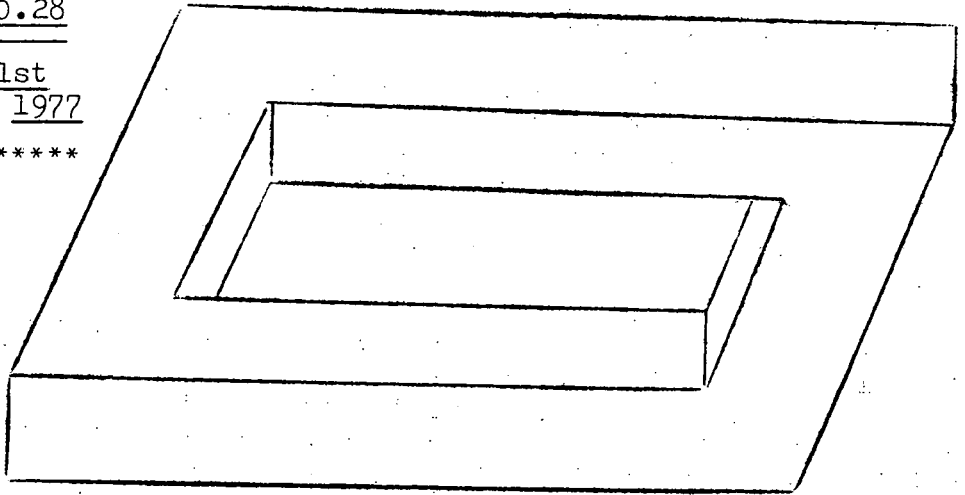


ISSUE NO.28

March 31st  
1977

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So the cycle starts again. Four weeks since the appearance of the last Chimaera and off we go again. This is the 28th issue of the aforesaid wonder 'zine, probably for the last time claiming itself to be best in Europe. It is edited and published by I, Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS, United Kingdom. It costs but a mere 4p per sheet plus postage, but won't do for much longer. (See later).

Most important item on the agenda this time is the 'Mad Policy 'zine poll', that annual poll of the hobbies members to determine which, in their minds, is the hobbies best European magazine. Last year it was won by 'the miserable Chimaera' (Richard Sharps words), which was not a bad achievement in our first year. Now though, Chim has had its 12 months of glory and it's time to find it's successor to the throne.

Everyone who receives two or more Diplomacy magazines should vote. To do so simply list the magazines you receive and give them a rating between 1 and 10 (1 being abysmal, 10 being superb), and post it to Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey, KT15 1UG. Richard will then compile the final results and print them in his magazine 'Mad Policy'. If you send him a s.a.e. with your votes, you'll receive the relevant issue free of charge.

Unfortunately, I've left it a little late in giving the poll a mention this year, but if you hurry there may still just be time to get your votes in. Closing date is the 2nd April 1977.

A good showing in this poll is important to a lot of publishers, me included, so your support would be greatly appreciated. I don't think Chim will retain it's title for another term, the competition has improved considerably, but I'd like to see it do well again. The only person I really want to beat is ol' Richard Sharp and Dolchstoss. After all he did promise to thrash Chim this year..... Whether I do or not is in the balance, but if I do I ought to have won again.

MOST OVERWORKED JOKE OF THE MONTH

".....just rate the 'zines you receive on a scale of 1 to 10. 1 being abysmal, 10 being -----"(insert name of writers magazine)

Yeeeeeuuuk, just how unoriginal can our editors get? Admittedly I used the joke last year, but it was my first year and I didn't know any better. (I was even naive enough to think it was original!)

It seems that this, er, 'joke' is as much a part of hobby traditions as the 'zine poll itself. Next year, please, let's have a change, if I have to read it again I'm afraid I'll

2  
throw up all over the carpet.

AND another thing all you other bright editors, what's the point of asking your readers to ignore your bad points when voting? Christ almighty, we'd all finish with 10 out of 10 if they did that. I never cease to be amazed by the occasional workings of the minds of my fellows

Enough said. Please vote if it isn't too late.

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This issues mind blowing cover illustration comes to us via Boot hater, Mike Lean. I chose this one for the cover as it has the added advantage of being original (at least to my eyes). Is it one of your own, Mike?

Anyone else got any visual illusions for me? Either along the lines of this one or the Canadian flag published last time. I've got a few more kicking around at this end but they tend to be fairly well exposed ones.

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Second most important item on the agenda is money, and pretty soon I'm going to want a little extra from you for each Chim/EG. Don't panic though, I'm only talking about a copper or two.

I have enough paper, stencils etc., left for about 2 $\frac{1}{2}$  more issues and on re-ordering I find that prices have soared. This time to such an extent that it will be impossible for Chim to absorb it any longer. Last Chimaera price increase was announced on the 5th January 1976 and since then we've seen the magazine switch from cheap spirit duplicating to the more expensive mimeo so I don't think you can grumble. Too bad if you do anyway, it'll make no difference.

I have ordered as much paper and stencils as I can afford, but owing to the fact that I publish a larger than average dippy mag and En Garde to boot, I am not able to buy enough to hold prices for the sort of periods that others can guarantee. Working on average size issues we should last for 10 months or thereabouts.

A final figure for the increase has yet to be fixed, but I'll work it out for next issue and implement it from the one after. How I'll do it I don't know, but it'll have to come back to about 2p on a thirty page Chim and 1p on a 14 page En Garde. Easiest method would be to make the price .88 of a penny per sheet or thereabouts, but I fear that to do so would cause poor EthilFrog to blow it's mind. Any suggestions?

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Dum-de-dum, usual situation of half a page to fill so that I can get some of the magazine duplicated a week in advance. What can I fill it with? I can't use 'news' items as they'll all be out of date by the time the mag goes out. I know, let's have a look what other people have been saying.

Ah, here's a good one. The last issue of Leviathan, you know the one I mean, it's got a picture of some sort of humanoid creature on the front that looks as if it should be cradling something in its right hand, but whatever it was it's been censored. Anyway, to quote, they say: "The publishers of Leviathan have just made their latest hobby shattering decision..... the next issue of L will be in colour! ....., L leads the way when it comes to games magazines."

Eh? Leads the way where, lads? Colour pictures are old hat appearing regularly in Chim as long ago as February 1976, so it can't be that. Must be something else. Well, it's litho printed..... but then so is Dolch-stoss and has been for a lot longer. Perhaps they mean the half naked birds they picture on page 3? No, not that either, a naked bird appeared in Chim in September 1975. Perhaps they mean the naked man they pictured in the last issue. No, not that either. A full frontal male nude appeared in Chim on the 8th March 1976 (page 15 if you don't believe me). Well, what else is there? Maybe they're referring to the fact that it's a game 'zine rather than a dippy 'zine? No, wrong again, Geoff Challenger's 'Tigger' was around in 1974 and Chim came on the scene in 1975. Er, cartoons then? No, Chim was using them in 1975. Hah, got it! It's run by a committee! Er, no, sorry, Hannibal was around in 1974.

OK then, lads, I give in, you'll have to tell me. Where is Leviathan leading the way?

Leviathan is the brand name for a magazine of games produced by Ron Canham and friends of 30 Blagdon Road, Lewisham, London SE13 7HH. They run games of anything from Gladiatorial combat to Diplomacy. If you're a games player rather than a dippy player, have a look. I know I call them names from time to time, but it's still one of my favourite 'zines.

Let's welcome back here, at the start of this brand new page of Chimaera, a popular column from issues past. So popular in fact that it appears to have set off a trend among other magazines, and now similar, nay identical, columns are springing up all over the place. I refer of course to our semi-regular reader auto-biographies piece, which is called....

I'D LIKE TO INTRODUCE MYSELF,  
MY NAME IS.....

Three little skits this time, and first of is...

PAUL BLACKWELL: alias Sir Paul the Half Pissed, knight of the obscurely shaped table; Grand Master of the most Unholy Order of the Lakeland Hobble and veritable pissarteste.

21 years old, fuzzy faced; 6 feet tall; breaking in contact lenses.

Interests: falling off mountains, women, and, if niether of these is available, wargames. Failing that, beer (Rudles county henry's etc). At present engaged learning how to fall in ditches.

Gaming interests: Large ancient campaign called 'Gheal' that I ended up GMing; losing tactical games and winning strategical ones. Also enjoy long, involved letter writing sessions on whether tanks can fire on the move.

Other things I do: Work(?), read history books, SF books, art books, sociology books, even science books especially when exams are getting closer (God bless the great white paper chase!), go walkies (who's pinched all the hills down south?).

Object in Life: to move back north again.

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REV. KELVIN JOHN RANDALL, B.D., A.K.C., D.P.S.

Born: 9:11:49 Royal Leamington Spa, Warwickshire

1949 - 1954: Developed early interest in playing with things.

1954 - 1960: Milverton County Junior School.

1960 - 1967: Warwick School. O & A levels. Having failed scholarship exams to Magdalene College, Cambridge, left.

1967 - 1968: Worked at Kenilworth library.

1968 - 1971: Kings College, London. Took & got Bachelor of Divinity (Hons) + A.K.C.

1971 - 1972: Teachers diploma at Saltley, Birmingham.

1972 - 1973: Lecturer in religious education, N.Devon College. Met wife to be. Joined S.A.G.S.E.T. (Society for Academic Gaming and Simulation in Education & Training). Started using games in Liberal Studies teaching.

1973 - 1974: Diploma in Pastoral Psychology at St. Johns, Nottingham. Married Jan.

1974 - 1976: Ordained into Church of England. Curate of St. Marys Church, Peckham. Discover NGC flyer in Diplomacy box, and that really is the beginning of the end!

Hobbies: Postal gaming, squash, reading, playing music & learning the clarinet.

Zines recieved: (in order of preference) Chimaera, Leviathan, Bellicus, Owl & Weasel, Games & Puzzles, News from Bree, Jigsaw, Gummiballs/Blimp, Dolchstoss.

Favourite food: Japanese, or steak.

Favourite drink: Whisky, malt or rye.

Description: 5' 10", balding and bearded. Very occasionally wearing dog-collar.

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DAVID ALLEN

Born: All Fools Day 1955 after being carried by my mother for 13 months. Yes, I was late even for my first appearance in this world. I was late too in mastering my potty training and it wasn't until I was almost 8 years old before my mother was finally able to burn my nappy. I often wish now that I'd had another one so that it could have been changed from time to time, for, as you can well imagine, it was beginning to get a little uncomfortable by the end of that eighth year. Oh, my mother did try to get me another one, she sent me down to Mothercare a time or two but unfortunately I was always late and they'd closed.

At 7 years and 10 months I said my first word, "Pooh", but it was too late as I'd already filled my nappy.

At the age of 8 years and 5 months, I spent my first day at school, I'd left home three years earlier when I was five, but I'd got on the wrong 'bus and was late in arriving. By this time I was gaining something of a reputation for my lateness, and so it came as no surprise to either me or my parents when I finally attained puberty at the age of 19.

I work now for British Rail, who often run trains a little late on the off chance that I'll want to catch one. I publish a Diplomacy magazine called 'The Norns' which is also reknowned for it lateness. I'd like to stay and tell you all a little more about myself, but I've got this very important appointment that I absolutely must keep and I'm late for it already. Must go, 'bye.....  
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Thank you, gentlemen, for those contributions. There are still a lot of other Chimaera readers that remain dark horses, some of them newer readers, and I hope that they may be encouraged to put pen to paper and sketch in a few details. There'll be another 'I'd like to introduce myself' in a couple of issues time provided I get the contributions.

~~Right, first person in the last article was Paul Blackwell, and it's his name that crops up again now with a brief review of...~~

..EMPEROR OF CHINA  
a review by  
PAUL BLACKWELL.

(Dynamic Games, sold by SPUK £6.50.)

A game set in ancient China. Playing equipment consists of a mounted map folded into 4 (44 x 43 cm). 5 sets of plastic playing pieces, 2 nice big dice, and 2 packs of chance cards.

The rules are short but with lots of waffle (Chinese concepts in brief!?) The game is played by 2 to 5 players, the more the better, and is rather like Risk. The object is to hold more of the 19 provinces at the end of the game than anyone else, or to take 15 of them during play.

Colonization is achieved by moving three units from one province to the next. Combat is handled by the attacker throwing two dice with an even total removing a defending piece and an odd total removing an attacking piece, through to the bitter end. However, at any time the defender may retreat into an occupied province.

The main difference between Risk and Emperor of China is in the dispensing of units. In EoC each player receives three units + an extra one for holding provinces with economic markers. These come by means of the chance cards over which the player has some degree of control. The other big differences are the 10 unit stacking limit and the 2 hour playing time.

Generally a good multi-player game that doesn't take all night, but is hellishly expensive.

Complexity	2	Enjoyment	7
Playability	8	Postal Playability	1
Overall Value	5	Action	8
Realism	2	Skill	6

PAUL BLACKWELL 1977

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Since we're on the game review lark at the moment, I'll include another one from a character whose name, surprisingly, hasn't appeared all that regularly of late....

AGRIHAZARD  
a review by  
CLIVE F. BOOTH

'Agrihazard' is billed by the makers as 'an exciting and instructive game for 2 - 6 players' and on opening the box there are certainly enough little bits and bobs in it to at least make it look interesting. The usual dice, shaker, markers and playing board are there, along with three packs of cards and thousands of pounds in nicely presented 'Agrihazard' money. The other pieces are a handful of plastic cows, sheep and bulls and what seems like hundreds and hundreds of little blue plastic tractors. Ah, but these aren't any sort of run of the mill, or run of the farm, tractors, these are

Ford tractors, everyone a tiny replica of the real thing. And why are they Ford tractors? Why, because the game is produced and marketed by the Ford Tractor Division, that's why, though why they should want to produce a game in the first place is another question altogether. Several ideas spring to mind, not least of which is the thought of thousands of pairs of idle hands at some strike hit Ford factory. Could this be an attempt to keep them occupied whilst settlements are discussed? Certainly if the workers did ever commence a game with the intention of seeing it through to the finish, then old Henry might as well pull out of Britain now. The game drags on and on.... and on....and on....and on and in the two games I've played, or rather attempted to play, it's been packed away in disgust before a single Ford tractor appeared on the board. 'Exciting and instructive'? Yeah sure, it's about as exciting as a Mothers Union debate on where to hold their next debate, and 'instructive' only in how not to produce a game. Oh dear Ford, you'd better call this one in for faulty steering, I can't see where it's supposed to be going.

Pity really, because the idea of a farming game is good and I can't recall seeing it done anywhere before. With a little more thought and a lot of play testing before releasing it onto the market, it might have been worthwhile.

But let's look at the game itself: the playing board, nothing spectacular, but very pleasing on the eye, shows 9 different farms ranging in size from 100 acres to 1,100 acres. Around the perimeter is a Monopoly type track along which players markers are moved by the throw of a die. Land on an unowned property and you can buy it (sounds familiar). Other players landing on your property have to pay rent (very familiar!), and the rent depends on the number of Ford tractors (houses? hotels?) you have on the farm.

Other squares encountered on your journey around the perimeter include sheep/cattle squares, tractor squares and market report squares. The effect of these is as follows: sheep/cattle square = collect 1 flock of sheep or herd of cattle for your estate.

Tractor square = throw 6 to collect 2 tractors, 5 to collect 1.

Market report = take a market report card (these offer fortune both good and bad to players; things like: "Severe weather conditions - lose all crops", '£500 bonus on swedes', 'Win £25,000 on premium bonds(?) etc., etc. The final square on the circuit is the 'market square' and each player must stop there to calculate his profits for the circuit. These will vary depending on the size of his farms, whether he has stocked with livestock or not, and on the 'market report' cards he may have collected.

Having calculated profit, off he goes again on another circuit, followed, presumably, by another and another, ad infinitum.

As an example of how bright the single sided, A5 sheet of rules are, they state "The player will wish to keep clear of squares marked 'AGRIHAZARD' as he may pick up cards that will have a direct bearing on the profitability of his farm." Would you believe there aren't any squares marked 'AGRIHAZARD'!! Duh, that's bright! It took me, a seasoned games player, several minutes to sort out that we did in fact have several squares marked with just a picture of a charging bull, which was the same illustration as that on the back of the 'Agrihazard' cards and I've no doubt that it will have stumped others.

