story' fiasco if you don't watch The Daily Show with Jon Stewart and you don't know what this is about. And if you've never seen it, watch it (on More 4) - there's a Toclaphane in the opening credits.*

To: Tom Vilsack, Agriculture Secretary <secretary@usda.gov> Subject: Re: Firing of Shirley Sherrod over out-of-context "racist" quote in edited video

*You screwed up in firing her. But it's not just you. It's an endemic Democratic problem. We're so congenitally cautious that every time the rightwing noise machine concocts some new lie, we let ourselves get played like violins. We decide we have to "pick our battles" and "conserve our capital", so we respond by cutting people loose, but it only serves to lend credibility to the liars. Eventually you get so used to conserving your capital you never spend it. You pick fewer and fewer battles to actually fight. It's depressing. Glumly, Barack PS. ...*and* then Glenn Beck gets to seem like a "reasonable man" by pointedly not piling in. Jesus. Will we never learn?*

Short Takes

I've Never Watched Doctor Who

Even if you can't stand rap songs, you really must have a listen to this song. It's a weird feeling for me, and probably lots of other American fans who were faithful during the Silent Running years, to hear an American talk about how he **isn't** 'in the know' because he **doesn't** watch *Doctor Who*! (That's aside from the obvious Marvel Comics references.) <http://tinyurl.com/neverwatcheddrwho>

Chibnall, Pip & Jane (sounds like an Enid Blyton book, doesn't it?)

Watch Chris Chibnall whinge about how bad Pip and Jane Baker are to their (live television) faces. How does it feel to be on Pip & Jane's side of the street, now? <http://tinyurl.com/chibnallpipjane> .

CO-WRO!



Academix

Fanzines

This is one of them. I would call it a particular subset of fanzine, known as a 'Doctor Who Fitzroy Tavern fanatic magazine,' or a 'Tavzine' for short. If you're hankerin' to do your own fanzine and you're concerned that somewhere back in the mists of time, someone else may have taken the title you want to use, or you're a bit more the academic type like myself and you're interested in the history of fans and their behavior, why not have a look at some lists of fanzines held at some university libraries? (And if you don't want to do your own fanzine, you can always contribute to this one!!)

Of course one of these collections is at the University of Iowa, which has a very long history of being associated with fandoms and the study of media audiences ... *Star Trek* fandom, literary and writing academic programmes; John Fiske mentored Henry Jenkins there, who, in turn heavily influences University of Cardiff's Matt Hills. Ah, me, The Preacher 12:12. <http://tinyurl.com/uofiowafanzines>

Alternatively if you are only into *Doctor Who* fanzines, there is also the *Doctor Who* Fanzine Preservation Project, run by The Earthbound Timelords. They are also looking for a few 'lost' fanzines, perhaps you could see if you could help them out with them (photocopies accepted so you don't have to part with your junk- er, I mean, treasured possessions). <http://tinyurl.com/drwhofpp>

If anyone knows of any other fanzine collections, do let me know.

NO-PRO!



In all seriousness...

Very recently I watched the documentary, *7/7: Saved by a Miracle?*, regarding the London terrorist bombings of 7 July 2005 and some of the extraordinary coincidences that happened that day. For instance, the number 30 bus was on diversion from its normal route, and thus the bomb exploded outside a meeting of the British Medical Association, where there were many medical professionals very close by to assist the victims. This doc was broadcast for the 5th anniversary of the events. I saw one of the bombing victims interviewed, identified onscreen as John Tulloch, whom I don't think I've ever seen before. Immediately, I realised it was Professor John Tulloch, co-author of *Doctor Who: The Unfolding Text*, (with Manuel Alvarado) and *Science Fiction Audiences: Watching Doctor Who and Star Trek* (with Jenkins). I dug around the internet and sure enough, confirmed it was him with an article from *The Guardian* in 2007. <http://tinyurl.com/guardiantulloch>. An earlier BBC article from 2006 talks more about his injuries, and physical/mental distress. <http://tinyurl.com/bbctulloch>. He even wrote a book about that day, entitled *One Day in July: Experiencing 7/7*.

I was at Denmark Hill, Camberwell on 7 July 2005, and my hubby (who normally works in the West End) was on holiday at home. I did not know until I saw that documentary that Tulloch had been caught up in the events of that day. The documentary said that he was coming back from Australia, and with its 'coincidences' theme, it explained that had he not placed his large suitcase between himself and the bomb blast, it is a certainty he would have lost his legs.

The Truth is Stranger than Fiction by Contributor, Anthony S.

The age of the Offensive Laser has arrived

Blasters, Phasers, Laser Canons. Every Sci-fi series has some sort of directed energy weapon. Imagine Star Trek without Phasers or Han Solo toting an Uzi. It just does not work. At this point I must congratulate the Sci-Fi Channel's (when it used to be called that) *Battlestar Galactica* and its use of real ammunition and more realistic physics. Until then, I don't think that anyone would even consider a futuristic show without putting in a 'Ray Gun' of some sort into the mix.

Real science's best attempt at such a device includes mounting it on a Boeing 747 and using such dangerous chemicals to power it, you were as likely to kill the operator as hit the target. (Try getting that in your holster, Han.) Well, that is until now! Solid State

Lasers have finally reached the same power levels as Chemical Lasers. The latest Arms Show at Farnborough (Yes, we thought it was an air show as well!) shows off this new weaponry shooting down UAVs.

Peter Felstead, editor of Jane's Defence Weekly, told BBC News that CIWS was the start of real world applications for military solid state lasers.

"OK, so a UAV isn't armoured, nor is it flying fast, but as you can see from the video they shot it down in flames," he said.

"That's the very beginnings of what we can expect to see as firms miniaturise their technology and make them more effective."

Speaking to BBC News, Raytheon Missile Systems' vice president, Mike Booen, said that the tests, performed in a maritime environment, were a big step forward for laser technology.



Artists representation of what the CIWS laser beam looks like which, in reality, is invisible.

<http://www.bbc.co.uk/news/technology-10682693>

Of course, the laser is invisible until it comes into contact with something. You can't sell something that is invisible, so you either dress it up with a half-naked female (like car manufacturers selling 80mpg in the city) or you get an artist in to draw the 'ray gun' line. Trust me, once they get this thing down to hand-held size, there will be a female in the wings ready and waiting to hold it for the camera!



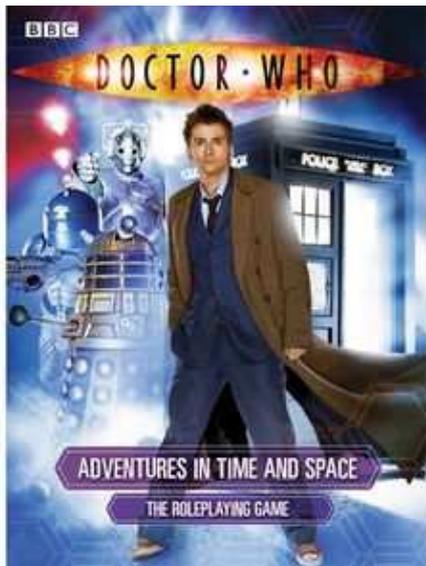
Jo! Wo-Ho!



REVIEW: Doctor Who—Adventures in Time and Space, The Role-Playing Game
ISBN 978-1-907204-11-1

by Contributor Nick S. (My fellow American, curator of The Earthbound Timelords website)

In late November of 2009, Cubicle 7, a UK game company, released the newest Doctor *Who* role-playing game, the first *Who* related RPG released since Virgin publishing's *Time Lord* game in 1991. But after an almost two decade wait have we gotten the game that we have hoped for?



It seems we have finally gotten an RPG that we can proudly embrace as both a good *Doctor Who* product and a good gaming product. The first thing that strikes you about the game is its packaging. The game comes in a cardboard box with great artwork and graphic design on it. Inside we find *The Player's Guide*, *The Gamemaster's Guide*, an *Adventures Book*, a *How To Play* quick-start guide, blank character sheets (x6), character sheet templates (x7), Tenth Doctor and new series companion character sheets (x8), gadget sheets (x3) that can be punched out including some blanks, a sheet of cardboard story points that can be punched out (1 sheet with 174 total), six dice (clear six-sided dice with blue pips), and a flier announcing upcoming supplements that are planned to be published (announcing a *Gamemaster's Screen* and the *Monsters and*

Aliens supplement). All of the items in the box are color printed on glossy paper, and the main two books have wrap around perfect binding covers. All of the artwork is brilliant and vibrant. This game is simply a beautiful product and something that you can look at for days and never get bored. The end result is the sort of product that you wish you would have as your starter into role-playing gaming. It is as a bridge for new gamers that the product is positioned. The game assumes that the reader is unfamiliar with RPGs, and whereas this often slows down the read of a game for more experienced players, I found the reminder of the first time experience somewhat refreshing. In *The Player's Guide*, the idea of *Doctor Who* and RPGs is covered as well as how to create characters, the standard game mechanic, the basics of game play, as well as tips for how to play an RPG. The text is simple but explanatory - easy for players of all experience levels to understand. Little icons of psychic paper can be found that give reminders of important points throughout the book. Red sidebar boxes give information on NPCs and monsters, while blue side bar boxes give examples and additional information. Particularly nice on the layout was the table of contents located on the back of the book. That made looking up rules or information very quick. The crux of the whole game system is included here, in which players use a 2d6 roll in combination with skills and traits to beat a difficulty. In all it is a system that works for both beginners and experienced players and one that I found works fairly well. The system also includes the use of story points that allow the player to use them to make a roll or action go their way. It is a system that works in other games fairly well, and seems particularly appropriate in *Doctor Who* especially when trying to recreate the lucky or positive twists that seem to happen in the show for the Doctor or his companions.



TO-WO CO-PRO! (OH NO!)



The second book, *The Gamemaster's Guide*, gives additional information on how to referee the games. There is a more detailed description of the basic rule mechanic, a more in depth look at time travel and Time Lords, a simple overview of the standard Doctor Who monsters, as well as two fairly strong sections on Gamemastering hints and tips. This book was particularly useful for first time GMs and was also an entertaining read for a veteran, as different type of gaming styles and players were covered, as well as ideas and suggestions for creating memorable and smooth flowing games. If you've got a lot of gaming experience this book is still a great read as it reminds you of what different players are looking for in their gaming experiences.

The *Adventure's Book* deserves some comments as well. Included in it are a couple of excellent modules, such as a more complex one featuring the Autons, and a module of medium complexity featuring the Judoon. There are also about 20 other adventure seeds included. Unfortunately these adventure seeds only give the proposed situations characters might find themselves in, and not solutions for how player



characters might solve the problem or defeat the threat. While this is not a problem for experienced GMs, first timers might struggle with telling a story in which the players have to stop the Master when he controls a super powerful gravitational space anomaly known as the "The Great Attractor" without any background on what it is, how it works, or what weaknesses it may have.

The game's How to Play quick start guide is a solid addition in giving the players the basics without overly explaining RPGs and being able to get one into the game. Same with the character sheets of the 10th Doctor and his new series companions. These make playing for the first time a snap. However, it also leans players into the vein of playing Doctor and companion adventures rather than creating their own companions and having their own heroes to explore the universe. For many this is fine, but more adventurous gamers will want to be able to use characters that they themselves have developed. While templates are included for characters the players can roll up themselves, the game points to Doctor and companion adventures rather than other games within the *Doctor Who* universe. Passing suggestions are made for UNIT or Torchwood style spin-off campaigns or adventures (but with the Doctor being the last of the Time Lords in the current series this doesn't leave room for other Time Lords in the game). Expanded campaigns and adventures are not explained as strongly as it could be. While blank character sheets are also included (and look really nice), they do not lend themselves to traditional (black and white) photocopying. I wish they would have included a black and white version of the character sheet for this purpose. The six blank sheets included in the game will probably only last one or two gaming sessions if you are gaming with a full table.

The skill points counters are nice, as are the gadget sheets (though once again there is no easily photocopy-able version of these either). The dice, originally marketed as "special



TARDIS dice” in some of the pre-release announcement materials were a disappointment as they were simply clear d6 dice with blue dots. You’d think that as

Doctor Who dice they might have at least had a TARDIS on one of the sides. For licensing reasons the game concentrates only on the new series of Doctor Who, and does not include any information about Doctors, characters or monsters from the classic series. This is a bit of a shame, but also out of Cubicle 7’s control. The game explicitly points out that the game can be adapted for use with the classic series and in that bonus marks should be given.

Overall, Cubicle 7’s new *Doctor Who - Adventures in Time and Space: The Roleplaying Game* is an excellent addition to any Doctor Who collection, and is a great starter game for new gamers. Experienced role-players will also find the game beautifully packaged and versatile enough to create complex characters if they wish to do so. The game play and mechanics are solid. The game just misses perfect marks. Let’s hope that Cubicle 7 puts character and gadget sheets that can be photocopied on-line as free accessories that players can download. Hopefully future adventure seeds will also include solutions as well as the situations. Due to the rebranding of *Doctor Who* with the appearance of the 11th Doctor (Matt Smith), the Cubicle 7 *Doctor Who* game will be re-branded with the new version of the game planned for release in November 2010. Collectors should be sure to get the David Tennant version of the game now if they want it. Author and lead designer David F. Chapman should be proud of his new addition to the *Doctor Who* gaming universe. Our recommendation is to add this RPG to your collection if you plan to play it with its new system, or even if you simply plan to use it as a resource for your existing game system.

Rating: 4 out of 5 TARDISes.

Contribution From Fanzine, *Fish Fingers and Custard*

A new fanzine has been in circulation recently entitled Fish Fingers and Custard. You can find it at <http://fishfingersandcustard.blogspot.com>. Being written by what Tavern regulars may call ‘new fandom,’ it may be an interesting opportunity to see some of the generational differences. Have a read of the following article about an interesting incident in the history of American Doctor Who broadcasts, as well as American fandom. I’ve not ‘doctored’ this article in any way except formatting and punctuation!

***Doctor Who and the Video Pirate* by TOM SPYCHALSKI**

On November 22nd, 1987, a mysterious thing happened on the shrouded mist covered mass that was called ‘*The Horror of Fang Rock*’, and it was not the attack on a group of stranded boaters and lighthouse workers by a glowing green Ruton. Rather it was one of most infamous cases of signal hijacking since Captain Midnight had hijacked HBO’s signal in 1986.

It began at another station in Chicago WGN channel nine, a superstition that was also available on some cable packages at the time. At about 9:10 P.M., a man wearing a Max Headroom mask (A mask of a science fiction TV show character that had recently been seen in the US on ABC television, and a popular Coca-Cola ad spokesperson), interrupted sportscaster Dan Roahn, for about forty-five seconds during the recap of that

**MOE-MOE! SORRY ABOUT THAT. HE’S BEEN
PUNISHED WITH A NEGATIVE IMAGE LASER.**

OH-OH!



days Chicago Bears football game. The engineers at WGN television quickly changed the STL (Studio to Transmitter Link), thwarting the hijackers attempt to further break into the signal. The image had no sound at that time, and Roahn quickly apologized for the intrusion, although a bit distracted by the event, and went on with the rest of the newscast.



Almost exactly two hours later, at 11:15 P.M., the PBS station in Chicago, WTTW channel eleven, was also struck by the same signal pirate during the weekly broadcast of *Doctor Who*, in this case the excellent Tom Baker tale, '*The Horror of Fang Rock*'. WTTW did not have the same luck as channel nine earlier in the evening, its STL link not being able to be switched over as there were no engineers in the offices atop the Sears Tower, where its transmitters are located, and they were unable to switch successfully via remote control.

The small piece of footage goes on for about ninety seconds, with the character in the mask's voice almost inaudible because of signal distortion, he merrily goes about such tasks as whipping a can of Pepsi around (A parody of *Max Headroom's* sponsorship of Coke), and doing several other odd things. Including putting on a glove that he claims is 'dirty', and wearing an 'adult toy' on his middle finger of his right hand. At the very end of the footage, you can tell the video is pre-recorded as the video pauses, for a brief moment. When we next see Max he is bent over, pants down, and an unseen female accomplice in a dress is slapping him on the behind while the person in the mask screams shouts of 'hit me'. Then the man in the mask waves a signal to the supposed second accomplice, who is operating the camera, and the footage ends. Audio on the tape was horrible, and the words are hard to make out. it would seem that 'Max' had some kind of grudge at WGN at the time, as he mentions that his break in is better than Chuck Swirsky, another WGN sports reporter at the time, and that he has made a masterpiece all over 'those greatest worlds newspaper nerds', an obvious reference to WGN, whose call letters stand for 'World's Greatest Newspaper', as they also own the Chicago Tribune newspaper. The other parts of the audio are just as bad, but Max takes the time to parody the Coke commercial ('Catch the wave!'), and sing for the viewers at home ('Your love is fading...').

When the sun rose over the city of Chicago, the next day the FCC (Federal Communications Commission) was not at all in a joking mood about the antics of the pirates the night before, starting a search of the Chicago land area for the masked man and his accomplices. The head of engineering at WGN at the time, Robert Strutzel said this incident was not a cheap prank to carry out, as quoted to the Chicago Tribune, saying: "You need a significant amount of (transmitting) power to do that," while later an engineer for a station in Urbana, Illinois said that the kind of transmitter with the power to [do] that sort of signal hijack would cost between four hundred and six hundred thousand dollars.

BLOW SHOW: NO-NO!



The video pirates to this day have never been caught, and the city of Chicago, while being partially amused by the signal hijack, also realized its seriousness as well, as stated by Bill Baxman of Des Plaines, Illinois at the time of the incident. "I was watching *Doctor Who*, when all of a sudden it came on....I thought it was you know, a little cute at the time, but when you think about it, it's not that cute...they could be interrupting something important." Indeed they could, like *Doctor Who*...

Besides being a footnote in *Doctor Who* history, this incident is one of the very few successful signal hijacks in history, and the video itself is odd to behold, it's even quite scary if you are in the right mood, and I cannot imagine what it was like to have this just pop up on your television screen late at night in November. If you intrigued by the video it can be found on You Tube with a simple search of 'Pirate incident' Channel 11 WTTW'. It is worth it just for its oddness and its existence, and it's ever more-scary then the Ruton.

Imagine that.

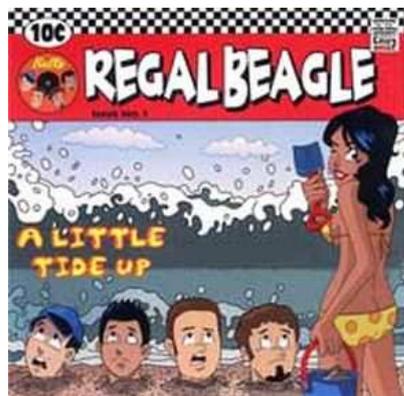
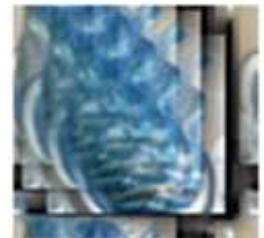
**SPEARMINT
JUDOON**
FANBOYS CLUBS

**PRO-MO! PRO-MO!
NO LOW SO-HO SHOW,
BRO! GO, GO!**



**UGH! I KNEW I COULDN'T TRUST MOE-MOE.
*NEGATIVE IMAGE LASER DESTRUCTION***

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