

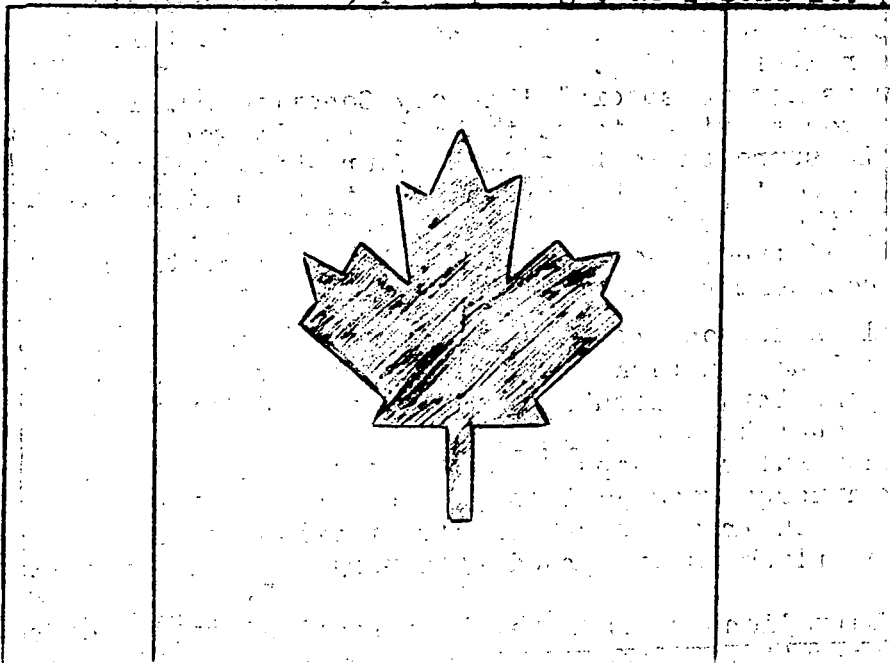
Welcome friends, and others, to this, the 27th issue of that wonderful wonder 'zine Chimaera. Once again bought to you from the foothills of the peak by Clive F. Booth of 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS, United Kingdom. Cost, to you my boy, 4p per sheet or 3p for 8 pages, why don't I give it away?

For newcomers let me point out that this is a magazine of postal games playing and postal nonsense, produced once every four weeks as regular as clockwork. To subscribe you send me any sum of money over £1 and I deduct the cost of each issue, plus postage, as I send it. Now what can be easier than that?

Co-editor of this masterpiece and chief debt collector is Boot, the wonder-dog, the most intelligent dog in Christendom.

Oh, I suppose I'd better tell you. I can hear your brains grinding from here as you wonder, "What the hell has he got a picture of the Canadian national flag decorating the cover for?"

Well, it's simple, or I'm simple, for every time I see the flag all I can see is two very angry men having very harsh words with each other. I'm sure that you'll see them too, if you look



hard enough. In other words it's just another optical illusion or whatever they're called with which the covers of recent Chim's have been adorned. Certainly they're creating interest and generating a fair amount of letters, but those we'll put in their proper place in the letter column of either this or next issue.

Do readers know of any other similar sort of drawings to those that have appeared recently? If so, please send them along, I'd like to see them and they might even prove useful for future covers.

3 inches or so to the bottom of the page, so let's see if I can't think of a few irrelevancies to keep talking about to fill the space. Firstly, remember the American TV weather forecaster, Frank Field, I was on about last issue? The guy who was paid £70,000 a year for giving the forecasts pointing out cold fronts with his pet dogs paw? Well, I'm now informed that his directors forced him to drop the idea as it was childish. May I congratulate them on their decision. Ah, but the story doesn't end there, Frank Field gave the dog to his son, Storm Field (fancy going through life with that name! Ye gods....), who was a forecaster with a rival network. Now all the discerning tele-viewers in that part of the States watch Storm and the pooch, with the effect that Frank Fields network is in trouble because viewing figures are down..... And I'm assured that the whole story is true!

Some readers will be getting flyers with this issue for a new fantasy magazine from Bryan Ansell. Unfortunately I don't have sufficient to go around everyone, so I'll send them to people I think will be interested. If I miss you, yell.

TOO SEE OURSELVES AS OTHERS SEE US

The column that tells the truth about what we actually think of people.
This issue.

...**ALLAN J. OVENS.**

PER ARDUA
AD ASTRA.

O.K. Allan, are you going to be able to take it? This is what your friends, and I use the term loosely, really think about you.....

Allan Ovens? Ah, yes, I remember, he's the one who's always in trouble with the flying squad. I believe I have met Allan in person - I say believe, because he crushed my fingers so much when we shook hands I passed out and can't remember a thing about the next half hour.

I could say that looking at Allan you'd never know he was in the R.A.F., only I'm trying to cut down on the sarcasm so I won't. Actually he looks like he's just stepped off the wing of a Sopwith Camel or something - no, make that he looks like he just stepped through the wing of a Sopwith Camel. His rank is obviously taking its effect; I understand that his pencil-line moustache is now allowed to become a handlebar under R.A.F. regulations. He seemed pretty cheery too when we met, but whenever you see pictures of Hitler he's always smiling as well.

All in all, I think that Allan would do better to be in the 18th century in France, battling it out with all the other ~~idiot~~ people who play En Garde. The only way he's going to get his wings in this day and age is to throw himself from the bomb-doors of a Lancaster at 2,000 feet.....

CRIPPEN

Allan Ovens: the name instantly brings to mind an image of a lad who, at a very young age, threw away his life and joined the Royal Airforce. You can just imagine him, stood there in his uniform, proud, looking just like a character out of the En Garde game he runs. The hours of toil that he puts into that game must take it out of him and reduce him to a thin, grey-haired man with a limp.

UNSIGNED

((I've got to ask. Why didn't you finish the last sentence? Now we're all wondering what he's got that's limp....))

THE LIFE AND TIMES OF AIR-VICE MARSHALL SIR ALLAN OVENS, DSO & BAR.

Honest, capable and a thoroughly nice chap is our Allan. He is not one of the effete, ignorant, unwashed who haunt our once great centres of learning. No, young Al (as he likes to be called) is bravely out there serving Her Majesty. ((You mean he's a waiter?)) What an example of self-devotion, how I wish certain other conchies and left-wing pinkoes could say as much. Tall and well built, young Al sports a fine moustache in the tradition of his arm of the service. Born at Ovens Towers in Manchester, Al is the eldest son of Sir Eric Ovens the well-known industrialist and brain-surgeon and Dame Cicily Ovens (nee Brown-Windsor) eldest daughter of the Earl of Porchester.

Al attended the Royal Free Grammar School where he won a scholarship to Oxford and won fame for his squaring of the circle. Nevertheless, he has some blind spots in his chosen subject. Would that he could comprehend the basic theory of chance which is taught to all A level statistics students. No-one else could believe that throwing four sixes in a row was mere chance! Allan is a keen Dippy player and as such is deplorably untrustworthy, I am assured this is because he is expressing the pent-up emotions his rigorous code prevents him revealing in real life.

Soon to be promoted to Flight-Lieutenant (hopefully not to be the butt of those ridiculous buffoons Booth and Vasey), Allan is on the beginning of a very fine career. I am sure we would also all like to complement him on his up-coming engagement - I have met Judith and she will make him a fine wife.

JOHN PIGGOTT

Still with us, Allan? More over the page.....

ALLAN OVENS - A REMEMBRANCE

What can I say? A staunch friend in times of trouble.
A man of rigid and unbending morality.
A man whose integrity is beyond doubt.
A Games Master of scrupulous fairness.

Well, of course, the Trades Description Acts prevent us saying these things, but Allan will always be remembered around here as a stout supporter of the Acme Truss Co. Ltds First Division Hernia Team (Winners of the 1929 straining contest), as well as a lifelong subscriber to the Krutchwarmer Fund for retired concentration camp guards.

A serving officer in H.M. forces, Allan was until recently Catering Officer at R.A.F. Middleton. It was not until the rissoles and spam were occupying 3 hangers that the A.O.C. informed him that the camp had closed down in 1946.

Such terror did his name inspire amongst this country's enemies, that a stray Japanese patrol, emerging from the Epping Forest in 1975 committed hara-kiri by hurling themselves under a passing Toyota on sighting him passing by, dressed as Louis XXXI

All men have faults, but which among his contemporaries dare throw the first stone? Had it not been for his enforced six year stay at Happy Acres, Allan would have been as normal as you or I. All men, in any case, would like to imagine themselves as French Monarchs of the seventeenth century, although it is possibly going a little far to dress 'C' Flight, RAF Bishops-court as the Corps de Ballet de Versailles. Flt Sgt Groins in particular lodged a complaint with the Wingco that the leotards supplied were of too revealing a character.

Alas! Now our companion is no more, sucked into the air intakes of a Cl41 Starlifter, as under the amazed eyes of a visiting U.S.A.F. Ice Cream Lifting Squadron, he led 'C' flight in an amusing little skit, freely adapted from the Nutcracker. Corporal Mullard's Free Expression Dancing with the Aden gun pod proved to be the high spot of the afternoon.

A few testimonials from those who knew him;

Wing Commander Carstairs-Mellville: "With men like these, I could dare anything"

Lt.Co. Zabowski. USAF: "Jesus....."

Corporal F.J.Kneespindler. RAF: "Here comes the b----- now"

UNSIGNED

And that's what we think of Allan Ovens, I'm adding no comments at all. We need now, a victim for the next 'To see oursels' spot, so let's have a think about who I can nominate....er, how about that cage-man from the Pits, DAVID TANT. Yes, he'll do, your impressions please for next issue, anonymous if you wish, on Dave Tant.

Oh dear, he did it, he actually wrote something and so now I must present, yes, that awful continuing saga.....

...IS CO-EDUCATION WISE

by Dick Bartle; Special Agent, Stephen Hatfield, Kedge Neuman, Linda Thompson, Dave Tant, Charles Vasey and.....STEVE WALKER.

The story so far; Ducksbreath Di Vasey, failed colonic irrigator and senna pod king, is attempting to convert Heinlein's 'Starship Troopers' into a musical revue. Mad Heanor impressario Lew Booth, sensing a smash hit, sends for Dave 'I've got a lovely bunch of coconuts' Tant, last of the Alan Whicker impersonators, to star as nude mobile infantry hero Garslake Von Craphauser. Meantime Dick Bartle, star of radio, and Wigan Hippodrome Soubrette, jealous of Tant's success, ditches his life long love, the pneumatic Linda, and cycles the 90 miles to Langley from his home on the Chateau D'if to induce swarthy Lord Lew to sack the upstart Tant. Unknown to them, Di Vasey, seedy publisher of 'P.Albion' a publication second only to the Japanese Declaration of War for its integrity, suspects trickery on Rabbi Booth's part and contacts his father, ageing Kedge Neuman, hospitalized with terminal acne, to cut Tant off from the Neuman inheritance. Hearing this, the Satanic Hatfield, 'eerie' comic star and world overland crab champion,

leaves his citadel in Novma Zemlya and is at present preparing to transfer from his Dutch Government bulb barge to a two seat yak for the overland journey to Derbyshire. Abu Ben Ovens, Milk Sheikh, and defender of the faith, his heart torn over the loss of his favourite houri Don Diegona, leaves his tents, to act as guide to the topi clad Hatfield who makes it known that he is in search of the legendary lost city of Wallz, a place of mythic proportion, where it is said, pork pies go to die. The prospect of immeasurable wealth tempts scheming divorcee Linda to enlist help from a wandering group of Dacotts (ex acolytes of Fu Man Lindsay). She encounters in a Wimpy Bar in Preston, where they were about to sell the Levantine proprietor a large slice of insurance against Assegai murder. Meanwhile, undaunted by the fact that Tant's underwear has been unchanged since 1934, the Booth expedition nears the oasis of Umers Knotte wherein dwells the dread Watz Un, Khan of the feared Darlington Mongols. Suddenly Lord Lew screams in anguish as a deadly arrow pierces his wallet.

Now read on:-

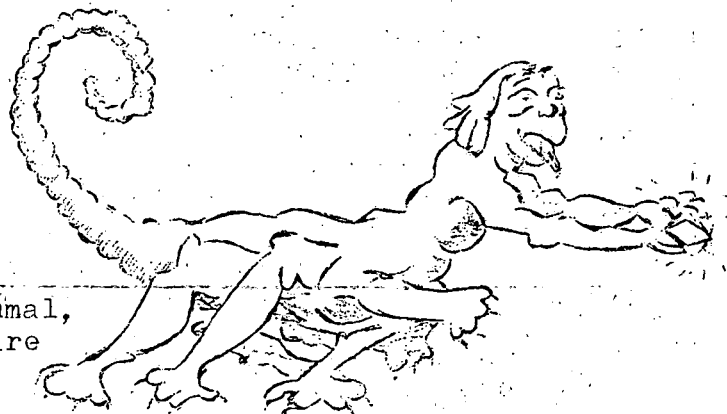
Sorry that's all we have time for this week.

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TÉKUMAL

THE EMPIRE OF THE PETAL THRONE



An adventure based on Professor M.A.R. Barker's fantasy world of Tékumal, and created by the TSR game 'The Empire of the Petal Throne'.

Part Ten

The Adhi'n Eng'shaur, carried along by the gentle northerly breeze, continued to cut it's way through the lightly rolling sea, past Point Kyné and then on into the straights between Vra and Thanuri. The crew proved a capable one and Gresh'ls choice of Doith'aihl Y'wa as first mate proved to be a good one. He had a reputation amongst the sea-faring community of Jackalla as a first-class navigator and seaman. His name was well known and he was respected by the men that now served beneath him. Sailing into the open sea was a new experience for many of them and without the prescence of a character like Doith'aihl in their midst, it was unlikely that they would have been tempted to join the crew.

Ukshén, even though a relative newcomer to Jackalla himself, had heard stories of Doith'aihl too as he'd spent the occasional evening with Qyshu at the Winemaker's Clan House, listening to the stories told around the open fire there as they sipped the wine and chewed the HMeq. Doith'aihl wasn't an hero or anything like that, his one claim to fame was that he was a member of an elite group of humans capable of steering a ship by the stars alone. He had the ability to take a ship from one port to another by the most direct route, cutting out the time consuming coast crawling that most of the human ships now did, and thus cutting weeks, or even months, from the journeys. Services of navigators such as he were much sort after by both the navys and the merchants of the human nations and they could draw an handsome wage for a single voyage. Ukshén had no idea what Gresh'l was paying him for this one, but he knew it would be several times in excess of anything the other 19 crew members would be getting.