Anyway, my verdict is the games a drag and not recommended even as a Christmas afternoon game when everyone's half drunk anyway. I understand that Ford have now bought out, or are about to bring out, a revised set of rules. It would be interesting to see what these are, but I am of the opinion that the whole game needs re-vamping. Monopoly has been around a good few years longer than I have and still continues to remain popular. I suppose it's only natural that every once in a while someone will rip-off the idea and put it into a new format. Usually it's with disastrous results, this seems to be one of those occasions.

(Incidentally, the last time we played either Dave Allen or Allen Ovens, I can't recall which, proved to be unable to tell the difference between a cow and a bull. These boys lead sheltered lives.)(Bulls have horns.....and there's a joke there somewhere I'm sure)

CLIVE F. BOOTH

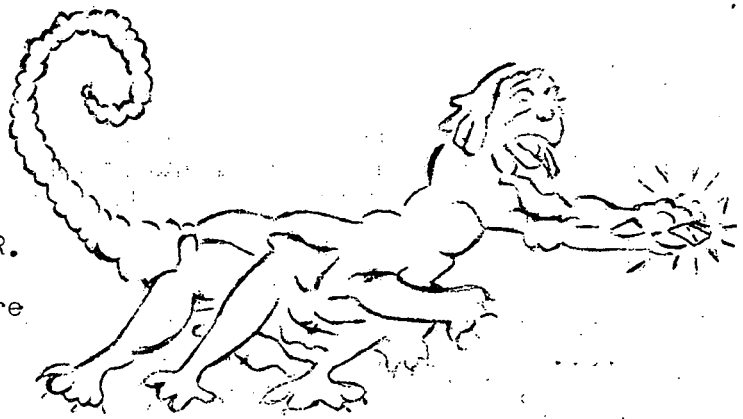
# TĒKUMEL

## THE EMPIRE OF THE PETAL THRONE

An adventure on Professor M.A.R. Barker's fantasy world of Tĕkumel, recreated by the TSR game 'The Empire of the Petal Throne!

### THE QUEST FOR THE TREASURE OF CHAYAU'DLANG'USH

#### Part Eleven



The sun climbed high into the clear sky, reached it's zenith, and then commenced the journey down to the other horizon. With the Adhi'n Eng'shaur still becalmed the hours passed slowly, her captain and several of her passengers were at the stern watching the pursuing ship as it drew closer and closer. Every so often Greshl hiPropnoi would look to the heavens for some sign of a saving wind, rhythmically banging his fist against the ships rail in frustration.

"About an hour and they'll be on us", he said, addressing himself to Qyshū. "You'd better prepare your men in case we have to repulse them. Isn't there anything you can do?"

"Like what?" asked Qyshū with a shrug of the shoulders. "At the moment, no, but if they come in too close and do prove to be aggressive, then I dare say I could summon up a spell or two. It's a question though whether they'd be any use or not."

"Uh? Why? You're one of the most adept magic-users left in Jackalla since the death of old Kharsān, aren't you?"

"Yes, but Kharsān taught me all he knew and I've never seen anything as powerful as that before", He nodded towards the approaching vessel, "They've travelled for the last 5 hours with niether sails nor oars. That's a level of magic that I've only dreamed of. Who knows what else they can do?"

Greshl looked towards Qyshū as he finished, but the magic-user did not return his gaze. He just bit on the back of his hand in thought, never taking his eyes from the ship. He went on, "Of course, we still can't be absolutely certain as to what their intentions are. It's unlikely, but they could just be following this course by coincidence. We'll soon know."

The party at the ships stern watched on in silence until the other vessel was close enough for the sharper eyes of P'Khilu, the Pe Choi, to make out some of the details. As he related what he saw, colour drained slowly from the faces of some of the more experienced present.

"There's a pennant on one of the masts....it looks like...well, it's sort of a bluish beetle and a crescent moon..... there are a lot of sailors on the decks and a lot of men in armour..... I can see two men together at the bows, dressed in black with odd flat topped hats..... they seem to be....

"Priests of Ksarul!!" interjected Qyshū.

".....and spoiling for a fight by the sound of it" finished Greshl.

The concern of Qyshū and Greshl was obvious and it was soon conveyed to the rest of those present. Hailmhūling and Dyoghēykh were already inspecting their heavy swords and bows, eager for action but not realising that any fight would probably be won or lost by the power of magic before they even had chance to loose an arrow. Ukshēn was puzzled, "Ksarul?" he said to Qyshū, "Isn't there a temple to him in Jackalla? Why should they want to attack us?"

"Yes, there's a temple there alright and there are priests and followers of this faith that roam the city at liesure. They're not the sort of people you trust though, they worship the dark beings of evil and will go to any lengths to achieve their ends, even killing."

Ukshēn felt the icy fingers of fear at his spine again, those same fingers he'd last experienced whilst fighting their way out of the underworld a few months before. "There must be something we can do" he said, "We can't just wait."

"There's nothing" answered Qyshū, "nothing until they make their move, before that we can't be sure that they're hostile and I refuse to act prematurely if there's life at stake".

Greshl, who'd been standing nearby listening, muttered something about the

magic users folly under his breath, but Qyshu pretended not to hear.

Closer and closer the vessels came together and it was now clear that that the priestly ship carried four priests and between twenty and thirty fighters in addition to the crew. Not very good odds when set against the Adhi'n Eng'shaur's one magic-user (Ukshen couldn't really be counted), one priest and six fighters, two of which were tiny Tinaliya.

With about 200 feet between the ships and with the Adhi'n Eng'shaur staring at the priestly fighters, their luck changed and a light breeze started to get up. Immediately the first mate, Doith'aihl had his men in action, spreading the canvas to catch whatever wind there was. Slowly the vessel got under way, but it wasn't fast enough, the priests were still closing!

Nearer and nearer they came, but the Adhi'n Eng'shaur was picking up speed and the rate at which the gap was closing slowed, At about 70 feet it remained constant.

"Are you going to do something or not?!" yelled Greshl to Qyshu who still stood at the stern. "How much proof of their intentions do you want, for Ketengku's sake?!"

Qyshu' turned to face him. "So far they've done nothing to harm us and unless they do there's nothing I'll do to harm them."

"You what!?! Can't you see they'd have rammed us if the wind hadn't got up when it did!? Come on, man....", he glanced up at the other vessel and momentarily was stunned to silence. Then regaining his wits, he pointed a finger towards the other vessel, calling, "And what do you call that?!"

Qyshu spun to face the priests vessel again, it was now lost to view, hidden behind a wall of rolling fog that was moving towards them on the breeze.

"The Vapour of Death!" he yelled, "Get the ship out of it's path...and hurry!"

Greshl knew the vapour and he knew its powers, already he was passing instructions to Doith'aihl to veer the ship sharply to port, he'd rather take the chance of the priests fighters catching them than with the Vapour. The ship slewed sharply left and almost lost its forward motion, but it was enough to see the Vapour pass harmlessly past the stern. Qyshu had ended up in a most undignified position on his backside after the sharp manoeuvre, but he'd decided in his mind exactly what his next action would be. He clambered to his feet preparing to cast a spell of his own, but as he pulled himself up with the aid of the guard rail he was just in time to see a salvo of spears and arrows from the priests warriors flash past his ears. From the cries behind him he knew that men had been hit, but he didn't turn to see who. He raised his arms, and with the wide sleeves of his red gown billowing in the increasing breeze, he incanted his spell. Almost instantaneously the sea around the priestly ship was transmuted to rock. The vessel seemed to stop dead on the sea as if held by some mighty hand, and then it plunged with it's stone plinth beneath the waters. Several men were seen to escape by leaping clear and they thrashed about in the water. Qyshu, being a man of compassion, gave the order that they be picked up. Greshl wasn't so sure.

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All over again for another four weeks. Does anyone really read this? On the assumption that perhaps someone does I'll include here a brief who's who of the characters, or at least, the main characters, in the game at the moment.

Ilteys hiQyshu Ohuk Jackallayani: A high level magic-user, a 3rd Badragu in fact, and reknowned adventurer. Son of a high level city official but disowned when he decided on a career of magic. Trained by the now deceased 4th Badragu, Kharsan.

Ukshen Thosh'ngu: A first level apprentice to Qyshu. Born on the island of Hyoisn'guang he came, seeking adventure, to Jackalla where he met his tutor and present employer.

Hailmhuling Tugech'mok and Dyogheykh Shligh'myk: Two very experienced fighting men, employees of Qyshu. They have been with him for many years having been adopted when they arrived in the city of Jackalla in much the same way as Ukshen. Their ambition is to gain citizenship of their adopted country, Tsolyanu, for which they hope to apply before this year is out.

Greshl hiPropnoi Jackallayani: An ordained priest of the faith of Ketengku, but prefers to spend his time running his thriving import/export business from Jackalla harbour. Fat and jolly, he's a very old friend of Qyshu having grown up with him. He supplied the ship and crew for this expedition and then



came along himself for a change of scenery. Very wealthy, reputed to be a millionaire.

P'khilu: A male Pe Choi warrior, bought from the non-human slave markets by Qyshu for this expedition. Very inexperienced.

Ng'ulnja: A human warrior of the level Molkar, reasonably experienced.

Employed by Qyshu for the duration of the expedition.

Un'tego and So'slyzsun: An ugly male and a pretty female warrior (by Tinaliya standards, of course). Both Tinaliya and both no more than two feet tall.

Un'tego, the male is of the warrior level Kerdu and So'slyzsun is a Dritlan.

Both are employed by Qyshu for the duration of the expedition.

Doith'ahl Ywa: First mate of the Ad'hin Eng'shaur by title, but virtually the captain as Greshl tends to be along more for the ride than anything. A vastly experienced navigator and well known amongst the sea-faring sections of Jackallan society. Employed by Greshl for the duration of the voyage.

The Adhin Eng'shaur: A T'nek class ship from the fleet of Greshl and donated by him to the expedition. She has a crew of 20.

Chayau'dlang'ush: A semi-mythical pirate who sailed the seas around Tsolyanu some 400 years ago. Executed for his crimes by public decapitation in Jackalla. A map, supposedly showing where his treasure is buried or stowed, has come into the possession of Qyshu (see earlier series), and at present they are attempting to find it. (Er, the treasure, not the map....)

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© C.F. BOOTH 1977

If you are one of nature's unfortunates and you feel deprived because you missed the earlier adventures of our jolly band, then cheer up! They are shortly to be reprinted in a new fantasy magazine from some of the Leviathan mob. It will be called 'Phantasmagoria' and will be a twenty page booklet costing 25p to 30p. Besides EotPT it will also cover all of the other role playing games from D&D to Boot Hill. I'm told it will be available from all good games shops but that I'll believe when I see it! Best to write for the time being to Gary Porter (Phantasmagoria), 237 Markfield, Courtwood Lane, Croydon CRO 9HW.

# WARLORD!

POSTAL WAR-GAMING  
Part 3 of a series  
of articles by  
RICHARD NASH

As this enters part three, I am going to condense the articles somewhat in order to complete them sooner since I doubt if any of you would wish to wait until December before a start is announced. With this in mind, I would anticipate a start being ready in September, if both Clive and Bob are willing to go ahead. Thus a start will be ready in about another 5 issues - by which time I will have the postal rules ready stencilled for distribution.

Last time I dealt with the geographical aspect, with reference to population/age and militia. The data in part 2 is used in conjunction with the early part of each move in order to see which units are active, recruiting, etc. The counties/capitals concern the allocation of tax/victory points much in the same way as in SPI's 'Fall of Rome' which I have reviewed for Clive. ((Next issue - CFB)) Anyway, what about the actual organisation aspect of the forces?

The main units concerned are infantry, cavalry and artillery on both sides. Taking the Battle of Chancellorsville as a basis, each infantry unit on both USA/CSA sides had about 432 on average. (That is the average ACTUAL FIGURE). While the strength should have been about 800 - 1,000 per regiment, attrition had worn this down. Thus a regiment is much smaller and easier to handle. Being generous they are given 13 officers to have a complement of 445 men. This is split as follows below.

Cavalry average per regiment for both sides was around 336 men, and again I have given them 13 officers. Artillery on the Union side was 6 guns per regiment with the CSA at 4, so a slight change is necessary here. Taking the average again, CSA = 7 officers and 168 men, with the USA = 9 officers and



252 men. These facts are summarised below:

Unit	Complement	Breakdown
CSA/USA Infantry	13/432	(4 comp 3/108)-3 sds 1/35)-5 sects 1/6
CSA/USA Cavalry	13/336	(2 sqdn 6/168)-8 trp 1/20)-2 sects 1/9
CSA Artillery	7/168	(2 batt 3/84 )-4 gun 1/20)-2 sects 1/9
USA Artillery	9/252	(2 batt 4/126)-6 gun 1/20)-2 sects 1/9

Officers/men in shorthand above. Each bracket following shows what the one before consists of. Thus each infantry company consists of 3 squadrons, each commanded by a sergeant and 35 men. The commanders of the respective parts can be deduced by looking at the order of rank table in part one. Infantry have 8 lieutenants in staff positions included in their 13 officers; cavalry have 10 and the USA/CSA artillery have 6/4 respectively.

Now that the composition of the forces is known, what now? Well, we have a basis for building up the respective armies for USA/CSA sides. Using the breakdown above I have made out a list of regiments for both sides, combined them into divisions, the latter into corps and then finally raised the army mentioned in part 1. Names of respective commanders, regiments and other details for each unit have been made out. Clive and Bob have been sent a sample draft to enlighten them, if they want to print or distribute it. It won't matter too much either way. (Prospective GM's don't worry, you won't have to do anything like that. Once it is done you have your army forever - it is used merely for reference/calculation purposes). Details of the respective positions etc., of each unit will be issued to the player concerned, where relevant. Spies play an important role in this area.

Now that we have our units, how far do they move? Well according to the Confederate handbook on the subject, they are quicker than the Union forces. Even though the source is biased, it is true that they moved slower. But this is more to do with the C-in-C ability than physical impairment. (And is one of the ways in which the forces are balanced. The CSA beat the USA at Chancellorsville, from where my armies are taken). Anyway, how far do they move?

There are three types of movement: normal, forced and emergency, each with a higher attrition rate, to be dealt with later. The rate per day is found by using the following table:

Unit type	Normal	Forced	Emergency
Infantry	2 $\frac{1}{2}$ /1 $\frac{1}{2}$	4 /2 $\frac{1}{2}$	5 /3
Cavalry	5 /3	6 $\frac{1}{2}$ /4	8 /5
Artillery	3 /2	5 /3	6 $\frac{1}{2}$ /4

For those interested the figures are in Km/miles. This is for those used to playing wargames in proper yards, and the new mm school as well. The way forward has begun; next time, in part 4, I shall deal with the line of march (length of column on road), tabletop movement and regimental analysis re status, officer rating, supply, physical/mental condition.

c RICHARD NASH 1977

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For a few further comments on Richard's 'Warlord!' game, see the letter columns at the back of the 'zine.

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\* SUPER SOCCERBOSS!! \*

The ultimate football game  
by Clive F. Booth.

Having ventured away from it's home here at Tag Hill, the football game Soccerboss, has continued to proliferate in other 'zines. Each new set of rules seeming to become increasingly complex in an attempt to attain the ultimate game. However, all these 'zines have still got a long way to go before they finally attain this ultimate, and so to bridge the gap between their pathetic attempts and the game they hope finally to build, Chimaera is proud to publish here details of 'SUPER SOCCERBOSS - The ultimate in soccer games'!!

i/ Each player in the game will assume the role of team manager to a football club. Team selection, discipline, training, travel arrangements,

crowd control, finances etc., etc., are all his responsibility.

The game is for 96 players split into 4 divisions. A first and second division of 22 teams each and a third and fourth of 24. Rules are complex and because of this and the scope of the game it is beyond the capability of a single GM. It is therefore run by a group of GM's which, for want of a better name, we will call an 'association'.

Anyone wishing to learn more will find the rules available from most libraries or book shops, but the GM's themselves will, I am sure, be happy to help with any unclear points. Write to: The Football Association, 22 Lancaster Gate, London W2.

At the moment there are no vacancies within the game, although drop-outs are a common occurrence and you may be lucky enough to pick up a position as a stand-in.

Deadlines are usually weekly, though players may very often be called upon to submit orders twice per week and on rare occasions, three times.

The weekly results are carried in regional 'zines and one of these should be easily available to you. For an example write to 'The Derby Football Telegraph', Derby, enclosing 6p plus 11p postage.

The game has been running successfully for some time and the rules seem workable and relatively settled. No dice or other random elements ensure that this game will appeal to most serious gamers and I understand that even Mick Bullock, one of the main decryers of the poorer simulations in other magazines, approves highly of this version. Highly recommended.

DIPLOMACY WORLD  
INTERNATIONAL VARIANT DESIGN  
COMPETITION

Entry deadline 30 Nov 77.

The objectives of this competition are to obtain high quality material for publication in DIPLOMACY WORLD (circulation over 700), to promote careful, logical variant design, and to reward and recognize variant designers. Any unpublished variant may be entered. Entries must include an English translation if the original is in another language, and it will be necessary to judge the entry on the basis of the translation. Each entrant agrees, by the act of entering the competition, to permit first publication of a winning variant in DW. Designers retain all other rights. It is not required that entries be play-tested, though such aid is permitted and encouraged, so long as the variant is not publically distributed in printed form. Variants designed by more than one person are acceptable, and there is no limit to the number of entries that may be submitted by any designer. Each entry must include return postage if the designer wishes it returned when the contest is over.

Due to the impracticability of forming a judging panel among which each entry would have to be passed by mail, and because the first objective is to acquire material for Diplomacy World, the sole judge will be the DW Variant Design Editor and organizer of the competition, Lew Pulsipher. All decisions and interpretations of the judge will be final.

It is impossible to exactly describe judging criteria. However, completeness, clarity of rules are very important, since no variant is worth much if it cannot be played owing to undecipherable rules. Play balance is also important, that is, each player should have as much chance of winning as any other. A game in which one player has much smaller or larger chances of winning will be severely penalized. Originality is desirable, but it should be remembered that using old forms in new ways is as original as devising new forms. Finally, where variants are equal in other respects those designed for a variety of numbers of players, and which may be played both face-to-face and by mail, will have the advantage. All entries must be playable face-to-face, without a gamesmaster. No revisions of previously published variants will be considered.

Variants may be entered in one of four categories, but only one category per variant. In borderline cases the judge will assign the entry to a category. The four are:

- a/ Science fiction or fantasy, excluding Tolkien-based games.
- b/ Historically based variant using a new board.
- c/ Variant using the standard board with rules less than 1,250 words.

d/ Open. Any variant not covered in one of the above is permitted, again excluding Tolkien. For a variety of reasons Tolkien based variants are completely excluded from the competition.

Prizes: The most valuable prize of course, is the large circulation a winner will obtain for his variant. Also, on a more or less random basis I have asked several publishers to contribute prizes. I hope some who were not asked will add to the list. The distribution of prizes among the winners will be determined by the winners' preferences and geographical locations.

- Four Science Fiction and Fantasy Variant Packages (L.Pulsipher)
- Two one year subscriptions to Diplomacy World (W.Buchanon)
- Two half year subscriptions to Dolchstoss (N.G.C.)
- Subscription to Bumm or some variants from the Continental European Variant Bank (W.L.Haas)
- Twelve issue subscription to Vortigern (R.Prevot)
- One year subscription to Mad Policy (R.Walkerdine)
- Ten issue subscription to RATS (P.Swanson)
- £1.50 subscription to Chimaera (C.Booth)
- A selection of variants published in past Bushwacker's (F.Davis Jr.)

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Note that the first five listed represent four countries, and Great Britain has contributed a larger number than any other country.

Send all entries to L. Pulsipher, London House, Meclenburgh Square, London, WCLN 2AB, United Kingdom.

LEW PULSIPHER 1977

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So there you are, all you budding variant designers, you've got eight months to come up with a world beater! And if a current Chimaera reader can get his name into the awards to win that Chim sub, I'll increase it to £2.50.

Oh, just one thing Mr. Pulsipher, sir. I've made one slight correction to the above in that it's GREAT Britain and not Britain. (Damn colonial upstart, dey-vil take it, sirrah!)

£££££&&&&£££££&&&&£££ £££££&&&&£££££&&&&£££££&&&&£££££&&&&£££££

There here follows a brief article that should appeal greatly to people who like playing with themselves. Sit down, Pete Birks, your eyes fair lit up when I said that, I think you must have misunderstood. I refer of course to solo wargamers'.....

Last issue I published a brief ad for the 'Solo Wargamers' Association' with a comment of my own that we needed to have more information as to exactly what they did. Well, Mr. J. Bayton of the Association has kindly penned a few further words and let me have a sample copy of the magazine. What he says follows:

THE SOLO WARGAMERS' ASSOCIATION

The Association's brief covers a wide area within the hobby and includes both miniaturists and simulationists; for both types, the full range of possibilities is covered, from single wargames fought and completed in one evening to substantial campaigns lasting many years and involving complex questions of logistics, characterisation and the organisation of nation-states. Members are encouraged to comment and exchange information and ideas through the association journal, where both matters of principle and practical applications are discussed.

The annual subscription is £2.50 (6s); all members receive the Association's journal, "Lone Warrior", a duplicated magazine which is to be produced bi-monthly after March. With the exception of editorials and official business, its content relies entirely on members' contributions; the March edition runs to 14 sides of A4. There is room for expansion and new members contributions will be gladly received.

Two specific areas of activity currently being promoted are postal campaigns and board wargames. The Association has recently circulated its membership with a view to setting up an Association campaign. Active postal wargamers who would be interested in furthering their hobby within the Association are very welcome to contact the organiser at the address below.

Solo boardgaming is also on the increase as is instanced by SPI's regular 'solitaire playability' rating of their games; it has been claimed

that boardgames are the ideal format for solo wargaming. Those interested in this aspect of the hobby are invited to contact the Association's boardgame co-ordinator, Dr.J.Poole at 25 Raffin Park, Datchworth, Near Knebworth, Herts. SG3 6RR.

Other contact addresses are:

Editor & Campaign organiser: Mr. J.Bennett, 9 Oakroyd Close, Potters Bar, Herts.

General enquiries: Mr. J. Bayton, Upper Flat, 24 Shalford Road, Guildford, Surrey GU4 8BL

Enquiries are welcomed, but we would request that letters anticipating a reply be accompanied by a SAE.

J.BAYTON

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Mary thanks for that further information, Mr. Bayton, and to round it off I'll just do a brief review of the February copy of 'Lone Warrior'.

20 pages; mimeo printed but wastefully only on one side, hence 10 pages text and 10 blank ones. Contains a long article on record keeping in solo wargames which involves drawing up characters on each side such as C-in-C, Commissary General, Artillery General etc., and allowing each to 'handle' the problems that fall into his area. Chances of 'character flaws' in each, such as a tendency to hit the bottle, mean that even the best laid plans and schemes are apt to go awry. Very interesting, though the extent that the solo players go to get everything right fair makes the mind boggle.

There's also an article by Stuart Asquith on populating a country and raising an army, which looks very similar to what Richard Nash did in 'Warlord', and there's a little piece on solo boardgaming which quotes the 'solitaire playability' of Diplomacy as being 2.3 on a scale 0 - 9!! I'm still trying to work out how you'd start.

A few pages of comments and a brief review of 'Arquebusier' round off the magazine. All very formal, but none the less very interesting if you're inclined to running a wargame campaign on your own. Me? Well, I've occasionally tried the odd board game solo, and the 'Tekumel' series that appears elsewhere in this 'zine is based on a solo adventure with 'EotPT', but it's never felt quite right and frankly I feel a little bit silly. Now though it appears that 'solo wargaming' is a serious hobby and, as they point out in 'Lone Warrior', SPI are even including solo scenarios in their newer games i.e. 'Conquistador' & 'Russian Civil War'. That's fair enough, at least with a 'solitaire' scenario as in 'Conquistador' you've got a target to aim for to achieve a win, but there's still something, to my mind, a little bit ridiculous in the idea of one guy playing both sides in an AH board wargame for instance, which is intended to be a battle of wits between two adversaries. Sure you're guaranteed a win, but who wants it that way? .....or have I misunderstood?

Incidentally, I noticed the name Ray Gale in 'LW', is it the same Ray Gale that's subbing to Chim and who's just had a horde of orcs swarm all over him in the 'Pits'? Stand up, boy, let's have a look at you! Well?

I think last issue I may have given the impression that this 'Association' was not a bona fide concern and I apologise to all concerned if that was the case. They are a perfectly respectable and, certainly by what I've seen so far, well organised group. If you are interested in solo gaming I can certainly recommend you contact them yourselves.

RAILWAY RIVALS  
Station-master  
DAVID WATTS.

RR 05 J  
Round 7

A complicated round with lots of additional runs as players tried to arrange joint runs and exchange running powers. It was complicated by the fact that Ian McLaren wrote to say he hadn't had his Chimaera, and was going away on holiday; he hasn't arrived back today (Sunday 20th).

KBALS had tried to arrange joint runs or exchange of running powers with CCC, PIST and TSR; similarly GNF had tried to fix up with KBALS and PIST. It

all took a lot of working out, and I hope I've got it right (especially as I'm marking our trial GCE exam papers so have less time than usual. In addition I hurt my shoulder playing Rugby with the lads on Thursday so the typewriter is even worse at spelling than usual.

Anyway, the runs: (Figures in brackets refer to payments for use of lines).

1. Hull - Liverpool PIST 20 (+19-22)=17; KBALS 10 (+22-19)=13.
2. Swinton - Darwen PIST 20 (-8-2)=10; TSR (+8); GNF (+2).
3. Skipton - Dinnington KBALS/TSR 20; TPR 10 (-2)=8; KBALS 10. TSR 10 (+2) = 12.
4. Sheffield - Goole GNF 20 (-7-1)=12; TSR 10 (-7+1)=4; CCC (+7+7)=14.
5. Ashton - Liverpool GNF 20; TPR 10 (-2)=8; KBALS 0; TSR (+2).
6. Lytham - Rochdale PIST/KBALS 20; 10 each.

So, points after those runs: PIST 86 + 37 = 123

CCC 79 + 14 = 93

KBALS 73 + 33 = 106

TPR 61 + 16 = 77

TSR 60 + 26 = 86

GNF 23 + 34 = 57

### Builds

Great Northern Frailway (Mike Lean - Black)

(E11)-Chesterfield, cost 3. (Dinnington)-C15-Worksop, cost 3. (I10)-Swinton: cost 2. (Warrington)-D7-D6, cost 6 +1 to TPR. Total 15

Trans Pennine Railway (Tony Ball - Red)

(Harrogate)-K16-York, cost 8. (Cone)-G15-E14, cost 3 +1 to PIST. (F16)-(E16)-Worksop, cost 3. Total 15 less 2 for York = 13.

Keighley, Bury and Liverpool Service (David Thorby - Blue)

(J8)-York; cost 8, less 2 for York = 6

Trans Siberian Railway (Richard Bartle - orange)

(Doncaster)-A17-A2-Goole, cost 10. (H15, sheet 4)-H11, cost 4+1 to CCC Total cost 15.

Preston Industrial Steam Traction (David Tant - Green)

(D8)-F9-Beverley, cost 3 but 5 for town (B2, sheet 2)-A2-N1-N17, cost 12. His first half in the S.half, just. He built an even longer tunnel in RR 02 G. Total cost 10.

Clockwork Chocolate Carriageway (Ian McLaren - Brown).

NMR. That will be good news for 5 players.

Points at end of round 7:

PIST 123 - 9 = 114

CCC 93 + 1 = 94

TPR 77 - 12 = 65

KBALS 106 - 6 = 100

TSR 86 - 15 = 71

GNF 57 - 15 = 42

A couple of minor points: TSR (Dewsbury)-Bradford goes via D6 and E7. One competitor from the far east always miscounts his hexes so now sends a few 'emergency' builds in case he's short again.

Revenue runs for round 8:

7. Dewsbury - Rotherham (41-54) 8. Blackburn - Liverpool (22-35)

9. Blackpool - Manchester (15-64) 9. Warrington - Chesterfield (52-61)

10. Halifax - Bolton (31-43) 11. Grimsby - Selby (12-26) (Grimsby not yet reached; run held over until round 9)

Last note: ready printed maps of games B & K should be with me by the end of March. Price 36p each, or 66p with rules & Touchdown, plus 9p postage.

Special offer: both maps for 60p post free, or with rules & Touchdown for £1.20 post free.

DAVID WATTS 1977

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THE PA SECTION

GM: CHARLES VASEY.

### RUSSIAN CIVIL WAR

The war drags on with the expulsion of one player for NMRing. The combat phase brought little of moment but the arrival of a Japanese general at the HQ of White general Wilhelm Von Howardt has sent shivers (or sievers) down the spine of the Siberian reds who fear a stonking.

PressSMIRNOV TO ALL TRUE RUSSIANS

Patriots! We have now successfully re-educated comrade Antonov from his reactionary dogmas. We can not, however, cease our struggle as rumours that dreaded General Booth, the archfiend of the Salvation Army, has been smuggled into the motherland. This traitor to mankind is known for his sordid links with the ~~BOERS~~ BOERS (perhaps I was right the first time?) of Imperialist South Africa. It has been stated in the capitalist press that Vice Chairman Smirnov conveyed natal greetings to this foreign oppressor but copies of the latest (revised) History of the Soviet Motherland ((a snip at 300 kulaccks)) show that no such statement was made. Comrades be on your guard against this fascist propaganda!

"Beware the Boot that bites!" page 232

"The swan can only swim if the pond is unfrozen" page 7913

Words of Vice-Chairman Smirnov.

Kohen books £20 (only a few copies left).

THIS 'ERE IS A MESSAGE FROM BLUCHER TO ALL TRUE BLUE BLOODED REDS!!!

~~Spøking~~ Speaking on behalf of me mate Budyenny, who's just this 'ere minute gone t'spend a penny, we was poking 'is nibs t'see if he was still with us. Yur know 'im! What's isname, the Tsar, or if you prefer the Czar. Anyways, we 'ave t'tell yur that he ain't a'tall well. No Sir! The poor fellow is suffering something awful. It were 'is stay in them damp wintery wastes o'Siberia what did it yur know. Poor fellow is half froze t'death, an he ain't as young as what he ust'be. Course we 'ave come up with an answer t'the problem. We can bump 'im off now, which'll save us a lot o'bovver later, or we can ship 'im out to some place what has sunnier climes. Any views on this 'ere matter would be most welcome comrades, seeing as 'ow I'm fur bumping 'im off right now, while me mates Budenny and Stytin is both opting fur shipping 'im out to some godforsaken spot in England called Albion Terrace, where some feller's angles are just 'bout set t'warm 'im up.....! As true blue blooded Reds we can't have that, now can we??

((What a perfectly awful fellow, one trembles to think of Nicky in the hands of so vile an oaf!))

ANTONOV TO ALMOST ANYONE AND EVERYONE

God! I don't know whether I'm coming or going!

Position F is now free - any takers, this gent has a big Red army as well as the Finns and Turkestanis. Contact me or Clive. Until then it will be run by a local nerk.

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CONQUISTADORPATHE NEWS 1501 - 1505

Good King Paul, flush with the akkers after his successes in discovering much of the Americas, sent John Cabot off to land in Texas. In the course of the voyage a caravel (The Saucy Maid of Caerphilly) was lost. An expedition of troops was sent into the foothills of the Sierras to search for gold. A fierce campaign against the Sioux led to disaster as a company of English troops was slaughtered. Worse was to come as lack of food killed off another company. The ships returning ran out of supplies half way across the Atlantic and were very lucky to reach Plymouth without loss. However, the foolish peasantry still trust their profligate monarch and have rushed to the ports for passage to the new colony.

Gaston D'Avidson hired the elite Archduke Leopold's Regt and shipped them to the Plate. The fleet met heavy losses and suffered amongst the civilians. The soldiers moved up to the Andes destroying Indian settlements while the colonists massed on the original colony. Gonneville fails to round the Horn and returns to Brest. On arrival he discovers an agent who offers to sell him a 'Rutter', which turns out to be his own notes. The scoundrel, one Fabian Titanique, is ejected from the Hotel D'Avidson. Wealth flows into the French coffers.

Portugal's effervescent monarch Duncan XXXI sends Da Gama off to discover the Hudson's Bay (now known as Da Gama's Bay) and land more colonists. Losses from voyage and conditions force the Potugese to concentrate on one settlement, desperatley looking for gold. The army occupies itself with destroying the local injuns. The fleet returns with the loss of the Costa

Bomba. Down on the lakes the savage Huron sweep down on the unguarded settlement and slaughter the colonists. To complete this sad tale the plague continues to ravage the Portugese settlements. Dirty Devils.

Allan the Infamous despatches an expedition under Pinzon. They land some settlers on the Sugar Isles and gather up fresh troops from their healthy colony in the Caribbean to land in Panama. Led by Balboa they trek inland leaving the fleet without safe anchorage so they withdraw to Haiti. Disease strikes some of the colonists but the skill of the Conquistadors keeps losses down. The Panamanian natives are smashed in a close battle which was won by Balboa's presence. Gold mining continued unabated in the Caribbean lands but once more the Spanish strip miners deplete the mines swiftly.

Press  
CADIZ

The king stared thoughtfully into the distance as he mentally cursed Herr Vasey and his international banking company 'Wrobucruel'. "How can I fix him", thought the king, "there must be an easy way".

This problem of Herr Vasey had troubled the king for some time. It had originally been brought to his attention by the suspiciously high taxes collected by Wrobucruel, and had culminated in a direct theft of 20 ducats from the Spanish Treasury. The guard had, of course, paid with their lives, but it was little consolation after realising the missing money would undoubtedly have paid for Herr Vasey's much needed tuition in International law.

A slow smile crept across the king's handsome features (( .....and ran under the wainscoat)) as an interesting idea came to him. "It is understood", he spoke aloud, "that in the near future Herr Vasey intends to journey afar to a mythical place called New Amsterdam, or some such name, for a meeting of those who study the science of war and how it should be conducted. What better revenge," continued the gleeful voice, "than I ensure it is never discovered in the first place."

The king left quickly calling aloud for his admirals.

PAVIA

Cash is getting tighter throughout Europe with much gold still to collect. Why not enter into a lucrative interest-free loan with shares in your expedition? Please note don't insult me with offers of 5% interest, the Spaniards did, hence they are still last in the running order - Pchaah.

CHARLES VASEY 1977

# THE PITS OF CILIX

The Chimaera game of Dungeons and Dragons  
Dungeon-Master DAVE TANT

And, for a change, let's get straight on with the action, and see how much space we have left at the end.

The stop-press news is that those poor old Orcs on the first level have finally gained a victim. Ray Gale had come up with the brainwave that, if you take a first level character and lower his abilities far enough, you either get him for nothing, or, in an extreme case, for a bonus amount of experience points.

Trouble is the character isn't much use!

As a result, when an axe-wielding Orc attacked his apprentice (with Dexterity 6 and all other abilities 3) the little tea-leaf put up only token resistance and was duly slaughtered. To add to Ray's troubles, the father of the deceased was carrying over 600 gp's weight in his backpack, and as he rushed to his dead son's side, the pack disintegrated, spilling the contents at his heels.

Now, amongst the contents were some firebombs.....need I say more?

Another leader in some (only temporary, I'm sure) trouble, is Bill Howard. Bill has met a Hydra, and somehow has become trapped between two transparent walls 30 feet apart, with the Hydra on the outside. Unfortunately Bill fired a Lightning Bolt at it before he realised there was a wall in the way.



Still, at least he made his saving throw, even if not all of his party were so lucky.

The trouble is, the Hydra's hungry, and Bill is too stingy to give him the food he wants. After all, what's one Dwarf more or less?

Clive Booth has now progressed down to the second level, and met some of the other players. There are an awful lot of rooms and passages down there which haven't been visited yet. Oddly enough, looking at the map, only four rooms on the whole level have so far been entered, so there's lots of scope for an enterprising young Sorcerer.

Clive played rather a nasty trick on the Dead Parrott's chaotic party who followed him, leaving an illusion of half-a-dozen Spectres to guard his back-trail. That should keep them on their toes a bit.

Iain Sonic Drylie has beaten the best that the Orcs could throw at him, and is now examining the passage that leads from their dormitory.

Close behind him comes Clive Waterhouse who, by means of a rather super magical item he was fortunate enough to acquire, managed to get some of the attacking Orcs to fight on his side against the others.

As Clive also has two Paladins who are quite invulnerable to normal attacks from anything under a three hit dice monster, he should go through the first few levels like a hot knife through butter.

After his fantastic success against the Powers of Chaos, reported last time, Allan Owens hasn't been doing so well. On opening some large doors he found he'd only beaten about half the enemy's strength, and the new lot, with which he had to do battle, were made of stouter stuff.

A Mummy got in amongst his party, doing a bit of damage, and panicking the Hippogriffs into bolting, and one of Allan's followers was trampled to death. Also, a Manticore kept firing its tail spikes, doing a lot of damage, not least to Allan.

Worse, the Elf leader's son, sent to assist Allan in controlling the Elf fighters, was killed, along with about half the Elves.

Allan offered a prayer for two characters called John Wayne and Clint Eastwood (presumably some sort of High Level Fighters, or Paladins) to come to his rescue, but the best the Gods could send was Adrian Attwood.

Adrian had also been recruited by the Lammasu leading the Goodies side, and sent to assist Allan with the promise of a set basic fee plus 500 gp's per monster's head he brings back.

Adrian is obviously a useful chap to have behind you (though personally I'd be happier with him in front) as his first action was to Polymorph an approaching Balrog into a Goldfish. (No, he didn't bring his own dice) Anyone know how long a Goldfish can survive out of water?

Chris Rick (Sorry, C(Ed)rick) has returned to the remainder of his party, along with St. Martin Rundle, only to find (Shock, Horror) that Dave Allan's body has vanished. Also missing are the two survivors of Dave's party, a Cleric and a Fighter, both pretty powerful chaps.

Both C(Ed)rick and St. Martin have been obliged to vow oaths of allegiance to Bill Howard, so from now on any unfriendly (or even disobedient) act by either of them to Bill will be extremely evil.

Another lawful party whose leader seems to be flirting with a change of alignment, is Ron Canham's. Ron, who significantly titled his gang "L's Angels", and wanted a quote for bicycle chains as weapons, has entered a room occupied by Ian Jones, and seems inclined to block his passage. Ian was, at the time, conversing with several of St. Martin's party, who had been searching for their leader, and some of their Paladins had spoken to those in Ron's party on the matter. Ron's Paladins have given assurances that they won't allow any unlawful acts by their leader to pass without industrial action.

Clive Wardley is on the move again, investigating a doorway in the North Corridor of the second level. Clive has, understandably, had to spend much of his spare time on the 'Leviathan' dungeon, but should now be with us more regularly.

Lastly, we come to Les Kennedy. (Nothing heard from Les since January. Clive - is he still subbing?) He still has enough credit to cover this issue,

but I too haven't heard from him in a long time. Come on, Les, wake up! 7  
 If I don't have any orders from Les by next deadline he'll die quietly in his sleep, and there will be another chaotic party on the first level.

In anticipation, Mike Close has been girding his loins and has already sent me his character choices.

-----  
 Having seen Lew Pulsipher's gentlemanly reply to my earlier uncalled for attack, in the last issue, an apology from me was obviously called for, duly tendered, and repeated here.

Lew responded with news of, amongst other things, extracts from a 'Remedial Handbook for Dungeon Masters', which he hopes may be produced and which I would certainly welcome. Indeed, it really would need to be added to Books I - III and Greyhawk as required reading, as so many of the original rules are unclear, or confused by the D.M.'s (myself included). One point I have been falling down upon (ouch) is the Fighter's Strength Modifiers for Hits. I've recently been granting them to Clerics and Thieves as well, which must stop.

Lew also raised the matter of saving throws against Paralysis and, coincidentally, Bill had written on the same theme, but from another angle.

The problem is that the rules are self-contradictory. The note under the Saving Throw Matrix states that, if the saving throw is made, Death Ray, Polymorph, Paralyze, Stone and Spell have no effect, whereas others have one half effect. Wands of Cold, Fire Balls, Lightning etc. are treated the same, and making your saving throw results in half damage.

On the other hand, under the section on Wands and Staves, we read:-

"Paralization: A paralization ray of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made."

I can only think that last sentence must be a mistake! Everywhere else Paralization is lumped with spells like Polymorph, Invisibility, etc., where the spell either succeeds or fails, so we'll make it, for the 'Pits':-

#### MATTERS ARISING

39: PARALIZATION: If the saving throw is made, there is no damage from either spell or wand.

-----  
 Bill has also asked how I calculate half damage. In the case of, say, a wand, doing 6 x 6 sided dice of damage, the alternatives are to only take 3 x 6 sided dice, or 6 x 6 sided dice divided by two, and I prefer the latter.

Some of you may feel it is an academic point, but I am assured there is a statistical difference between the results.

#### NEW MONSTERS

Frankly, the results of my appeal for ideas for new monsters were rather disappointing.

I had a few very good ones, a few average ones, but only five people bothered to enter at all. Perhaps no one fancied the Talisman of Lawfulness.

The winner was Ian McLaren, whose Rod of Beguiling will be put in a safe place in case he ever comes into 'The Pits'. Ian's suggestion was:-

#### THE SHOP STEWARD

A vicious and heartless monster, aligned to chaos. Appears as a scruffy humanoid in a cloth cap. No visible weapons, but wears his badge of office and centre of power, a worn brass whistle, on a lanyard made of old bits of string. He is accompanied by 10 to 60 followers or 'pickets'. These are similar in appearance to the shop steward, no armour but armed with rocks, clubs, banner poles, etc. Four of these pickets are the dreaded 'flying pickets' who can polymorph-self into immature red dragons at will.

The powers of the shop-steward are considerable. He can cast an unlimited number of spells of darkness, cold and fear. He controls all chaotic characters within 50 feet, also all neutral characters of intelligence 14 or less. Lawful characters of intelligence 11 or less will be controlled but have a saving throw. He is personally protected as if by a Ring of Invulnerability (although he prefers to stay well out of any fight), and can breath fire and poison as a dragon.

His presence can generally be detected by bursts of chanting and

choruses of the Red Flag. He may be placated by a bard singing of dialectic positivism, or lured into traps by the sight of gold, but should be avoided if possible.

\*\*\*\*\*

Ian also submitted the Dungeon Master, which I liked, but to appreciate it fully requires some acquaintance with my family.

Runner-up and winner of the Sword of Cold, was Bill Howard, with:-

#### THE BANK MANAGER

This monster appears to be human and from a distance appears to be both lawful and friendly. Its sole desire is to obtain all the gold and treasure in the Dungeons. It is extremely magic resistant 85% and is completely immune to any form of hold spell. Although it never physically attacks, any sentence that it utters will cause light wounds to the person directed against (2 - 7 points damage). Its gaze (used in the same way as the Basilisk) has the ability to paralyse and it continually radiates a fear spell (radius 20'), If a player encounters a Bank Manager and fails to make a saving throw he will run in a random direction (but away from the monster) and drop 100 gp weight of valuables per turn until he recovers. Bank Managers are normally accompanied by 1 - 4 sub-managers each with 2 - 8 Orc followers. Sub-Managers have all the abilities of Managers except they have a continuous confusion (radius 10') rather than fear spell and their resistance to magic is only 60%.

BANK MANAGERS ARE LEVEL 7: SUB-MANAGERS ARE LEVEL 5 or 6: The Orcs, which are normally dressed as Bank Cashiers, are 1st level.

\*\*\*\*\*

Thank you for the other suggestions which were much appreciated. However, as no-one seemed to want the Talisman, I won't award it.

#### PUBLICATIONS

The keen FtF D&D enthusiasts among you will probably have your own copies of 'Trollcrusher' by now.

For those people who have complex Dungeons with every latest gimmick, this 'zine is a must. I found it very interesting, but not worthwhile for me. I like to play a game where I know the rules, not one where I find my character is killed because I haven't read the latest supplement that came out last week.

However, for the Richard Bartle's of this world I'd highly recommend it, and it's available from:- Bryan Ansell, 15 Furlong Avenue, Arnold, NOTTINGHAM.

Price is based on one of those complicated formulae, but probably less than 25p inc. postage.

#### WAITING LIST

Apologies due here to Brian Conway who wrote to me weeks ago and who I missed of the last list.

This now reads:- 1st. Mike Close; 2nd. Paul Blackwell; 3rd, Chris Boyes; 4th David Bolton; 5th Brian Conway; 6th Russell Noonan; 7th Alan Powis

I'm afraid I can't promise to allow a new party in every month, even though I have on occasion allowed more than the basic 12 players I settled upon. So..... it may be a long wait.

NEXT DEADLINE: See back cover.

Write to: DAVE TANT  
32 Nursery Avenue,  
Bexleyheath,  
Kent, DA7 4JZ.

Little bit of space to fill before commencing the Dippy games, so, as usual we'll do it with a few more of Bob Stuarts Oirish jokes.

'Paddy's wife wanted a coat made out of animal skin, so he bought her a donkey jacket.....'

'.....when asked what was half beast and half man, he replied 'Buffalo Bill'.....'

## DIPLOMACY GAMES

LEANDER 'REDISCOVER' SPRING 2903GM & DESIGNER: RICHARD BARTLE.

"News from Fort  
Worth! F(Edi)-NWG, F(Lon)-  
NTH, A(Lpl)-Yor."

(There was an error last time in that Germany should have built a F(Ber) in addition to the F(Ham). I informed everyone as soon as they informed me (I was the only person that didn't spot it).

FRANCE (Close) F(Tou)-BoB, F(Par)-Lon,  
A(Lon)-Yor, A(Spa)-Tou, A(Mar)holds, F(Por)-  
MAOc.

GERMANY (Waterhouse) F(Ice)-NAOc, F(NTHS)-Ska,  
A(Hol) ch F, A(Pol)-Lit, F(Ber) s A(Pol)-Lit,  
F(Ham) s F(NTHS)-Ska.

SCANDINAVIA (Nash) F(Tro)-NWGS sby F(Ire),  
F(Der)-GODA, A(Osl)-Den, F(Sto)-NSW.

RUSSIA (Neuman) A(Asi)-Sib, F(Fin) ch A, A(WhR)-  
Odc, A(Vol)-Asi, A(Est)-WhR, A(Lit) s Balkan

A(Hun)-Pol\*

TURKEY (Lean) F(AEGS)-s F(Izm)-EASM, F(Cre) s F(AEGS), A(Sue)-Cai,  
F(Izm)-EASM, A(Ank)-Arm.

BALKANS (Quinton) A(Tri)-Bag, F(IONS) ms F(Ath), A(Lvo) s A(Hun)-War,  
A(Hun)-War, A(Bgd)-Car.

ITALY (Booth) A(Ven) holds, F(Sar)-BAEI, F(Tun)-WesM, F(Nap)-CMS,  
F(Rom)-TYRS.

Retreat Russian A(Lit)-Est.

Press

PARIS-QUEST

Inspector Clouseau has gone to Yorkshire, heading for the place of origin of the Pink Panther (Durham, Durham.....)

TURKEY: Went East, BALKANS: flipped a coin, ITALY: Emigrated, FRANCE: Went all over the place, SCANDINAVIA: Went home, GERMANY: committed suicide.

+++++

COCKATRICE 1975ID SPRING 1911

FRANCE (Scott) F(Smy)-Con, F(AEG) s F(ION)-Gre, F(ION)-Gre, F(Apu)-ION,  
A(Ven)-Apu, A(Alb) s A(Tri)-Ser, A(Tri)-Ser, A(Vie)-Bud\*, A(Tyr)-Tri,  
A(Bur) s A(Ruh), A(Ruh) st., A(Bel) st., F(Bre)-ENC, F(Edi)-Cly, F(SKA)-NTH  
GERMANY (Groom) F(GOB)-Swe, A(Swe)-Nwy, F(NWG)-NTH, A(Ber)-Kie, A(Hol) s  
A(Mun)-Ruh, A(Mun)-Ruh, A(War) & A(Lvn) s A(Mos), A(Mos)-s A(War), A(Boh)-  
Mun.

RUSSIA (Nash) A(Sev)-Arm, A(Ank)-Con, A(Ukr)-Rum, A(Gal)-Vie sby A(Bud),  
F(Gre)-Bul-SC sby A(Ser)\*, F(Lpl)-IRI.

Retreats: French A(Vie)-Tyr. Russian A(Ser) annihilated.

Press.

SEVASTOPOL

The Tsar looked around him in amazement. What was happening? He saw through the window the blue mass on the horizon approaching closer with every move. He called for his divine inspiration.

"Piggott, I want you to stop this French threat. Any ideas?"

His mind working at full stretch, Piggott woke up - a strange occurrence in the Civil Service - and looked at his master. ~~Y YXK X!~~

"None at all, master".

"Well thank god I am here then. Obviously that German leader has got his priorities in a muddle. No word at all from him yet. I know a stalemate can be forced, but what can we do?"

At this stage Piggott had a brainwave (Ever seen a brainwave? Didn't know they had hands, but if Piggott can do it.....)

"Why not send them a copy of 'Ethil'?"

The Tsar collapsed in fits of laughter. "That fake! Why, for god's sake?"

"Because he will wait for ever and ever before issue 2 arrives, won't he? Especially if he sends Glyn any money....."

Piggott looked up triumphant as the Tsar shot him between his brains and he fell clutching his kneecap.....

ARGOS 1975FH SPRING 1908

ENGLAND (Bullock) A(Lon)-Nwy, F(NTH) c A(Lon)-Nwy, F(BAL)-Swe, F(Ber)-BAL\*, F(Kie) s F(Ber)-BAL\*, F(Hol) s F(Kie), A(Bel)-Ruh, A(Pic) s A(Par)-Bur, A(Par)-Bur, A(Gas) s A(Par)-Bur, F(MAO)-NAf, F(Por) s F(ENC)-MAO, F(ENC)-MAO.

FRANCE (Canham) F(Spa-SC)-MAO, F(WMS) s F(Spa-SC)-MAO, A(Mar)-Spa, A(Ruh)-Kie\*, A(Mun) s A(Sil)-Ber, A(Sil)-Ber.

ITALY (Nash) F(Ven) ms A(Tri).

RUSSIA (Lovibond) F(StP-NC)-BAR, F(GOB)-Swe, A(Mos)-StP, A(Sev)-Ukr sby A(War), A(Bul)-Rum, A(Gre)-Alb, A(Ser)-Tri sby A(Bud), F(AEG)-ION, F(Con)-AEG.

TURKEY (Pratt) A(Gal) stands.

Retreats: English F(Ber) to Prussia or disbands. French A(Ruh) annihilated  
\*\*\*\*\*

Press

RON-MICK

While we fight, Russia will win.....it is your decision!

VENICE

El Duce looked around him in disgust. In a few short years the prospect of expansion westward or eastward had gone: the empire was in a shambles. Reeling from an attack of Bullockorgy and Lovibonditis the esteemed ruler had risen from his bed only to be greeted with the news of defeat on all fronts. It was the story of his life; from one failure to another. 'Must be this postal virility complex Swanson is on about' he mused as he slid into the murky depths of Venice on his gondola. Would that he could rise again....

\*\*\*\*\*

FRIGATE 75/23 1975BK SPRING 1914

ENGLAND (Fisher) F(GOL)-TYS, A(Gas)-Spa, A(Pic)-Par, F(MAO)-WMS, F(IRI)-st., F(ENC)-MAO, F(Lon)-ENC, F(NTH) st.

GERMANY (Lean) A(Mun) st., A(Bur) s A(Mun), A(Ruh) s A(Mun), A(Kie) s A(Mun), F(Den)-BAL, A(Nwy)-Fin, A(Bel)-Nwy, F(Hol)-HEL,

ITALY (Howes) A(Nap)-Apu\*, F(Tun) s English F(GOL)-TYS, A(Pie)-Mar.

TURKEY (Barker) A(Mos)-Lvn, F(BLA) c A(Ank)-Rum, A(Sev)-Mos, A(Ser)-Tri, F(ION) & F(AEG) c A(Con)-Nap, F(Apu) s A(Con)-Nap, F(Ven)-ADR, A(Tri)-Ven, A(Tyr) s A(Tri)-Ven, A(Boh)-Mun, A(Sil) & A(Ber) s A(Boh)-Mun, A(Con)-Nap, A(Ank)-Rum.

Retreat: Italian A(Nap) disbands.

Press

LONDON - BERLIN

Can't you find someone to teach you how to write letters? It's really quite painless and has been known to serve the useful purpose on occasions. We don't want to end up like Davidson, now do we!!!

MUSSOLEANI

These fishercc attacks by the silly barker whi is playing Turkey will be cotested until the infidel is howested from our native soil.

\*\*\*\*\*

JANUS 1976HX AUTUMN 1903

AUSTRIA (Waldschmidt) F(Bul-SC)-Con, A(Ser)-Bul, A(Gal) s Russian A(War), A(Rum)-Ukr, A(Bud)-Rum, A(Vie)-Boh, A(Alb)-Tri.

ENGLAND (Nash) F(Wal)-Lon, F(Nwy)-Swe sby F(SKA), F(Nth)-Den, A(Lvn)-War,

FRANCE (North) A(Mun)-Kie, A(Bur)-Mun, A(Bel)-Hol, F(ENG)-Bel, A(Bre)-NAf, F(MAO) c A(Bre)-NAf.

GERMANY (Watson) F(Swe)-Den\*, A(Den)-Kie, A(Ber)-Sil, A(Ruh)-Hol.

ITALY (Nathan) A(Smy) s Austrian F(Bul-SC)-Con, F(AEG)-Gre, F(EMS)-ION, A(Ven) st.

RUSSIA (Dove) A(War)-Mos\*, F(BAL)-Swe.

TURKEY (Forrest) A(Mos) s English A(Lvn)-War, F(Sev) st., F(Con)-Ank.

Retreats: German F(Swe)-Fin. Russian A(War) disbands.

\*\*\*\*\*

WINTER 1903 builds

AUSTRIA Bud, Tri, Vie, Ser, Rum, Bul, (Gre), +Con

= 7:N/C

ENGLAND Lon, Lpl, Edi, Nwy, StP, +Swe, +War

= 7:bu 2 F(Lpl), A(Edi).

FRANCE Bre, Mar, Par, Spa, Por, Mun, +Bel

= 7:bu 1 F(Bre).

GERMANY Ber, Kie, Hol, Den, (Swe), (Bel)

= 4:N/C

ITALY Nap, Rom, Ven, Tun, +Gre, +Smy

= 6:bu 2 F(Nap), F(Rom)

RUSSIA (Sev), (War)  
 TURKEY Ank, Mos, (Con), (Smy)+Sev  
 \*\*\*\*\*

= 0: OUT!!!! remove F(BAL).  
 = 3:N/C

TAG HILL

Eye Bill, and thanks for standing in at such short notice. No deposit to refund on this occasion.

Press

VIENNA

Kaiser Rudolf III sends his greeting to London, Berlin, Warsaw, Ankara, Rome and Paris and would like to hear from you all.

VIENNA TO THE WARSAW GARRISON

Please stay there and you might survive until 1905.....

TAG HILL - VIENNA

He wasn't listening.

VIENNA - LONDON

Have you been offered an alliance by the albatross in the Reykjavik Archives?

THE REYKJAVIK ARCHIVES VI

Prime Minister Richard Gnasher was on a state visit to Turkey. As his Rolls Royce went through the streets of Constantinople, the crowds hissed and booed. "We want Austrian rule! End English oppression now!!"

The Prime Minister decided he couldn't stand Constantinople and went with the Sultana of Turkey to a spa on the Asian side of the Dardanelles.

At two o'clock the following morning, the Austrian invasion of Asia Minor began. At H-hour +1, the Flagship 'Oesterreich' was sailing through the Dardanelles Straits. The Admiral, Kurt Hans, stood on the bridge and looked at the sea through his telescope.

"Stop!" he shouted.

The pilot ignored him. "We can't stop now, we have to reach Constantinople by day-break."

"You must stop. That is an order. There are two people in the water calling for help."

The invasion plan was halted for half-a-hour while a man and woman were assisted aboard the vessel. They were ushered into one of the cabins and Kurt decided to interrogate them in case they were spies.

"Well? How did you get into difficulties?"

The man replied, "We were on a midnight swim and we were both caught by the current, the Sultana and I, and the waves were raisin' higher and higher."

Kurt gasped. So this must be the Prime Minister of England and the Sultana of Turkey! What prunes he thought.

Richard Gnasher said, "Thank you for saving my life. In return you can have anything you like."

"I'd like a state funeral," replied Kurt.

"A state funeral? Whatever for?"

"Well, when the Kaiser finds out who I've rescued, he'll murder me!"

TAG HILL

Uh, what a let down. I thought there for a minute that it was going to get quite 'fruity'.

THE REYKJAVIK ARCHIVIST

I would like to point out that any resemblance between the characters in my story and readers of Chimaera, ~~living or dead~~ is entirely ~~XXXXXXXXXX~~ co-incidental.

LONDON - TURKEY

Don't worry, Anne, he won't last the game. I'll see to that before I disappear down the drain with Georges help.....

LONDON - AUSTRIA

Well, I warned you, Pete; you shouldn't go around stabbing the ladies while I'm about.....I challenge you to a duel, sir, in the name of chivalry and gentlemanship. You are a coward, an Austrian upstart, a bounder and all that other crap. See you in Warsaw at dawn, unless you are supporting the Russian unit there - which you should be doing this move to stop me getting a build.

LONDON - TAG HILL

Care to add an En Garde bourse to this game? With the amount of Italian, German and French scoundrels about it could be a success. Want me to do some postal rules?

TAG HILL - LONDON

Yeah, at least whilst you're doing that you won't be writing boring press...

FRANCE

Two allies so far. First Russia then Germany! Do I put the mockers on my friends?

GERMANY - ENGLAND

So you flatter yourself that you can defeat the Fatherland - remember Oliver Crumble - and also that you aren't old enough to smoke cigars yet like Churchill - so watch it....!!

GERMANY - FRANCE

I'll never buy a second-hand car from you.....

GERMANY - RUSSIA

Whose side are you on? Surely you don't believe the English ~~split head~~ forked tongued nut case? Look after your neighbours and keep the foreigners out.

GERMANY - AUSTRIA

Looks like we'll just have to wipe this lot out?

GERMANY - TURKEY

Cold?

GERMANY - ITALY

France could be a good bet for you now?

THE SIMON HARBOTTLE SAGA - Part 5 ((You've a lot to answer for, Webster!!))

Simon was unconscious for quite some time, and unaware of several very important events that occurred during the remainder of that eventful day - January 1st 1984. After the break up of the 'foreign' part of the UK (England, Scotland and Wales) and the setting up of small dictator states everywhere, one part of the country had been ignored: Northern Ireland. This insignificant part of the UK was about to enter the fray with devastating consequences.

After the fracas in the air-raid shelter, Boothy had been left for dead by his attackers: but he wasn't dead. The bullet had lodged between his pocket safe (where he kept his wallet) and only knocked him unconscious for several minutes. When he came to, the room was empty except for several dead bodies lying about the place. He could hear people running about outside, so he quietly locked the door and made for his 'hot-line' telephone to Belfast, and to the 'Whitehouse' President Rick 'The Brick' Trash. He dialled the number (999) and after a few moments his call was answered (and God said to him...) and he was put through to the President.

"Trash here" said the matter of fact voice at the other end of the line.

"It's CB, Rick, in a spot of bother. We'll have to move earlier than planned - like right now." Boothy wondered how the Brick would take an interruption of his many activities.

"Like hell we do, CB. What's the situation over there? Last I heard things were pretty calm - Pomeroy doing her work OK?"

Boothy paused, sighed, and explained the situation -(more for the readers' benefit than the Presidents.....)

It's like this, Rick. The New Year celebrations have caused a change. Before them everything was going smoothly. In the north the Tartan Army, based at Rhu under special agent Pomeroy, was in control of Scotland. The only other major contender for control there is Pete Mearns, but he is a virtual puppet and the last I heard Pomeroy had him running a theatre in Inverness.

"What about the north of England?" The impatience showed in the young President's voice. He had other things to do.

"The Northern Liberation Army was in charge there OK having signed a non-aggro pact with the Scots."

"Who's in charge? Bullock?" CB is getting up tight too easily, Trash mused, maybe I should send Pomeroy back home.

"Last I heard, Rick, he was involved in a desperate power struggle within his faction. Stems from the Hawick peace conference with Pomeroy. It seems that the hawks are building strength within his council, and urging war. They said he spent too much time at the conference, neglecting his proper duties. Seems he had other reasons for going."

"Who's the main opposition up north?" Scandal didn't interest the President.

"Haven."

"Jesus..... ((To be continued.....))



MARS 1977BT SPRING 1901

AUSTRIA (Lockyer) A(Bud)-Rum, A(Vie)-Tri, F(Tri)-ADR.  
 ENGLAND (Nash) F(Edi)-NWG, F(Lon)-NTH, A(Lpl)-Edi.  
 FRANCE (Noonan) F(Bre)-ENC, A(Par)-Bur, A(Mar)-Pie.  
 GERMANY (Smith) A(Ber)-Kie, F(Kie)-Den, A(Mun)-Ruh.  
 ITALY (Ovens) A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION.  
 RUSSIA (Malvesi) F(StP-SC)-GOB, A(War)-Gal, F(Sev)-Rum, A(Mos)-StP.  
 TURKEY (Randall) A(Con)-Bul, A(Smy) st., F(Ank)-Con.

Press

LEOPOLD - LONDON

Have you heard from Berlin?

LONDON II

Again England nominates a Nash to the throne; backed up by our UKDA (come on, Clive, just one?) forces in parliament we are again taking the English crown upon our shoulders - so my head isn't as big as you all think. .... ((Or the crown is bigger.....)) Our policy is one of peace. Many thanks to those who wrote, and to the rest, watch out, there's a genius about!

PARIS - ROME

This does not mean inevitable war, unless you so wish.

MOSCOW

The Tsar apologises for not answering any of your correspondence - problem being 'orrible little English postmen (Welsh ones are much better). I promise to get back to you soon.

\*\*\*\*\*

DAEDALUS 1976AO AUTUMN 1907

AUSTRIA F(ION)-ADR, A(Tri)-Ven sby A(Tyr), A(Boh) s A(Mun), A(Mun) s A(Tyr), A(Ser)-Alb, A(Bul)-Con, A(Arm) s A(Syr)-Smy, A(Rum)-Bul, A(Ukr) stands.  
 ENGLAND (Howes) F(StP-NC)-BAR, F(Lpl)-IRI, A(Bur)-Par, A(Bre) s A(Bur)-Par, F(Pic) s A(Bre), F(ENC) s F(Lpl)-IRI, A(Yor)-Hol, F(NTH) c A(Yor)-Hol, F(Kie)-HEL, A(Ber)-Kie, F(Pru)-Ber.  
 FRANCE (Anarchy) F's IRI, MAO & A Par stand.  
 ITALY (Lean) F(Con)-BLA, A(Smy)-Con\*, A(Ven) st., A(Pie) s A(Ven), F(NAf)-MAO, F(WMS) s F(NAf)-MAO, F(Spa)-Por, A(Mar)-Spa, F(GOL)-TYS  
 Retreats: French F's IRI, MAO & A Par disband. Turkish A(Smy)-Ank

WINTER 1907 builds

AUSTRIA Tri, Bud, Vie, Ser, Gre, Rum, Bul, Sev, Mos, Mun, War, +Smy = 12:bu 1 A(Vie)  
 ENGLAND Lon, Lpl, Edi, Nwy, Den, Swe, StP, Kie, Bel, Hol, Ber, +Par = 13:bu 2 A(Lon)  
 +Bre A(Lpl)  
 FRANCE (Par), (Bre), (Por) = 0:OUT!!!!  
 ITALY Ven, Nap, Rom, Tun, Con, Ank, Mar, Spa, (Smy), +Por = 9:N/C

\*\*\*\*\*

TAG HILL

AUSTRIA above is played by Dave Thorby. Sorry, forget to put it in!

Paul Cook makes his second consecutive NMR as France and so the country goes into anarchy.....and straight out of the game too. Paul forfeits his deposit and had better have a good excuse if he expects to play again.

Press

AUSTRIA - ITALY

Take that! (I.H.Y.W.N.R.T.)

TAG HILL - AUSTRIA

I'm not going to ask, who cares what it means anyway? Sounds like a load of K.B.A.L.S. Incidentally, did you ever find a use for 500 sticky labels printed with K.A.B.L.S. or whatever it was? Funniest thing I heard last year that was.....

\*\*\*\*\*

I knew it! Saturday morning and what should turn up but orders from Paul Cook, sighhhhh. Still, my decision in respect of Daedalus is going to stand, the deadline was missed and I won't use the orders (has it happens they wouldn't have made much difference anyway), but I will refund Paul his diposit.

\*\*\*\*\*

KRAKEN 1976FF SPRING 1903

AUSTRIA (Ferguson) F(ADR) s Turkish F(AEG)-ION, A(Tri) ms A(Vie), A(Bud) s Turkish A(Rum)-Gal, A(Gre) st.,  
 ENGLAND (Gale) A(Edi)-Yor, F(Lon)-NTH, F(Den)-Kie, F(SKA)-Nwy, A(StP) s F(SKA)-Nwy, F(Swe)-BAL.  
 FRANCE (Rundle) A(Ruh)-Mun, A(Bur) s A(Ruh)-Mun, A(Par)-Pic, A(Mar)-Par (provinces not connected), F(MAO) st.  
 GERMANY (Dove) F(Bel)-ENC (it's an army), A(Hol)-Bel (it's a fleet), A(Kie)-Ruh, F(Ber)-Kie, A(Mun) s A(Kie)-Ruh\*  
 ITALY (Barker) A(Tyr) ms A(Ven), F(Apu)-ADR, F(ION) s F(Apu)-ADR.  
 RUSSIA (Powis) NMR!!!! F(BAL) & A's (Nwy)\*, (Gal) st.  
 TURKEY (Close) A(Rum)-Ukr, A(Ank)-Rum, F(BLA) c A(Ank)-Rum, A(Sev) s A(Rum)-Ukr, A(Bul) s A(Ank)-Rum, F(AEG)-ION.  
Retreats: German A(Mun) disbands. Russian A(Nwy) disbands.

\*\*\*\*\*

Press

URGENT DESPATCH TO ARMIE HQ, EDINBURGH

PM: "I say McDuff, we are in a spot of bother down here."  
 Mc: "Och I, hoots mon and other nonsensical provincial euphemisms."  
 PM: "Er, yes. These dashed Frogs are going to move into the English Channel, can you send the old camel corps down to sort them out, what."  
 Mc: "Och I, how long have I got ye ken?"  
 PM: "One year."  
 Mc: "Ach na, I have ne got to use Brrritish Rrrrail again!"

NO DATELINE

"Bang! You're dead!" cried the Turkish General.  
 "Missed me, missed me!" replied the Russian Admiral, as his ship slowly sank beneath the waves.

TAG HILL

Submarine?

\*\*\*\*\*

BASILISK 1975FS AUTUMN 1910

AUSTRIA (Howes) A(Bul)-Gre, A(Gal)-War, A(Boh)-Mun, A(Tyr) s A(Boh)-Mun, A(Ven) st., A(Tri) s A(Ven).  
 ENGLAND (Meadon) NMR!!!! F's TYR, Tun, WMS, GOL, MAO, NAO, Den, NWG, BAR, GOB  
 A's Nwy, Ber, Pru, Mun, Pie, Naf, Fin stand  
 ITALY (Davies) F's Rom, Nap, ION & A Tus stand  
 RUSSIA (Cook) F(Con)-Bul-SC, A(Sev)-Rum, A(Lvn)-War, A(Mos)-Ukr, A(StP)-Mos,

Retreats: English A(Mun) disbands.

WINTER 1910 builds

AUSTRIA Bud, Ser, Vie, Tri, (Bul), (Rum), +Mun, +Ven, +Gre = 7:bu 1 A(Vie)  
 ENGLAND Lon, Lpl, Edi, Nwy, Bre, Den, Por, Swe, Ber, Hol, = 16:N/C  
 Kie, Bel, Spa, Par, Mar, Tun, (Mun)  
 ITALY Nap, Rom, (Ven), (Gre) = 2:lose 2: F(ION), A(Tus)  
 RUSSIA Mos, War, Sev, Smy, Ank, Con, StP, +Bul, +Rum = 9:bu 4 owed!! none rec'd

\*\*\*\*\*

TAG HILL

Oh boy, what a cock-up! What are you trying to do to me, John? I started a new game last issue on the assumption that this one would be over this time, but now look at it!! It's made nonsense of the press anyway, have a look at this...

VIENNA

Ah well. That's the end of that then. With Italy wilting under a daviestating attack, and the English forces meadon in northern Russia, and Russia some where in cloud-cuckoo land, I'll just try and put my howes in order and budget, hopefully, for a second place.

RUSSIA - ENGLAND

Congratulations John, on a well deserved win, my Diplomacy isn't as good

as my defensive play, apparently.....

TAG HILL

Ha, bloody ha. First thing Monday morning John, I'm sending ol' Boot out looking for your ankles, so put a few extra pairs of socks on.....and WAKE UP!

\*\*\*\*\*  
ECHO 1976AU SPRING 1907.

AUSTRIA (Dove) A(Gal)-Vie, A(Tri) s A(Bud)\*, A(Bud) s A(Tri)\*,  
ENGLAND (Pomeroy) A(Mos)-War, A(Ber)-Mun, A(Kie) s A(Ber)-Mun, F(BAL)-Ber,  
F(Den)-NTH, A(Ruh)-Bur, F(Bel)-Pic, A(Lon)-Bre, F(ENC) c A(Lon)-Bre,  
F(Bre)-Gas, F(Lpl)-IRI, A(Edi) stands, F(Hol)-Bel.  
FRANCE (Watson) A(Rom)-Nap, F(Apu) s A(Rom)-Nap ( no such unit; disbanded last winter), F(Spa)-WMS, F(WMS)-TYS, A(Pie) unordered.  
GERMANY (Canham) A(Mun) stands proud and noble. He bursts into song ....  
"Deutschland, Deutschland, uber alles.....!" ♪ If that doesn't keep the English out what will?  
ITALY (Lindsay) A(Ven) stands NMR!!!!!!!  
TURKEY (Nash) F(Por) s English F(ENC)-MAO, F(Tun)-TYS sby F(Nap),  
A(War)-Gal, A(Con)-Apu cby F(AEG) & F(ION), A(Ser)-Tri sby A(Alb),  
A(Rum)-Bud, A(Bul)-Ser, F(BLA)-Rum.  
Retreats: Austrian A(Tri)-Tyr, A(Bud) disbands. German A(Mun)-Ruh.  
Press

ENGLAND - THE WORLD

♪ "We're almost there....." ♪

ENGLAND - TURKEY

I like you. I think I'll be your friend in any other games we may play together.

FRANCE

I guess I'm being beaten by the GPO as well as the Anglo-Turkish alliance. United we stand and decimated we fall - if we don't kick the blighters back, so come on Austria and Germany let's move it..... YES, I did submit moves to Clive.

KAISER - THE QUEEN (and I don't mean England)

I do not usually harbour grudges.....but in your case I will make an exception.....FINK!

ANKARA - LONDON

Hi Linda, just three more moves to go - should give you plenty of time before the kid appears..... You can have Par, Mar, Mun, War - OK? That gives you 17. I'll take Spa, (for War), Rom, Ven, Bud, Tri, and Vie for 17. We should get them by Autumn 1908. Always believe in open Diplomacy (especially when there is nothing the others can do about it,.....)

ANKARA - ALL

This has been one of my most enjoyable games to date; hope no one spoils it for me in the closing stages..... (Linda?)

\*\*\*\*\*  
GORGON 1976GB AUTUMN 1905

AUSTRIA (Batchelor) A(Ven) st., A(Bud) s A(Gre)-Ser, F(ADR) s A(Ven),  
A(Vie) s A(Bud), A(Gre)-Ser.  
ENGLAND (Quinton) F(ENC) c French A(Bre)-Bel, A(Hol) s French A(Bel)-Ruh,  
F(NTH) c A(Lon)-Nwy, F(Swe) s A(Lon)-Nwy, A(Lon)-Nwy, A(Den)-Kie, F(BAL) s  
A(Den)-Kie.  
FRANCE (Humphries) A(Bre)-Pic, A(Pie)-Ven sby A(Rom), F(TYS)-Tun, A(Bel) ms  
A(Bur).  
GERMANY (Davies) A(Ruh)-Hol, A(Mun)-s A(Ber), A(Kie) s A(Ruh)-Hol\*,  
A(Ber) st.  
ITALY (Bartle) F(Tun) s F(AEG)-Gre (no such unit...and Tun & Gre aren't connected anyway!) F(AEG)-Gre, F(ION) unordered.  
RUSSIA (Howes) A(Gal)-Bud, A(Ser) s A(Gal)-Bud, A(Bul) s A(Ser),  
A(Con)-Smy, F(BLA)-Con, A(War)-Sil, A(Pru) s A(War)-Sil, A(Mos)-Lvn,  
A(StP)-Fin.

Retreats: German A(Kie) disbands.  
WINTER 1905 builds

AUSTRIA Bud, Tri, Vie, Gre, Ven, (Ser)

= 5:N/C

ENGLAND Edi, Lon, Lpl, Nwy, Den, Swe, (Bel), +Kie, +Hol = 8:bu 1 A (Lon).  
 FRANCE Bre, Par, Mar, Spa, Por, Rom, +Bel, +Tun = 8:bu 2 F (Mar), F (Bre)  
 GERMANY Ber, Mun, (Kie), (Hol) = 2:lose 1 A (Ruh)  
 ITALY Nap, (Tun) = 1:lose 1 F (AEG)  
 RUSSIA StP, Mos, Sev, War, Rum, Bul, Smy, Con, Ank, = 10:bu 1 F (StP-NC)  
 +Ser

Press

CZAR BEDRIDDEN : Medicine man visits relatives -

The Czar, stricken by a fierce attack of gout, received a number of 'Get ~~wor~~ well soon' cards from well wishers, and the Austrian Archduke donated the province of Serbia to cheer him up.

The Czar's doctor, reputedly 'visiting his mother' (Reuter) was seen in Soho, London in the company of various females. The doctor explained 'they're just good friends' before entering a rather seedy looking establishment, apparently to consume some 'broth'.

The Czar recovered quickly from his gout and visited his doctor. On returning home, court officials reported he seemed exhausted but happy. His wife refused to comment.

CONSUL DISCHUNZCACCI if you spent less time at the 'Rose and Crown' eating Barroon pudding followed by Barroon pie with Barroon sauce (even though it may be excellent!) perhaps you could help us out and write some press: at least your saga's were better than nothing.....on second thoughts, perhaps you'd better not.

LONDON - TAG HILL (and Boot the wonder dog, Dippy ace, driver extraordinary and general hero..)

Glad to know you're on my side! I hope Boot will be friends with 1066 my pet Boa Constrictor (we call him Victor for short). Victor eats dogs whole, but says Boot is too shaggy for him (--fur tickles his throat) anyway, Boot is too old and tough.

P.S. Victor likes dog biscuits: got any spare?

TAG HILL - LONDON

Boot says he thinks snakes are more boa-ring than even Richard Nash, and he isn't shaggy!! He's well groomed. Get your own dog biscuits, Boot eats sausages..... when we can get them.

PARIS TO THE MOSCOW GERIATRIC WARD

You're moving very quickly through Europe (especially Austria) for a person on a kidney machine and Iron Lung. P.S. Beware for English sabotaging the electrical systems!!

PARIS TO THE ITALIAN GOVERNMENT IN EXILE

I didn't stab you, how could I when I never made an alliance with you?!

PARIS TO AUSTRIA (or NMR, whichever comes first)

I'll have you done if you help Russia put another foot in the grave.

PARIS - LONDON

No, I'm not stabbing you, merely building a fleet to help keep Russian trawlers out of Common Market waters.....

PARIS - BERLIN

Want to write to me yet?

PARIS - TURKEY

I sent an envoy round to your palace the other day in an offer of help, but a load of men in wheelchairs were blocking the entrance.

PARIS - TAG HILL

Is it a bird? Is it a plane? No! It's Boot impersonating Albert again!!

TAG HILL - PARIS

Eh? Now why would he want to do that? And anyway, you're not old enough to even remember where the first bit comes from...!!!

-----  
Proper little animal lovers game this one is turning into, isn't it? What with ol' Boot, Victor the ~~boa~~ boa-constrictor and Albert the Albatross it's a proper zoological treat. Perhaps we can get Bob Howes to bath Dogmatix and bring him too, and maybe Paul will be able to talk his namesake, the three-humped camel into paying us a visit?

Absolutely no frogs though, we've got to draw the line somewhere after all.

ICARUS 1976HB AUTUMN 1904

AUSTRIA (Pringle) NMR!!!! A's Alb, Tri, Ser\*, Bud stand,  
 ENGLAND (Johnson.L.) F(IRI)-Lpl  
 FRANCE (Forrest) A(Yor)-Edi sby F(NTH), A(Bur)-Ruh sby A(Hol), A(Lpl) st.,  
 S(Spa-SC)-WFS, A(Pié)-Tus, F(GOL)-TYS.  
 GERMANY (Wardley) F(Edi) st., A(Kie)-Hol, A(Ber)-Mun, A(Pru)-War (all 'no  
 such unit'!!!!) F(NWG) & A's Mun, Sil, Lvn all stand unordered. A(Tyr) st.,  
 A(Den)-Swe  
 ITALY (Ashbolt) A(Ven) st., A(Apu) s A(Ven), F(Nap)-TYS.  
 RUSSIA (Bull) A(Nwy) st., F(Swe) s A(Nwy), A(War) s A(Ukr)-Mos, A(Ukr)-  
 Mos,  
 TURKEY Johnson.J) F(AEG) s A(Gre), F(BLA) s A(Rum), A(Bul)-Ser, A(Arm)-Sev,  
 A(Rum) s A(Bul)-Ser, A(Gre) s A(Bul)-Ser.

Retreats: Austrian A(Ser) disbands.

WINTER 1904 builds

|         |                                                       |   |                         |
|---------|-------------------------------------------------------|---|-------------------------|
| AUSTRIA | Vie, Bud, Tri, (Ser)                                  | = | 3:N/C                   |
| ENGLAND | (Nwy)                                                 | = | 0:lose 1 F(IRI) OUT!!!! |
| FRANCE  | Par, Bre, Mar, Spa, Bel, Por, Lon, Lpl,<br>+Hol, +Edi | = | 10:bu 2 A(Par), A(Mar)  |
| GERMANY | Kie, Ber, Mun, Den, (Hol), (Edi)                      | = | 4:lose 2 F(NWG), A(Lvn) |
| ITALY   | Ven, Rom, Nap, Tri, (Gre)                             | = | 4:N/C                   |
| RUSSIA  | StP, Mos, War, Swe, +Nwy                              | = | 5:bu 1 A(StP)           |
| TURKEY  | Con, Ank, Smy, Sev, Bul, Rum, +Ser, +Gre              | = | 8:bu 2 A(Con), A(Ank)   |

PressENGLAND - FRANCE

See you next Tuesday, sister.

PARIS - BERLIN

My sincere feminine apologies; if there is anything I can do to soothe your anger, please let me know; it has been said that nothing can succeed without co-operation (as Richard and Linda found out in Echo....!!!!  
 G.H.C. & P.R.O. - TAG HILL

5 copies if you do tell me.....!

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

Nope. Er....what was the question again?

GERMANY - FRANCE

Sorry?

G.H.C. & P.R.O. - Official Statement

The German Govt. were disturbed by the mindless blitherings of the dying exiled ruler of England (or whichever of his minions is responsible for the press releases). The Kaiser, a man of very high intellect, and beloved of his German people, wishes to assure his fellow rulers that he is not dim and never has been.

Rumours that the English ruler has had a complete mental breakdown have yet to be denied.

TAG HILL - ØYM G.H.C. & P.R.O.

I believe you.....far be it from me to even comment on this seasons, er, moves?

DIMBO (GERMANY - ENGLAND)

Sticks and stones may break my bones, but the 'pink death' will never harm me.

TURKEY - ITALY

Ashbolt rules O.K.

RUSSIA TO THE BORING YELLOW BLOB IN THE RIGHT HAND CORNER OF THE BOARD

You're a boring yellow blob.

ENGLAND & TURKEY TO ALL (excluding Russia)

I don't need anyone's help to get Russia.

ENGLAND - RUSSIA

Get stuffed!

TAG HILL

£1 deposit refunded to Jan Johnson. Better luck next time.

FRODO 'LORD OF THE RINGS' TUILE 3025

MORDOR (Drylie) 3A(Pin)-Lam, 2A(GOR)-WEm, 2A(Isg) st., 2A(WoI)-EMu,  
 2A(Wil)-NWl; G2A(Car) s A(Dag)-Rhu, 2A(Ere)-Dal, 2A(EMi-I)-MGU,  
 GA(Shi) s A(Bre)-Bar, A(Ett) s GA(EMi-I)-MGU, A(Bre)-Bar; A(Erg)-Riv;  
 A(Bar)-Har, A(GHa) s A(Bar)-Har, A(Mor)-DDa, A(DGu) s A(EMu)-Bro,

A(WPh) s A(EMu)-Bro, A(Dag)-Rhu, A(EMu)-Bro, A(Fan)-Lor, A(WEm)-Fan, A(Lam)-Edo, A(Wet) st., A(Rau) st., A(Ith)-DMA, A(DMA)-Dag, A(Udu) st., A(BDu) st., A(MMo) st., A(Umb)-Har.

GONDOR (Anarchy) 2A(BrL) stands  
DWARVES (Lindsay) NMR!!!! A(MGu), 2A(IrH), A(ErL-III) stand.

\*\*\*\*\*  
TAG HILL

This game is getting too silly. It's been silly since quite early on but now it's going to extremes! Only one player bothering to send moves, and one of the three remaining nations in the game going into anarchy.

I propose concession to Mordor forthwith, votes please from Pete and Iain with next seasons orders. No vote implies acceptance.

Iain, A(Ett) s GA(EMi-I)-MGU failed because units can only support into spaces they themselves could legally move into. A(Ett) is not a goblin unit and therefore may not move to Mount Gundabad.

Les Kennedy forfeits his deposit, Ian Jones gets his back. (& Bill Dove)  
\*\*\*\*\*

HYDRA 'MERCATOR III' FEBRUARY 1891

First, a few corrections to last issues report:

Argentinian A/F(SAO)-GHS succeeded. Indian A(SoM)-Tan failed, Indian F(Cey)-WIO succeeded, Argentinian F(Bue)-SAO succeeded. Relevant players informed between deadlines.

...and now for the game, and with the complexities of this season I'll bet I've made a few more errors. We shall see (think it's right...)

ARGENTINA (Fisher) A(HUM) dis Haw\*, A(SPO) dis Wel, F(SPO)-GIS (it's an A/F) A(Lim) bds F(CRS), A/F(CRS)-HUM, F(Tah) s A/F(CRS)-HUM, F(CAO)-Rec, F(SAO)-Nig, A(Uru)-Rio, A(GHS) dis Tan, F(GHS) s A(GHS) dis Tan.

AUSTRIA (Neuman) A(Cro)-Bud, A(Vie) s A(Cro)-Bud\*

BRAZIL (Canham) A(Ben)\* raises the Brazilian flag and stands fast. A(Mor) does the same as A(Ben)

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

ENGLAND (Wakefield) F(Oms) s Turkish A(Tur)-Sib, F(Ber)-Pos sby F(BAL), A(Swe) st., A(Den) bds F(SKA), A/F(SKA)-NTH, A(NTH) dis Bel, A(Mos) s F(Nwy)-StP-NC, F(Nwy)-StP-NC, A(Lpl) bds F(ROC), A/F(ROC)-NAO, F(GBA)-ROC, A(Afg)-Tur,

FRANCE (Morris) A(Ala) st., A(Pos) bds English F(BAL)\*, A(Tyr) st., A(Tun) st., F(Rom) s F(Pie)-Gen, F(Pie)-Gen, F(TYS)-Tun, F(WMS) s A/F(BIS)-CAN, A(Spa) bds F(BIS), A/F(BIS)-CAN, A(CAN) dis Mor, F(Azo) st.

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

INDIA (Pratt) A(Syd) bds F(TIM), A/F(TIM) s F(EIO)-Pth, A(TIM) dis Syd, A(Sik) s F(Can), F(Can) st., A(Ann)-Sai, A(Del)-Afg, A(SOM) dis Mog, F(SOM)-Mdg, F(WIO) s F(SOM)-Mdg, A(Tha)-Joh, F(MAL)-EIO.

ITALY (Anarchy) F(Apu), F(GOA),

JAPAN (Waterhouse) A(SCS) dis Bor, F(SCS)-Sai, A(Ore)-Clf, A(Phi) bds F(CPO), A/F(CPO) s F(NOM)-CHA, A(CPO) dis Phi, F(NOM)-CHA, F(Shg) s F(ECS)-SCS, F(ECS)-SCS, A(NPO) dis Kar, F(NPO)-SOO, F(SOJ) s F(NPO)-SOO, F(Sib) s F(NPO)-SOO\*, A(Man)-OMo, F(Pek) st.

RUSSIA (Segal) F(GOB), A(StP)\*

TURKEY (Dagger) A(Eth) st., F(Ira)-PER, F(Yem)-PER, F(SMS) s A(Egy)-Ben, A(Egy)-Ben, A(Ven) s F(Tri), F(Tri) & A(Ser) s F(ADS)-Cro, F(ADS)-Cro, A(Clu) s A(Bud)-Vie, A(Bud)-Vie, A(Ukr)-War, F(Rum)-Sev, A(Cau) st., F(Sak)-SOJ, A(Tur)-Sib.

U.S.A. (Nunn) F(HUM) s A(Pan)-Bog\*, A(CHA) dis Haw\*, Argentinian A(Han)-dis CRS\*, F(CHA) st\*, F(Que)-Van-NC, F(GOU)-Clf, A(Kan) st., A(Pan)-Bog, F(CAR)-Rec, A(SOL) dis Wel, F(SOL) s A(Pth)-Syd (it's an A/F), A(Pth)-Syd, F(HAT) st.

Retreats: Austrian A(Vie)-Boh, Brazilian A(Ben)-Lib, French A(Pos)-disbands, German F(Mdg) disbands, Japanese F(Sib)-Vla, Russian A(StP) disbands, USA F(HUM) disbands, USA A/F(CHA) disbands.

MARCH 1891 builds

ARGENTINA Bue, San, Tuc, Uru, Rio, SAf, Lim, Tah, Iqu = 11:bu 1 F(San)  
Nig, (Bog), +Tan

AUSTRIA (Vie), (Ser), (Tri), (Clu), (Ven), +Bud = 1:lose 1 A(Boh)

BRAZIL Mor, (Tun) = 1:lose 1 A(Lib)

|         |                                                                                                                           |                                                   |
|---------|---------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| CHINA   | Ham, For                                                                                                                  | = 2:N/C                                           |
| ENGLAND | Lon, Lpl, Edi, Uls, Nwy, Ice, Den, Hol, Ber, Kie, StP, Oms, +Bel, +Pos, +Mos, +Swe                                        | = 16:bu 4 F(Ply), F(Lon), A(Yor), A(Cly).         |
| FRANCE  | Par, Mar, Lyo, Spa, Por, Mun, Rcm, Bre, Gen, (Bel), (Pos), +Ven, +Tun, +Azo                                               | = 12:bu 2 A(Lyo), A(Mar).                         |
| GERMANY | (Tan), (Mad)                                                                                                              | = 0:lose 1 A(Pru), OUT!!!                         |
| INDIA   | Cey, Mdr, Clc, Del, Bma, Joh, Jav, Tha, Sai, Cam, Vtm, (Bon), (OMo), +Mdg, +Mog, +Can, +Snk, +Pth.                        | = 16:bu 3 A(Del), A(Clc), F(Mdr)                  |
| ITALY   | (Mog), (Eth)                                                                                                              | = 0:lose 2 F(Apu), F(GOA).                        |
| JAPAN   | Kob, Osa, Nii, Kar, Kor, Tok, Ale, Vla, Man, Shg, Haw, (Can), (Van), (Kan), +Bor, +OMo, +Pek, +Phi                        | = 15:bu 1 F(Osa).                                 |
| RUSSIA  | (Pek), (Snk), (Mos), (War), (Swe)                                                                                         | = 0:lose 1 F(GOB) OUT!!!!                         |
| TURKEY  | Ben, Bul, Ira, Gre, Egy, Sev, Ank, Smy, Con, Ada, Bag, Cro, Nap, Cau, Rum, Yem, (Bud), +Ser, +Vie, +Tri, +Clu, +Eth, +War | = 22:bu 5 A(Syr), F(Smy), A(Con), F(Bag), A(Arm). |
| U?S.A.  | NeY, Clf, Tex, Que, Wel, Cub, Rec, Syd, Gui, (Azo), (Phi), (Pth), +Bog, +Van, +Kan                                        | = 12:bu 3 F(Sum), F(Flo), 1 owed.                 |

TOTAL 108

### TAG HILL

Deposits back to Gary Porter and Paul Segal, hard luck lads.

### Press

### NO DATELINE

Grunge and Crum were still having trouble blowing the enemy to little pieces everywhere at once. They had succeeded in charging forward to Croatia but all around them they saw millions of hairy Turks.

They were at the time residing in a small hut in the mountains, sheltering from a rather large blizzard that sprung up.

"Trust you to run out of 'Control Weather' spells just when one is needed most", grumbled Crum sitting dejectedly on a small log.

"I'll get it back tomorrow, and then you'll see", retorted Grunge.

"Meanwhile the weather out there is fit for niether man, nor beast, nor Turk."

"I agree with that, so just you wait while I get my spell back."

"Ahh, stuff your spell, but I'm sick of this dump. I want to go somewhere where I can use my powers to the utmost." grouched Crum.

"Hah! Like where?" shouted Grunge.

"Like some years later on!" shouted back Crum.

"Fat chance you've got of getting there."

"Oh yeah? Watch this!"

The hut suddenly became empty.

### CANHAM - CANHAM

At least let me die with dignity and leave my dateline alone.

### BBC - ANYBODY

Wanna buy some coffee beans?

### TOKYO - MEAN & DECEITFUL 'ALLY'

I hope you're telling the truth for my sake.

### TOKYO - DELHI.

They were right.

### BALD EAGLE - TAG HILL

Change the rules! Change the rules! What a bloody good idea. I have always understood that the only unbreakable rule in Diplomacy is that 'Thou shalt not deceive the GM'. There is no rule as far as I know that says the GM shall not deceive the players. Therefore, I suggest you change the names of England and Turkey next season, which should make all their orders invalid and give my friend Pratt the chance he so richly deserves.

### TAG HILL - BALD EAGLE

You didn't know that GM's could deceive players? Oh come now, weren't we in SD8 together?

### FLUSHMAN

Dung and Flushman sat together miserably staring into space. Dung had a force frozen into Alaska and Flushman had one in Afghanistan - both were wasting their time.

"It's your fault, you foul hound" groaned Flushman, "I told you that



Bald Eagle was in cahoots with the terrible Turk." Dung didn't understand but he whined pitiably when Flushman kicked him in the ribs.

The whole thing was becoming an unholy mess like most of Flushmans games. First there were the rotting corpses of the countries in anarchy. Flushman was used to the stench, but he had been relying on Bald Eagle to clean up the place a bit. Bal Eagle was doing his best but Flushman could not appreciate this. Secondly, the bloody Japs appeared to be letting Bald Eagle off the hook, and at the moment there seemed nothing that Flushman could do about it.

"What about El Piss?" mused Dung. Flushmans frown lifted. "You're right" he said, "We haven't made much use of him lately. Seize him boy"

Dung left the room and returned briefly, dragging a violently protesting El Piss.

"Now listen here you slimy fellow" said Flushman, "Bald Eagle is getting too big for his perch - deal with him!"

\*\*\*\*\*

DIPLOMACY WAITING LISTS

Next game start (Regular - 2 season), will commence when a minimum of two current games end.

David Bolton, David Lockyer, Bob Howes

2nd game (commencing June, not before)

Baby Thompson, Willy Haughan,

It is of course possible (though unlikely if 'Frodo' is conceded) that the next game may start until June, in which case I will combine the two waiting lists.

Game fee, a bargain at 50p, with a £1 refundable BIposit which you'll get back when the game ends or you're eliminated, provided you don't drop out.

~~~~~

OUTDOOR SURVIVAL

GM'd by Carl Jennings

- |                 |              |                  |                       |
|-----------------|--------------|------------------|-----------------------|
| 10. Dave Allen  | WA FC Life A | 1. Adam Quinton  | WA FF Life B          |
| 11. Rob Chapman | WA FA Life A | 12. Dave Tant    | WA FB Life A          |
| 5. Dave Thorby  | WA FC Life A |                  | (Food restored again) |
| 8. Ron Canham   | WB FB Life A | 6. Ian Jones     | WA FB Life A          |
| 2. Allan Ovens  | WA FC Life D | 4. Andy Davidson | WB FC Life B          |

Everyone else NMR!

-----  
Clouds darkening .....in fact a pissing tornado!

~~~~~

SAUCERER

NEWS FROM FANE

GM'd by KEDGE NEUMAN

Well, the news is that the league of Green sorcerers have refused to participate in the now progressing battle for supremacy. They have declared a peace movement, joining the Red sorcerers but not going so far.

Due to lack of action there are only two battles going on and they are continuations of earlier ones. The Green humans that were fighting the Blue meanies were wiped out due to their refusal to fight. However, the blue magical creatures appear to have caught some disease and they are weakened.

The other battle was the third phase in the fight for Edann-Kolass which has been raging for days. The Yellow sorcerer is weakened after being hit by a spell and the troll he was riding has disappeared in a cloud of yellow smoke. Tomorrow could see the end of him if they do not act. They are however, expected to take nasty revenge. All we decent citizens can do is wait and see.....

FANE

Thanks there, Fane, and we now have a break for adverts.....

"Do you want to be the holder of the fate of the world? Do you want to see the world and have lots of fun and adventure? You do? Then just apply to - The League of Red Sorcerers at 10 Burton Road, Hornsea, East Yorkshire,

HU18 1QY. We will then consider your application and if you are the lucky one, you will get the chance to direct the powers of all the Red Sorcerers to join battle with all the other upstarts that are seeking world domination. The situation has all the openings for an ambitious young person who wants to get on, and there are loads of chances to expand the trade of lightening bolts with the other colour sorcerers.

KEDGE NEUMAN 1977

)))))))))

Ta, Kedge, haven't you got anyone for that standby position yet? Come on you lot, surely someone wants a free game? Don't tell me I've got to do it myself.

)))))))))

INVESTORBOSS - GM Ian McLaren

Game rapidly drawing to its close, still time for lots of late dealings though.....

)))))))))

1829

////

GM'd by Ian McLaren.

THE RAILWAY HOTEL  
Little Shocking-by-Steam.

New Years Eve 1839.

Dear All,

How can I convey to you how much impact the railways have had on the English country scene in the last 10 years. You, who have been in India since the war, can have no idea the journeys that can now be made in hours that formerly took days. From Birmingham, one can travel through Swindon and Southampton to Bournemouth, or, from the northern station, through Derby and Nottingham to Coventry. Liverpool and Manchester are joined through Crewe. From London, one can travel only to Guildford, but routes to the Midlands are rapidly being completed.

The shares of these companies (four in number, so far) have been very popular, and all except those of the latest company, the London South Western, have been sold by the promoters. Of the entrepreneurs, the most succesful has been Tony Ball, director of the LNWR, whose holdings are valued at £1490. Midland Director Dave Tant (£1256) closely follows non-directo Rob Thomasson (£1318). The enigmatic Bill Thorne has a balanced portfolio worth £983, ahead of GWR director Keith Thomasson (£801) and LSWR director with £770, Dr. Gus Ferguson.

Soon the main lines will be complete, but it may be a few years before we can travel from Little Shocking to any of the great cities of our fair isle

Best Wishes,

*Ian McLaren.*

Well, well, well! What do we have here at the bottom of the page, but a space that's custom made for.....

...GUESS THE CAPTION No.4 (or whatever number we're up to.)

Right you all know the rules, just think up an apt caption for the little cartoon to the left and send it along to me with your next letter, or your next orders, or you could even write especially.



As an example: "You can't call it '1901 and all that', it's already been done by another tyke."

Hah!! So now the Snoopy crittur starts to bite back via the cover of '190laa't no less!! Of course this time he's really gone to far and blown his cover completely. I mean, look at the mutt! Look at that smile.

Now we all know that dogs don't have teeth like that, don't we? Real dogs have teeth like mine, kept in fine fettle by the occasional nip of an offending subscribers ankles. Those that this mutt possesses are human teeth and I put it to you

that it is really Bullock himself in a skin!! What other explanation is there? We all know that true dogs don't have opposable thumbs, this one does. We all know that dogs don't have teeth like humans, this one does.

The final clincher is the size of the head in relation to the rest of the body.....it's got to be Bullock!

Now he's going on about Soccerboss not simulating reality, says Dippy is better. Of course we all know that Dippy simulates reality don't we? I mean it's common knowledge that one Italian fleet is equal to one Russian army in a coastal province isn't it? And that if two opposing armies meet a stand-off always ensues? Yeah, quite so Mick, pat, pat (on head) quite so.....



Canine smile - 1901 and all that version!

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263: Nicky Palmer

Richard and you both misread my comment in Dolch 50; I said that there were no zines staying out on principle, not that there were no zines staying out because it wasn't relevant to what they happened to want at present. The dig about my 'still' (?) not knowing what was going on in the hobby around me and not checking the facts is therefore unfair - correction appreciated!

Joining the affiliation scheme costs nowt directly, but commits you to: take two orphans, trade with Dolchstoss, and allow any CGS or insured games to be rehoused if you're 3 months overdue.....

If you don't want CGS games or insurance, then there's little point. Ooops, just noticed: you aren't liable to orphans till you receive a CGS game. So you can if you wish, just affiliate, trade with Dolch, and do nothing else until such time as you want to use the CGS or insurance. The advantage as far as I am concerned is that it will re-inforce my claim that the hobby split has ceased to exist.

Nicky, I've just re-read the bit in D.50 and admit I misunderstood, you have my apologies. The crack about you 'still' not knowing what was going on was a reference to a comment you once made about it being 'a pity 'King-maker' wasn't playable by post' when we'd had one on the go for about 9 months in Chim and I'd already finished one in 'Courier'. Sorry, it was a snide comment, I'm always doing it even though it probably only ever amuses me. I don't expect you or anyone to know everything that goes on in the hobby, not with the size it is now, but in your position I do think it is very important to check facts etc. before opening your mouth (and I'm not saying you don't, incidentally).

Affiliation scheme on those terms gets a very firm 'Yes' and I hereby apply for affiliation. At the moment I won't use either of the facilities as I have quite enough games and (I think) my games are insured by the IDA/UK.

I say 'think' because I haven't yet paid my dues and I don't know how they'll take what I'm going to say next. Let's see.

Apparently, if I am a member of the IDA/UK and I give a discount of at least 20p on my game fees, <sup>(to IDA/UK members)</sup> my games are automatically insured. Very well, as of now the Chimaera game fee for a regular Dippy game is £1.50 with a discount of £1.00 for IDA/UK members. The same discount is also offered to NGC members and to all Chimaera subbers.

No, I'm not just being bloody minded, Chimaera game fees go towards paying expenses of running the 'zine and I can't afford to give discounts. The alternative is to increase fees to non-IDA members, but then I'd be over-charging and I've no wish to do that. (Actually I am being bloody minded, but I daren't go through with it, someone would be bound to over-react. All the same, my comments about the game fee still stand (£1.50 with £1.00 discount to all comers) and a cheque for membership fee will go to the secretary with this issue. If my games aren't insured I'd appreciate someone within the organisation telling me why not.

#### 264. Der Garvey

Ye Gods! How could any games designer who hopes to sell his game make silly mistakes like stating that the real life population of Ireland today is 8 million.

I refer, of course, to Richard Nash in 'Warlord!'. For his information the present population of the island is 4.5 million. (2,978,000 in Eire, and 1,527,000 in Ulster), which is a long way from 8 million.

This said, however, I think I know where Richard made his mistake; he was using an atlas 100 years old. Richards figure of 8 million would have been accurate in the first half of the 19th century, but the Potato famine in 1845-49, and the subsequent emigration have changed that considerably. If 'Warlord!' is based in the 1870's, then Richard's figures may need revision if he's after historical accuracy. ....Hang on a moment, what am I saying? There is absolutely no historical accuracy in the game anyway, so that solves it doesn't it?

#### 265. Willy Haughan

If Richard Nash intends to publish rules under the title of 'Warlord!' there is already a copyright game with that title. So he'd better think again! Also where's these postal Subbuteo rules he keeps promising us, I just DO NOT believe it 'til I see it!

I haven't got a clue what the population of Ireland is....just a minute though, I've got a book somewhere....ah, 'Northern Ireland - population mid-1975 = 1,597,000, the Republic of Ireland - mid 1975 = 3,140,000 gives an overall total of 4,737,000. Comments Richard?

As for the 'Subbuteo rules, Willy, Richard has already published them in, dare I say it again, 'UKDA PF'!!!

#### 266. Kedge Neuman

I am still in a confused state as to why you still insist on calling 'Tekumel', Tekumal when you know that it's the former.

Just looking at the letter column and am wondering about the reply you writ to Russel H. Noonan's letter (256). You said that we couldn't tell the difference between a full stop and a decimal point. On that assumption we are paying 0075p per sheet, so last issue cost a staggering £14.25. I will not send you the overdue amount and if you insist on charging the most ever for any magazine I will not continue to sub. But on the other hand, if you finally admit that your sub rates are in fact £.0075 per sheet.....

I have just one question to ask Rob Chapman for his Maggie & Nora bit this time. Are there any rules?

Tekumal, Tekumel. My stencil was wrong and as no one but you had noticed it didn't seem worth bothering. Note I've changed it back now, OK?

Sub rates I'm not going to argue about and Boot isn't very pleased about you trying to make him look a fool. He says to tell you "Grrrrrrrrrrrrr"

Are there any rules to what? Do you mean are there any rules to Maggie and Nora's game? Well why don't you say that then?

267. Iain 'Sonic' Drylie

Is Paul Cook still writing about the IOW D&D campaign? I found his articles fascinating.

There are no more of Pauls articles ready at the moment, though I'm assuming he's working on continuations.

268. Linda Thompson

A very clever boy aren't you, Kuddles? A very clever trick that denouncing yourself and signing yourself 'Crippen' and naturally you had to defend yourself once I'd rumbled you, but so as not to give yourself away you print an apology of sorts from 'Crippen'.

Also I would like to add it is most unlikely that my baby will look like the milk-man because: A/ it's Winks baby, a man to whom I've never been unfaithful. B/ My 'milkman' is a kid of approximately 10 years old, and C/ The baby was conceived while on holiday in France last August and even my milkman isn't that dedicated to me or his job.

Love & Kisses

LINDA

P.S. If you're not Kuddles, you must be Andy Davidson or Bob Howes or Dave Tant or Pete Lindsay or Ron Fisher or Paul Segal or Victor Logan or Richard Sharp or.....

Titter. Please, David...chuckle....no nasty letters this time, I've already denied your involvement once on your behalf,.....titter....but the lady doesn't believe me!

Linda, my love, for obvious reasons I can't tell you who 'Crippen' is, but all the clues are there. Think, who did you meet on the stairs and take money off at MidCon in Birmingham (not me!). Of course, a gentleman would stand up and let himself be known rather than letting his friends take the rap, wouldn't he.....?

Of the other people you mention, Linda, I'm making no comment, but I'm surprised you put Bob Howes and Dave Tant amongst them! Still, you never know do you? We've all got dark sides to our character.....

269. Lew Pulsipher

Do you admit, when you call Boot 'the most intelligent dog in Christendom' that paynim or pagan dogs are more intelligent? Boot ought to bite your leg for that!

I'm admitting nothing and you can stop stirring it as well! OUCH!! OOOH! Gerrof, Boot, leggo, that hurts.....

270. Lew Pulsipher

Instead of running another standard Dip game (how boring), why not try a simple variant. Black Angels, for example -- there are two additional spaces, Heaven and Hell. Each is connected to every space on the board, but not to each other. It's otherwise like standard Dip. The press might be a little odd.....

Chim press is generally a little odd anyway. I'm taking on no more complex variants after my experiences with Hydra, the adjudication takes up far too much time.....and hurts my brain. Quite enjoy the simple ones though, like 'Frodo' (Lord of the Rings) for instance if it hadn't got so silly. I dare say I'll run other variants when space permits (and certainly when Hydra is out of the way. How many readers would be interested in a game of 'Black Angels' two or three game starts from now? You want to play, Lew?

271. George North

In London the D&D session at the Fulham Town Hall went ahead as scheduled, but way down in Wood Green another succesful and happy meeting was taking place at the house of Martin Hammon where several rowdy elements had congregated for their own special session of games. Those who did not come along to this one might like to know that they missed some of the finest cooking since Graham Kerr showed us the rudiments on telly. Thanks Martin.

My only success was a game called Gladiator - a general punch up between about six characters in one arena. This was likely, because, being a new comer, the regulars went after each other and left me sitting

quietly to one side, sustaining no hits and taking on the winner when he was already half dead.

The Gummi chess team got in a bit of practice for the Championship of the inter-zine matches that are being fixed up. The competition is going to be hot. I hope that Chimaera is going to enter a team?

When the lights went down all along the street and the taverners returned, began the real business of D&D and nine or ten players kept the neighbours awake into the early hours.

Not that the noise was the only problem. With a game of darts also in progress the players themselves were in almost as much danger as their fantasy characters. But it quietened down somewhat when the parties in the dungeons split up. Ron Raynor in one party and Eric Willis in the other. One at a time is managable, but both together - jees!

The only other pastime I can remember off hand was a constant flow of would be artists with many coloured ink pens, decorating some beautiful drawings of men and magic that were hanging on the wall of the front room. Each artist signed his name and I couldn't help thinking what a nice keepsake the finished pictures would be for Martin to show his grandchildren.

I have avoided mentioning too many names as to leave a few out would seem unkind, and besides I can't remember them all. Plenty of coming and going kept the quota around the twenty mark but somehow it must have been nearer forty all told. Hope they enjoyed it as much as I did.

Thanks for that brief report, George, sounds as if a good time was had by all. Inter-zine Chess competition? Don't know anything about, so there won't be a Chim team in there. Sad.

272. Richard Bartle

Why do you insist on saying that Boot has brown eyes? One is blue, the other brown if you read up your stuff.

Would you want it advertising if one of your eyes was off shade? It's only a little bit blue anyway if you read your stuff, and in times of stress when the world seems to be against them, Wellington often confides in "dear ol' brown eyes..."

273. Richard Nash

With regard to Lew's query about UKDA PF, it is niether a 'zine nor a fantasy; it is a unique work of art, a real piece of English literature never to be equalled: it is the peak that men strive for when they have sunk to the depths I have reached within its pages.....

274. Will Haven ((Gasp!))

I was fascinated by Allan Ovens 'En Garde'! Is that really all one game only? Amazing! Nonetheless, looks like fun. You know, one day I must make enough time to play in some of todays generation of games - of course, you realise games of this genre - including D&D - really belong to the SF & Fantasy side of the house, so I was bound to be intrigued. Oh for the halcyon days of yore, the great days of MIDGARD.....

Who is Stuart Dagger? I find his attitude to SF detestable. Whilst most SF fans - myself included - do find it unusual that other people don't enjoy the genre, I feel that they are largely tolerant of such idiosyncracies - what a terrible world it would be if we all enjoyed the same things! seems the general attitude. Dagers letter smacks of such intolerance as one would expect from a racial bigot or a political extremist (communist or fascist, what's the difference?). Of course, I feel that he is entitled as an individual, to hold such views as he desires (something I feel he would not grant me), though I confess a little sadness at the poorcity of his lifestyle if such intolerance is prevalent. Poor misguided Stuart, you have my sympathy.

I still haven't actually seen anything of 'Midgard' but from what I've heard I could believe it to be a forerunner of todays role-playing games. Why are SF and Fantasy linked in your mind though, Will? Are you saying that Hans Cristian Anderson and the Brothers Grimm were SF authors?! Goblins, trolls, Cyclops, Chimaeras', Elves, they're all part of D&D but they're not from your SF world(s)...or are they?

I'll let Stuart put his point of view himself....





Looking back through my old issues of Bellicus last week, I found a note in SoB 3 saying that Allan Owens had offered to GM some games. Will had turned down the offer on the grounds that it would slow down the 'zine..

#### CHANGES OF ADDRESS

Mike Groom 59 Caldecote Street, Newport Pagnall, Bucks MK16 0BY  
Martin Rundle 63 Wheelays Road, Edgbaston, Birmingham.  
Paul Barker 'Kirtling' Brushford, Dulverton, Somerset.

Nitehawk, the Soccerboss sub-zine of Ad Nauseam has gone independant and is expanding to boot. Flyers will be going out with this issue. Quite a nice looking first issue, but then I'm biased 'cos this is the most enjoyable game I'm in at the moment (even if Real Madrid have just fiked four lucky goals past my team.....no goalkeeper can hold the ball when it's that greasy). Whoops, there I go again with jokes (and I use the term loosely) that only myself and one or two others are going to understand. I must get out of the habit.

Running three large divisions of a very complex game must be a very time consuming job, and I hope Laurence knows what he's doing taking on even more. Have a look, the address is on the flyer.

I'm informed that American cop series are being run down over the water. At long, long last it seems that the public have had enough. What will our programme planners be buying next? Well, I understand that Fantasy and Science Fiction (and kitchen sink drama) are what the Yanks are going to get rammed down their throats. No doubt we'll get it too, soon.

Rob Chapman is about to start a game along the lines of the now defunct 'Westworld' in Paul Willeys magazine 'Eclipsor'. It's to be called 'FRESH WOUND' (pleasant!) and is set in a western frontier town in the 1880's. Due to start around Easter, and strictly limited to 10 players initially, you'll need to write immediately if you want to get in on it. Rob is the sort of person to make this a really cracking game and I'm sure I can safely recommend it. Write to: Paul Willey, 31 Burstow Road, Wimbledon, London SW20..

Richard Sharp has announced the second 'Dolchstoss' player poll. You are invited to vote for any player you have personal experience of, either by playing against, or running one of his games and you do so by awarding marks up to 30. Deadline is the 30th April 1977 and if you send a large S.A.E. with your votes you'll get the Dolchstoss containing the results free in return.

CHeeshole News is an occasional mini-zine from Walter Luc Haas detailing up to the minute news of games, game developments, etc. It costs £1 for 6 issues. The news is right up to the minute (at least it's news to me) and if you want to maintain a broad view of the hobby and keep in touch with the myriad of games flooding onto the market now, then this is a convenient way to do it. The March issue runs to 6 closely packed pages of information. For instance, did you know that 'CHAOSIUM' have acquired the game rights to the 'ELRIC' books by Moorcock? Well, they have and are currently working on three games, one strategic, one company, and one role-playing. Should be out in the summer. Lots of info on conventional wargames too.

To subscribe to either CHeeshole News or Europa (or both) send your cash to Walter's UK agent David G. Watts, 32 Eastleigh Drive, Milford Haven, Pembs SA73 2LY Wales UK., with a letter to Walter at Postfach 7, CH-4024, