

THE GREAT WALL OF CHINA

ISSUE NO. 13

8th March 1976.



THE STORMING OF KE'ER

Welcome once again to Chimaera, for the 13th time in fact. For those of you that don't know, this is a magazine of postal gaming appearing every three weeks and being published by Clive F. Booth of 71 Clara Mount Rd., Langley, Heanor, Derbyshire DE7 7HS. This issue it looks as if we may have an 'hate the editor' special. Oh, well.

All it costs you is .75 of a penny per sheet which is practically a give away and there are still openings in lots and lots of games for those of you that want to play

'Nother coloured cover this issue and it shows (always assuming its come out properly) the storming of the Yám Kóryani fortress city of Ké'er on Tékumel. The Tsolyáni Legion of Serqu are in the process of making the final assault on the second wall. (It is of course taken from the Empire of the Petal Throne of which there will no doubt be a little more later on.

See this time too, that you have a Middle Earth variant as a supplement. I'm assured that this is the best of the ME variants around and a list is already open so get your names down quickly. Did you notice it was printed in mineo? Sorry it's a little bit messy but it's only the second time I've used the machine and it's taking a little getting used to. The first time I used it was on the Kingmaker report which appears a little later, so be warned as that's messier still! I think I'm getting the hang of it however and things should start to improve. In fact now that Mick Bullock has put me in touch with a source of cheap stencils you may see more and more of Chimaera being done this way.

Right, from this issue we're going to have a bit of a change. Instead of doing the letters and articles first and then having to rush the games, I'm going to do the games first, then the letters and then the articles. That I way if I haven't finished by a predetermined time on Sunday, I can just pack up and leave something out, which of course I couldn't do when the games were at the back. If you've any complaints send them to the same address as last time, i.e. Rufus T. Firefly, c/o Tristan da Cunha Post Office. Of course this means that I am going to have to be stricter than ever with orders, I may not even be able to wait until Saturday morning. You have been warned. If you want to make a note of my office telephone number it's Ilkeston 4271 and you can ring orders through to me there anytime before 4.30p.m. on a deadline day.

COCKATRICE 1975/ID AUTUMN 1903

- AUSTRIA (Sturt) A(Bud)-Vie.
- ENGLAND (Young) F(IRI)-Lpl, F(MAO)-Por, F(Lon)-st., A(Swe) S Russian F(Bel)-Den.
- FRANCE (Scott) F(ENG)-Lon, A(Bel)-Bur, A(Pic) st., F(Wal)-Lpl, A(Spa)-Mar, F(Bre)-MAO.
- GERMANY (Groom) F(NTH) s French F(ENG)-Lon, A(Edi) s French F(Wal)-Lpl, F(Hel)-Den, A(Mun)-Ber, A(Kie) s A(Mun)-Ber.
- ITALY (Canham) A(Boh)-Mun, A(Tyr) s A(Boh)-Mun, A(Pie)-Mar, F(Apu)-Nap, F(TYS)-ION.
- RUSSIA (Nash) A(Nor) s F(BAL)-Swe, F(BLA)-Ank, A(Gal)-Rum, A(Pru)-Bor, F(BAL)-Swe.
- TURKEY (Haughan) F(ION)-Apu, F(EMS)-ION, F(Tun) s F(EMS)-ION, A(Alb)-Tri, A(Scr) s A(Alb)-Tri, A(Bul) s Russian F(BLA)-Rum.

Builds

AUSTRIA Bud, + Vie
 ENGLAND (Lpl), (Edi), (Lon), (Nwy) + Por
 FRANCE Bre, Par, Mar, Spa, Bel, (Por) + Lpl, Lon
 GERMANY Kie, Ber, Den, Hol (Mun), + Edi
 ITALY Ven, Nap, Rom, (Tri), (Vie), + Mun
 RUSSIA StP, Mos, War, Sev, + Swe, + Nwy, + Ank,
 Rum
 TURKEY Con, Smy, Bul, Gre, Ser, (Ank) + Tri, + Tun

2: Bu 1 - A(Bud).
 1: Lose 1 - F(IRI).
 7: Bu 1 - F(Mar).
 5: N/C
 4: lose 1 - A(Pie).
 8: Bu 3 A(Sev), A(War),
 F(StP-NC).
 7: Bu 1 A(Smy).

PRESS

THE WHISKY CLUB DISCOTHEQUE, RIMINI.

The Pope in charge of Diplomacy sits at a lonely bar stool, a tear dribbles down his cheek and plonks into his tankard of Scotch. The pulsing lights and deafening music help drown the occasional whimper that escapes his lips. His face is long with worry and fear, his eyes nervously twitching, his hands clutched tightly around his drink. He tries to shrink and become part of the bar.

A gorgeous vision of an Italian ~~pro~~ woman sways seductively close to him, her lips pout and gently smile. Her hair is swept back, up from her tanned face, with dark, flashing eyes inviting. The thin white blouse, tightly stretched across her full bosom, inches closer to him, hips tip towards him and from the slit in the tight black skirt, there is exposed a shapely leg in a net stocking. Full lips whisper in his ear. His drink stands abandoned as they leave.....

.....Together beneath the sheets they smile in each others eyes. All his worries forgotten, he gradually eases his hand down as she wriggles closer to him. Suddenly "YEUK!Your a man!!" He leaps from the bed. "Your one of them transvostits.....YEUK!" Grabbing his clothes he runs down the street shouting "YEUK!YEUCK!....." Never to be seen again. (There go all your transvestite subbers, Clive.)

TAG HILL

"Bye.

ECHOES IN THE VATICAN

"That Russian fella has got a nerve suggesting we only write propa~~g~~anda, lies maybe but not propa~~g~~anda."

"Couldn't we publish something obscene about him? Like: 'He bites other peoples toe-nails.'"

"No....Do something sensible like susaing out who has invaded our press with this Giggles rubbish."

"You mean Biggles."

"That's what I said, Beagles."

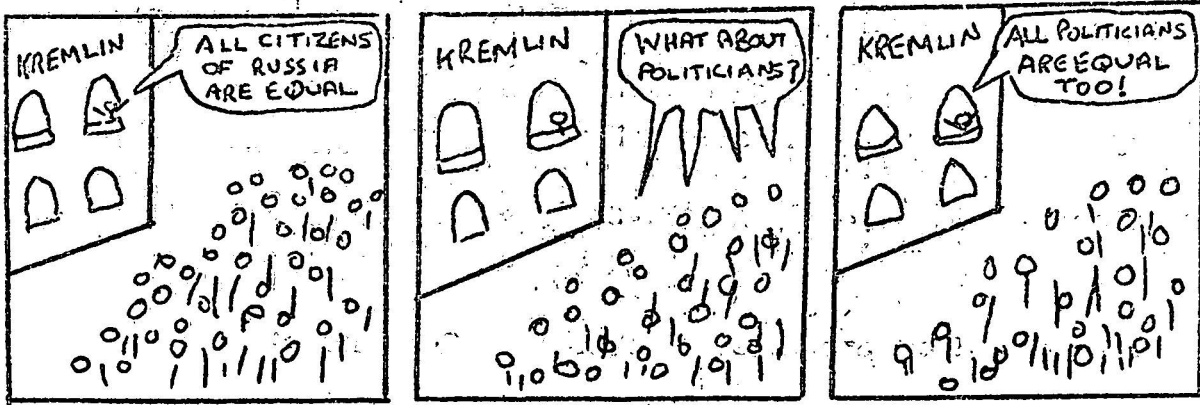
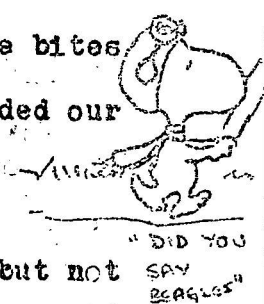
"No, they're dogs. Biggles, he flies like Bader."

"Bader? Who taught you English? He could be bad or worse, but not Bader."

"I mean Douglas Bader."

"Why bring this Douglas into it? we were discussing Goggles."

"I give up.....!"



THE LEANING TOWER NEWS AGENCY

Comments that Russia and Italy are carrying on a personal vendetta in this press is only true of Russia.

Encouraged by his namesakes poems about Mrs. Thatcher, he picks on the beautiful country of Italy, with its sunny beaches and happy people. Come to Italy this summer for your holidays. We have special camps for all FOW's holidaymakers, where comfort is ~~guaranteed~~ guaranteed. In fact you will like it so much you won't ~~be able~~ want to leave.

MOSCOW

Regretfully the ~~the~~ Tsar leader is unwell; thus the ~~the~~ deputy will take over this time.

WARSAW

Where is the ~~the~~ Tsar from last issue?

ST. PETERSBURG

Caesar is not a Tsar.

SEVASTOPOL

Quite true, but irrelevant. Caesar dates back to the days of the imperial might of Rome.....

ANKARA

My, how times have changed since the old days: must be something to do with the Vatican and his ~~summer~~ winter residence....

RUMANIA

I am pleased to see that our star is still shining in the east; let's have another contest. (Maybe CB - Chris Bonnington - won't notice). ((Charlie Brown?))

NORWAY

Does he ever rest?

SWEDEN

For the absolutely pathetic nature of that last attempt at a joke, folks, the ~~the~~ Tsar ~~gains~~ gains a total of 99 on the clappometer.

PRUSSIA

Readers please note that I haven't mentioned the contest yet. I'm not going to either.

RUSSIA - ALL

Reports coming in from all sides indicate that yet again Russian script writers have succeeded in boxing everyone to death; one such report states that Austria has been struck down with NMR.

FRIGATE 73/4 1973HB AUTUMN 1911

ENGLAND (Ball)

A(Mos)-Sev, A(Ukr) s A(Sil)-Gal, A(Sil)-Gal, A(StP)-Mos, F(BAL) c A(Den)-Pru, A(Den)-Pru, F(NTH) c A(Yor)-Den, A(Yor)-Den. F(GB), F(Kie), F(Hol) st.

FRANCE (Walkerdine)

F(ION)-Nap sby F(TYS), F(Tun)-ION, A(Ven)-Rom sby F(Tus), A(Ple)-Tyr sby A(Mun), A(Boh)-Vie, A(War) s English A(Sil)-Gal.

ITALY (Sharp)

F(Apu) s A(Nap), A(Nap) s F(Rom), F(Rom) s A(Nap), A(Tri) s F(ADS)-Ven, A(Bud)-Vie.

RUSSIA (Cousins)

A(Sev)-Arm, A(Ank)-Sev cby F(BLA), A(Rum) s A(Ank)-Sev, F(BLA) c A(Ank)-Sev, A(Tyr)-Vie, F(Gre)-ION.

Retreats

Italian F(Rom) annihilated. Russian A(Tyr) annihilated.

Builds

ENGLAND Lon, Lpl, Edi, Dex, Kie, Swe, Nwy, Ber, Mos, Hol, StP. = 11: N/G
 FRANCE Par, Mar, Bre, Spa, Por, Bel, Mun, Tun, War + Rom = 10: bu l A(Mar).
 ITALY Nap, Tri, Vie, Ven, Ser, Bud, (Rom) = 6: bu l owed.
 RUSSIA Ank, Sev, Smy, Con, Rum, Gre, Bul = 7: bu l owed.

FRIGATE 25/25 SPRING 1907

ENGLAND (Fisher) F(NWG)-NTH, F(Nwy)-NTH, F(ENC)-NAO, F(MAQ)-Spa-SC,
 F(Spa-SC)-GoL, F(WMS) s F(Spa-SC)-GoL, A(NAF)-Tun.
 GERMANY (Ross) F(Den)-Swe, A(Gal) s A(Sil)-War, A(Swe)-Fin, A(Sil)-War,
 A(Mun)-Ruh, F(Lvn)-GoB, A(Ber)-Kie, A(War)-Lvxo, A(Bel) s.
 A(Mar) st.
 ITALY (Howes) F(TYS)-WMS, F(Tun) s F(WIS)-WMS, F(Nap) s F(Apu)-ION,
 F(Apu)-ION, A(Alb) s A(Ser), A(Bud) s A(Ser), A(Ser) s A(Alb),
 A(Vie)-Gal.
 RUSSIA (Lindsay) A(StP)-Mos, A(Ukr) stands unordered.
 TURKEY (Barker) A(Bul)-Rum, F(Rum)-BLA, A(Sev) s A(Bul)-Rum, F(Con)-Bul-SC,
 F(Gre) s F(Con)-Bul-SC, F(AEG) s A(Gre), F(ION) s Italian,
 F(Tun).

Retreats

Turkish F(ION)- ABR.

PRESS

TAG HILL - MOSCOW

I did - and you haven't!

ROME - POSTE RESTANTE

There is an olde proverb which goes something like this:
 "When the wind blows from the North,
 Then the Fisherman goes forth".
 We'll stop him somehow!

THE KEFLAVIK FILE 12

The party, all rather bewildered by anarchy passed through the guarded doorway, leaving the rest of the escort outside. They entered a massive hall, carved-out beneath the surface by Dwarvish ingenuity.

"What an achievement!" gasped Sobieski, the magnificence of the great cavern apparently jogging him back to his senses. Fisher was struck dumb by the vastness of the space he was standing on the edge of, so much so that he sank to his knees in amazement.

"Snap out of it!" barked Anarchy "we're not going to keep the Countess Sophie waiting, now that we have come this far!" and with that he strode off towards a dais set against the far end of the hall. On it was positioned a throne, surrounded by rich tapestries and what looked to be members of the Dwarvish court.

The party followed Anarchy across the floor of the hall and could soon see the features of the woman seated on the throne - she was certainly no Dwarf. Ten paces from the throne she stopped and copying Anarchy's actions, dropped to a kneeling position, willing to comply with formalities and thankful for their deliverance earlier.

For a moment there was silence in the great hall, but this was soon broken by the still voice of the Countess who said "Mmmm... you there, the wun in the cape, are you trying to hide anything from me luv?"