It was the second day of the voyage before Ukshén finally saw Doith'aihl, and when he did he was quite disappointed. He hadn't given it a thought as to what the navigator would look like, but his sub-concious had formed a picture

of him as a huge heroic type, certainly far removed from the weedy little figure that Gresh'l was now introducing to him.

"Ukshèn, this is our first-mate and navigator, Doith'aihl Y'wa. Qyshù has suggested that it may be a good idea for you to spend some time with him during the voyage. He'll teach you a lot about the sea and it'll relieve the tedium and boredom of the voyage a little."

"Uh, Oh hello" Ukshèn replied nodding towards the thin, boney figure with lank, black hair, thin and straight to his shoulders. It crossed his mind that if they ran into a good storm this character would probably be snapped by the wind, but he went on, "Yes, I'd like that, though I'm not such a novice at seamanship as you may think. I did sail my own boat from Hyoim'guang to Jackalla single handed you know, 4 days and 3 nights on the open sea!"

Gresh'l tilted his head a little and raised his hand in acknowledgement of the fact that he had briefly forgotten Ukshèn's origins. Doith'aihl thought for a second or two and then asked, "Hyoim'guang? I don't believe I know it?"

"No, you won't" said Ukshèn, "it's only a little place, nothing there to attract anyone, it just happened to be my home. I left about 4 months ago seeking a better life, I just took a boat and sailed out to sea."

"Wasn't that a little rash?" asked Doith'aihl.

"I suppose it was really, I didn't know for definite what lay over the horizon, but I'd heard stories in the village from the elders about a land across the sea where men still lived as in the golden days, and where they didn't daily have to scrape an existence from the land. I wanted to go to that land, I wanted adventure and so....."

"SAIL!! SAIL TO THE NORTH!!". A cry from the crows-nest interrupted Ukshèn in mid-sentence, Doith'aihl had already left him and was heading for the stern of the ship. Ukshèn followed as fast as he could and he reached the stern rail to find that Gresh'l, Doith'aihl and P'khilu were already there surveying the sea behind them. More of the crew and passengers soon joined them, all straining their eyes against the golden glint of the sun as it reflected from the waves. It was the sharp, Pe Choi eyes of P'khilu who spotted it first, a fleck of white on the horizon, then it was gone. No, there it was again, and this time they all saw it. Another ship! And after watching it for several minutes it became apparent that it was sailing a course very similar to their own....and, what was more, it was gradually gaining!

Qyshù and Gresh'l adjourned to the captain's cabin for a discussion. Were they being followed? Or was it just coincidence that the second ship should appear so close behind them? Gresh'l knew the sea, he'd sailed it since a boy, and he thought it more likely that the meeting was more intentional than accidental.

"So, what do we do? asked Qyshù, nervously fingering the embroidery on his gown, "Can we out-run them, or maybe lose them during the night?"

"Night's our best chance" said Gresh'l thoughtfully, "we'll keep ahead of easily until sunset, then we'll just turn eastwards for a couple of hours, heave-to, and let them pass. They shouldn't present any problem even if they are trying to follow us or catch us. The moon rises late tonight, we'll lose them in the darkness."

"Seems I'm worrying unduly" said Qyshù, a trace of a smile on his lips, "I suppose it's because I'm not used to the sea..... What's wrong?"

Gresh'l had suddenly become erect and tense, listening intently. "Can't you feel it?" he said.

"No..... feel what?"

"The ship..... we've stopped moving, we're just rolling with the swell. Come on we'd better get on deck."

But before they had a chance to move, there was a knock on the cabin door and Chàgo, Qyshù's slave-boy, stuck his head around it.

"Excuse me, sirs" he said, "but Doith'aihl Y'wa says to tell you the wind's dropped and that we're becalmed."

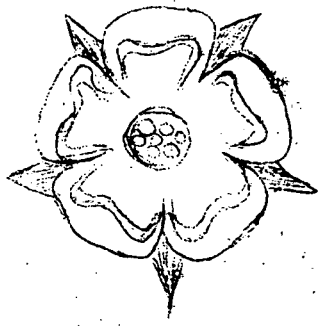
"Damn!" cursed Gresh'l, "of all the times for this to happen, it had to be now. Still, at least we know that if we can't make headway neither can our 'pursuers', we'll lose them when the wind picks up."

"No, sir, there's more!" Chàgo went on excitedly, "Doith'aihl Y'wa says to tell you the other ship is furling sails, but is still making headway towards us, says they've got rowers, sir, or magical powers!"

And that's your ration for this issue, who are the mysterious people, if they are people, following on the other ship, and if they are following why

do they seem to be so eager to catch up? The mystery will unfold next issue, or then again. may be it won't, just depends how I feel.... I might even have the other ship sink before it reaches them, then no-one will know what it was all about. Does anyone care anyway. Did England really teach the rest of the world how to play football? Will Margaret Thatcher really be the first female Prime Minister of Great Britain, or was it Lady Falkender? What am I talking about? Does anyone really care?

But enough, let's have a game adjudication or two.....



KINGMAKER

Turn 20

I now have from the players in this game, one vote for packing it in, one vote to pack it in but to continue if the other players want to go on, and one vote to continue but willing to agree to a fold if the other players don't wish to go on. Sort that lot out! Oh, and I also have one player who hasn't commented either way, but wished to end it when last we voted. Since it seems no-one wants to make the decision and general opinion is, or seems to be, 'I'll do what the others do', I'm going to take the decision myself and fold the game herewith..... Now I suppose you're all going to complain? Well, I have orders from all four remaining factions, something of a novelty in itself, so I'll hang onto them until next issue, then if it happens that you all think I've made the wrong decision I'll be prepared to reverse it. I know that seems a little airy-fairy, but I'm convinced half the players haven't got their heart in the game and this should shake them up either one way or the other.

The score as far as I am concerned is a honourable draw between Quixote's Windmill Bashers led by Ron Canham, Men United are supreme Society led by Richard Nash, the Royal Ratcatchers led by Ian Jones, and the Windsor Knights o'Nuff led by Dave Tamt.

I don't like folding games when you've all forked out a game fee as it doesn't seem fair and I always kick the cat when it happens to me. After a year of GMing I'm not going to refund it, but I'll be happy to give each a 50% reduction in their next Chim game fee as compensation (just remind me when the game starts, please), either dippy or non-dippy.

***** FORMULA ONE

Well, from one game in trouble we move onto another with its own problems. We've already had one car retire and this time we have another, Henry Motoring Crun. Boot has been driving this car for the last few turns on standing orders recieved from Crun, but as nothing has been heard from the cars owner of recent Ol' Boot has got fed up and has just pulled onto the grass verge.

Four remaining cars go into turn 44

	Start speed	New speed	Move	Tactic	Penalty	State of car	
						TW	RW
Y.Howes	120	140	C62-4			3	3
Bk.Nash	120	100	E51-56			7	2
Bu.Taylor	80	140	B48-55,C56-58	+4		5	1
O.Canham	0	60*	B47-49			3	0
<u>Turn 45</u>							
Haycart	140	120	C5-10			3	3
Blue Streak	140	160	D59,E60-2			5	1
Concorde	100	120	E57-60,F61,Pits	Faulty steering	miss move	0	0
Orange Flav	60	120	B50-55			3	0
<u>Turn 46</u>							
Haycart	120	80	B11-14*		BW1	3	4
Blue Streak	160	160	E3-11		Spin-off	5	1
Concorde	0	0	Miss turn			0	0
Orange Flav.	120	160	C56-2	+3	TW1 BW1	4	1

*This little symbol in your moves means you tested the GM's patience. Penalties for deceiving the GM in Chim are heavy, so look out you two. I sup-

pose you're going to say you don't know what I'm talking about, hah!. A likely story! Ron, you tried to play an 'acc 120' card, but you don't have one. You had two at the start of the game and used one on turn 27, the other on turn 37.

Bob, you only started with five tactic cards. You played a +4 on turn 2, a +3 on turn 5, a +2 on turn 9, a +3 on turn 31 and an 'acc 120' on turn 34. From where then did you get the +3 you tried to play this time? (And this, folks, is the guy who publishes sarky comments about Boot being unable to count.....)

Press

PRESS CONFERENCE AS PARSNIP PAUSES AT THE PILTS FOR A FAG.

Parsnip: Arr, yer quoitte roite. Oi can't lose this 'un. Oi calkerlate oi win noice an' neat loik on turn fifty-foive. It'll be fun to see if oi can lap ole Henry Falterin' Crun, if he keeps movin'.

TAG HILL

Well, since Crun has pulled up, you'll pass him next time, but I wouldn't rejoice just yet about the race being won. With the Blue Streaker travelling at a tremendous rate he could catch you yet! Only three spaces behind now!

CONCORDE - ALL

Ah well, one lap left, as we stand it does look like the Haycart will win; however my new driver Letim Havit assures me he will pull out all the stops ~~in Bob's car~~ in an effort to clinch victory. And he does have a trick or two up his sleeve.....

TAG HILL - CONCORDE

And he's going to need a trick or two to catch Bob. Pity about the droop-snoot breaking when it did, presumably that's why you've remained sub-sonic through-out the race?

!!
.....

WARLORD!

POSTAL WARGAMING

Part 2 of a series
of articles by
RICHARD NASH

Now that you have a basic idea about what the game is about, I shall go into detail about the theory and practice behind the actual rules, much in the same way Paul is doing with the Isle of Wight campaign. Basically, the CS forces are based initially in the six northern states: ANTRIM, ARMARGH, DOWN, FERMANAGH, LONDONDERRY and TYRONE. These states have a population of 300, 200, 250, 200, 250 and 300 thousands respectively (total CS population is 1½ million). The capitals of these respective states are: Belfast, Armargh, Downpatrick, Enniskillen, Londonderry and Dungannon.

The US states on the other hand, number 26 in all, and the total US population numbers 6,500,000 . The state, population and capital are given below:- (pop. in hundreds of thousands) - Capital in brackets.

- CARLOW-2-(Tullow); CAVAN-2½-(Ballyhaise); CLARE-3-(Ennis); CORK-3½-(Kinsale); DONEGAL-2½-(Letterkenny); DUBLIN-2½-(Dublin); GALWAY-3-(Headford); KERRY-2-(Kilcullen); KILKENNY-2½-(Callan); LEITRIM-2-(Hamilton); LEIX-2½-(Stradbally); LIMERICK-2½-(Ballingarry); LONGFORD-2-(Grannard); LOUTH-2-(Ardee); MEATH-2½-(Slane); MONAGHAN-2½-(Ballybay); OFFALY-2½-(Tullamore); ROSCOMMON-2½-(Tulsk); SLIGO-2-(Ballymote); TIPPERARY-3-(Thurles); WATERFORD-2½-(Portlaw); WESTMEATH-2½-(Kilbeggan); WICKLOW-3-Rathnew; WRAXFORD-2-(Enniscorthy); MAYO-3-(Ballina).

These towns can be found on any decent map of Ireland (Eire and NI) and I have just taken round figures in respect of the size of the counties/states. In reality, for the time, the figures are actually quite accurate in the majority of cases, and the total population for both CS and US is equal to real-life population for the island today - about 8 million.

Naturally enough though, every state has its own cities, villages etc. apart from the geographical features on the map itself. The GM will have a note of all these; naturally it would be wasteful to list all these for every village, state, etc, so to give you an idea of the numbers, here is a list of

population totals used for such things:

POPULATION SPLIT TABLE

Village: 100 people
 Town : 1,000 people
 City : 10,000 people
 Capital: 100,000 people.

As you can see, it is basically very simple to use, as are most of the rules (which, incidentally, are my own invention, are under copyright and may come out in print in 1977/78 with luck...! Price £1.50 or so - cheap.) However, a population is no use without some purpose in the game; and naturally the first thing that comes to mind is militia. But out of the 100 people in a village, how many could join? Surely a large % would be women, children and old people? So I invented an age splits table.

AGE SPLITS TABLE

<u>Year span</u>	<u>Male (55%)</u>	<u>Female (45%)</u>
0 - 20	10%	10%
21 - 40	25%	20%
41 - 60	15%	10%
61+	5%	5%

The militia will only take males between the ages of 21 and 40. Thus only 25% are eligible to join, and not all may do so; so the success of the application (if made) depends upon the militia rules, to be dealt with at a later date.

That's it for this issue; in part 3 I shall deal with order of rank - the same in each army, as well as organisation of the 3 arms; Infantry, Cavalry and Artillery (same for each Army, except for artillery, and based upon forces at the battle of Chancellorsville).

Anyhow, this will probably develop into a long series of articles; as regards a postal game, I wouldn't burden you with one without letting you see the basic theory first. It makes a good article column for something other than Dippy anyway..... says he modestly. Any queries etc. should be sent to me, and I shall answer them in the next convenient issue of Chimaera, or send them direct to you should there not be time to include them. Well, that's about it until next time, so best wishes for '77 to you all.....

C RICHARD NASH 1977
 3 Fort William Drive,
 Belfast 15,
 Northern Ireland

*****!!!!!!*****!!!!!!

At the time I type this there is still 1 week to go until the deadline for issue 27 so it is quite possible that even more people may express an interest in the game. At the moment I have 5, these being A.Powis, K.Thommasson, I.McLaren, C.Boyes, R.Bartle.

Richard is talking in terms of a ten article series detailing the rules, so I'm afraid there's going to be quite a wait before we're in a position to start any sort of game.

This series of articles is also appearing in our sister-'zine LEMMING EXPRESS, which will also participate in the game if/when it eventually gets going. Apologies to those of you who have paid for it twice, and special apologies to the person that passed comment.

I want a space-filler for 13 lines or so, and what better way is there to do it than with a few Oirish Jokes (courtesy of Bob Stuart)

How do you tell a level-headed Irishman?

He dribbles from both sides of his mouth....

Did you hear about the Irishman who crashed his helecopter?

He switched the fan off because of the draught....

What do you call an Irishman with 3 0' levels?

A liar....

How do you get an Irishman to burn his ear?

'Phone him when he's ironing.....

etc., etc., thanks to everyone that sent in the Irish jokes, they're appreciated and will no doubt be used sooner or later.

RAILWAY RIVALS

Station-Master
DAVID WATTS.

RR 05 J

Round 6

The ending of the building stage, and quite a lot of towns not yet reached, or only with one line. One small error last time: TSR total was correct, but omitted some cancelling payments to and from PIST; queried by Dave Tant, who thought he'd robbed TSR of 2.

An interesting forecast from one player, who prefers to remain anonymous; he reckons, after assessing all networks carefully, that it's a battle for first place between TPR and KBALS. I'd agree with half that forecast.....

Builds 4-5-6

CLOCKWORK CHOCOLATE CARRIAGEWAY

Ian McLaren - Brown

6a: (Sheet 6, L5)-K6-H4. 6b: H4-Gainsborough; Sheet 4, C4)-C3-E2. 6c: (E2)-Birkenhead; (Scunthorpe)-L7-K8-K11.

68 + 10 + 1 (from GNF) = 79 points

TRANS-PENNINE RAILWAY

Tony Ball - Red

6a: (H6)-I7-I8-Harrogate. 6b: (Skipton)-J17-Colne; (Doncaster)-I15. 6c: (K13)-Swinton; (Sheet 5, I15)-F16-F17.

59 + 2 (Harrogate) + 2 (fm KBALS) + 2 (fm GNF) - 4 (to TSR) = 61 points

PRESTON INDUSTRIAL STEAM TRACTION

David Tant - Green

6a: (Preston)-D3-Lytham. 6b: (Sheet 1, H4)-M7. 6c: (M7)-Lancaster-N5-M5-Heysham; (F8)-Blackpool

67 + 17 (3½ towns) + 2 (fm GNF) = 86 points

KEIGHLEY, BURY & LIVERPOOL SERVICE

David Thorby - Blue

6a: as TPR. 6b: (Ilkley)-K3-K2-Skipton; (Sheet 2, D7)-E7. 6c: (G10)-Rotherham; (B4)-Halifax; (E7)-Bradford; (F5)-Widnes; (L15)-Rochdale; (C8)-Dewsbury.

(Yes, David, quite correct; it is the first time I've had a move in six pieces.)

73 + 2 (Harrogate) - 2 (to TPR) - 7 (to TSR) + 1 (fm TSR) + 6 (fm GNF) = 73 points still.

TRANS-SIBERIAN RAILWAY

Richard Bartle - Orange

6a: (Sheet 5, I14)-F15-F16. 6b: (F16)-Gainsborough; (F15)-E15. 6c: (E15)-Dinnington; (E15)-Worksop; (K12)-Bolton; (sheet 2, L7)-E8; (sheet 5, J10)-J9. No conditional builds allowed, Richard.

42 + 5 - 1 (to KBALS) - 1 (to GNF) + 4 (fm TPR) + 7 (fm KBALS) + 4 (fm GNF) = 60 points.

GREAT NORTHERN FRAILWAY

Mike Lean - Black

6a: as PIST. 6b: (E13)-Dinnington; (sheet 1, D4)-F3; (sheet 5, L10)-N9. 6c: (N9)-E7-Bradford. Making 9 junctions, this last line is going to be difficult to cost accurately.

30 + 7 (1½ towns) + 1 (fm TSR) - 1 (to CCC) - 2 (to TPR) - 2 (to PIST) - 6 (to KBALS) - 4 (to TSR) = 23 points.

A great deal of empty space: so I'm allowing builds up to 15 points in round 7. this 15 includes parallel payments, where running alongside lines already built; but payments for other lines built in round 7 can be additional to this 15 points.

The runs: remember, each key number occurs once on each side of the Pennines.

1: 13 Hull	- 34 Liverpool	2: 55 Swinton	- 23 Darwen
3: 21 Skipton	- 62 Dinnington	4: 53 Sheffield	- 46 Goole
5: 66 Ashton	- 33 Liverpool	6: 16 Lytham	- 45 Rochdale

Seems to me that there's a lot of scope for 'exchange of running powers' here. See notes below.

No 'conditional runs' except as indicated below.

Each player may enter for four runs. There are four types of runs.

1: All the way on your own track.

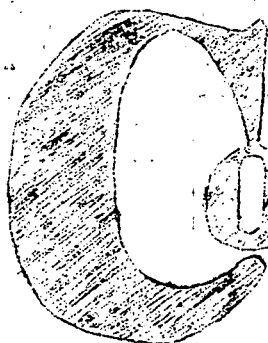
2: Partly on your own track, paying 1 per hex to use someone else's for the rest of the way.

3: Running as a joint concern with someone else, sharing the costs and profits, if any. Both players must submit identical orders. You may submit alternative orders for use if your partner makes an error - accidental or deliberate.....

4: Exchange of running powers. This is usually better than type three. As an example, the shortest route might involve 19 hexes of A's track, and 17 of B's. Neither would go it alone - they'd probably lose money, and the other would benefit hugely. However, both could have a go if both agreed to use the other's track. Then A would pay B 17 but receives 19 - a profit of 2. B pays 19 - 17 = only 2 in order to run. So both make a good profit if they come either first or second.

Now you've all played Diplomacy, so can see the horrible tra ; if A accidentally or deliberately fails to run, B pays him 19 and gets nothing. So you are strongly advised to submit alternative orders as a safeguard.

DAVID WATTS 1977



PA section coming up next, and with another Chimaera first to boot. First postal game of Conquistador and first postal game of Russian Civil War!

"PA section?" you ask? 'Perfidious Albion' says I, you reads about it in PA, you plays it in Chim! Details below.

CONQUISTADOR

GM: CHARLES VASEY

The game of exploration covering the period 1495 - 1600

1495 - 1500: PATHE NEWS

The English under John Cabot made a voyage of discovery around Venezuela and Panama and returned home to a jubilant public who voted a large tax for the use of Paul I ((Blackwell)).

Spain: Allan the infamous ((Ovens)) returned to the Caribbean and slaughtered the natives who had threatened, and destroyed, his old colony. Two mines discovered, one of which is immediately worked out; first gold arrives back in Europe.

Duncan XXIII comes to Frances rescue by lending them Diaz and paying for their maintenance. The Portugese land near Quebec (as is) and establish two colonies, one near Erie, the other in the fur country to the north of the lakes, these movements lead to great discoveries. Corn sent back to Europe. However, dirty Portugese habits lead to an outbreak of plague. France sends its surrogate expedition to the Rio del Plate where they get down to working the good earth. BUT, back in France the corruption at the court has driven the nobles beyond caution. Andy is stabbed and his nephew, the brilliant Gaston d'Avilson, ascends to the throne.

PRESS

THE FUGGER-WALSER BANK. Germany Telex GELT 123456789

Allo my dears, who wants a loan then, already? Yes friends, I have the pleasure of announcing the wide range of services available from your friendly neighbourhood bank. The extra cash can guarantee you the initiative, allow you to mount large expeditions to crush ~~the Spanish~~ your opponents, or to simply help garrison your main ports.

Our services

1) Formation of joint companies, profits are shared according to cash invested. This allows the player to work from a sure base knowing that we will protect our investments.

2) Specie credit - you cannot afford to sail that gold back to Europe? Don't worry, the bank can make you an advance on the cash, and may be able to arrange transport in the ships of another nation (to everyone's advantage).

3) The Juros, a fixed rate income loan of indefinite length.

4) The Asiento - a privilege (produce of a gold mine, rights to produce of a province) given in return for a loan. The loan does not accrue interest and you may re-purchase at any time.

So, if you need that little bit of extra cash, just call in at your local bank.

CHARLES VASEY 1977

.....

RUSSIAN CIVIL WAR

GM: CHARLES VASEY

No progress report on this game, but a bit of press....

SMIRNOV to ALL BROTHER RUSSIANS

Comrades, now is the time for the proletariat to rise up and free our motherland from the tyranny of the capitalist oppressors. But first, before engaging in this struggle, we must cleanse the party, eliminating the reactionary counter-revolutionary elements who have grown like a cancer within the movement itself. When we have carried out this heroic task the whole of our glorious motherland will rise as one and drive the hated capitalists and their imperialist lackies off the face of the earth

"The blackbird sings sweetly but the falcon attacks with greater ferocity"
(The words of Vice-Chairman Smirnov 1911)
(Available from McMillans at £15.50)

Smirnov would like to send fraternal greetings to Clive Booth on the event of his natal anniversary.

((Didn't know you were South African, Clive!))

∟ No, neither did I, perhaps 'natal' means something else? Ah, here it is, 'pertaining to the buttocks'! Well, I'm shocked!!....and on my name day too. Can't understand why he dislikes imperialists so, too. I rather like them myself, particularly the white ones. Mint imperialists we call them here, though I don't know what the Russian name is/

NMR's from Dave Thorby and Tony Dinsdale.

.....

Ah yes, I promised to tell you what PA was didn't I? Well, it's the board war-gaming magazine of Charles Vasey, carrying up to the minute news, views and articles on a vast range of games. Available from Charles at 5 Albion Terrace, Guisborough, Cleveland, TS14 6HJ. Price, well last issue says 16p at the top of the cover and 14p just below it, either way it's well worth it, and that includes postage. Recommended and I suggest you try a copy for yourself right now.

.....

THE PITS OF CIL'WIT

The Chimaera game of Dungeons and Dragons

Dungeon-Master DAVE TANT

One player (and only one) felt I might have been a little hard on Lew Pulsipher last time, who was probably only trying to be helpful.

Well, I thought that too, and the real object of the exercise was to try and get him to write back. He hasn't, at least not to me, and I imagine that he has taken the normal reaction of any American addressed in a sarcastic fashion and left in a huff. ((Not necessarily! See letter column. CFB))

While on the subject, I'll just mention the very enjoyable 'Games Day' held at Chelsea Town Hall last weekend (as I write). The programme announced that the inaugural meeting of the Dungeons and Dragons Society would be held at 3.30 pm in the Snack Bar annexe, so, about 3.45 pm., Bill, Alan, Martin and I wandered in to see if anything had got underway.

It hadn't! 20 - 30 interested people were there, watching 3 or 4 guys arguing quietly amongst themselves around a table, whilst quite unable to hear what was going on. Standing to the side, like a teacher overseeing a first-form

debate, was Big Lew himself! (He is big too, with a mean-looking beard. I did not introduce myself!)

Withdrawing to the other side of the Snack Bar, we were having a chat amongst ourselves when a deafening bellow from His Transatlantic Nibs demanded quiet for his meeting, thus suitably crushing snakers, drinkers and tea-ladies. This arrogant disregard for the rights of others, first evinced to me when I was attached to the American army in Korea, along with their inability to laugh at themselves, is what spoils so many of an otherwise admirable nation.

Does anyone know if anything was decided at the meeting? I didn't stay.

One postscript to Games Day: I must congratulate all those players who took the opportunity to give me their orders there. By this means they saved themselves a stamp, and left me to pay postage on the adjudications. Well done, lads - I won't forget.

MATTERS ARISING

Two people have kindly worked out the volume of the destructive fireball from the spell of that name... Absolutely colossal, and quite inappropriate for a dungeon campaign, For this game, therefore, I am going to reduce it as follows:-

38: FIREBALLS Henceforth, the diameter of a fireball is 10 feet

ACTION

Two stories compete for the headlines this week: Allan Owens battle against the powers of Evil, and the dreadful affair of Bill Howard.

Both are, in fact, still going on as I write this, but I'd better postpone Bill's story until everything is sorted out, since it involves so many other players as well.

Allan Owens then, has enrolled his band for mercenary (as well as other more laudable) motives on the side of the Goodies, to try to recover the Magic Library of the Elves from the Baddies.

Appointed leader of an expeditionary force he invaded chaotic territory with his own followers, augmented by two werebears, 25 elves (mostly 1st level fighters) and two Hippogriffs.

With quite remarkable ease (curse it) they disposed of six minotaurs, two Manticores, six wights and a mummy, and turned away five more mummies. Finally, in an epic battle lasting all of two melee rounds, Allan killed the Balrog leader in personal combat. (Altogether now..... "Fix! Boooo!") Some members of the betting fraternity claim the Balrog took a dive, but despite this Allan still has to find the Library, and there are a number of doors to investigate.

Casualties were remarkably light: one elf killed and two wounded, while Allan himself took a few scratches.

Moving up a level we come to Bill Howard, who has been ranging to and fro along the passages, investigating several rooms but without having to fight anyone.

Due to his own greed, to say nothing of anyone's deviousness, he is now in a potentially awkward position, and someone is trying to subvert his paladins. (Ooh.....nasty!)

Adrian Attwood has finally found the missing members of his party. They were there all the time.... it was just that they'd turned invisible. Unfortunately he hadn't thought to call out for them.

Adrian successfully extricated his men from the room with the Ginat Rats, with only a couple of them slightly nibbled, but didn't hang around in there long enough to see if there was any treasure.

Clive Wardley hasn't done anything, but assures me that he soon will! If he doesn't and his party turn chaotic, they could cut quite a swathe through the rest of you.

While on the subject, the Dead Parrott's party have finally decided to get in on the action. A few of them went back to the body of the Gargoyle that Les Kennedy killed. Neither Les nor Clive Booth bothered to search it, and these chaotic lads have therefore hacked out the two eye-teeth with the diamonds in them! (The rewards were there, Les.)

Having disposed of the two Staves of Healing, these boys are now setting off for the single door in the south wall of the Pain Hall.

Chris Rick, or C(Ed)rick, having completed negotiations with St. Martin Rundle over the late Dave Allan's effects, set out to do something about the remaining member of Dave's party, who had not been either killed or controlled.

This character, a cleric, had refrained from poisoning the food and drink C(Ed)rick and St. Martin's parties consumed after the battle, but this conciliatory gesture meant nothing to the fire-breathing Paladin Lord.

His magic-user again failed to control the retreating cleric, who cast a Darkness spell to try and escape. Before he could do anything further, C(Ed)rick was unavoidably called away.

St. Martin Rundle, leaving the scene of the battle, met Ian Jones and his gang in the next room. Ian was rather wary, as St. Martin and his party had been conversing in 'Ogre' as they met. Then, just as friendly relations looked like being established, St. Martin and one of his magic-users disappeared.

Quite naturally, St. Martin's friend and second-in-command, St. David, associated this disappearance with the presence of Ian, and an unseemly brawl was only prevented by two of St. Martin's Paladins, both with magic-swords whose powers detected that the disappearance was caused by a wish, quite unconnected with Ian.

Just before this encounter, Ian had finally blasted the Doppelganger, who had infiltrated his party, with a Wand of Cold, after initially guessing wrongly and blasting the real guy. To his great good fortune, the real one made his saving throw and the double didn't. Can't have helped morale though!

Newcomers upon these scene of incipient detente are Ron Canham and his L's Angels. Having improvised coshes from inserting rolls of gold pieces in sacks, they have now entered the same room as Ian and St. Martin's party, and are blocking the doorway Ian wants to exit by.

Will combat be avoided? (Not if I have anything to do with it!).

Clive Booth has now entered the room previously frequented by Ian on the first level. He is examining the cauldrons, and the walls and floor behind and beneath them, but without finding anything yet. Clive would have liked one of the Staves of Healing that the Dead Parrott's party were selling, but circumstances were against him.

Nothing heard from Les Kennedy since he looked around the orcs' dormitory.

Ian Dryllie faught his way into the orc's dormitory too, taking quite a bit of damage to thieves and clerics. Finding a couple of magical, but chaotically aligned weapons in a closet, he had the brainwave of swopping them for a Staff of Healing with the Dead Parrott's boys.

This chap could go far, if he refrains from making personal cracks about the DM.

Finally, we come to the new party, led by Ray Gale. Ray, unfortunately, hasn't got all the 'Pits' series, and, probably as a result of this, his equipment purchases totalled 1582 gold pieces, and he only had 1500 available.

Ray therefore hasn't entered the 'Pits' yet, as he is still trying to wheedle credit terms out of the storekeeper.

WAITING LIST

I think I can manage to start another party, so would Clive Waterhouse like to let me have his characters, with abilities, and a choice of magical categories, so's I can get him started. Don't forget the S.A.E. and Clive will remove 40p from your credit. (Still the cheapest postal D & D game, folks!)

This leaves the waiting list:-

1st: Mike Close, 2nd: Paul Blackwell, 3rd: Chris Boyes, 4th: David Bolton, 5th: Russell Noonan, 6th: Alan Powis.

Newcomers to Chimaera may, like Ray Gale, have missed some of the earlier instalments of the 'Pits'. This will make things difficult as, although this Dungeon is designed so that you don't need the rules to play, (although D&D Books I to III and Greyhawk will help enormously) you do really need parts I and II of the 'Pits' to choose your parties and equip them.

Any cahnce of back numbers being made available to the new boys, Clive? ((Sorry, all gone!)) I could provide photo-copies of mine, but the local 'Immediaprint' charges 6p a sheet, and there are seven sheets involved.

RECENT ENTRANTS

I thought it reasonable to assume, when we started, that the party-leaders would be famous adventurers, and readily recognised by other characters.

Their followers on the other hand, would not be so well known, and parties meeting could not be sure just what level the people in the other party might be, apart from the leaders.

To recap, therefore, both for the benefit of new entrants and to identify them to the original players, the following are currently abroad in the 'Pits'.

ALLAN OVENS	:	Champion Paladin
BILL HOWARD	:	Warlock (ELF)
ADRIAN ATTWOOD	:	Champion Paladin
CLIVE WARDLEY	:	Sorcerer
CHRIS RICK	:	Lord Paladin
ST. MARTIN RUNDLE	:	Lama
IAN JONES	:	Sorcerer
RON CANHAM	:	Wizard (11th)
CLIVE BOOTH	:	Sorcerer
LES KENNEDY	:	Champion Paladin
IAIN 'SONIC' DRYLIE	:	Sorcerer
RAY GALE	:	Wizard (11th)

NEW MONSTERS COMPETITION (See last issue)

Not many entries yet, but two very good ones among those I have received. Come on the rest of you, closing date next deadline.

Speaking of which.....

NEXT DEADLINE: See back cover.

write to: Dave Tant
32 Nursery Avenue,
Bexleyheath,
Kent
DA7 4JZ

.....
If anyone can help Dave and myself in respect of copies of the earlier 'Pits' episodes, your assistance would be greatly appreciated. If you can, get in touch with either Dave or myself and let us know what sort of price you could get them done for, I'll repay whatever it costs in Chim credit. Please don't just send copies without contacting us first, otherwise we could end up with reams of them!

DIPLOMACY GAMESARGOS 1975FH WINTER 1907

ENGLAND (Bullock) builds A(Lon) for 13
FRANCE (Canham) removes F(Nap) for 6
ITALY (Nash) disband retreating F(Gre) & A(Ser) for 2
RUSSIA (Lovibond) build F(StP-NC), A(Sev), 1 owed for 12
TURKEY (Pratt) no change for 1

COCKATRICE 1975ID AUTUMN 1910

FRANCE (Scott) F(ION)-Gre, A(Alb) s F(ION)-Gre, F(AEG) s F(EMS)-Smy, F(EMS)-Smy, F(Edi)-Lpl via Caledonian Canal ((never built in this continuum)), A(Bel) s A(Bur)-Ruh, A(Bur)-Ruh, A(Pic)-Bur, A(Pie)-Tyr, A(Ven)-Apu, A(Vie)-Bud, A(Tri) s A(Vie)-Bud, F(Apu)-ION, F(Swe)-Nwy*,
GERMANY (Groom) A(Lvn) s A(Mos), A(Mos) & A(Pru) s A(War), A(War) s A(Mos), F(GOB) s A(Den)-Swe, A(Den)-Swe, F(NWG)-Nwy, A(Kie)-Hol, A(Mun)-Ruh, A(Ber)-Mun, A(Sil)-Poh.
RUSSIA (Nash) F(Cly)-Lpl, A(Sev)-Mos sby A(Ukr), A(Gal) s A(Bud), A(Bud) s A(Ser), A(Ser) s F(Gre), A(Arm)-Ank, F(Gre) st.
TURKEY (Haughan) F(Smy) st*
Retreats: French F(Swe)-SKA, Turkish F(Smy) disbands.

WINTER 1910 builds

FRANCE Bre, Par, Mar, Spa, Por, Bel, Lon, Tun, Ven, Rom, = 15:bu 1 F(Bre)
 Nap, Vie, Tri, (Lpl), +Edi, +Smy
 GERMANY Kie, Hol, Den, Mun, Swe, Ber, Nwy, StP, Mos, War, = 10:lose 1 A(Pru)
 (Edi)
 RUSSIA Sev, Ank, Con, Bul, Rum, Gre, Ser, Bud, +Lpl = 9:bu 1 no space - owed.
 TURKEY (Smy) = 0:OUT!!!

 And that, I believe, is the first time that Willy Haughan has ever been eliminated from a game before it's completion. Boct and I send our condolences.

PressSEVASTOPOL

The new Tsar arose from his slumbers as the messenger entered his bed. Gracefully he asked the penetrating question:

"Well, any news?"

The man was taken aback. The complete grasp of the situation that the question indicated astounded him.

"The game is going on, sire". Amid groans, he continued, "France has attacked Germany though, and made a mess of it." More groans. "It would appear that Germany is asleep again."

The Tsar suddenly came alive. The possibilities were endless. Could the Kaiser see the light even at this late stage? Could the French menace be halted and a stalemate ensue? He surveyed his maps. Yes! Oh, if only the German leader would listen to him this time.....

EPILOGUE

That subby that took over the Chimaera press columns last issue has now gone on holiday, never to be mentioned so much again in so many ways by so few people to so many an audience.....

TAG HILL DICTIONARY OF DIPLOMACY WORDS AND PHRASES.

Subby: abbreviation of the word 'submarine'. i.e. something that sinks to great depths.....

KRAKEN 1976FF AUTUMN 1902

AUSTRIA (Ferguson) F(ADR)-Tri sby A(Vie), A(Tri)-Bud, A(Ser)-Gre.
 ENGLAND (Gale) F(NTH)-Den, F(Nwy)-Swe sby F(SKA), A(Fin)-StP.
 FRANCE (Rundle) A(Ruh)-Hol, A(Gas)-Bur, F(MAO) st.
 GERMANY (Dove) A(Hol) ms F(Bel), A(Ber)-Kie, A(Mun) st.
 ITALY (Barker) A(Tyr)-Tri sby A(Ven), F(Apu)-ADR, F(ION) s F(Apu)-ADR.
 RUSSIA (Powis) A(StP)-Nwy, F(Swe) s A(StP)-Nwy*, A(Gal)-Bud, F(Sev)-BLA*.
 TURKEY (Close) F(AEG)-ION, A(Arm)-Sev, A(Rum) s A(Arm)-Sev sby F(BLA),
 A(Bul) s A(Rum).

Retreats: Russian F(Swe)-BAL, F(Sev) disbands.

WINTER 1902 builds

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

PressLONDON - TURKEY

See you in Moscow!

LONDON - BERLIN

Oh, I see you didn't take Denmark after all. As you have no objections (armies) I'll just move in.

MUSSOLINI - SULTAN

Now does he really?

MAYPOLE

Why has Russia bungled his foreign policy? When will Italy give up?

MOSCOW

The Tsar finds very little time to think of press for these games, so he thanks the Sultan for not only thinking some up for him, but answering it too.

UNUSUAL EVENTS OF THE GREAT WAR, Part One

- 1901:- Hordes of Frenchmen rush out of France to other countries.
- 1902:- The holiday season must be over - same hordes rush back into France.
- Fall 1901:- Russia wakes up from deep sleep (OK, which Prince kissed him?)
- 1902:- Austrians and Italians bang their heads against each other again.
- Spring 1902:- Germans decide Munich is a nice place to live after all.

LEANDER 'REDISCOVER' AUTUMN 2902
GM & DESIGNER: RICHARD BARTLE.

Frozen Siberian wastes stop Russian advance party.

- FRANCE (Close) A(Mar)-Spa, A(Par)-Lon, F(Spa-NC)-Por
 - GERMANY (Waterhouse) F(Ice) holds, F(SKA)-NTHS, A(Ham)-Hol, A(Cze)-Pol.
 - SCANDINAVIA (Nash) A(Osl) s F(Den) F(Den) holds, F(NWGS)-Ire.
 - RUSSIA (Neuman) F(Fin) holds, A(Ukr)-WhR, A(WhR)-Lit, A(Asi)-Sib, Siberia is frozen.
 - TURKEY (Lean) F(Usk)-AEGS, F(EASM)-Cre, A(Syr)-Sue.
 - BALKANS (Quinton) A(Tri) holds, F(Ath)-IONS, A(Car)-Lvo, A(Hun) s A(Car)-Lvo.
 - ITALY (Booth) F(TYRS)-Sar, F(CMS)-Tun, A(Ven) holds.
- WINTER 2902 builds
- | | | | | |
|-------------|------------------------------|---|--------|------------------------|
| FRANCE | Par, Tou, Mar, Spa, Por, Lon | = | 6:bu 3 | F(Par), F(Tou), A(Mar) |
| GERMANY | Ham, Ber, Dre, Mun, Hol | = | 5:bu 1 | F(Ham) |
| SCANDINAVIA | Tro, Osl, Sto, Den, Ire | = | 5:bu 2 | F(Tro), F(Sto) |
| RUSSIA | Len, Est, Mos, Vol, WhR, Fin | = | 6:bu 2 | A(Vol), A(Est) |
| TURKEY | Usk, Ank, Izm, Cre, Sue | = | 5:bu 2 | F(Izm), A(Ank) |
| BALKANS | Tri, Sof, Bgd, Ath, Hun, Lvo | = | 6:bu 2 | F(Ath), A(Bgd) |
| ITALY | Ven, Rom, Nap, Tun, Sar | = | 5:bu 2 | F(Nap), F(Rom) |
- *****

Press

SOMEWHERE IN EUROPE

The Arch-duke inspected the brand-new, top secret-operations room of the Austrian armed forces, buried deep in the bowels of the earth and with tunnels leading to every Austrian Embassy in Europe. As he practised with the yoyo the Rear Admiral had given him for Christmas - 'walking the dog', the Chiefs of Staff and various high officials sat around a table discussing policy.

"I fancy 'Creased Lightning' in the 2.30 at Kempton", explained the Rear Admiral.

"No chance!" cried Field Marshall Incompetent, "Red Rum will walk away with it, no trouble!" The hub-bub died down as the Archduke, still playing with his yoyo, strode over, his medals clanking as he approached.

"Any plans?" he asked.

"No," they all replied, "We're in need of a master strategist," said the King.

"Anyone in mind?" questioned the Rear Admiral.

"Yes, myself actually," replied the king. Incompetent, who screamed with laughter, fell off his chair, uncovering his copy of 'Sporting Life'. The Archduke grabbed it and chucked it into a nearby refuse disposal unit. The paper was followed by the Field Marshall: the Rear Admiral's face dropped. "Not mince-meat for tea again" he moaned.

"Back to work, men" said the Archduke, who had retired to a corner to play with his yoyo:

Next month, the Archduke gives a progress report and his wife returns from her holidays in Florida.

ROME

El Duce sat on the balcony, sunning the Pope.

MOSCOW

The Tsar sat in his sell sunning himself.

VIENNA

The Archduke merely sat on the floor.

ANKARA

The Sultan sat in his harem - what he was doing he wouldn't say.

BERLIN

The Kaiser couldn't afford to sit down, in case he split his trousers...

PARIS

Le President didn't know what the word meant anyway.

OSLO

The games ultimate winner wasn't wasting his time sitting down anywhere. He was standing up, dictating boring press, like the above.....

PARIS EVENING NEWS

The Dauphin arrived in Portugal to tremendous cheering and waving of banners, It was never like this in Napoleon's day! This completes his tour of the French provinces at the moment, as His Highness now leaves on a voyage of discovery and adventure, to find the Promised Land. We wish him well.

THE QUEST

At the end of the 20th century, a minor military skirmish in eastern Europe had rapidly escalated into a full scale nuclear war. It spread across the rest of the world like wild-fire. Civilisation was almost totally exterminated, not so much by the war itself, but more by the aftermath as the radio-active dust fell back from the high atmosphere. Here and there pockets of humanity did survive, though in the majority of cases the individuals had suffered severe mutation owing to radiation induced alterations to their genes. Some of these mutations proved naturally more adaptable to their new environment than others and they prospered, growing into new nations each naturally cautious of the others. In 2901 their cautiousness and distrust erupted into war.

In what had 900 years earlier been known as Europe, there were now 7 mutant nations. The Gnashers, humanoid with huge gaping jaws dwelt in Scandinavia where the fjords echoed to their war cry of 'UKDA! UKDA! UKDA!'

The Closeaus, a mutant race of bumbling French detectives inhabited France, defective detectives in fact.

Germany was occupied by the Waterhoses, huge pot-bellied individuals prone to consuming vast amounts of water and then 'hosing' it from their lower organs.

In the Balkans dwelt the Squintons, humanoid again, but each had set into its head, six permanently squinting eyes, only one of which was open at any one time.

Turkey found the Leaners, humanoid and obviously gaining their name from the fact that one of their legs was somewhat shorter than the other two.

Russia had the Nauseamen, so called because their ugly, transparent, jelly like bulks had the effect of creating a feeling of nausea in all who saw them.

Italy alone was populated not by humanity, there it was canineninity that ruled supreme, a nation of super-intelligent (and lovable), shaggy Boot dogs! This nation more than any of the others was feeling the loss of the old world. In the holocaust of the war every tree in the world had been destroyed and it had become difficult for the populace to relieve themselves. Then in the spring of 2901 had come news of a new land discovered across the sea, and there, so the rumours went, was sited the last tree in the world! Immediately the Boot empire swung into action organising a pilgrimage, a quest in search of 'The Last Tree'. But other people also wished to find the tree for their own purposes, and news reached Rome that the Gnashers, the Closeaus, the Waterhoses, the Squintons, the Leaners and the Nauseamen were also racing for the new continent.....

Will the Boot empire be relieved to find the 'last tree'? Don't miss the next thrilling instalment of 'The Quest' next month! Same Boot-'zine, same Boot-time, same Boot-game.....providing nobody puts the boot in....

NO DATELINE

Sourdust said to the three men that were riding within his car, "Your next assignment is to go to the early 19th century and to eliminate a certain radical that would rise to a great power if he is not put out of the lime-light".

"How long will it take?" asked Rostov.

"Not too long, but there may be a little turbulence."

They arrived at the NKVD head-quarters and were given all the information that they needed to complete the mission. No more and no less.

To cut a long story short, they were sent back to the right time and completed their mission with not too many hitches. It was the return journey that caused all the bother. They found that they were not returned to 2901 but in fact a time at the late 19th century.

"We seem to have homed in on a time beacon" said Denisov.

"What? There are no time beacons in this century." said Bolkonsky, "they hadn't discovered time-travel then".

"That seems to be wrong because we have definitely homed in on a beacon."

"Well, let's see who we have outside, then."

The three men decided to leave the time capsule and see who it was causing the confusion.

FRIGATE 75/23 1975BK AUTUMN 1913

ENGLAND (Fisher) F(Lpl)-IRI, F(GOL)-TYS, F(Yor)-Lon, F(NTH) st., F(Lon)-ENC, F(ENC)-MAO, A(Par)-Gas, A(Pic)-Par.
 GERMANY (Lean) A(Nwy)-Stp, F(Den)-Kie, A(Mun)-Kie, A(Bur)-Par, A(Ruh) s A(Bel), F(Hol) s A(Bel), A(Bel) st.
 ITALY (Howes) F(Ven)-Tri*, A(Nap)-Apu, A(Pie)-Ven, F(Tun)-TYS.
 TURKEY (Barker) A(Mos)-Stp, F(BLA) c A(Con)-Sev, A(Con)-Sev, A(Bul)-Ser, F(EMS)-ION, F(AEG) s F(EMS)-ION, F(Apu) s F(ADR)-Ven, F(ADR)-Ven, A(Tri) s F(ADR)-Ven, A(Vie)-Tyr, A(Gal)-Boh, A(Pru)-Sil, A(Ber) s A(Pru)-Sil.
 Retreat: Italian F(Ven) annihilated.

WINTER 1913 builds

ENGLAND Lon, Lpl, Edi, Bre, Spa, Por, Par, Mar = 8:N/C
 GERMANY Kie, Mun, Hol, Den, Bel, Swe, Stp, Nwy, (Ber) = 8:bu 1 A(Kie)
 ITALY Rom, Nap, Tun, (Ven) = 3:N/C
 TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, Ser, Vie, = 15:bu 2 A(Con), A(Ank).
 Bud, War, Mos, Tri, +Ber, +Ven

Press

LONDON - ROME

Help is on the way.

BASILISK 1975FS SPRING 1910.

AUSTRIA (Howes) A(Bud)-Gal, A(Vie)-Boh, A(Rum)-Bul, A(Tyr) s A(Tri)-Ven, A(Tri)-Ven, A(Ser)-Tri.
 ENGLAND (Meadon) F(BAR)-Stp-NC, F(NWG) s A(Nwy), A(Nwy) & F(GOB) s A(Swe)-Fin, A(Swe)-Fin, F(NTH)-Den, F(ENG)-MAO, F(Lpl)-NAO, F(WMS)-TYS, F(GOL) & F(Tun) s F(WMS)-TYS, F(MAO)-WMS, A(Pie) s Italian A(Ven), A(Naf) s F(Tun), A(Sil)-Pru, A(Mun)-Tyr, A(Ber) s A(Sil)-Pru.
 ITALY (Davies) F(TYS) st*, F(IOS)-Nap, A(Ven)-Tus, F(Gre)-IOS.
 RUSSIA (Cook) NMR!!!! F(Con) & A's (Pru)*, (Lvn), (Stp), (Fin)*, (Mos), (Sev) st.
 Retreats: Italian F(TYS)-Rom, Russian A(Pru) disbands, A(Fin) annihilated.

DAEDALUS 1976AO SPRING 1907.

AUSTRIA (Thorby) A(Arm)-Syr, A(Sev)-Arm, A(War)-Ukr, A(Mun) s A(Vie)-Tyr, A(Vie)-Tyr sby A(Boh) & A(Tri), A(Bud)-Ser, A(Bul)-Con, F(Gre)-ION,
 ENGLAND (Howes) F(Stp-NC) st., A(Ber)-Mun, A(Bel)-Bur, F(Hol)-NTH, F(BAL)-Pru, F(Kie) st., A(Lon)-Bre, A(Edi)-Yor, F(ENC) c A(Lon)-Bre, F(Pic) s F(ENC), F(Lpl)-IRI.
 FRANCE (Cook) NMR!!!! F's MAO, IRI & A Par stand.
 ITALY (Lean) F(Spa-SC)-MAO, A(Pie)-Mar, A(Ven)-Pie, A(Rom)-Ven, F(Con)-Ank, A(Smy)-Ank, F(Tun)-Naf, F(Mar)-GOL, F(TYS)-WMS.

Press

London/Berlin/St.Petersburg/Oslo/Stockholm/Amsterdam/Brussels/Copenhagen/Paris - I.O.W.L.A. - That's the way the Cookie crumbles.....

ECHO 1976AU AUTUMN 1906.

AUSTRIA (Dove) A(Gal)-Rum, A(Bud)-Ser, A(Tri)-Ven
 ENGLAND (Thompson) F(NTH)-Bel sby F(ENC), F(Bre)-Pic, A(Hol)-Ruh, F(HEL)-Hol, A(Kie)-Mun, A(Ber) s A(Kie)-Mun, A(Den)-Pru, (it's a Fleet), F(BAL) c A(Den)-Pru, A(Mos) stds and is getting a bit pissed off with Vodka and Cossacks.
 FRANCE (Watson) NMR!!!! F's WMS, Spa, Apu & A's Pic, Bel*, Rom st.
 GERMANY (Canham) A(Sil)-Ber sby A(Mun)
 ITALY (Lindsay) A(Ven)-Tri.
 TURKEY (Nash) F(Por)-Spa-SC, F(Tun)-WMS, F(ION)-Nap, F(EMS)-ION sby F(AEG), A(Gre)-Alb, F(BLA) s A(Rum), A(Rum) s A(Ser)-Bud, A(Bul)-Ser, A(War)-Gal, A(Ser)-Bud.
 Retreats: French A(Bel) disbands.

WINTER 1966 builds

AUSTRIA Vie, Bud, Tri = 3:N/C
 ENGLAND Lon, Lpl, Edi, Nwy, StP, Mos, Den, Swe, Hol = 13:bu 3 F(Lpl), A(Lon), A(Edi)
 Bre, +Bel, +Kie, +Ber
 FRANCE Par, Mar, Spa, Rom, (Bel), (Nap), (Mun) = 4:lose 1 F(Apu)
 GERMANY (Kie), (Ber), +Mun = 1:lose 1 A(Sil)
 ITALY Ven = 1:N/C
 TURKEY Con, Ank, Smy, Bul, Sev, Rum, Tun, Gre, War, = 12:bu 1 A(Con)
 Ser, Por, +Nap

PressENGLAND - THE REST OF THE WORLD

A soothsayer bids you beware the ides of March. THE END IS NIGH.

THE QUEEN - AUSTRIA

Come up and see me sometime sweetie and I'll guarantee satisfaction. Mind you'll have to pay the price, how about you giving Richard and me Gal, Bud, and Tri? A small price to pay for laying the Queen of England, eh?!!!

The Queens consort says you can keep Gal, Bud & Tri. Reall, Linda, in your condition too!

ANKARA - TAG HILL

Oh dear, Clive, I do seem to have made a mess of my maths again! Ah well, not too worry. I never use money anyway - as lots of people discover when they try to cash my cheques..... By the way Clive, I should be a qualified accountant in three years time - age 22 - if you're looking for someone to look after your money.....!

I did go on a bit last time didn't I? I think I wanted a DR for the longest press releases in any one issue of any one 'zine: wonder if I succeeded? I'm not going to plug my subbie this time - so drop your court action and I won't sue you for breach of contract concerning something I haven't thought up yet. Give me time.....

Sure you can plug Chim in my press columns; though I'm not allowed to print a very large 'zine now - Paul's after quality, not quantity, he says. That's his problem. I always go after quantity - quality comes from sampling the quantity available. (Who says I'm talking about magazines? There is an hidden clue in the key words though.....)

DATELINE TURKEY

The Sultan entered his palace wearily. Rumours of the reappearance of the dreaded Nicolas Parsons in his kingdom worried him. What was he to do? The signs had been there a few years back that Nicolas might return, but the Sultan could hardly believe it. Then it struck him. He sent for his swiftest runner.

"Dave, I want you to send him a copy of The Norns. Convince him you aren't going to fold - get him to wait for next issue"

The Sultan sighed, happily.....

GORGON 1976GB AUTUMN 1905

Regretably this game is going to have to be held over for an issue. I recieved a letter from Lee Batchelor (Austria) just a few days before the deadline saying that he had never recieved a Chim 26, where was it? I sent a second copy on as soon as I recieved that letter, but even so it is not surprising that Lee has not been able to get orders through in the little time he had available. I hope you'll all agree an extension is the only solution.

Orders on file for: England, France, Germany, and Russia, but you may alter them if you wish.

Apologies to Paul Humphries for calling him Paul Cook in the last report. What an insult! Still, it could have been worse, I could have called him Richard Nash..... Sorry, Paul.

ICARUS 1976HB SPRING 1904.

AUSTRIA (Pringle) A(Bud)-Rum sby A(Ser), A(Tri)-Alb, A(Vie)-Tri
 ENGLAND (Johnson.L) F(IRI)-MAO
 FRANCE (Forrest) A(Pie) s Austrian A(Tri)-Ven, F(Mar)-GOL, A(Par)-Bur;
 A(Bel)-Hol; F(ENG)-NTH, F(Lon)-Yor, F(Spa-SC)-MAO, A(Wal) s F(Lon)-Yor. ((It's in Liverpool))
 GERMANY (Wardley) A(Den)-Swe, F(Edi)-NWG, A(Kie)-Mun, A(Ber)-Sil, A(Pru)-Lvn,
 A(Tyr) s Austrian A(Tri)-Ven.

ITALY (Ashbølt) NMR!!!! F's ADR, Gre*, Nap & A's Apu, Ven stand
 RUSSIA (Bull) A(StP)-Nwy, F(Swe) st., A(War) st., A(Ukr)-Sev.
 TURKEY (Johnson.J) A(Arm)-Sev, F(BLS) s A(Rum), A(Rum) s A(Arm)-Sev,
 A(Bul)-Gre, F(AEG) s A(Bul)-Gre, A(Con)-Bul.
Retreats: Italian F(Gre) annihilated.

Press

ENGLAND - DIMBO (Germany)

Turkey, (Who I know slightly) has agreed to send in my press after Autumn 1905, mate. Watch this space.

GERMANY - ENGLAND

Rigor Mortis setting in? I was unaware of any offer of support into Sweden. Your downfall has been communication breakdown. (Incidentally, it's a good many years since I was last called boy!)

GERMAN HIGH COMMISSION AND PUBLIC RELATIONS OFFICE - TAG HILL

Two free copies.....?

TAG HILL - G.H.C & P.R.O.

Aaargh! Unfair, unfair!! If I tell you were he is, do you promise not to send them? It's wrong to submit a human being to the nervous torture of suspecting a copy to drop through the letter box and onto the floor at any moment, let alone two copies!

TURKEY - ENGLAND

I've got six times as many bits as you!

GERMANY - ENGLAND

If I'm bloody dim, why have I got six times as many bits as you?

RUSSIA - ALL (EXCEPT ENGLAND & TURKEY)

Let's get England & Turkey.

ENGLAND - TURKEY

Can I borrow a few bits.....please?

ENGLAND - ØYM GERMANY

How about an alliance?

RUSSIA - ENGLAND

All's fair in war and war.

JANUS 1976HX SPRING 1903.

TURKEY - ENGLAND

AUSTRIA (Waldschmidt) A(Bul-SC)-Con, A(Rum)-Ukr, A(Ser)-Rum, A(Alb)-Ser,
 A(Bud) s A(Ser)-Rum, A(Vie)-Gal, A(Tri)-Vie.
 ENGLAND (Nash) A(StP)-Lvn, F(Bar)-Nwy, F(Lpl)-Wal, F(NTH)-SKA, F(ENG)-NTH.
 FRANCE (North) A(Pic)-Bel sby A(Bur), A(Mun)-Ruh, A(Par)-Bre, F(Bre)-ENC,
 F(MAO) s F(Bre)-ENC.
 GERMANY (Watson) NMR!!!! F Swe & A's Den, Bel*, Ruh, Ber stand.
 ITALY (Nathan) A(Syr)-Smy, F(EMS) s A(Syr)-Smy, F(ION)-AEG, A(Ven) st.
 RUSSIA (Dove) A(War)-Ukr, F(BAL)-Swe,
 TURKEY (F(Con) ms F(Smy)*, F(BLA)-Sev, A(Mos) s English A(StP)-Lvn.
Retreats: German A(Bel) disbands. Turkish F(Smy) annihilated.

Press

THE REYKJAVIK ARCHIVES V (Sequel to R.A.IV)

"I suppose that's the last we'll ever see of the Tsar." said Andreyev, as the rocket vanished from sight, "we've lost our reward money now."

"This golden sword will be worth something." replied Ivan, as he slipped it through his belt (the sword I mean!) "Let's go and see the man of the river again. He might tell us something about the sword. Anyway, he seemed a nice sort of chap. If he gave us the sword he might give us other things as well."

Soon Ivan and Andreyev were back in the swamp. The naked man emerged and waded to the shore.

"You'll catch your death," said Ivan, "it's freezing."

"Silence! Your mission has failed. You have dared to carry the sword of Vatna, s" kull. If you do not do as I say you will be cursed."

"What do you want us to do?" Andreyev was getting rather nervous. Was the dreaded Clive Booth? Or Mrs Margaret Thatcher as she really is? Was it the Plastic Mac Fetishist of Derbyshire? Who does Mary Whitehouse think she is? Why am I asking these stupid questions? What's the meaning of life? Where are we going? (Please send your answers please to New Scotland Yard, Westminster, London. First prize is a life size portrait of Nicholas Parsley. Don't forget to remove the 'WANTED - REWARD' notice from it.)

Back to the story (what story?)

"You will kill the Albatross of Siberia with this sword. Go first to Yakutsk. The sword will direct you from there."

After three months Ivan and Andreyev arrived at the nest of the Albatross. An elderly hunchback with old eyes was sitting chained to a rock bashing away at a typewriter at the incredible speed of 60 words per hour, on account of the fact that he had only one finger on each hand. He had close-cropped hair and looked like Tony Blackburn in 50 years time. (Who said five?)

"My name is Clive Boothby," he began, "I've been captuwed by the enchanted Albatwoth fo'thweatening to eat him."

"That's him alright," said Andreyev, "always after the birds."

Zebedee arrived. BOOIIINNNGGG!!!

Piss off, Zebedee, you're not in this story.

Zebedee went away.

The Albatross arrived. "Go away," he squaked, "this is my territory." (A familiar cry in this game!)

"What will you do if we don't?", Andreyev shook the sword at him threateningly.

"I shall tell the Reykjavik Archivist to do nasty things to you in this story."

Boo! I say. There.

"Wait a minute!" shouted Clive, I've got an idea. There'th a wifl in that cave. Shoot the Albatwoth with that, then you can tthab him with the thord when he'th down."

Soon Andreyev was firing at the Albatross.

"Tee hee hee! I'm only a chimaera."

"He'th not! He'th not!"

"I'm casting an NMR spell against....", but the answer was lost in the wind as the Albatross flew away.

"Oh no, another failed mission. The man of the river will be angry, and will kill us. Anyway, we'd better release this old hunchback."

Soon Clive Boothby was released. "Thank you for weleathing me and good luck."

(Aren't I good to you, Clive, I rescued your namesake?)

"Aren't you coming back with us?" queried Andreyev. The strange man suddenly threw his arms around the typewriter. "No, I want to thtay here with my typewita. Thankth anyway." So Ivan and Andreyev walked away and Clive continued to type happily alone in that barren wasteland. As far as I know he's still there, cheerfully typing.

The two despondent men returned to Balakovo and sold the sword which netted them about £10,000.00 in English money. (The equivalent in Russian, I mean.) But the curse of the Sword of Vatnajökull followed them and all who bought it. They purchaesed a new house with money, but it was destroyed by the invading Turks. They were thrown into gaol by the Turkish Authorities for aiding the enemies of the Sultan, name Clive Boothby.

Meanwhile, for a few months the people of Constantinople observed an Albatross hovering over the Grand Mosque. Nobody knows how it got there. They believed some terrible catastrophe would befall them. One day the Albatross flew away and was not seen again. Nobody knows where it went. And what happened to the sword? Who knows?

NO DATELINE

If Germany doesn't build a couple of Fleets soon I will set Russia onto him. You don't want the red ~~armies~~ army swarming all over you now, do you! Well Wisher.

LONDON

What can I do? The only person who hasn't offered me an alliance is Clive! Can I accept them all? No, I don't think so. So it would appear that I must go for the most obvious victim. By the way Mr. Waldschmidt - leave Anne alone or you shall have England to deal with later on.....

LONDON - ALL

This could prove to be an interesting agme; but don't worry, I'll try to make the press as boring as usual: like introducing Dave Allen as a 'regular' feature.....

TAG HILL - LONDON

Dave Allen as a 'regular' feature? Oh come now.

NO DATELINE

Look what they've done to my ~~brayn~~ game, Clive

Look what they've done to my game.
England - Turkey
everywhere; driving me insane, Clive
Look what they've done to my game

FRODO 'LORD OF THE RINGS' YAVIE 3024

Everyone please note the amendment to the name of this variant. Apparently we've been calling it by the wrong name ever since we started! 'War of the Ring' is a very different Lew Pulsipher variant and I thank Lew for pointing out the error. Perhaps our variant banks would like to amend their master copies so that the error is corrected.

MORDOR (Drylie) 3A(Ise)-Pin, 2A(Ene)-GoR, 2A(Isg) s 2A(Ene)-GoR, 2A(Wol) s A(EEm)-WEm, 2A(NWi)-Wil, 2A(Ere) st., G2A(Dal)-Car, A(MTi)-Lam, A(Ano)-Wet, A(Ith)-DMA, A(Rau) s A(EMu), A(DMa)-Dag, A(Dag)-Rhu, A(WRh) s A(Dag)-Rhu, A(Wil)-EGu, A(EMu) s A(DMa)-Dag, A(EEm)-WEm, A(Fan) st., A(Bar) s GA(Bre)-Shi, A(SDo)-Ere, A(Rhu)-Ett, A(WHi)-Bre, GA(Bre)-Shi, Abb(GOL)-GHa, GA(CDu)-EMi-I,

ROHAN (Jones) NMR!!!! 2A(WEm) st*
GONDOR (Kennedy) NMR!!!! 2A(BrL) st
DWARVES (Lindsay) 2A(IrH)-Rhu, A(GHa)-ELu-II, A(EMi-II)-MGU.

Retreats: Rohan A(WEm) disbands

HRIVE 3024 builds

MORDOR Mor, Udu, Bdu, Mmo, Umb, Riv, Ith, Nwi, Pel, Dag, = 32: bu 7 A(BDu), A(Udu), Isn, Rhu, Beo, Har, Tha, Mir, Dal, Esg, Wld, MTi, A(MMo), A(Mor), Ano, Dun, Edo, DAm, EEm, Ere, CDu, DGu, WEm, +Bre, A(Umb) 2 owed. +Fan, +Isng

ROHAN (Isg) = 0: OUT!!!!
GONDOR LoW, (Fan) = 1: N/C
DWARVES ELu-II, Shi, MGU, (Bree) = 3: N/C

Press

FOR SALE

....a little ring, the least of rings.....

HYDRA 'MERCATOR III' JANUARY 1891

ARGENTINA (Fisher) A(Bog) bds USA F(HUM), A(Iqu)-Lim, A(Ata)-Ura, F(San)-CRS, F(Bue)-SAO, A(Rio) bds F(SAO), A/F(SAO)-GHS, A(GHS) dis Tan, F(Nig)-CAO, A/F(SPO)-TAS, A(TAS) dis Syd, F(Tah)-SPO.

AUSTRIA (Neuman) A(Ser)-Cro, A(Ven) s A(Tri)*, A(Gal)-Vie, A(Tri) s A(Ser)-Cro*.

BRAZIL (Canham) A(Lib)-Ben, A(Sah)-Mor.

CHINA (Anarchy) F(For), A(Han) stand

ENGLAND (Wakefield) F(Oms)-Sib, F(Ber) s F(BAL), F(BAL) s A(Nwy)-Swe, F(SKA) s A(Nwy)-Swe, A(Nwy)-Swe, A(Kie)-Den, A(StP)-Mos, F(NWG)-Nwy, F(GRA) stands, A(Yor)-Lpl, F(Lpl)-ROC, A(Afg)-stands.

FRANCE (Morris) A(Pos) st.; A(Mun)-Tyr, A(Gas)-Spa, A(Rom)-Tun ff by F(TYS), A(Ala)-Van, F(Bre)-BIS, F(Gen)-Rom, F(TYS) ff A(Rom)-Tun, F(MAJ)-WMS, F(CAN)-Azo, F(Mar)-Pie.

GERMANY (Porter) NMR!!!! A(Pru), F(Mdg) st.

INDIA (Pratt) A(Jav) bds F(CEL), A/F(CEL)-TIM, A(TIM) dis Syd, F(EIO)-TAS, F(MAL)-EIO, F(Cey)-WIO, A(Mdr) bds F(ARA), A/F(ARA)-SOM, A(SOM) dis Tan, A(Clc)-Del, A(Vtm)-Sik, A(Lao)-Ann, A(Cam)-Tha, F(SCS)-Can, A(OMo)-Snk,

ITALY (Anarchy) F's GOA, Apu st.

JAPAN (Waterhouse) F(Nom) s F(CPO), F(CPO) ff A(Haw)-Phi, F(NPO) ff A(Tok)-Sib, A(Man) s A(Tok)-Sib, F(Shg)-s A/F(ECS)-SCS, A(Kob) bds F(ECS), A/F(ECS)-SCS, F(Kor)-SOJ, F(Sib)-SOO, F(YEL)-Pek, A(Kan)-Ore, A(Tok)-Sib, A(Haw)-Phi, F(Osa)-ECS.

RUSSIA (Segal) A(Lvn)-StP sby A(Mos)* & F(Swe)*, F(BAL) s F(Swe) ((no such unit)), A(Man) st, ((no such unit)), A(Shg) st, ((no such unit)), F(GOB) st unordered.

TURKEY (Dagger) F(Yem) st., F(PER)-Ira, A(Sud)-Eth, A(Nap) st., A(Smy) bds F(AEG), A/F(AEG)-SMS, A(SMS) dis Egy, A(ADS) s A(ADS)-Ven, A(Bud) s F(Cro)-Tri, A(Bul)-Ser, A(Rum)-Clu, F(BLA)-Rum, A(Sev)-Ukr, A(Tur) s English F(Oms)-Sib, F(Sak)-SOO, A(Cau) s English A(StP)-Mos.

U.S.A. (Nunn) F(Que)-Van-NC, A(Clif) bds F(CHA), A/F(CHA)-NOM, F(GOC)-CHA, A/F(HUM) s F(GOC)-CHA, Argentinian A(Bog) bds F(Hum), A(Phi) bds F(GIS),

/T(GIS)-SOL, A(Pth) st., A(Gui)-Pan, F(CAO)-HAT, F(Rec)-CAR, A(NeY)-Kan.
Retreats: Austrian armies Venice and Trieste disband. Russian armies Sweden
 and Moscow disband.

Press

TAG HILL - ENGLAND & TURKEY

My rules definitely say 'England', and 'England' it's going to be. If you don't like it, then complain to the designer....oh, you are the designer...well then you should have thought of it before shouldn't you. I hope you're not suggesting we should change the 'rules' midway through a game?

NO DATELINE.

Grunge and Crum decided they would go to the front that was now rapidly approaching the upper reaches of their country. There they could carry on the fight that they had left off earlier.

"My god! They're 500 miles further north than they should be!" This was the exclamation that came from Grunge by thought power alone.

"We'll have to drive them back then" replied Crum.

"Get on with it then"

"Hold on a bit, it takes time to inspire the insipid mob that you call an army to drive back the 4,056,950 mad invaders that, if you ask me, are going to overrun this spot you call a country."

"You're not very enthusiastic, are you?" asked Grunge.

"I'm not here because you only want me to help you, you know."

"In that case, why are you here?"

"If I knew that, then I would have made better arrangements."

"Then how will you know when your task comes up?" asked Grunge.

"I'll know."

The two of them decided that they would personally go into battle and proceeded to chop rather large lumps out of the enemy, trying to drive them back.

SAKHALIN

Despite the season of the year, the temperature here rose to boiling point last month. There have always been Turkish activists here, but last month these activists went too far. According to reports, all local fishing vessels were impounded, and formed into a 'fleet'. Japanese authorities are said to be investigating the incidents.

Other breakaway nationalist groups are reported to be active in Afghanistan and Alaska.

FLUSHMAN

Flushman was bored - he aimed a kick at Dung but the scrawny hound failed to react - he was now totally cowed. "It's a drag, Dung," he said "no murder, no mayhem, and even I can't think of anything really foul. I'd planned to sit around and watch the rest of them carve each other up but that just lets the bloody Turk get all the best pickings."

"Well you're playing Russia and Brazil now" growled Dung (It wasn't that he could talk, but Flushman had learned to read the various smells he gave off) "Can't you use them on a kami kazi raid on Eagger?"

Flushman thought about it and the more he thought the more he liked it.

"We'll do it, Dung. But it had better work or I'll clap your appendages between a pair of bionic bricks". Dung issued an odour of approval and the two began preparations... First a bit of press from them both to establish their existence. Then move against the Turk while continuing to swear at...h...mmm let's see ..ah Bald Eagle of course.

Flushman's day had taken a turn for the better.

A LETTER FROM SEGAL

Nice to be back in the game. If that bloody Yank thinks I'm going to help him by attacking Japan, he can think again.

A LETTER FROM CANHAM

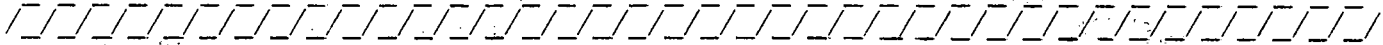
Nuts to Lord Annan. Nation shall speak unto nation. Bald Eagle go home.

GARDENING WITH HYDRA

I promised you a further report - it is not good news I'm afraid. Cheadle Stinkwort is now in symbiosis with another deadly plant the Duncannis Lily. The strange hybrids produced by such a cross-pollination have an extreme resistance to all known defoliants. Many people have already succumbed to the heady scent given off by the Lily and been struck down by the incurable Cheadle Stinkwort mania.

The Americans are working hard to produce a vaccine, but the naked

Indians are dying like flies in the Pacific and very few are getting near to Japan to begin the pulping process required. I'm afraid it will be a close run thing.



NEW GAME START
2 Season/year Regular Diplomacy

Chimaera designation: MARS

- AUSTRIA David Lockyer 171 Dover Road, Northfleet, Gravesham, Kent DALL 9QN
- ENGLAND Richard Nash 3 Fort William Drive, Belfast 15, Northern Ireland
- FRANCE Russell Noonan 32 Sandylands Road, Cupar, Fife KY15 5JS
- GERMANY Andrew Smith Saint Osyth, Legbourne, Louth, Lincs.
- ITALY Allan Ovens Officers Mess, R.A.F. Bishopcourt, BFPO 801
- RUSSIA Geoff Malvesi 35 Rhymney Street, Cathays, Cardiff, South Glamorgan
- TURKEY Kelvin Randall 49 Crewys Road, Peckham, London SE15

£0.50 game fee deducted from your various accounts along with £1.00 as a refundable deposit. The 50p you won't see again, that's mine, but the £1.00 will arrive back home with you as long as you don't disappear from the game before your country does.

Best of luck, gentlemen. You may have a double deadline for initial diplomacy if you wish it, however, if I have a complete set of orders for the next deadline we will start then. Either way would DAVID LOCKYER please get in touch before the next deadline, and please bring his bank manager with him

Pete Cousins and Steve Plater were on my list for this Dippy game, but as I haven't heard from Steve for a long time (and I see he missed orders in 190laat) and Pete Cousins never sent the money he promised 7/8 weeks ago, I've decided not to include them. If you would still like to play in Chimaera, Gentlemen, then you may do so in the next game providing you send some cash!

DEPOSITS

Apologies to all concerned, but I am aware I am well behind with refunding deposits to people who have been eliminated from games. I'll try and get it up to date by next issue.

It's nice to know that I'm trusted enough for not one of you to have complained, but if you think I've overlooked you please speak up. I'm beginning to see the wisdom of the Bellicus House Rule now, that says 'Deposits will be refunded if you ask for them'. Nobody ever asks!

SAUCERER
NEWS FROM FANE
GM'd by KEDGE NEUMAN

((Nice one, Kedge! Now I don't mind you sneaking in a 'zine plug when it's as smart as that!))

Game held over again this issue as we have no orders from Ron Canham. In future beware, the NMR is to be introduced. You have been warned!

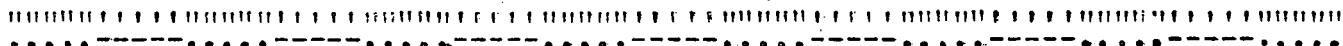
WANTED

One person to take over the Red position in the game of Sorcerer now playing in Chimaera. This is a good position, only one previous owner. All applications to me, in writing.

KEDGE NEUMAN,
10 Burton Road,
Hornsea,
East Yorkshire. HU18 1QY

I was shocked to learn from Kedge that this game is costing him money in writing to plays reminding them of orders etc. He did not charge a game fee and it's just not on. In future any out of pocket expenses Kedge incurs owing to faults of yours will be deducted from your credit. In other words, GET YOUR ORDERS IN ON TIME, and don't wait to be asked!!

the two losers who had the courage to tackle a very difficult quiz.



PASSWORD

Last issue saw Bob Howes duly crowned as the new Password Champion of Chimaera.....only I forgot to include it in the magazine. Congratulations, Bob and well done, I think your claim now is quite justifiable.

As usual though, Booth cocked it up and I must offer my public apologies to both Bill Thorne and Dave Tant. Both received false information from me owing to mis-scoring, Dave's was due to a typing error, but Bill's^{was} due to my own dullness of wit in marking it wrongly in the first place. Duh.

I don't fancy another Password/Mastermind (I slip up too often), but can anyone else think of another simple game (of skill preferably) to replace it with? Mick Bullock's 'Patterns' maybe?

£1.65 prize money added to Bob Howes account (God, this issue's costing me ~~summat!~~ summat!)



Nearly forgot now, last times 'Password' words were: PYLON, THROW & VOUGH.

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So anyway, just because I've been such a big, lovable success heading the Chimaera letter column, this Mick Bullock starts putting that bloody Yank Snoopy at the head of his! I wouldn't mind but the picture is obviously a forgery! I mean it shows the mutt actually holding a pen and writing! Now how could he do that without an opposable thumb? Do they think at home we're stupid?



255: Lew Pulsipher

Dammit, Clive, things are certainly garbled between my passing comments to you about D&D and Dave Tan's childish tirade in the last Chim. It's amazing the assertions he makes when I didn't even write to him. Somehow my willingness to elucidate two points of the rules which commonly confuse people became a 'dispute' with Tant. I think it's good that referees know what the original rules were, for the sake of new people entering his game (so he can describe what's different), but I don't intend to impose rules on anyone. Tant might note, for example, that anyone accustomed to playing with normal physics in force would seldom dream of throwing a fireball in a dungeon. I've been in about two dozen different dungeons, and very rarely in a place where a fireball wouldn't expand throughout the area. If fireballs are different in Tant's dungeon (and obviously he hadn't considered the expansion though it's mentioned in the rules), shouldn't he let the players know he's changed the laws of magic or physics? Note, I NEVER made any statement about the area of Tant's dungeon in which the fireball was cast. This is a figment of Tant's fevered imagination. I stated that a fireball in a 10 foot by 10 foot corridor expands to about 200 or 300 feet (I don't recall which off-hand) if you use the original rules and standard physical laws. The point about nuclear physics is that, unlike Tant (and unlike myself, though I've figured it out independantly), they are trained in mathematics and physics and not likely to err.

As for hobbits' accuracy, I originally just added plus 4 myself. Finally we got Chainmail and found the statement, 2 hobbits equal 3

men. As in many other instances the D&D rules do not restate Chainmail but refer back to it. Hobbits 'will have deadly accuracy with missiles as detailed in Chainmail.' (Vol. One, p.8). What could be more clear, Tant? Clive? Tant obviously didn't have Chainmail (and Clive didn't even bother to read the relevant part of D&D when he made his comment about a sure hit). I thought he'd appreciate a concrete reference to end his dilemma about hobbits. Hah. Since 2 for 3 doesn't mean anything to Tant's obviously unmathematical mind, I'll elucidate. This is about the same as saying hobbits are 50% more accurate than men. Consequently, if a man needs, say, a 19 to hit with a missile (10 per cent) a hobbit needs 18 (15 per cent). If a man needs 16 (25 per cent) a hobbit needs 13 and a half (37½% - - if a 13 is rolled, 50% it will be a hit). Because a percentage is involved the plus is different for different AC and experience levels.

No, obviously I didn't invent D&D. Perhaps it will mollify Tant when I say I knew Gary Gygax long before D&D appeared, and published an SF3F games magazine at that time (now published by Flying Buffalo Inc. in America)? As for Tant's question, Gary has said that the true (regenerating) troll comes from Three Hearts and Three Lions (toward the end -- gruesome), and the magic system is based on Jack Vance's Dying Earth. Law and Chaos come from Michael Moorcock. Pits and dungeons are in many SF/F novels, especially LOTR and E.R. Burroughs Barsoom series. Many have remarked on the resemblance between D&D elves and Poul Anderson's in The Broken Sword, but they could simply come from traditional sources -- Tolkien elves are not traditional. The rules for gnolls refer to Dunsany though I've read that D&D gnolls don't in the least resemble Dunsanian gnoles. (Can't depend on D&D spelling -- as for 'lightening' -- there should be no 'e', right Tant?

D&D can't be ascribed to any one or two sources.

I wonder how you stand to play a 'Yank' game, Tant. Since you probably don't pronounce my name correctly, I don't know how you can say that it sounds like this or that. I am happy to say that Tant is obviously an untypical Englishman -- most English I know are pleasant, intelligent people.

Thanks for that long and interesting reply to Dave, Lew, I make no apologies at all for printing it in its entirety as I'm sure many readers will find some of the information as interesting as I did. I have no desire to involve myself in long arguments about rules, but I must say that in a universe where the laws of physics allow a magic-user to hurl fireballs, to create creatures, or even for a 'magic-user' to exist himself, then those laws of physics are going to be very different from those that we know, and who's say that a fireball will expand in either this or that way? Having said that though, I must also admit that D&D must be related to our universe if it's going to work. Based on our 'laws' the GM as at least got something to base his decisions on, alter the 'laws' and I'm sure the game would quickly become a shambles. An example is the 'Fireball dilemma' which has thrown up above. With our 'laws' we know the way it will behave, but change the laws and players are never going to know how a thing is going to behave in their 'world'.

My comments about hobbit's 'deadly accuracy' last issue was in no way meant to be my interpretation of the rules, but simply my interpretation of what 'deadly accuracy' could mean. If something is 'deadly' it's lethal and if it's lethal, it kills. A lethal or deadly poison kills, so why doesn't lethal or deadly accuracy? I'm just being pedantic.

256: Russel H. Noonan

In future could I please pay by Boot's system .0075p per sheet, that's 0.1425p plus postage I owe you, OK?

Many letters received all saying more or less the same thing as Russel's, I was going to reprimand Boot severely for his mistake, but he rolled those lovable brown eyes at me and I knew immediately that he was correct and that it's you lot that are wrong!! Can't you tell the difference between a full stop and a decimal point? A full stop is on the line thus ., a decimal point is above it, thus . Now go back to last issue where Boot told you about the price and tell me whether it was a full stop or a decimal point. If it wasn't a decimal point, then you haven't a leg to stand and we rest our case! I think

it's only since about 1972 when we adopted the decimal currency that people started using a full stop for a decimal point, before then it always used to be put in the correct place and that's when Boot and I went to school.

257: Dave (not Kuddles) Thorby

Booth, you bastard.....

Oooooooooooh! Now that's not nice, what's a matter David, you can tell me.

If Mrs. Thompson had any brains in that fat head of hers, she'd realise that I couldn't possibly be Crippen. Firstly he wrote ludicrous things about me when Booth the Berk chose me for his 'To see ourselves' spot.

Secondly, Crippen mentions that she obtained 30p from him as entrance fee for the Formula One tournament at MidCon. I have never given Mrs. Thompson any money for anything! Please be good enough to correct Mrs. Thompson's mistaken impression next issue. Thank you.

Oh, all right then, if you insist. David Thorby is not Crippen. That gentlemen, or is it, ladies, true identity is..... well, damn me, I've forgotten!

258: Crippen

Dear Mrs. Thompson,

Much amused as I was to read that little anecdote in the last Chimaera, I am afraid that I must confess that I am fortunate in not being Dave Thorby. I wrote a letter to Clive in response to your reply before you even wrote it, as I realised that you would probably be somewhat under the impression that I meant what I said. However, Clive didn't print it so it looks like I shall have to apologise now. I apologise.

By the way, were I that humanoid Thorby, why would I take the trouble to write about myself in an earlier article? I know Dave Thorby is supposed to be modest, but not even he could write something which made him look better than he normally does to the extent of my article. Anyway, sorry, sorry, sorry, shan't do it again, honest!

I leave you, I hope, in knowledge that anything I say is most likely untrue and probably also false. I hope Baby Thompson has an easy passage when he comes and that he doesn't look too much like the milkman.

Lots of Love,
CRIPPEN

Everybody happy now? Good, good. Interesting that, the way Crippen ends a paragraph with three sorry's and a promise not to do it again, and then starts the next one by saying anything he says is most likely untrue and probably false. Hmmmmmm.

259: Paul Segal

Bid to write the next Dick whatsitcalled serial, entitled 'Apathy' I don't write anything and you print a blank page - beautiful!

Beautiful indeed, you're on! In fact make it a book and we'll sell the film rights to the Yanks to make a peak viewing time TV series out of it. I'm told the latest one called 'Serpico' (all about a cop called 'Serpico'-duh!) has a dog on the cast list that bears a striking resemblance to ol' brown eyes himself! Boot has asked me to point out that he categorically denies any connection with the series, the scandal could ruin his acting career, Dulux don't want hams.

All of which brings to mind a little piece that appeared in Peter Cook's column in the 'Mail' a few weeks ago:-

"That reminds me of the high-powered American network TV mogul who came over to see tapes of 'The Tonny Cooper Show.' He laughed uncontrollably throughout and, at the end of the screening, turned to his aide and said: 'That's really great! But who are we going to get to play Tommy?.....'"

Ah well, I suppose we shouldn't mock too much, we do after all produce such masterpieces as 'Crossroads' ourselves.

260: Lew Pulsipher

For the sake of someone coming in at the middle of something, what is UKDA PF? A 'zine? A fantasy?

Both I think. Actually it's a sub-zine to Paul Humphries 'Albatross' at the moment but I don't think it will be there for much longer. At the moment Paul and Richard are arguing publically, open letters etc., about their qualities as editors. All a little bit silly and childish, we all have words now and again with sub-editors, but we don't make a big production out of it. Given two reasonably intelligent people a compromise is usually attainable, it'll be interesting to see how they end up.

261: Kedge Neuman

What happened to all the colourful pictures you used to do?

I'm afraid that we outgrew them. About 80 copies seemed to be the ideal number to take from a stencil before the colours faded too much but now with circulation at between 125 and 130 the machine just won't take it. Of course, it means that I forked out about £10 for coloured carbons that are no longer any use to me..... and then I wonder why I make a loss. Super business brain, that's me.

262: Tony Taylor

Whilst I have a pen in my hand (and in the few moments before the pubs open) I will stick my neck out and explain the Penrose structure. It seems to me an obvious case of 'ask a silly question and get a silly answer'.

If you think about it, two dimensional representations of three dimensional objects are in effect illusions, since logically a 2D picture cannot have 3 dimensions and yet we are very often fooled into thinking it has. The skill of the artist accurately reproduces many of the visual distance/^{cues} (height on the visual field, texture, superimposition, perspective, etc) so that a viewer is presented with the illusion of depth on a flat surface. However, it is not possible to reproduce all the cues of depth in 2D because they depend on the relative movement or our pair of eyes (parallax, binocular disparity, etc.). As a result of this a skillful artist (ESCHER is the best example) can exploit the distance cues available to produce objects apparently 3D that could not possibly exist in 3D. Though it's important to remember that it's possible for them to be made so that they appear to exist as long as the head is kept still (i.e. you can see photographs of the impossible triangle), but as soon as the head moves the illusion is obvious.

I'm no expert, but I reckon that you've got the right idea there, Tony. I put it down to perspective being falsely represented in a two dimensional representation of a three dimensional object. With the object on the cover of the last Chim if you climbed one step above point 'B' you would see that there are three steps to the highest point to your right and seven steps to the highest point to your left. The left hand side is therefore 4 steps higher than the right hand side, but because the artist has cheated us with his representation of perspective (the point A looks central to the front of the structure, but as there are two steps to the right and four to the left, this obviously isn't so), they look to be the same height. Once we have ascertained this way that the left and right hand sides are not the same height, it is immediately obvious that the ramp across the front is not level, but is sloping from left to right by four steps. Again the artist has cheated us by altering the perspective so that the ramp looks level.

Ian McLaren came up with the best explanation by means of cut away plans for the structure and if a prize had been offered he would undoubtedly have won it, however, one wasn't so he gets nothing for his trouble but fame through the pages of Chim.

Lots of people seemed to misunderstand what the structure was supposed to be and simply sent in routes to point C going over the ramp in 10 steps. Even so, 10 steps is still not the minimum number required, that is achieved by going around the back and taking one big one..... lateral thinking?

Since you seem to like these sort of puzzles, here are 7 black shapes. What do they represent to you?



Just to finish of issue 27, we'll have the usual round up of bits and bobs as they come out of my head. Page 31, that means either three pages worth or one to finish on an even number, and either way it'll be a little nearer again to the 30 I'm ultimately aiming for.

First thing to come to mind is next deadline. I'll set it for the usual time, four weeks hence, but warn you of a possible delay in Chim's appearance after it. Somebodies gone and arranged the three monthly accounts and stock-taking at work for the same week-end, so it could be the week-end after before I get finished. No consideration some people.

Next, are you coming to ARENA 1 next week-end (5th & 6th March)? If you don't know what it is, it's a wargames convention sponsored by Skytrex Ltd and organised by the Northern Association of Wargames Clubs.

Demonstration games throughout the week-end with opportunities for you and I to participate in knock out tournaments for cash prizes. Trade stands and a painting competition (for models), (no, not page three birds, toy soldiers) I hope to get there on both days to make up for missing Games Day at Chelsea Town Hall.

Get where? Oh, didn't I say? Well, it's at the Co-operative Education Centre, Broad Street, Nottingham. Open Saturday 9.30 am to 6pm and Sunday from 10 am to 5pm. Entrance fee 20p one day, 30p two days. See ya.

Current issue of Will Haven's Bellicus sees Chimaera baiting season opening again. Chim gets a very good review, thank you very much, Will, but oh, what a sting in the tail! "Expensive at $\frac{2}{4}$ p per sheet" he says!!

That issue of Bellicus had 14 pages for $9\frac{1}{2}$ p plus postage, making it 1.36 of a penny per sheet, or 80% more expensive than Chim! Good ol' Will.

Have you noticed how everyone is wanting to include subscriber autobiographies now? Where Chim leads the others follow, even Greatest Hits! I've only got three on file now, but will include them next time, any others would be appreciated but if you've sent it to another magazine, don't bother, we don't want to pinch their ideas do we? Hah!

Der Garvey, 22 McDonagh Road, Ballyphehane, Cork City, Eire is compiling a variant catalogue listing all games currently being played in, well he says England, but I think it must be the UK. So if you're running a game of some obsolete dippy variant like 'Snoopy meets the Red Baron' please let Der have as much information as possible, a set of rules would be ideal.

Der, I'm running 'Lord of the Rings' by Jeff Key, Mercator III by Doug Wakefield and 'ReDiscover' by what's his name. Mercator and Rediscover you'll no doubt have info on all ready, but if I haven't sent you a copy of 'Lord of the Rings' yet, let me know the next time you write and I will.

Which reminds me to give my publishing house a push. I have several copies of 'Lord of the Rings' available (with coloured map) for 2p each. I also have a few copies of 'The Great Years', Kedge Neumans Middle Earth variant, again with coloured map, for 3p each. People who saw the variant when it was published in Chim and who would like to try their hand at a game will find that Richard Bartle's 'Sauce of the Nile' (second issue very good too), has lists open.

A good idea from Ray Gale is to send me a s.a.e. for Chimaera. That way it saves me having to write out your address, and it saves you having a badly defaced Chimaera owing to sllotape, stamps and post office handling. All envelopes welcome, but make sure they're big enough for me to get Chim into without a wrestling match.

A message to Stephen Hatfield: 'Keep doing the excercises!'

Willy Haughan's 'Westworld' game has folded and Willy looks to be cutting back in the hobby. Hope he doesn't cut back too far.

Leviathans 'Empire of the Petal Throne' game might as well be folded, nothing heard since last year! A new campaign is about to start in 'Sauce'.

Lemming Express, or Limping Express is switching its games to carbon copy with inter-zine deadlines. Ugh! Glad I'm not playing. Hurry up and get that duplicator, Bob.

Talking of 'Petal Throne', if I understand this right Chris Harvey is

giving away a copy as a prize for a competition in his 'zine 'Overkill'! Address is 11 Woodside Way, Aldridge, West Midlands. Obviously, you've got to subscribe before you can enter the competition. 'Overkill' runs computer games but as I have not seen a copy I cannot go into detail.

EN GARDE EXTRA

Charles Vasey's duelling weapon is amended to the 'CUTLASS'. (He obviously watched the late(?), great, Don Diego Delevega. Let's hope he learned something.)

Correction

Noah Speake de Englishe not realising due to his miraculous recovery and subsequent wounding, that he would be fighting at 25% endurance, he declined to appear for the duel. In accordance with the 50% wounding rule he loses no status point and goes up 1 social level. Additionally as he will be at 75% endurance next month, the challenge is for then.

((Pete, I will use your orders already submitted))

Mike Close's envelope, posted 23rd February had written on it, 'bet you can't deliver it by 24/2/77 Mr. Postie?!'

Written on by the postie, was: 'Delivered by 11 am 24:2:77. Not bad, eh!?'
...and it was! Well what do you know, a postie with a sense of humour!

Rob Chapman's 'Maggie & Nora' teaser continues to stump everyone. I'm told that no-one is even getting close! He's getting so **confident** now that no one will get it that he's offering a 50p PRIZE to the first person to get the right answer! The question again is: 'Maggie and Nora are playing a game. What are the rules?' To help in determining the answer you may ask any amount of questions, but Rob will only answer yes or no. Anyone can have a go, either send your questions direct to Rob at 61A Berry Road, Paignton, Devon TQ3 3QL with a s.a.e. for a reply, or send them to me and I'll send them on.

CHANGE OF ADDRESS Howell Davies to 24 Baileau Road, Ealing, London W.5 until further notice.

Ethil the Frog finally made its appearance last week. Not bad, not bad at all. This boy could go far, I ~~suggest~~ ~~boast~~ ~~of~~ and make a name for himself in the hobby. It comes from John Piggott, 15 Freeland Road, Ealing Common, London W5 3HR, is 16 photo-reduced pages and costs 25p inclusive of postage. Issue 1 includes John's manifesto, some speel on the 'laws of fanzines', the 'in sport' of Albatross hunting, a skit on 'Great Bores of Today' and the first of what is promised to be a regular Science Fiction column. Obviously going to become a major magazine in the hobby and so I suggest that you get in right at the start, you won't be disappointed.

Efficiency will, I'm sure, improve. Everyone forgets who they've got on their waitings lists don't they, particularly in the first issue? They don't? Oh, then how about signing 20 players up for a seven player game? They don't do that either? Well, at least we can see that EtF isn't going to be a normal, run of the mill 'zine! Out to knock ol' Boot of the top of the 'zine poll, so remember folks.. "Vote Dogs, not Frogs"

((See, and I didn't mention the pilfering of Government property on page 11. Sorry, if that's not 'glowing' enough for you, John, but have you seen the cost of luminous ink these days?))

Another new 'zine is Bron Yr Aur from Pete Lindsay, Haig 46, David Russell Hall, St. Andrews, Fife. Ex subzine of the Norns, but as Pete isn't able to lie in as long as Dave Allen in a morning, he's taken it independant. Sub rates 1p per sheet + postage, game openings at 50p. (Regular, Multiplicity, sTab, DotLotRaRotK, Marumbitzi, Wars of the Roses, Clans). Issue 1 four pages in length included the Waverly Rules of Dwile Flunking - 1585. Perhaps Richard Nash can do postal rules? (Put the pen down, Richard, I'm only joking!). Pete has been around in the hobby for a long time, certainly longer than I, and I think I can recommend him as a good, reliable pubber. (That's short for 'publisher' and a 'frequenter of public houses'.)

Two new 'zines mentioned, so let's have a plug for one of the established ones, Ad Nauseam from Steve Pratt, 15 Craneford Close, Twickenham, Middlesex, TW2 7SD. As well as carrying well run Diplomacy games, AN also carries a very

play the game. recommend to all CHIM readers who

With 'AN' also comes 'Nitehawk' the best 'Soccerboss' 'zine around. Just finished its first season and starting its second, there are still places available for new managers in the third division. My team Derby County have just finished runners-up to Roy Taylors Real Madrid in the first division, in what was for me the most enjoyable postal game I have ever played.

The following arrived shortly after publication of the last Chim, with a note asking me to publish:

'THE SOLO WARGAMERS' ASSOCIATION'

This association has now been in existence for a year and caters for wargamers fighting solo, by choice or necessity, postal campaigners and players of board wargames; new members are always welcome. Based in the U.K., the association has been growing steadily and has attracted an international membership.

From March 1977, the Association's journal, 'Lone Warrior' (annual subscription £2.50), will be produced bi-monthly; this was previously a monthly publication, of which numbers 1 to 7 have been condensed into an edited version available to new members - free to those joining before 1st March 1977.

The Association has no 'period' restriction; recent journal articles have covered medieval board games, ancient postal campaigns and a wargame of the ambush of a squadron of French Dragoons in the Peninsula. In addition, an impartial umpire service is available to which members may submit problems for arbitration.

Those interested in joining the Association should contact Mr. J. Bennett, 9 Oakroyd Close, Potters Bar, Hertfordshire, UK.

So there you are, now you know as much about it as I do. I shall send this copy of Chim to Mr. Bennett in an attempt to elicit more information. In the mean time, interested parties may like to contact the Association themselves, but I wouldn't suggest you send money until learning a little more. I'm not suggesting there's anything wrong with the organisation, I'm just naturally cautious. How many pages is 'Lone Warrior'? How is it printed? etc.

Newest role-playing game on the market is 'Bunnies & Burrows' and it's not a joke as I suggested earlier! Bang goes my idea for the 'Wabbits and Wawwens' game. A copy duly arrived here last week and it looks as if it could be quite good. Unfortunately it's never going to take off the way, D&D, EG and EotPT have for people will just not associate with wabbits the way the associate with swashbuckling fighters etc. All the same, I think it could go well with 'Watership Down' readers and will probably sell on that point alone. (That's why I bought it!). For people like me who still find it difficult to accept the use of 'magic' in D&D and EotPt, you'll be pleased to hear that it does not enter into this game, in fact the only thing that has put me off a little is the thought of wabbits carrying sacks on their backs.....

Combat system looks to be a hybrid between EG & D&D, and worked well in the few trials I gave it. Special rules for mating!! If that stoat gets you cornered you just hole up for a few months with your mate and wait until you outnumber him.....

I'll try and do a fuller review for next issue, in the meantime, does anyone fancy a postal campaign? No need to know all the rules as these state that much of the fun for the players lies in not knowing them.

Your Owsla needs you! Join now.

Current Dolchstoss sees General Secretary Nicky Palmer saying Chim and Levi are the only 'zines not wishing to join the NGC affiliation scheme. Next page sees Richard Sharp correcting him. Richard goes on, however, to say that Chim is determined to remain non-affiliated. Now where does he get that idea from? Maybe it, maybe it isn't, but as I've never categorically stated an intention to keep, he can only be guessing.

In Chim 22 I said I was 'out' at least until efficiency had been improved, the General Secretary still doesn't know what's going on in the hobby around him (I don't expect him to, but he could at least check facts before quoting them), but that is not the efficiency I was talking about. That related to treatment of new members and I'm reasonably satisfied now that Richard has

kept his word in that respect (i.e. complaints are now no longer existant). My second reservation was in respect of cost to me though in respect of joining and I'm still waiting to see what that will be. If I don't think the advantages cover it I shall remain independant. Only asset I can see is the CGS and I don't need that, the way things are at the moment. The IDA covers me amply for game insurance.....which reminds me, I'd better pay my dues....

Only two people for 'Place your bets' which means it won't be worthwhile. National Hunt season now almost over anyway, so we'll leave it until the next one.

Back to NGC: Incidentally, something may have been said about cost of affiliation in 'Monthly Bureaucrat' but if so I'm afraid I missed it. It's just that I get a mental block whenever I try to read that ugly, messy, closely typed sheet with all its cryptic A, B, C's and so on. Sorry, Nicky, I've tried, but I just can't get past the first paragraph.

Lot of subbers in debt again! Please check your credit level on this issue. If it's red it's your last one whoever you are!!

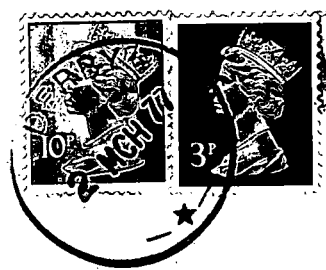
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Deadlines: Formula One to me for 18th March 1977
RCW, Conquistador, Outdoor Survival, Pits of Cil, Railway Rivals, Sorcerer to respective GM's by 18th March 1977
ReDiscover to GM by 18th March 1977
All Dippy (bar ReDiscover) to me by 25th March 1977

Waiting lists: Railway Rivals: A.Smith, C.Waterhouse, R.Thommasson. How about I game? One or two needed. (Sorry, proper lists next time, promise)
Regular Diplomacy: No-one.
B & B - no-one
Conquistador - Brian Williams

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