Is the Countess a Liverpudlian or Irish? Gandalf cares where he spends his holidays. Will SSFER & G outlast Russia??

KEFLAVIK FILE 11A

The light show was impressive:- Strobes strobed, smokefrings rang and lasers lased. The crowd swayed ecstatically much to certain persons' annoyance.

"Why don't they stay still long enough for me to get a bead on Boogie?" came the Stainless Steel Rats agonised whisper to Gandalf, who looked up from a holiday brochure and replied.

" 'Cause they're all freaked on t'music man! cool baby ... rock on!"

"Oh God, the old bastards gone senile at last, thought the Rat. We'll have to go on to plan two - he gave the signal.

Sobieski stepped forward and announced:

"O.K. this is the last number folks.... like you've never seen or heard before ... Sonic Attack!"

He smashed into the opening chords while his Doppleganger laid down the heaviest ban line ((?)) known to man or rock musician. The two Fishers drum bits held a continuous thunder whilst the Rat's synthesisers wailed and screamed on the side. Even Gandalf put down his copy of 'Blackpool Holiday Special' and sent sparks and flames, writhing out across the audiences' heads.

The moment had come! The crowd was stationary; stunned and transfixed by the mighty cataract of sound pouring over them.

The group acted as one man. Simultaneously they launched their attacks: The Rats synthesisers rippled slightly as Gandalf's camouflaging spell dissolved, to reveal a teraton/second disrupter cannon; Sobieski (bass) pounded out a 7 Hz sonic beam, reducing all in its path to a quivering gell while Sobieski (lead and vocals) hit the foot-pedal that sent the hydrogen cyanide (instead of dry ice mist) swirling over the crowd. Gandalf's lasers swung, cutting smoking arcs towards their targets.....

Heavy Metal Ollie reacted faster. He snapped Tony Blackburn up to full volume (...what do you think of it so far Arnold?..... ..Arf!) and launched his devastating counter-barrage of Deep Purple - Machine Head smashed a laser onto its side, its beam seared the disrupter which self-annihilated, taking the Fishers with it. (Got rid of them at last!) In Rock smashed Sobieski's (bass) amps while Fireball burnt off the poison gases! Finally the Donny Osmond record stunned the survivors.

LATER.

Staggering slightly from an attack of destabilized circuits the Rat left the smoking wreckage and called to Gandalf.

"It's alright; they've gone. You can come out now"

Staggering slightly from an excess of the Brandy he had been calming his nerves with Gandalf left the Beer Bar and asked "What do we do now?"

"Follow them of course! With the speed of the buses here they won't have got far.

The Rat switched to his emergency booster power supply thus enabling himself to run faster than a speeding bullet, leap tall buildings at a single bound etc, etc.

He heaved Gandalf onto his shoulders and sprinted off in the direction Boogie was most likely to head in - Leucham Railway station and fighter base! Even as he neared Leucham the Rat saw (with his super telescopic X-ray vision) a Phantom accelerate along the runway and climb off into the air.

The taste of defeat was bitter in his mouth. Gandalf said "We'll never catch them now - they'd be miles away by the time we got up after them" He climbed down off the Rats shoulder.

"Yes, we'll have to What?" The Rat saw the aircraft turn and head back towards them. Suddenly a black dot leapt from the aircraft on a tail of flame. The Rat recognised a Mk V tactical nuclear stand-off missile.

"Gandalf!" he squeaked "DO SOMETHING!"

Will our heros be playing lead role in a geiger-counter next week? Will Booth be able to type all this correctly? ((With the state of your writing this time, I doubt it! ...but I tried)) Where does Boogie go for his holidays?

Please note that anything sent to Dave Ross during the period 11th - 26th March, should be addressed, Post Restante, Plaza de Cibeles, MADRID.

ARGOS 1975FH AUTUMN 1903

- AUSTRIA (Tant) A(Ser)-Gre, F(Gre)-Ser.
- ENGLAND (Bullock) ((retreat F(SKA)-NTH)) F(Nwy) s F(NWG)-NTH, F(NTH)-Hol, F(NWG)-NTH, F(Bar)-StP-NC.
- FRANCE (Plater) A(Tun) st., F(WMS)-TYS, F(GOL) s F(WMS)-TYS, A(Buz)-Mun, A(Ruh) s English F(NTH)-Hol.
- GERMANY (Davidson) F(Den)-NTH, A(Kie)-Hol, A(Ber) s A(Mun), A(Mun) s A(Ber).
- ITALY (Cousins) ((retreat F(Tun)-ION)) F(ION) s A(Alb)-Gre, A(Tri) st., A(Alb)-Gre, F(Tus) s F(Nap)-TYS, F(Nap)-TYS.
- TURKEY (Pratt) A(Bul) s Austrian A(Ser), F(Con) s A(Smy)-Ank, A(Smy)-Ank.
- RUSSIA (Lovibond) F(SKA) s A(StP)-Nwy, F(Swe) s A(StP)-Nwy, A(StP)-Nwy, A(Fin) s A(StP)-Nwy, A(Rum) s A(Bud)-Ser, F(Ank)-Con, F(BLA) s F(Ank)-Con, A(Ukr)-Sev, A(Vie)-Tri, A(Bud)-Ser.

retreats

English F(Nor)-BAR or disband. Austrian F(Gre) & A(Ser) annihilated. Turkish F(Con)-AEG or Smy.

Builds

- AUSTRIA (Gre),(Ser). = 0: OUT!!
- ENGLAND Edi, Lpl, Lon, Bel + Hol, + StP = 6: bu 2
- FRANCE Bre, Par, Mar, Spa, Por + Tun = 6: bu 1
- GERMANY Kie, Ber, Den, Mun, (Hol) = 4: N/C
- ITALY Ven, Rom, Nap, Tri, (Tun) + Gre = 5: N/C
- RUSSIA Mos, War, Sez, Swe, Bud, Rum, Vie, Nwy, (StP), (Ank), + Ser, + Con = 10: N/C
- TURKEY Smy, Bul, (Con), + Ank = 3: N/C

PRESS

AUSTRIA

I'm afraid this game has become a farce, so far as I am concerned. So much consideration has been given to the people who bugger about, that those who keep sending their orders seem to be the ones who don't count.

The House rules given in Chimaera I quite clearly state what should happen in this unfortunate situation, but they haven't been followed.

I've never had a NMR in any 'zine, have no wish to lose my deposit, and wish to continue in the highly enjoyable 'Non-Dip' section. Therefore, so long as I last, I shall send pointless orders which cannot inconvenience my fellow players.

TAG HILL

Well I don't know. What next? I go out of my way to help Kelly, who blows-up because he thinks I didn't do enough and now Dave's kicking because he thinks I shouldn't have done anything in the first place! Further, let me quote to you from a letter received from Richard Sharp (who got a NMR last time).

For future reference may I suggest that you enforce your deadlines a little less drastically.Games are for players after all.....the GM's first duty is to do what he can to be fair to everyone and eliminate external luck'

Ah well, you can't win 'em all, but it's putting me off even trying.

I will generally accept orders that I receive on the Saturday following a Friday deadline, I have done with this issue, which explains why the games are out of order, but I cannot accept orders later than that.

VIII

BASILISK 1975FS SPRING 1903

AUSTRIA (Howes) F(Gre)-Bul-SC, A(Ser) s F(Gre)-Bul-SC, A(Bud) s A(Ser).
 ENGLAND (Meadon) A(StP)-Mos, F(Bar)-NWG, F(Nwy) st., F(Lon)-ENC, F(ENC)-IRE,
 FRANCE (Pollard) NMR F's MAO & GoL, A's Spa, Par, Pic stand.
 ITALY (Davies) F(Nap)-TYS, F(ION)-Gre, F(AEG) s F(ION)-Gre, A(Vie) s
 A(Tyr)-Tri, A(Tyr)-Tri, A(Tri)-Ser.
 GERMANY (Lovibond) A(Pru)-War, A(Den) st., A(Sil) s A(Pru)-War, A(Ruh)-Bur,
 F(Bel)-Pic, F(Swe)-BAL, A(Mun) s A(Ruh)-Bur.
 RUSSIA (Cook) F(Sev)-Rum, A(War) st., A(Ukr) s A(War), A(Mos) s English
 A(S&P).
 TURKEY (Anarchy) F(Ank), A(Con), A(Bul) st.

Retreat

Austrian F(Gre)-Alb.

Will WILLY HAUGHAN, 24 Grosvenor Gardens, Jesmond, Newcastle upon Tyne, please submit stand-by orders for FRANCE.

PRESS

TAG HILL - ZORN

Where the Hell are you?

MORATORIUM

"Well, that's yer lot."

"Not quite, dammit."

"I said 1903 and that's what it will be, won't it?"

"The eternal pessimist, aren't you? What chance has a bloke got in a bloody silly game like this one? That Irish-American fellow getting all bitter and twisted"

"You should have realised that from 75/23."

"Winnie Churchill sitting on his blasted beaches....."

"Yes, you should be glad to get shut of this one. Put it down to experience."

"Linda Lovibondage proving that German might is right....."

"Talking about Linda....."

"Yeah! That's a thought! Let's have a look at that next-game-but-one start. Might have been lucky....."

TAG HILL

Sorry, you weren't.

FRIGATE 74/13 1974DB AUTUMN 1908

AUSTRIA (Waldie) A(Tyr)-Mun, A(Boh) s A(Gal)-Sil, A(Gal)-Sil, A(Rum)-Gal,
 A(Bud) s A(Rum)-Gal, A(Mos) st, A(Ukr) s A(Mos),
 A(Sev) s A(Mos), A(Ank) st., F(Con)-AEG, F(ION) s Italian
 F(TYS).
 ENGLAND (Ferguson) F(Bel) st., F(Spa-SC) s A(Mar), A(Mar) st., A(Gas)-Bre,
 F(ENC) s F(Bel), F(WMS) s F(Tun), F(Tun) st., A(Yor) st.
 GERMANY (Sharp) F(Nor)-NTH, F(Hol) s A(Bur)-Bel, A(Bur)-Bel, A(Par)-Bre,
 A(Kie) s A(Sil)-Mun, A(Sil)-Mun, A(Pru) s A(War),
 A(Lvn) s A(War), A(Wer) s A(StP)-Mos, A(StP)-Mos.
 ITALY (Lindsay) A(Pie)-Ven, A(Rom)-Nap, F(TYS) st.

Builds

AUSTRIA Vie, Bud, Ser, Ere, Tri, Bul, Rum, Mos, Sev, Smy, Con, Ank. = 12: bu 1 A (Vie):
 ENGLAND Lon, Lpl, Edi, Mar, Bre, Por, Spa, Tum + Bel = 9: bu 1 F (Edi).
 GERMANY Kie, Swe, Hol, Mun, Den, StP, Ber, Par, War, Nwy, (Bel) = 10: N/C
 ITALY Rom, Nap, Ven = 3: N/C
 TURKEY (Ank) = 0: OUT!!

PRESS

ENGLAND - ITALY

Go away - I'm not interested in coming any further. Attack Munich or something useful like that.

FRIGATE 74/11V YOUNGSTOWN FINAL REPORT

	01	02	03	04	05	06	07	08	09	10	11	12	
AUSTRIA	6	8	10	10	13	17	16	12	11	9	10	10	3rd
CHINA	5	7	7	7	8	10	11	10	11	13	15	14	2nd
ENGLAND	7	10	11	13	15	15	18	18	18	19	9	5	-
FRANCE	7	4	4	3	1	1	-	-	-	-	-	-	7th
GERMANY	7	8	10	10	6	2	2	1	2	2	2	1	5th
INDIA	5	7	7	7	6	3	1	-	-	-	-	-	6th
ITALY	6	6	6	5	2	-	-	-	-	-	-	-	8th
JAPAN	6	7	7	7	8	9	9	11	6	4	4	4	4th
RUSSIA	4	2	-	-	-	-	-	-	-	-	-	-	9th
TURKEY	7	10	10	11	12	15	16	20	24	29	32	38	1st

AUSTRIA Danny Boreham (d.o. S'08) Bob Howes (3rd A'12)
 CHINA Andy Davidson (2nd A'12)
 ENGLAND Geoff Challenger (d.o. A'11) Anarchy.
 FRANCE Pete Swanson (7th out '07)
 GERMANY Graham Mills (5th A'12)
 INDIA Paul Barker (6th out S'08)
 ITALY Norman Melvin (d.o. A'02), Peebles (out A'06 8th)
 JAPAN Jim Miller (res A'04), Ron Fisher (4th A'12)
 RUSSIA Dave Pink (d.o. S'02) Anarchy (out '02)
 TURKEY Richard Scott (winner A'12)

STATEMENTS

RICHARD SCOTT - TURKEY - 1st

A most enjoyable game even from the start for me mainly because it relied more on tactics than letter writing. I'm not sure how long it would have been before I'd stabbed the original Austria if he hadn't dropped out. Still, thanks to all involved, allies, gamesmasters and even victims - apologies for the brevity but I have flu.

BOB HOWES - AUSTRIA - 3rd

I can't think that Dickie Scott is very proud of this one. It was all a bit too easy.
 Duncan Morris wanted a standby for a 'powerful' Austria, as he called it. In theory, perhaps, he was right, but he had taken 2 seasons to decide a standby was called for. There was Austria, 15 bases but only 12 units, and I realise now that I could justifiably have asked for the builds owed to me. Anyway, three or four reassuring letters from Turkey set me up in the Spring for the monumental stab-of-stabs in the autumn, with my 'long-term ally' (quoting the Bey of Pigs himself) taking 5 bases off me!

None the less, I enjoyed the last few seasons immensely, getting some measure of satisfaction in gobbling up the immobile English game when Challenger found life in the big wide world too difficult to manage. It must be some sort of record to have your homeland completely occupied, and yet possess 10 bases.

I won't say 'congratulations' to the winner. His actions were enough to put a less resilient new boy than myself off postal Diplomacy for life! And not even a word of apology. The others? I suppose there were some others, but they might as well have been playing in another game, as no contact was made at all.

RON FISHER - JAPAN - 4th

Congrats to Richard for a fine victory (yet another).

Apologies to Andy! I messed your chances with an ill-timed, abortive stab. Sorry.

Thanks Clive for taking over this game. I too was a standby!!

PAUL BARKER - INDIA - 6th

Well done Richard, although I cannot say that I was too happy with your invasion of India just as I was getting places in the east still, you were an original player and had me fooled for a while. This was my first game of Youngstown and although I enjoyed it I think that the whole game seemed a bit too big, but then on ending in 1912 can't be too bad.

Congratulations also to Andy Davidson who wrote to me after I 'stabbed' him and managed to put me off - which was just as well with Turkey about to stab me.

DAEDALUS SPRING 1901

I said in the last issue that if you needed it you could have a double deadline for initial diplomacy and as I do not have 7 sets of orders that is what will happen. I am in fact only missing David Thorbys orders, but as David has been in contact once or twice I am sure that he intends going on with the game. I am therefore not even going to take the precaution of asking for stand-by orders.

Dave asks 'what does Daedalus mean?' and actually it's a who not a what. His main claim to fame is probably for the building of wings from feathers, thread and wax on which he and his son Icarus took to the skies. He was also the creator of the labyrinth of King Minos where dwelt the awful Minotaur. I'd go into more detail, only I don't suppose you're interested (and I don't know much more anyway).

POLARIS 74/22V ATLANTICA I

This is the last of the Polaris orphans to be without a home, and as I'm not the sort to turn it away from my door when it comes knocking, there's an home here for it if it wants it. So, if you guys want to go on, we'll pick it up from where you left off, which was I believe October 1870. Fortunately you're all subbers to Chimaera so there should be no problem in that respect... ..in fact the only problem that comes to mind is that I don't know how to play! I've got a copy of Atlantica II but I've no idea how it differs, could someone help? I've already asked Will Haven for a copy from his variant bank, so we should be O.K. As far as I can make out, positions after the last Polaris were as follows:

ENGLAND (Scott)

A's Por, Gnd, Bur. F's Nfl, NAO, MAO, Pic, NWG, ENC and one that I can't make out. Help! A/F IRI.

- GERMANY (Walkerding) A's Mar, Spa, Gas, Swi, Mun, F's BoB, Bel, HEL.
- ITALY (Haughan) A's Ven, Yug. F's GoL, CAN, Mor, His, ADS.
- CANADA (Morris) A's Chi, Phi, NeY, Ont F's GRA, WAO. There is also published in the last Polaris the order A(Chi)'s A(Tor)-Chi. Doesn't look right to me and the A II rules I have don't supply the answer. Is it an error or will it be cleared up for me when I get the rules?
- CONFEDS (Fisher) A's Tea, NOC. F's Cub, SAO.
- UNION (Doubleday) A's Wis, Mid, Ric, Ken. F's AZO, MAU.

 If you want to go on, may I please have orders from you for the next issue. If you don't, say so. I'm easy. With the current situation out in Rhodesia I don't know how Duncan will be affected so would some kind soul like to submit stand-by orders for the Canadians just in case?

NEW GAME START
2 season/year Regular
Chimaera designation: ECHO
Number please, Richard

ECHO, before anyone asks, was a beautiful nymph and favourite of Diana. The game is named that to commemorate Chimaera's first lady Diplomacy player. Oh, by the way, Echo always had the last word, so you guys look out! The line up is:

- AUSTRIA Bill Dove 5 St. James Road, Godalming, Surrey. GO7 1LP
- ENGLAND Linda Pomeroy 15 Lineside Walk, Ren, Dunbartonshire.
- FRANCE Tony Sturt 17 Westbourne Ave., Burnley, Lancs.
- GERMANY Ron Canham 48 High Street, Ipswich, Suffolk IP1 3QJ
- ITALY Pete Lindsay Herkless 13, David Russell Hall, Buchanan Gardens, St. Andrews, Fife.
- RUSSIA Doug Pringle 42 Stewartville Street, Glasgow G.11
- TURKEY Richard Nash 3 Fort William Drive, Belfast 15, Northern Ireland.

 If you wish, you may have a double deadline for initial Diplomacy, but if I have 7 sets of orders for the next deadline we'll start then.

Game fees of 50p have been deducted from your outstanding credit, along with the £1 refundable deposit. This deposit will be refunded to you on your completing the game or on your elimination. If you drop out the deposit is forfeited. State of your subs after deduction for the game but excluding the cost of this issue is as follows: AUS: .51p, ENGL.02, FRA .40p, GER £2.37, ITALY 88p, RUS .50p, TUR .10p. Players in the red it would be appreciated if you could top your subs up. Ta.

WAITING LISTS
 Regular 2 season/year Diplomacy - B. Howes. Game fee 50p
 MERCATOR III (21) P. Mann, R. Fisher, P. Segal, S. Dagger, W. Haughan, Steve Pratt, Doug Wakefield. 6 NEEDED.

MORDOR v World IV (£1) L.Kennedy.
War of the Ring (75p) P.Lindsay.
GIBRALTEER (£1.50) M. Janta-Polczynski, K.Apt.

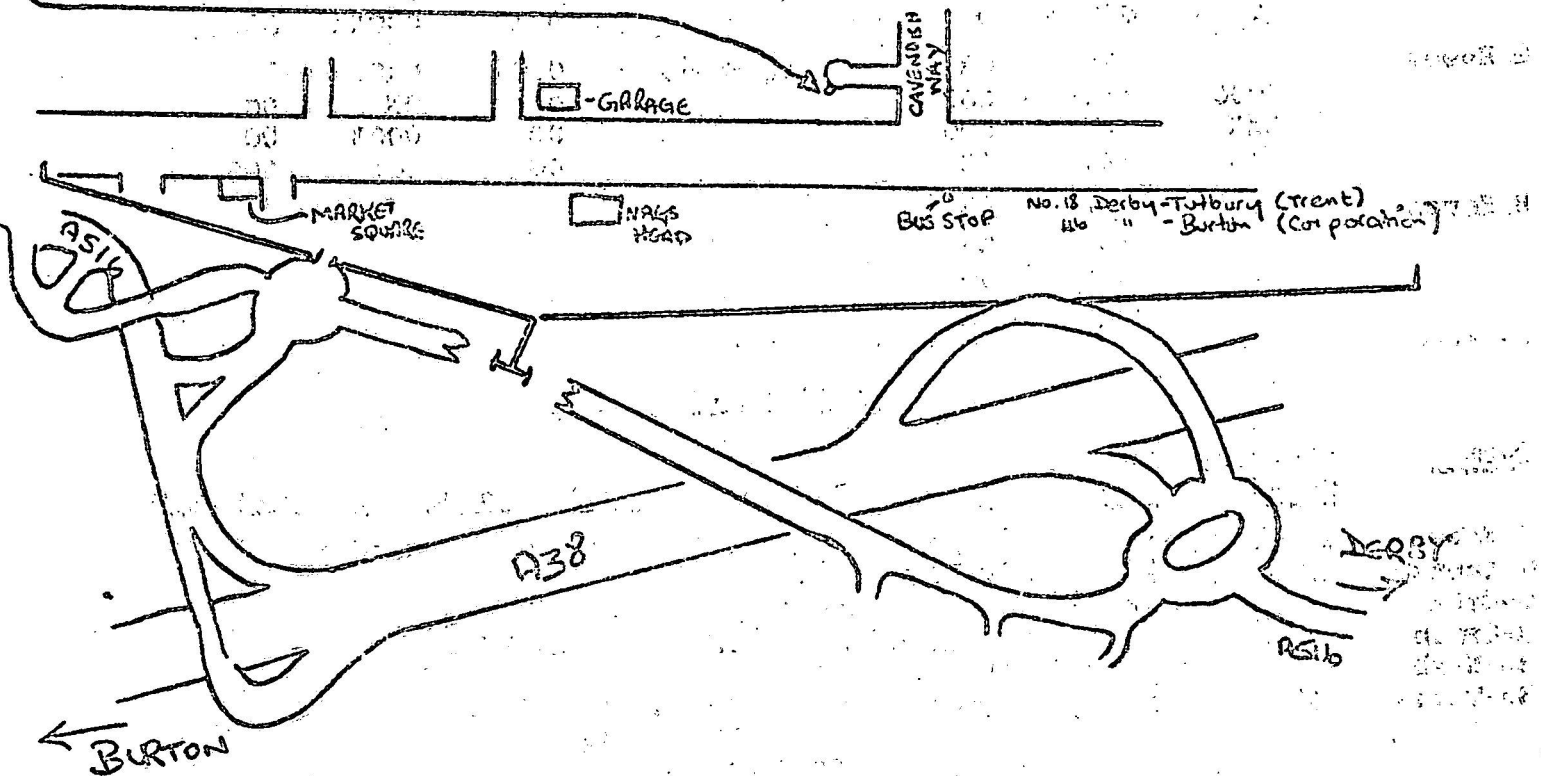
Gibraltar is a variant designed by Martin Janta-Polczynski in which sea-power is the dominant feature. It is played on a map board of Europe and North Africa with 59 supply centres. Waterways, including canals play a large part in the game and there is great mobility of pieces making politics an important factor of the game. If you are interested in playing I have a few copies of the rules and map available (Thanks to Martin) and I will forward one of these on to you for no charge. We need at least 9 players to start the game and could cope with 11. At the moment we have 2, both continental players, but I hope that the list will now fill quickly. Hurry and get your name down.

DOING ANYTHING IMPORTANT ON THE 20th/21st OF THIS MONTH?

If not I shall expect to see you in Derby, at Dave Allens for the great Midlandscon he's organising. Basically intended as a Dungeons and Dragons affair where you'll be invited to venture down into the dank, dark depths of our passageways, but I've no doubt that there will be one or two other things going on too. Stacks of overnight accomodation available.

Just to help you find the way.....

11 Alma Heights, Off Cavendish Way, Mickleover, Derby DE3 5BJ.



If you do have to stop and ask the way, ask for Cavendish Way, for Dave points out that only the postman has heard of Alma Heights. If you come by car park it in Cavendish Way.

See ya.

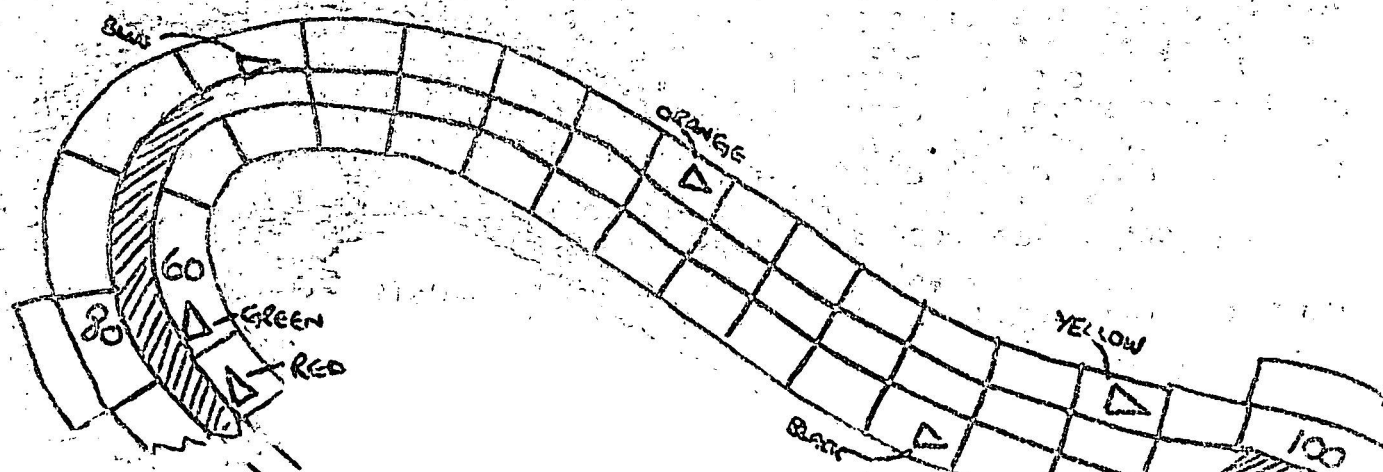
THE NON-DIPPY SECTION

MASTERMIND

	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
C. Bedford	00 0000 - OXX	OOX OOXX X 00	000 000 OX 00	I. McLaren	00 OXX 0 OXX	OXX 0 XX 000	000 - 000 000
M. Bullock	000 OOX OXX OX	00 OOOX OXX 000	XX OXX OXX XXX	J. Meadon	OX 00 OXX OXX	00 OOX X 000	XX 00X X 0
P. Cook	0 OXX XXX OXXX	000 000 OXX OXX	XX 00 OX XX	S. Pratt	00 OXX 0000 OXX	00 000 OOX OOXX	0 OXX COX OX
P. Cousins	OOX 0 OOX OOX	0000 OXX XXX OOXX	X OOX OXX OOXX	T. Roberts	000 00 OOXX OOX	000X 000 OOX OOXXX	000 00 00 00
B. Dove	OOOX OOX 0000 OOXX	00 00 0 0000X	XX OX OOX 0	L. Pomeroy	0 OOX 00 OOX	OXX 00 OOOX OOXX	00 OX 00 OX
G. Hawes	00 0000 XXX XXX	OOX XXXX XXX XXXX	OX OOX 000 00	D. Thorby	000 0 00 00	000 OX OOOX OOX	X 000 00 000
B. Howes	OXX OX OX 00	OOX OOOX 000 OOX	00 OOX OOX OX				

FORMULA ONE

<u>Turn 6</u>	<u>Starting Speed.</u>	<u>New Speed</u>	<u>Move</u>	<u>Tactic card</u>	<u>Penalties</u>
Y-Howes	100	140	B53-39	-	-
O-Cannam	100	160	B26-33	-	-
G-Crum	-	60	C21-22, e23-25,	+2	-
H-Groom	-	60		+3 (2)	-
Ba-Nash	190	140	e31-37	-	-
Bu-Taylor	100	100	B24-28	-	-



State of the cars

The Yellow Haycart - Bob 'Parship' Howes	Tyre wear 3	Brake wear 0
The Orange flavoured Car- Ron Canham	Tyre wear 2	Brake wear 0
Green - Henry Motoring Crun	Tyre wear 4	Brake wear 1
Red - Michael Groom	Tyre wear 0	Brake wear 0
Concorde - Richard Nash	Tyre wear 2	Brake wear 1
The Blue Streaker - Anthony Taylor	Tyre wear 0	Brake wear 0

 As I do not have orders to cover the situation that has occurred I have once again had to stop the race after only one move.

PRESS

PARSNIP - TAG HILL

Due to know what happens? Ar, oi due. Oi free-wheel down Tag 'ill tue t'pits, put on some more rubber goods, fill up with 'orspiss, an' orft we go agin.

THE ORANGE FLAVOURED CAR

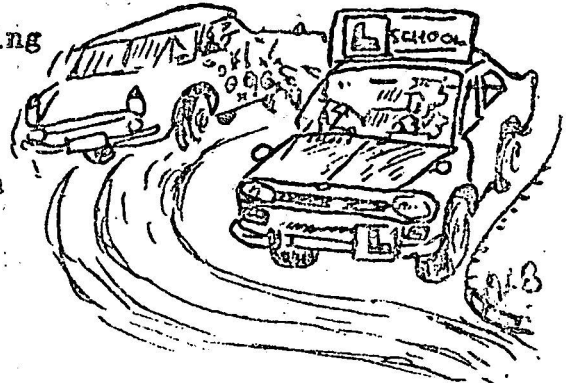
Yawn! I'm declaring a holiday for me from press writing. What with two cars streaking ahead and the streaker chasing me. The Green car chasing spectators and the red car spectating, there's nothing to write about.

CONCORDE - GM

You're forgiven! Your interpretation of the NMR rule last time was correct, and it does even things out.

RUSSIA-ITALY

The imperialist ~~Yeddy's~~ drivers of the other ~~Magyons~~ cars are asked not to read this; however, note that you must read this in order to be told not to read it..... (THINKS - 'Get back to 1901 Cockatrice you fool, silence is ~~Concorde's~~ golden.



"Come now Mr. Groom, you're not qualified to do that yet"

TAG HILL - HENRY CRUN

What's mak ngk mean? 'Snot in my dictionary.

NMR'S

I have a suggestion of an amendment from Bob Howes that would enable the game to continue should any player NMR in the future and would also penalize him more so than now, when the other cars simply wait because he has spun-off. The suggestion is this:

In the case of an NMR in any session, the car in question will be moved by the GM at the same speed as that shown on the speedometer, until faced with a hazard, and will be subject to the normal rules concerning baulking, alternative lanes etc.

For negotiating a corner, the speedometer will be reduced to the safety speed as shown on the track map, with the relevant penalties for excessive deceleration should they apply. Subsequent turns in the same session will be at the same speed as that used to negotiate the corner.

If a second corner has to be negotiated in the same session, the same procedure as above will apply. There can be no acceleration in this session, except in the case of an enforced 'spin-off', when the speedometer will be reset to 60, as from a normal standing start.

The car will continue in the same lane for remaining turns, unless forced to switch lanes under the normal rules.'

Well, it sounds O.K. to me and will certainly help to keep the game running in the event of NMR's. Do we introduce it?

RICHTHOFFEN'S WAR

Blue
Manx



GERMAN AIRCRAFT Fokker DR.1's
Jon Lovibond

No.1 Manfred Von Richthofen

R29/SW
3800
Sp.9
SW2/W3/NW2/NE2
T32/NE

No.2 Capt. Fritz Luber

O28/W
3800
Sp.9
W1/NW8
V29/NW

No.3 Wilhelm Rolf

P27/NW
3700/3800
Sp 9/8
NW7
W27/NW

Blue
Manx



ALLIED AIRCRAFT Sopwith Camels
Carl Jennings

No1 Capt Roy Brown

V37/NW
3800
Sp.10
NW1, E8
W29/E

No. 2 Snoopy

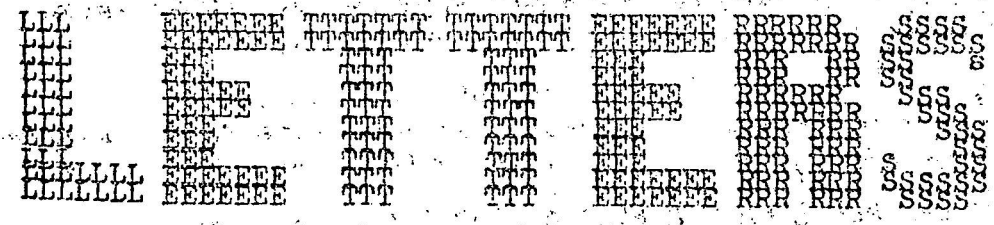
X32/NW
3800
Sp.10
NW1, E4, SE4
U/28SE

No.3 U.F.O.

V35/NW
3800/3700
Sp.10
NW1, E9
W26/E

Ah, now things are starting to happen. Roy Brown has managed to get Wilhelm Rolf's Fokker into his sights only 2 hexes away, but in doing so he has flown right into the sights of Fritz Luber!! AND the Red Baron!!! Oh dear, Snoopy's not going to be much help either having just flown straight between the oncoming Fokkers of Luber and Rolf, and UFO found he'd missed his target too when he dived below the climbing Rolf. No doubt the air will be filled with the chatter of machine-guns next time. Oh, goody!

That's it, the end of the games for another issue. Except for Soccerboss and Kingmaker of course which will get tagged on the back. Seems like a good time now to start the letter column



48. John Piggott.

Here are some questions Richard Nash may like to answer:-

- 1) If UKDA welcomes criticism so much, why do you insist on people paying a 50p fine if they take you up on this?
- 2) How do you reconcile your statement "each

UKDA editor may do what he likes with his own 'zine' - with your intention not to let editors print what they like (unless their contributors pay a 50p fine) and with your intention to prevent editors selling their zines to whoever they like (unless the recipients pay another fine)?

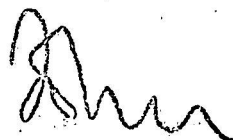
3) If non-members of UKDA are not permitted to criticise UKDA, why are you criticising the NGC when you are not a member?

The answers to these questions from someone that talks so glibly about 'the dictators of the NGC', should be interesting indeed.

Richard Nash also claims that the NGC imposes sanctions on its critics. This is a lie. I challenge Richard Nash to either withdraw this allegation, or else to give examples of how we impose sanctions. I would also like to ask him how he can call us inefficient and uneconomic when he has never contacted us.....

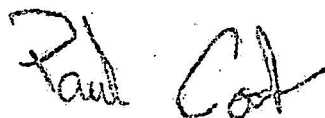
Lies and innuendo are always the favourite weapons of someone who has no proper arguments to use.

I am quite sure however, that UKDA will be more efficient than the NGC. It will, after all, have only one member, whilst the NGC has 400 - odd.



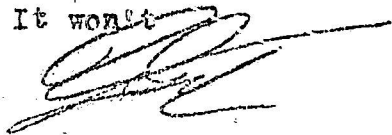
49. Paul Cook

I liked the idea of UKDA at first, but from the remarks Richard has made, and the way he has dealt with sensible questions, indicates that he doesn't have the patience to keep such an idea going on democratic lines.



50. Phil Murphy

I have nothing at all to do with UKDA. It won't work, not now, not ever.



Well so far, apart from Richard himself, we haven't had one person speak up for UKDA and this time even Richard has been very quite on the subject. Could it be that the idea has been dropped, the best thing for it, I think? Richard?

51. Linda

It's me again!

Wink sez can I have a game of Formula One. It's the only type of car I'm fit to drive. Last Saturday I had my first and last driving lesson and it's probably cost Wink between 50 & 60 quid! I hit a concrete post! Yet another beating I had to endure. (sigh!!)

Just unlucky, that's all. Probably a stupid place to have left a concrete post in the first place. If Wink gives you a beating for a little thing like that you let us know and we'll be up there to sort him out!

A joke next I think, not an Irish one though.

"Two old profesers in a laboratory within the mental home where they both reside. One is explaining his theory as follows.

He puts a spider on the table "Quick march" he yelled and off went the spider, left right, left right. "About turn!" yelled the prof, the spider obeyed. "Left turn!" went up the cry, the spider obeyed. The professor then picked up the spider and pulled all its legs off and put the body back on the bench.

"Quick march!" he yelled. Nothing.

"About turn!" Nothing.

"Left turn!" Nothing.

The professor then turned to his colleague and said "There, that proves my theory. If you pull all the legs off a spider he goes stone deaf.

Linda

Oh dear, there go all my mentally ill subbers. Is there anyone left? Hello? Now, the Irish strike back!!!

52. Richard Nash.

To get back to the Irish joke last issue, I have a title for the empty space at the bottom half of page S6 last issue:

ENGLISH THOUGHT FOR THE DAY

53. Les Kennedy

A clever Englishman, a stupid English man and Santa Claus had a race. Who won?

Answer: the stupid Englishman - the other two are fictional characters.

Les Kennedy

Oooh, that's terrible that is. How do you mean Santa Claus is a fictional character?

To set the record straight, let's have some Irish ones:

54. Richard Nash.

A ninety-year-old Co. Down man astonished his family by announcing that he was getting a car.

"But Da, you'll never pass the driving test" protested one of his sons. "You're far too old. They'll never let you drive it."

"Ash sure, I won't have to" said the old man, "it's one of them self-drive things.

Overheard in a Belfast Pub: I love brandy. It's the cognac that destroys me.

Richard

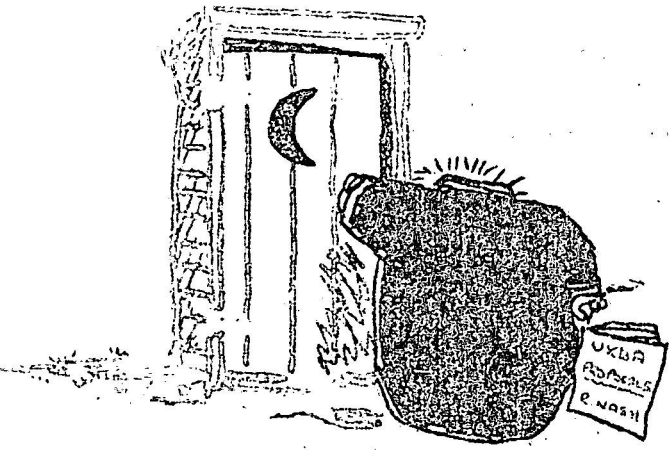
And one from an Englishman:

55. Tony Sturt.

Paddy won the pools and bought a Saville Row suit but his wellies looked out of place. So he decided to get some crocodile shoes, but at £300 thought he'd go on safari and shoot one himself. Luckily he got a crocodile on his first day but on reaching the carcass and turning it over he said "Just my luck, he's not wearing any shoes".

Tony Sturt

See what you've started, Linda?



56. Bob Howes.

It is beyond my ken that you can allow the arrival of the luscious, nubile, delicious Linda in your Dippy columns to pass almost unheralded. It must be obvious to all your readers that this is the biggest thing to happen to Chimaera since the sinking of Frigate.

I have not had the pleasure of making her acquaintance yet, (anybody driving North via Oxford in October?), but she is obviously a girl-girl, and what is more, devastatingly intelligent. For the unenlightened a girl-girl is the opposite

of a boy-girl, or, indeed, a girl-boy. The natural complement of a girl-girl is a boy-boy. Hence Wink=Wink is a boy-boy..... nudge,nudge! Where was I? Oh, yes. I insist on forcing my way to the top of the queue fighting for that last place in the next Dippy game ((Sorry, too late)). Failing that, I want five brave gallants to join with me to pay Linda's game fee in the next regular game so that we can woo her for her favours like the true Knights of Olde. I trust also, that those awful obscenities you published last time under the guise of poetry were just a passing mental aberration on your part. Let's at least remember our manners, from now on, after all, there are ladies present. (Don't you dare say 'anon' was in fact, LP). ((It wasn't))

57. Bill Dove.

What's all this about Linda Pomeroy being the first lady Chimaera player in Diplomacy? You surely haven't forgotten that Richard Sharp is playing in Frigate 73/4.

I've heard that Linda is really Will Haven in drag! Oh tell me it isn't true Clive, Oh please!

Don't worry, it isn't true. Will doesn't call himself Linda when he's dressed that way. Dorothy, I think.

58. Mr. Mellors.

Ayup Booth,

Worart on abaht Clive, Lad? Tha buke gets wuss, may uner Ladyship cudna mey it ert laswick. Way were up't hut pleyin 'Ioxbat and Phallus' an her sez

"Mellors, ast sin Clives Thingey?"
N'arsez "Lemmy ayer luke arrit"
Anyroad up, after are thout ah'd send thee summat about tha buke like.

- Cover: Ah dunnano britz queerer thanna fishes tit.
- Page 2 - 8 Ah thout they rote t'zine non DickenRon.
- Page 8 That their Linda sounza rate belter.
- Page 10 Weigh rate ear! Them pomesa reet good- That anon's non daft.
- Page 12 Worrarah gud page! Them their suthners'll lon t'talk rate yet sorry!
- Page 13 Int that Steve a clevabugga.
- Page 17 Thate their agen wi' thee scribblin - thate like a woodun man made a smoke.
- Friggin Cockatrick Ah dunnano Clive lad wot way commin tew, they cudna play snobs.
- Page 24 Is it writ be that their Lawrences Lad?

Succubus Where's Enataam'n Ilsona neer mind Forrest?
Rightovers Wore: Where's Albert Ball? Gerrim out theer! are
cudda gorren all w' twelve boer.
KING MECCA They non fair t' that Allen Fella.

Assel ayter go, cuz aacheneer mesters wheelchair
askweekin, so iffa dunna sithee threw wick assel sithee threw
winda.

See yer,

Mr Mellors

Right then, who's going to decipher that? Of course, if you talked proper in fust
place, it'd be a doddle.

59. Doug Pringle.

Some additions for your dialect section.

Glasgow (Partick)

Translation

Howzit gaun wee yin?
Howzit gaun big yin?
Wheesa bar?
Rat wiz a rer terr thorra night
Embra
Chooky Embra
Ur ye gaun furra ride?
We are ra peepul
Geez a glass o rat rid wine
Howzit gaun hen?

How are you (to a smaller gent)
Haw are you (to a taller gent).
Could you direct me to th
nearest public house?
We certainly consumed a fair
amount of liquor last night.
Edinburgh
The Duke of Edinburgh.
Are you taking the car?
A victory chant for use after
a win over...England, for
instance
I'd like to sample a glass of
that cheeky little Beaujolais.
How are you? (To a lady....
....Sorry Linda, I nearly
forgot.)

Heh, heh. Don't you talk funny up there? Rayt queer if you ask me

60. Paul Barker

Devon.
Bladdy Furriner

Translation

Some one who takes a locals
seat at the pub.

61. Pete Lindsay

The Derbyshire dictionary looked rather familiar -
did you ever see 'Kom mit - Wir sprechen Dundee' - in the last book
(I think) Polshie Star?

I didn't even see Polshie Star, but if it's got something similar I'd like to. Any
chance of a copy of your copy?

A few more Derbyshire ones? O.K.

Gi it sum ammer

Apply a modicum of persuasive
pressure.

Ode Yerosses

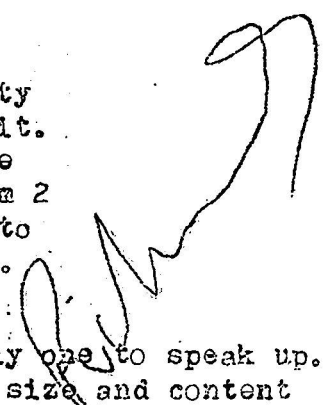
Let us pause a moment for
consideration

Clack-fart

A tell-tale.

62. Richard Scott

I reckon for a Dip 'zine Chimaera is pretty expensive 'cos there's very little Dip material in it. Soccerboss makes me spew. So why not split the 'zine into the two sections, Dip and non-Dip and sell them 2 together to those who want them. 22p a go is a lot to pay for a game of Dip. I prefer things as they were.



You're the only one to complain Richard.....or perhaps the only one to speak up. In fact I did get several letters expressing the view that for size and content the price of Chimaera wasn't bad at all. Chimaera is not a Dippy 'zine it's a 'zine and consequently carries articles on as varied a range as possible. Think of the trouble it would cause me in putting it together always trying to remember whether this subber wanted both parts, or just this one, or just that one, or maybe even, a bit of each? For where do I draw the line? Would your Dippy section include the letter column presumably at the expense of the non-Dippy section. I'm sure there must be people in the non-dip section that like to read the letters, who would object to having to pay for the Dippy bit for the privelidge. I honestly don't think it's feasible on a large scale to run it as two seperate 'zines but if you'd like to tell me the bits you'd prefer to receive I'll see if something can't be arranged in your case. May I suggest though that for the trouble it will cause I bill you at 1p per sheet rather than .75p?

63. Dougal

NOTE TO RON FISHER

May I use the columns of this reverred rag to ~~endorse~~ dissociate myself and all the other old lags from the filth writted by Ford Popular in 'Toad'. I was there, Ron, and can vouch that you were wearing dirty cricket boots!

Luv,

Dougal.

Eh? What's all that about?
Is somebody going to let me in on it?

64. Paul Cook

One thing that Steve Doubleday seems to have missed in his Kingmaker amendment is the involvement of the ordinary people in the game, which was, at one point so powerful, that Neville was unable to raise a fighting force until he had proved to the people that Edward IV was alive and well. Possibly it would be an idea to take the total population of a town, and, when a noble occupies the town, he can 'recruit' simply by shaking a dice and comparing the result with that of a table. e.g. Number of people in a town - 5000

Die roll when checked with table

No. of people = 500

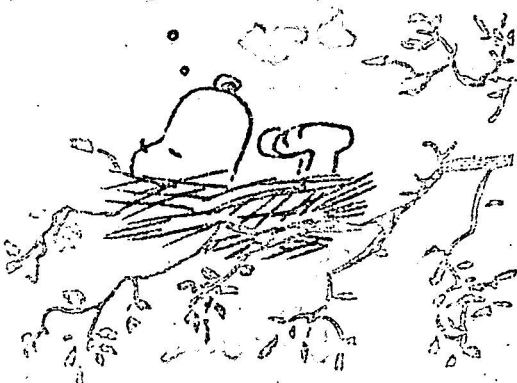
With things added on if he is in possession of the

King or whatever.

Paul Cook

Sounds complicated to me Paul, I wouldn't fancy keeping track of all those recruitments from all those towns. Steve?

I thought the rumours about Will Haver being a bird brain weren't true, until I spent a night in his spare bedroom



65. Dave Ross

... a few comments on your Empire of the Petal Throne articles. I am finding them most enjoyable (I almost stopped to read last issues before I turned to 75/23's game report), and if you continue for much longer I won't have to bother buying the game. However I am still not convinced that it is really so very different from D & D. I had a quick glance through a set and all it appeared to be was someones personal D & D campaign, admittedly very professionally put together, and well thought out and adapted to the Sci-Fi setting, but still nothing radically different.

Now I would have thought that the point behind this would be to provide a campaign game for those without sufficient time to think out their own, (or too lazy), but since it is obviously going to take a long time for a game of PT to develop properly, surely those with the time to spend on it, are just these people with the time and inclination to work out their own settings for D & D? Isn't it a bit of a waste of money if someone is only going to use it as a base for the occasional short game based on one expedition?

For me the beauty of the D & D rules is that they enable you to use bits of them at will, and leave out other bits that don't appeal to you personally, and you can fit in as much or as little fantasy as you like. Considering the differences in price between the two sets, even including Greyhawk, it would perhaps be worth buying D & D and a couple of good Sci-fi paper-backs to provide the background. Half the fun in D & D is making up the setting and you can take this as far as you wish, or at least as far as you are physically and mentally capable

Now, have I made you regret parting with your money or can you refute it and make me rush out and buy PT as soon as I get back to England? Whatever you do, don't stop the series please.

Dave

Before I say anything Dave, can I just point out some prices? Dungeons and Dragons £6.10, Chainmail £3.05, Greyhawk £3.05, Blackmoor £3.05, TOTAL £15.25 which is by coincidence, exactly the same as Petal Throne, but you've still got to get maps (I believe they suggest 'Outdoor Survival' which is another £8) and a couple of good Sci-fi books. So I don't think you can say that D & D is cheaper.

I like PT because I am one of the lazies you refer to and the background etc, is all nicely mapped out. An obvious advantage over a background created by yourself is that more people will know of the background before they enter the game, and a lot of the re-explaining can be avoided. For instance, you could walk into my PT game now and if you really have read the articles you'd have a very good idea of the country you were in (probably about as much idea as one of the immigrants that has just come ashore at Jakalla (and you know what Jakalla is too)) but if I were to come into your, or anyone elses self-designed D & D game you've got to explain it all from the top. If Professor Barker ever finishes his novel about Tekamel and it becomes a seller, then you just watch PT go. Can you imagine what would have happened if Tolkien had come up with the same sort of game based on 'The Lord of the Rings'?

The actual mechanics differ very little from D & D and if it is just one off expeditions you are planning as your involvement in the game then D & D will do nicely, but I certainly think PT deserves looking at if you want something more.

EXPLORATION.

A review by RICHARD NASH

As the title suggests, this is a game of Exploration - 2 land expeditions (Mountaineering & Archaeology) and 2 sea expeditions (Sailing & Diving). It is a game for 2 - 4 players, and is divided into parts; the first stage is that

of obtaining men and equipment for ONE expedition only, and the second stage is that of mounting the expedition itself. The winner is the player who makes the most profit from the expedition, irrespective of who returns to base first.

Stage 1: Preparing for an expedition

The board consists of an inner square for the expeditions themselves, but the outer ring is used in the first stage of the game. Each player is initially given £1,500 and all start off from the same 'preparation square'. They move round the board depending upon the throw of a normal die, and land on various equipment squares (5 such squares for each expedition) where they may purchase whatever they feel they require. Each player may purchase up to 4 cards per expedition. Only one item of equipment may be purchased per turn if an equipment square is landed on.

There are also personnel cards; initially each player is dealt 3 cards from the pack of 12 men cards @ 4 shop cards. The idea is to obtain cards of the same expedition (each one has 3 men cards & a shop card). A personnel card is obtained when a player lands on a square (corner), and he must replace one of his unwanted cards after picking one up. In this way it is possible to obtain all the cards for one expedition if a player is patient enough. The shop cards are useful in that equipment is paid for to the person holding the relevant shop card, or else into the 'winners pool'.

Exploration club cards are unknown event cards and should a player land on an exploration square, he must pick a card and follow the instructions given.

Stage 2. The expedition

Once a player has obtained a minimum of 2 equipment cards of one expedition, he returns to the 'Preparation Square' and returns all unwanted cards to the pack. On his next turn he enters the base area in the inner board and sets off for the relevant objective - depending upon the expedition undertaken. This is where the cards are useful. Certain squares are impassable unless the relevant equipment card is held, and naturally the more cards you have the easier your journey.

The personnel cards are used in that one card contains the objective (it must be held before the expedition can begin); one card enables you to pass through an obstacle (without this card you must take a longer route) and the final card enables you to go for a sub-objective as well (e.g. a chest of pearls in the diving expedition) which could give you a cash bonus. Upon reaching your objective you earn a minimum of £1500 and a maximum of £2000 depending on the expedition undertaken, and there is also a cash bonus for the first player to return to base - he also gets any money in the central pool.

In the expedition stage a special 'Diradice' is used. This is a die giving the direction of movement as well as the number of squares to be moved. One final point; when one player has begun his expedition the other players do not need to get the required number of equipment & personnel cards before setting off; they may begin when they like so long as they have their main objective card.

The only criticism I have of the game is that the inner (expedition) board is divided into squares instead of hexagons, making it easy to cut corners so to speak; though you could argue that this factor is countered by the use of the diradice since it gives both direction and distance.

Ratings

Complexity	6	Overall value	9
Enjoyment	8	Adaptability	5
Playability	9	Action/excitement	8
Postal Possibility	9	Length of game	9
Skill	5		

TOTAL RATING 7.55

(It is that these ratings are meant to correspond to the typical American rating of a game. While all the values I give are my own estimates, I advise you to regard them as of the general value and enjoyment ratings should you consider buying the game.)

Finally, should any of you wish to play it by or at let either myself or Olive Knorr and I shall make out rules and try to arrange a game for you. It is manufactured by Waddingtons and designed by James C. Spirling (James I. Spirling).

RICHARD NASH

Thanks Richard, for that review. Another from issue coming your way. I know Exploration having possessed the game for a short period a few years ago. I say for a short period because I was very disappointed with it, and returned it to the shop from where I'd bought it. After a little bit of debate I managed to get the manager to change it for Subuteo 'Angling' and that game is still with me now. I can't remember a lot about 'Exploration' now, but I think my main gripe was that it was too basic and simple and there's no way I can agree with your complexity rating of 6. You realize that makes it more complex than France 1940 and practically on a par with ... from memory ... its complexity at about that of Monopoly or Lasso and that comes about 2.5 ... may be clouding my judgment and you're welcome to correct me if that's the case, but I'd say the game was O.K. for playing with your 10 year old nephew but not much more.

Could we have some comments from other people that know the game? Please?

VARIATIONS ON THE THEME

This issue's variation is based on

KINGMAKER

Rules for the introduction of Economics

by R N CANHAM

- i) The money shall be in units of 10, 5, 20, 5 and 1000.
- ii) They shall be called 'Pieces of Gold' and each noble will start with 1000.
- iii) Money can only be given by one noble to another at the beginning of the turn. Expenses may be paid by anybody before the move on battle is resolved.
- iv) Money has to be allocated to each noble. If he is killed the money is lost or captured (as is with town cards).
- v) At the beginning of each player's turn, before the event cards are exposed, each noble shall receive an income of 5 x the troops given by his game, title and office in gold pieces. (Not counting mercenaries as extra troops relating to office).
- vi) Plus: 5 for each city held, 20 for each fortified town held by card or right by capture. Including towns and cities held through office and other cards.
- vii) When staying in a town or city the revenue from that town or city is doubled. Also when staying in a castle, town or city held by Noble, title or office the income for that card only is doubled.
- viii) Free towns pay 400 only while occupied.
- ix) Royal castles pay nothing except when the occupant holds it on a card, then that card's income is doubled.

Example: to explain rules iv) & v).

Wybraz has a force (including title) of 50 x 5 = 250
Office - 3 net. Tower of London, a force of 5 x 5 = 25

London held by above card, city	300
Newcastle held by a card, town	200
Mercenaries, total force of 50 troops	0
Total income	1000

At the initial move Mowbray would be in one of his castles, therefore double that card. Thus his first income is 1250gps

viii) Plague If a town or city is struck by plague the card shall be left face up and no noble can receive an income from that town or city until the next round.

ix) To move: Each noble pays for all his troops, including mercenaries, but not extra troops relating to a special area.

For each man moved one space it costs 1gp or for every town, castle and city touching the road that is passed when travelling that road, costs one gold piece per man. The town has to be passed to be counted.

Example 2 to explain rule ix)

Mowbray has a force of 150 troops. Thus for a move over 4 spaces the cost would be 600gps.

x) Nobles travelling with a Royal piece do so free but still pay for battles and sieges.

xi) Battles and sieges: this cost is in addition to moves.

Each battle or siege waged costs 10gps per man.

TO DEFEND COSTS NOTHING.

Example 3 to explain rule xi)

For Mowbray to fight using his force of 150 will cost 1500gp. If he uses the extra troops available within two squares of London the battle will cost him 3500gp.

xii) Suicidal battles, those where the odds are against, cost 50gp per man.

xiii) SHIPS are expensive. Their cost is worked on their capacity.

Example 4 to explain rule xiii).

Le Christopher costs 200gp per space moved in addition to the troops carried, if any.

xiv) Berthing: costs the same as one move, payable when entering a port to the owner, in addition to the cost for that move. Berth free in friendly port or port of origin, even if unfriendly.

xv) Storms: if the owner refuses or cannot pay to berth, the ship is lost. The card is returned to the pack, unless an office card. Then the ship is lost but the card retained.

xvi) Ships and/or nobles standing cost the same as one move.

xvii) Mercenaries given to a noble for defence from concealed cards cost the regular rate as for attacking.

xviii) The FREE move cards mean just that. As well as a free additional move they may be used to pay for any move, battle or siege.

xix) Revolts: Nobles called to a revolt are paid immediately 10 x the troops relevant to the revolt.

Example 5 to explain rule xix).

The C.P. of Chester is worth 50 and gets 500. The extra 200 troops he is worth in Wales are not counted.

xx) Parliaments: The faction controlling the King, or Chancellor if he is calling Parliament, receive nothing but the noble served with a writ is paid 10 per man (his total force, e.g. Mowbray 1500) all other nobles attending receive 5 per man.

xxi) Nobles travelling with the King to an Embassy are paid 1000gp each.

xxii) Coronations cost 5000gp to be held.

xxiii) Money may be used for bribery, ransom, hire, rent or any use that the players wish.

xxiv) When using these rules Kingmaker shall be renamed: GOD

ALMIGHTY HEADACHE.

Rule xvii) should follow rule xi) after the example 3.

Rule xxiv) is optional but usually results after playing by these rules.

RON CANHAM © 1976

Comments by the designer: "I'm sorry! ...sob! ..ahem! I always wanted to invent something, and now I have I wish I hadn't. If you want a brief description of the game played incorporating these rules, read rule xxiv)."

Christ Ron, I think 'God Almighty Headache'. You'd need a computer as GM to keep track of that lot. Have you actually tried it?

Have this issue F.O.C.

TEASERS

You do give up easily don't you? I'd be ashamed to admit it. For those of you that like the challenge, on we go. First the left arm one:

BILL DOVE 1) If you were lost, there, yes, but in respect of the teaser, no. 2) N, 3)N 4)N, 5)N.

DAVID THORBY has run out of ideas.

MICHAEL GROO's knows the answer but admits to not discovering it by elimination.

JIM LAWSON I haven't heard from, because I was late in writing.

ALAN OVENS 21) Y, 22)N, 23)More or less, 24)N, 25)Y, 26)Y, 27)N, 28)Y, 29)Sort of.

LES KENNEDY seems to be lost for ideas.

IAN MCLAREN is resting.

CHAS BEDFORD is stymied.

I don't know what you're all finding so difficult, once you get onto the trail, things just start to fall together. You ask Alan Owens who took some more big strides towards the answer this time.

Now the man in the field:

LES KENNEDY You sounded supremely confident in your answer, but it's wrong all the same!

JIM LAWSON See above.

CHAS BEDFORD as above.

IAN MCLAREN as above.

BILL DOVE 1) N, 2)N, 3)N, 4)N, 5)N, 6)N, 7)N, 8)Y, 9)His hand, 10)N, 11)N, 12)N.

Oh well, the second teaser seems to have died a death so I'll tell you what was going on. It's all so easy!

The man is blind. The stick in his hand is his white stick with which he was tapping his way across the field. Unbeknown to him the end has fell of the stick and when he taps now he strikes only fresh air. He is terrified to move as he thinks there is no ground around him.

Right now that we've given that one away, we'd better have something to replace it with. Try this one, which is, take my word for it, EASY.

Arnold sat by the river and was unhappy, but one day what he saw in the river cheered him up no end.

What's it all about? I'll answer any questions you like either Yes or No and there's a free issue for the first correct solution. And this one, nobody's heard before.

If you like teasers, there's an interesting programme on Radio 4 on Mondays at 6.15 called 'What's it all about'. Some of the situations are good, but not many.

PUZZLES AND PROBLEMS

Millions of correct solutions to last issue's problems and I'm glad I said the 'first' correct solution for the prize and not 'every' correct solution. It was of course, impossible to cover the chess board completely for each domino would have to cover 1 black and 1 white square and there were more black than white. Several people pointed out that it could be done by chopping one of the dominos in half but while this isn't forbidden by the rules as Chas laid them down, I claim that the answer is ineligible as you would no longer have 31 dominos, but 30 dominos and two, er, monimoses (?). I could prove it possible by pointing out that a domino was a monk's hooded cloak and that by careful folding it would indeed be possible to cover all 30 squares, but I don't suppose you'd wear that would you? Looks like I'll just have to part with the prize. Damn. Congratulations Andy Davidson, this issue comes to you, for postage only.

The 'Bird in the hand' one was a little bit obvious wasn't it, but nevertheless it did manage to catch a few people. For those that couldn't find a fault with it, go back and read it again slowly. Then count the 'the's. Oooh, don't you feel a fool!

Now for this issue's puzzle and it's a welcome return by Tantalus.

The six of us, -Andy, Bob (that's me) Clive, Dave, Eddie and Frank - decided to have a Formula One Championship, consisting of four races. Each of us would have a different coloured car in each race. To make it fair, those who had the Yellow car in one race would take the Blue car in one of the other races. The winner of each race would score 6 points, the second place would score 5 points, and so on.

It soon became apparent that Clive and I were embroiled in a personal battle of attrition. Clive pipped me on the post to win the 1st race. In the 2nd race I overcooked it in the Green car and finished last. Thus I voiced my pleasure loudly when I won the 3rd race with the red car, and saw Clive spin-off and suffer the same fate as I had in race No. 2. Should have kept my big mouth shut, because he blocked me throughout the last race and wouldn't let me pass. But he didn't win the Championship, and neither did I. We were both so busy pushing each other that the eventual Champion passed us both on the last corner in the Orange car to win the race and pip us both!

What of the others? Dave finished 4th in each of the last 3 races. Andy finished last in the 1st and 4th races. Eddie had the best result with the Black car. The Yellow car, which won the first race, finished progressively one place lower in each successive race. The Green car was never higher than 5th. The Orange car was never out of the first three. Oh yes, and I had the Black car in the last race, and poor old Blue was never in the first two.

So, who was the Champion? What were the cars he drove in each race, and what were his positions in each race. ((Sort of sitting, cramped behind the steering wheel? Oh, I see what you mean. Sorry))

RESERVES PROMOTED TO 1ST XI

West Ham: Innes to 6. Bolton: Lee to 8.
 Ipswich: Osborne to 5, Turner to 8. Workington: Spencer to 4.
 Leeds Utd.: Rawlings to 8 (GM) (Thornycroft is already in team at 11).
 Walton Cloggers: Fitton to 7. Sporrans A.: Squeers to 3.
 Satans Bastards: Hugh Jampton to 4. MPBU & BBLU: Hawkes to 10.
 Derby County: Cusson to 11 (GM). Ilford Town: Schwarz to 3, Arlott to 10.
 Peover Celtic: Stoneham to 1, Charles Xif to 4.
 Satans Bastards: Moriarty to 7.

MISCELLANEA

No orders received from Watford, Newcastle and Derby.
 London Welsh are renamed ILFORD TOWN.
 Workington's unknown player, signed last issue, is christened Bung Wun In (ex-Tokyo Imperials) and is made a forward.
 MPBU & BBLU's Arnold was sent off last time and so is suspended for three weeks.
 Biggles, Petit and Rattigan settle their differences with their clubs and return to their respective reserve benches.
 Joe Mercer reclaims the captaincy of Everton.
 West Ham's joint leading scorer is Veale
 West Ham's Taverne was out for 1 game and is now available for selection.

Should a player receiving an international call already be yellow, nothing happens. There is no grade higher than yellow.

The Newcastle unknown player signed last time is named Sellors and is made an Half-back (GM).

There were NO non-league yellow players available last time.

Bids for unsettled reserves come direct to me - if they are in excess of the current reserve price for that colour of player the highest is accepted. If any T/M wishes to set a lower reserve price in respect of any of his players he may do so, but he may not set a higher price.

Teams may be selected conditional on the result of transfer bids.

Only two team changes per match are allowed except in exceptional circumstances - SPORRAN ACADEMICALS therefore play this match with only 10 men as they are unable to replace the transferred Dean. Sorry Ian.

Satans Bastards Manfred von Richthofen is a forward (not a half-back, Zebedee therefore retains his first team place for this game).

Peover Celtic Howell, you didn't enclose the copy as you stated and I'd like to see it before making a decision. I probably gave you levels after the first match. Did I say that?

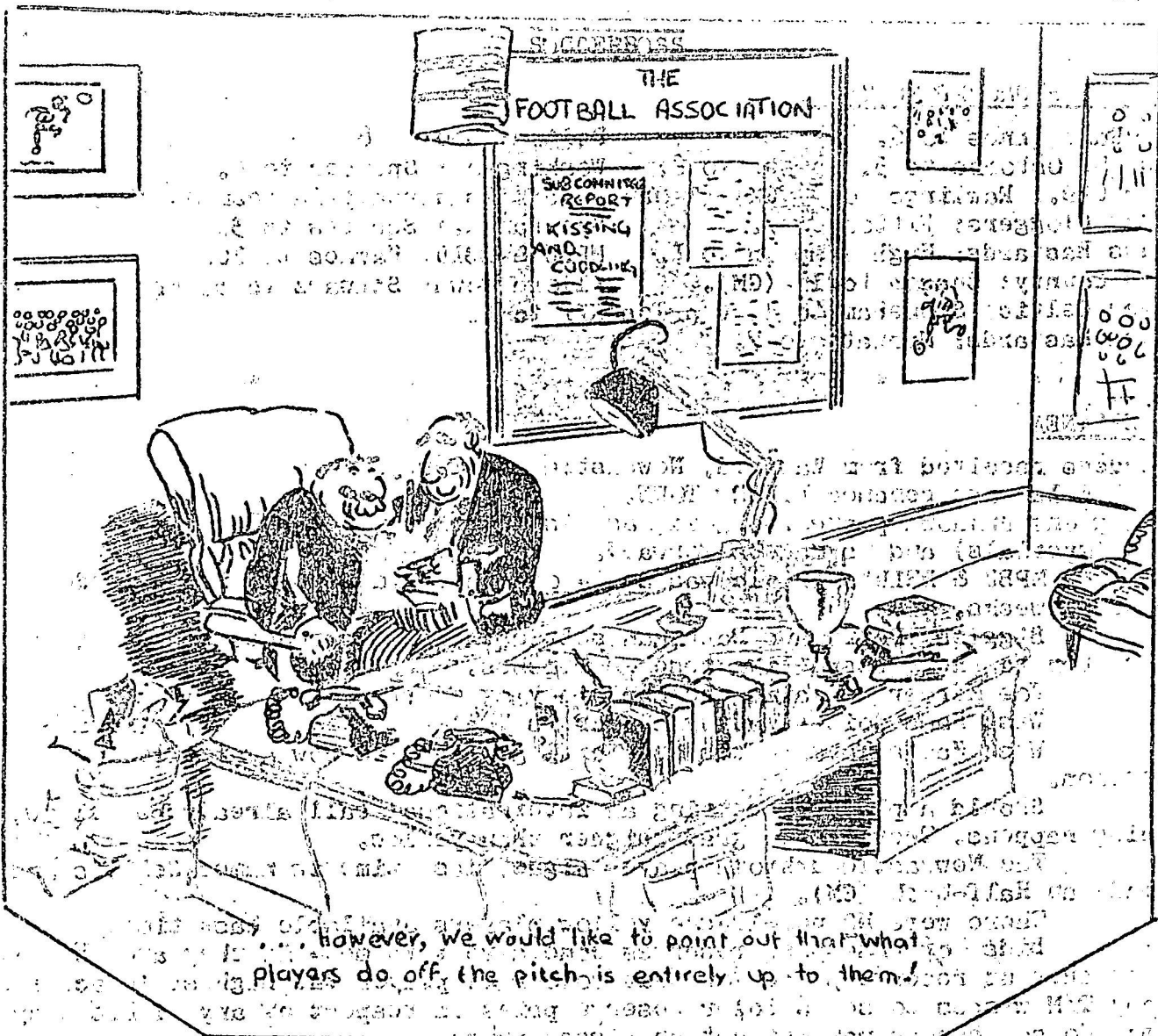
Players returning from injury, suspension etc. after this match are as follows: Satans Bastards Hornblower (B), Derby County: Penny (B), Peover Celtic: Deakin (B), Leeds Utd.: Lawson (F), Harman (F), Brentford: Finch (F), Ormandy (HB), Manchester United: Raymond (F), Workington: J. Buzzard (F), Walton on Thames Cloggers: Devonshire (HB), MPBU & BBLU: Whitelaw (F), Everton: Kilpatrick (F), Sporrans Academics: Gamp (G).

There was an error in last issue's league tables in that Everton should have been in 2nd. place on goal average.

For the purpose of computing attendance figures and income, teams tying on points with an identical goal average will be treated the same. i.e. the four second division teams tied in fourth place this time will each be treated as being in fourth place.

Willys dice idea suggested last time was rejected by a majority of just one vote and will therefore not be instigated.

My apologies if some of the above appears a little cryptic, but it should all make sense to someone, take my word for it.



however, we would like to point out that what players do off the pitch is entirely up to them.

TRANSFERS

- Sporran A. to Everton: W.R. Dean (F) for £55,000 (into team at 7: Colour:)
- Everton to Sporran A.: Lawson (G) (player exchange for Dean (into team at 1: Colour:)
- Liverpool sign unknown player for £20,000: no name or position, please advise by next deadline. (Colour:)
- Brentford to Workington: Alport (B) Player exchange for Maclean (into team at 2, (Colour:)
- Workington to Brentford: Maclean (HB) player exchange for Alport (into team at 6: Colour:)
- Walton on Thames: Cloggers to bank: Angell (B) for £5,000 (Colour:)
- Sporran to bank: Tracy (HB), Pirrip (F), Tappert (F) for £5,000, £5,000, £5,000.
- Luton Town sign Unknown player for £20,000: no name or position, please advise by next deadline (Colour:)
- Peover Celtic to Bank: Glyne (HB) for £5,000 (Colour:)
- Peover Celtic sign unknown player for £20,000: Name Dog Face Riley (HB) (Colour:)
- Red non-leaguer to Walton for £141,000: Name Amperband, into team at 5 (Colour:)
- Blue non-leaguer to MPBU & BBLU for £60,000: Name Georgie Worst (F) into reserves.
- Workington to Ipswich: Scanlon (F) for £85,000 into reserves (Colour:)
- Sporran to Ilford Town: Winkle (F) for £40,000 into reserves (Colour:)

THE WORLD OF TEKUMEL

The Empire of the Petal Throne

For this issues article I will try to concentrate more on the mechanics of the game than the background and I think that an interesting way to do this will be to follow a character through the early stages, from his arrival in Jakalla onwards.

Prior to the introduction of our character to the game though there are certain of his (or her) characteristics that must be determined, which will influence his choice of profession and his progress through the game. These characteristics are determined by rolling percentile dice against tables supplied in the rules and recording the scores obtained. In each case, the higher the score, the better equipped in that category the character is. There are six characteristics in all to be determined, these being Strength, Intelligence, Constitution, Psychic Ability, Dexterity and Comliness. For a person to become a Warrior, strength is the important one, Intelligence for the priest and Psychic Ability for a magic-User.

Strength The stronger a character is, the more damage he will inflict upon his opponent if his blow strikes home and he will be able to use larger and heavier weapons. If he is really strong 90 points or more, he will even be able to wield one of the mighty two-handed broad-swords commonly associated with the barbarians of N'lyss.

Intelligence. This is the characters ability to think and to use weapons, technological devices and spells. If a character rates a low score in this department he is likely to just swing wildly in fights and consequently do less damage with any blows that do strike home than would a character with a little bit of common sense. A character of reasonable intelligence would have the sense to aim his blows for points of his opponents body where they were going to hurt and do a maximum of damage

Additionally, anyone with an 'intelligence' of over 80 will have a 40% chance of spotting secret doors and a genius of 90 or more will spot them 60% of the time whilst also having a 40% chance of detecting traps. It is up to the referee to decide in respect of other actions whether a character would have sufficient intelligence to act as ordered and to ensure that he doesn't act out of character.

Constitution. This is the persons ability to withstand punishment in battle and his ability to recover from wounds or be resurrected by a Priest or Magic-User.

Psychic Ability. This is the persons ability to use the various magical spells in the game and the higher a persons score in this department the more chance he has of any spell actually working.

Dexterity. This is a characters agility and his ability to parry blows etc. Characters of low dexterity may well find their weapons striking the wrong target during melees and their spells are also likely to go astray. A bow and arrow or any other missile firing weapon can be a very dangerous thing to entrust to a character who is all thumbs, particularly if you are fighting in front of him when he decides to fire it.



The final characteristic is Comeliness and this is simply the 'beauty' or 'handsomeness' of any character. Persons with low scores are ugly and may even be repugnant in appearance, whilst those with high ones are handsome or beautiful depending on sex. It is these characters that may become 'courtesans' or 'Don Juans'.

Once these six characteristics have been decided they remain with the character throughout his life, although there is a small chance that one or more of them will improve slightly as time goes by.

For some of the scores achieved in the characteristics above, players may find that they have obtained + or - scores on the 'HIT' or 'DAMAGE' dice. Briefly the 'HIT' dice are the amount of six-sided dice a character may roll to obtain his 'HIT' total i.e. the amount of damage he can take in a fight before he is killed. The 'DAMAGE' dice are the number of dice, either 4-sided or 6-sided a character may roll to determine the amount of damage his blow inflicts upon his opponent. We'll go into all that in a little more detail later on.

Right, we've rolled for our character and have obtained scores of Strength 40, Intelligence 85, Constitution 49, Psychic Ability 67, Dexterity 30, Comeliness 57. Hmm, below average strength and dexterity means our character is going to have very little use as a warrior so it's a toss up between a Priest or a magic user. I think we'll settle for a Priest, but with a dexterity score of 30 we're going to have to be careful when we go casting spells! Overall we achieved a - 1 on the HIT dice, and a + 1 on the damage.

Next we'll need a name for our character and obviously it will be better if we can find him (or her) one with a nice Tsolyani ring to it rather than an Earth type Tom, Dick or Harry. This we can do by using Professor Barkers guidelines as published in TSR Review No. 4 and after lots of rolling of the dice we come up with Ukshén. Now we need a sex for our character and choice of this is entirely at a players discretion. We'll make Ukshén a male. We must then decide what God he worships and whether his alignment is with 'Good' or 'Evil'. There are five 'Good' Gods with their five cohorts and five 'Evil' Gods also with five cohorts. Once a player has decided on his god or cohort, and he is at complete liberty to select, he must remain faithful throughout his life unless he is prepared to go to the Temple of one of the Gods of the opposite alignment seeking permission to change. He must offer a fee to the God concerned, which is likely to be high, and he may also be asked to remain at the Temple for up to a month learning the doctrines of the deity.

We will make our character 'Good' and make his God, 'Belkhanu, Lord of the excellent dead, Master of the Paradises of Teratané, Opener of the gates of Heaven.

Whether the Gods are really that or whether they are simply powerful beings from another plane is not known, but they certainly do exist. Players finding themselves in particularly difficult situations may call to their God for Divine Intervention and there is a chance, which increases with the level of the person doing the calling that the God will respond. The problem is though that the Gods are not always happy to be called and even if one does take the trouble to appear, there is a chance that he has done so simply to exact retribution against the caller!!

Characters of good alignment may never consort with evil ones, but this does not mean that they must automatically attack if there is an encounter. Good characters will never attack another good character, be it either a fellow man or one of the other intelligent species on the planet. Evil Characters may never attack each other within their party but are certainly free to attack other evil characters they encounter. Of course at the end of an adventure, as the party splits up an evil character is free to attack even his ex-companions.

We've decided already that Ukshén is to be a Priest, and now we must determine what his HIT dice total is. A check of the tables shows that a first level Priest can take 1 hit dice and on rolling this a score of 5 is achieved, not bad at all.

Our character is now almost ready to move into the game but first we must do just a little more to give him a little background and a bit of knowledge gleaned in his homeland before he left. A roll of 19 on the percentile dice tells us that Ukshén left his homeland with knowledge of two Priestly skills. These are the knowledge of two ancient languages, N'lysea and Ancient Salarvanyi, and the ability to throw a simple spell, that of creating light (to make his body glow with a soft radiance). Another roll on the percentile dice scores 26 and tells us that Ukshén was able to learn only one skill before departing home, and looking at we've got to choose from, we select 'Tanner'. It might come in handy during our new life.

Our character, Ukshén, is now complete and ready to enter the game.

The year is 2354. It is the 14th day of Langala. The planet is Tekumél. The country is Tsolyanú. Enter a rather ragged looking Ukshén in a small boat which has carried him across the sea from his homeland. He steers it into the busy harbour of Jakalla and ties up to a busy quay. All he has to his name is the boat and 37 Kaitars (the Kaitar is the unit of currency of Tsolyanu, a gold coin). Next issue we'll take it from there.

Well, were drawing to the conclusion of another Chimaera and I'm going to restate my warning of a few issues back, they we may soon have to switch to a four weekly appearance. 3 weeks for you to do your diploming and two week-ends (three actually counting S/boss & Kingmaker (if it lasts)) for me to get it out. There are two reasons for this. One is that now that spring is here I've got to do something with the garden (and it's a !@**@&!! big one) and two, as things are at the moment I am having to miss my game of football once every three weeks. I didn't mind that, but when the team start getting better results in the weeks I'm missing I begin to worry about my place! Still, we'll see how it goes, but don't be surprised if one of these days Chimaera is a little late in arriving.

PHERNETIC SKRABBAL as Chas Bedford on the waiting list. Can we have an opponent? Next issue we have as a supplement a new game based on the Formula One postal rules and designed by Bob Chapman. Called 'Demolition Derby' and based on stock car racing, Chimaera will be worth getting just for that!

Thanks to everyone for the for the birthday wishes and particularly cards. They made the passing of another year on the road to 30 much more bearable. !!!!!!!!!

Pete Lindsay recalls a survey Frigate did a couple of years back in respect of who's who, how old they are and what they do for a living. It helps fill in the picture as to who you're writing to if nothing else. Want to try it? Send me the information along with anything else of interest and I'll put it together as a supplement. Linda Pomeroy, I don't suppose you could let me have about 80 photographs to send out to your admirers! No? Oh, well, they'll have to use their imaginations.

Don Turnbull (of Courier fame) is shortly to have a sale of a large section of his games collection. Look out for details in the next 'Owl & Weasel'. (He's hanging on to 'Third Reich' Bob, I asked him).

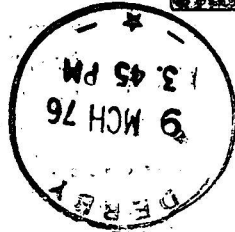
How about a swap shop for games in Chimaera though? Let me know of any games you have that you'd like to sell or exchange along with details of any games you'd like to obtain and we'll run an ad in Chimaera. Once we've found a buyer and a seller I'll put you in touch with each other and you can sort out details from there. Don't send any games to me for onward despatch, it'd cost us a fortune in postage.

Right, first ones over the page...

Doug Pringle has copies of 'Bastogne' and 'Grant' he wishes to dispose of (for cost of postage)

I have RGI-Athol 'Creature Features' that I'd be interested in exchanging also perhaps 'Foxbat and Phoenix Phantom' (SPI).

Does anyone of have an Avalon Hill 'Third Reich' they'd like to sell/exchange?



DEADLINE FOR ISSUE 14 IS FRIDAY 27TH MARCH 1976
SOCCERBOSS/KINGMAKER/FORMULA 1 - ONE WEEK BEFORE I.E. 20TH (Don't give them me at Daves, I hope to have got a lot of Soccerboss done by that time)

I still want articles and cartoons - please.

PRINTED PAPER Reduced Rate
Reduced Rate PRINTED PAPER



This is the 13th issue of Chimaera and it has come all the way from Clive F. Booth of 71 Clara Mount Road, Langley, Hleanor, Derbyshire DE7 7HS. UNITED KINGDOM.

Walt W. Buchanan

RR. 3

Box 324

kebanon

Indiana 46052

U.S.A.

WAR OF THE RINGS
Era Diplomacy variant by
Jeff Key

Reprinted as a supplement to Chimaera

8/3/76

Except for the differences noted below, the rules of the game of Diplomacy as defined in the 1971 edition of the rulebook will control the progress of the game.

2. All the pieces in play at the start of the game are armies. Initially there are three strengths of armies deployed, these are: single armies, designated (SA), Double armies (DA) and one triple army (TA). Each has a supply requirement of one centre and has a strength of 1, 2 or 3 when attacking or supporting. No further multiple armies may be built during the game nor may one of these units be rebuilt if it is annihilated.

3. The starting positions and pieces of the respective powers are as follows:

- MORDOR:
 - TA in Barad-Dur (Sauron)
 - DA in Isengard (Saruman)
 - DA in Mount Gundabad (The Great Goblin)
 - DA in Minas Morgul (King Ringwraith, Lord of the Nazgul)
 - DA in Udun (The Lieutenant of the Tower of Barad-Dur)
 - DA in Moria
 - DA in Dol Guldur
 - SA in Umbar (The Corsairs)
- ROHAN:
 - DA in Edoras (Theoden)
 - SA in East Emnet (Eomer)
 - SA in West Emnet (Erkenbrand)
- GONDOR:
 - DA in Minas Tirith (Faramir)
 - SA in Pelargir
 - SA in Dol Amroth (Prince Imrahil)
- THE MEN OF THE NORTH:
 - DA in Dale (King Brand)
 - SA in Esgaroth
 - SA in Bree
- THE ELVES:
 - DA in Lorien Wood (Celebrn)
 - SA in Mirkwood (Thranduil)
 - SA in Rivendell (Elrond)
- THE DWARVES:
 - DA in Erebor (King Dain Ironfoot)
 - SA in Ered Luin II

4. A special piece, THE RING, begins the game in the Shire. This piece does not require the support of a supply centre and belongs to no player at the beginning of the game.

5. 'Tolfalas' is both a sea and land province.

6. There are 4 seasons to each game year. These are Tuile (spring moves), Laire (summer ring transfers), Yavie (autumn moves) and Hrive (winter builds/removals and ring transfers).

6. The ring may be moved with a unit that starts its move from the same province; or it may be left behind as the unit moves. The only other way that the ring may be moved is during Laire or Hrive, when the unit with the ring may transfer its possession to a unit in an adjacent province. As these ring transfers take place after builds, a newly built unit may be utilized to transfer the ring during Hrive.

If a unit in the same province as the ring is forced to retreat, the ring may be carried with it if the player so declares. If not the ring is assumed to have stayed in the vacated province.

If a unit in the same province as the ring is annihilated, the ring is assumed to have been left in the province.

is assumed to have been sunk at sea and can only be recovered by a double or triple army of Mordor. A unit may deliberately 'sink' the ring by so ordering and that order may be in addition to its regular order. However, it must be sunk in the sea province in which it began the move.

9. Any player who has a DA in the same province as the ring (except where the ring is 'sunk') may declare during any season that he is 'putting the ring on'. From this point on, the ring cannot be separated from the DA except by elimination of the army. Should this occur, the player losing the ring is out of the game and his units are thrown into civil disorder. They may neither move nor support but may be supported by another player. The next owner does not automatically wear the ring but must make the decision himself as to whether or not to put it on.

When a DA is wearing the ring it is converted to a TA (or against Mordor a 4A (quadruple)) and renders the army invisible. The invisible army is ordered to move as a normal army but its moves are not published unless they result in conflict. In this case the results of the move are published but not the position of the unit itself.

10. Any army in a coastal province (including Tolfalas) may build a 'bunchaboats' during any movement season provided the army does not attempt to move, support and is not attacked. Any number of 'bunchaboats' may co-exist in the same province. An army in a province with a 'bunchaboats' may move with it out to sea or to an adjacent coastal province. 'Bunchaboats' may never be moved inland and no more than one may be moved by an army during a season. Boat-bunches contribute nothing to battles. They may be destroyed by an army doing nothing else for one season, as with building and no more than one is allowed to be destroyed in a single province during a season. Armies at sea in boat-bunches may not fight other armies also at sea in boat-bunches. Any number of armies may exist simultaneously in a single sea province in separate boat-bunches.

11. There are 3 ways to end the game:
- A) A player not 'wearing' the ring succeeds in moving the ring to Barad-Dur and thus destroys it in Mount Doom.
 - B) The Mordor TA (Sauron) is removed from the board.
 - C) The ring and the Mordor 3A get into the same province or sea space together... thus giving Sauron unlimited power.
- In the first two, Mordor loses and the winner is the player, other than Mordor, who has the strongest forces... counting DA's as double but deducting four units from the total of the player who is 'wearing' the ring (if any). In the third case, Mordor is of course the winner.

1. Only Goblins, Ents and Dwarves may enter the mountain areas!

13. Mordor may build units in Mt. Gundabad only if the Goblins gain a new centre, or have lost a unit and not lost a Goblin supply centre.

14. The first Rohirrim army that occupies Fangorn Wood successfully has the option of converting itself to an Ent army during Hrive. This Ent army remains under the control of the Rohan player, but must move to Misty Mountains III immediately (in Tuile) and thereafter begin attacking Isengard. Once Isengard has fallen, the Ent army reverts to its previous strength as an army of Rohan.

15. Rule 9 does not apply for the Mordor player. None of Mordor's armies may put on the ring except Sauron himself... in which case the game ends with Mordor the winner.

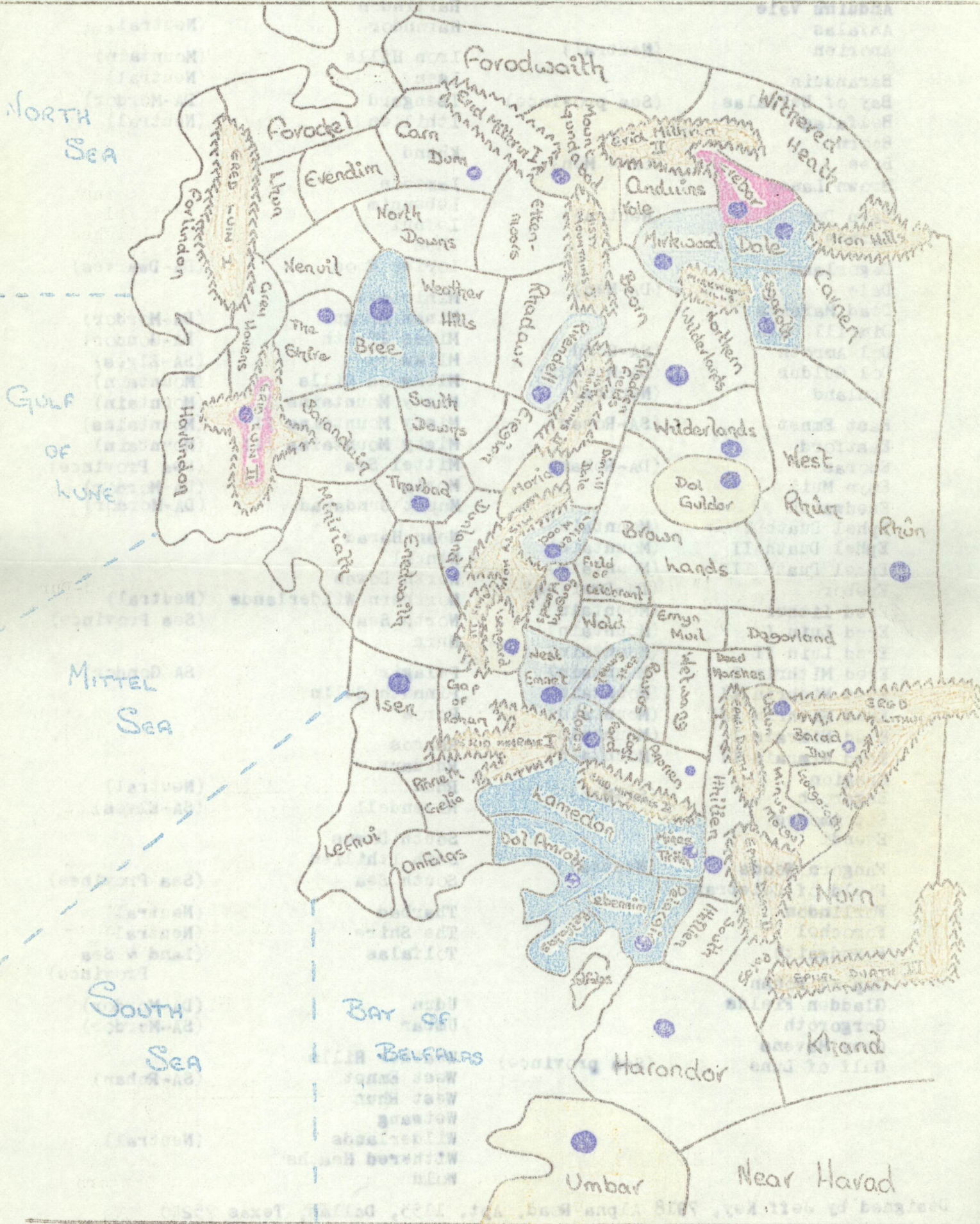
16. Strength comparison:

	Mordor	The World	Rohan	Gondor	Elves	Dwarves	Men
Number of units	8	14	3	3	3	2	3
Total strength	16	19	4	4	4	3	4

17. Neutral supply centres (13): Anorim, Harondor, Wilderlands, The Shire, Dagorland, Isen, Northern Wilderlands, Beorn, Carn Dun, Ithilien, Fangorn Wood, Rhun, Tharbad.

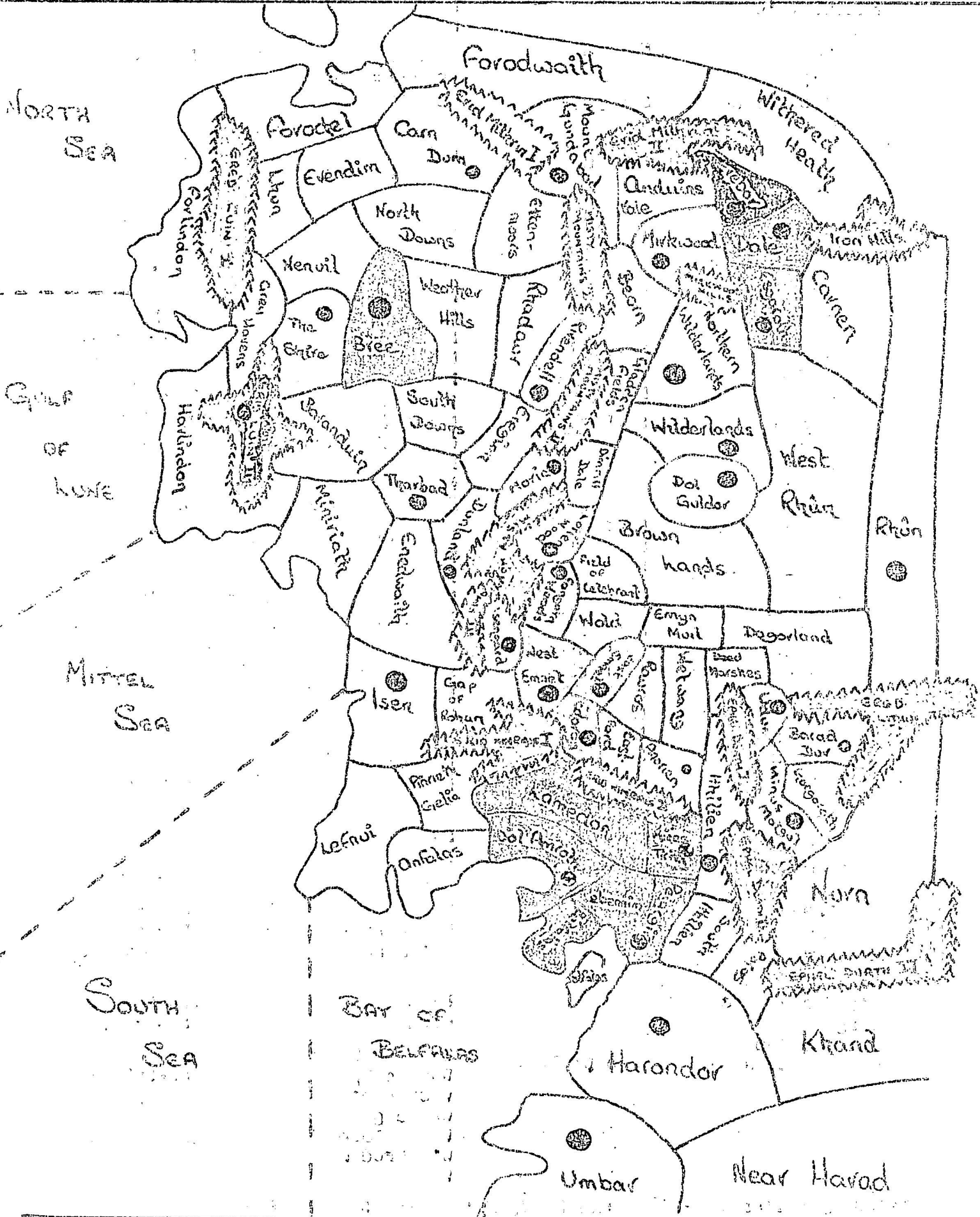
YEAR:

SEASON:



YEAR:

SEASON:



Anduin's Vale		Harlindon	
Anfalas		Harondor	(Neutral)
Anorien	(Neutral)	Iron Hills	(Mountain)
Baranduin		Isen	(Neutral)
Bay of Belfalas	(Sea province)	Isengard	(DA-Mordor)
Belfalas		Ithilien	(Neutral)
Beorn		Khand	
Bree	(SA - Men)	Lamedon	
Brown Lands		Lebennin	
Carn Dun	(Neutral)	Lefnui	
Carnen		Lhun	
Dagorland		Lorien Wood	(DA-Dwarves)
Dale	(DA-Men)	Mindiriath	
Dead Marshes		Minas Morgul	(DA-Mordor)
Diarill Dale		Minas Tirith	(DA-Gondor)
Dol Amroth	(SA-Gondor)	Mirkwood	(SA-Elves)
Dol Guldur	(DA-Mordor)	Mirkwood Hills	(Mountain)
Dunland	(Neutral)	Misty Mountains I	(Mountain)
East Emnet	(SA-Rohan)	Misty Mountains II	(Mountains)
Eastford		Misty Mountains III	(Mountain)
Edoras	(DA-Rohan)	Mittel Sea	(Sea Province)
Eryn Mui		Moria	(DA-Mordor)
Eredwaith		Mount Gundabad	(DA-Mordor)
Ephel Duath I	(Mountain)	Near Harad	
Ephel Duath II	(Mountain)	Nenuil	
Ephel Duath III	(Mountain)	North Downs	
Erebor	(DA-Dwarves)	Northern Wilderlands	(Neutral)
Ered Lithui	(Mountain)	North Sea	(Sea Province)
Ered Luin I	(Mountain)	Nurn	
Ered Luin II	(Mountain)	Pelagir	(SA-Gondor)
Ered Mithrin I	(Mountain)	Pinneth Gelin	
Ered Mithrin II	(Mountain)	Poros	
Ered Mithrin III	(Mountain)	Rauros	
Ered Nimrahs I	(Mountain)	Rhudaaur	
Ered Nimrahs II	(Mountain)	Rhun	(Neutral)
Eregion		Rivendell	(SA-Elves)
Esgaroth	(SA-Men)	South Downs	
Ettenmoors		South Ithilien	
Erendi		South Sea	(Sea Province)
Fangorn Woods	(Neutral)	Tharbad	(Neutral)
Field of Celebrant		The Shire	(Neutral)
Forlindon		Tolfalas	(Land & Sea Province)
Forochel		Udun	(DA-Mordor)
Forodwaith		Umbar	(SA-Mordor)
Gap of Rohan		Weather Hills	
Gladden Fields		West Emnet	(SA-Rohan)
Gorgoroth		West Rhun	
Grey Havens		Wetwang	
Gulf of Lune	(Sea province)	Wilderlands	(Neutral)
		Withered Heaths	
		Wold	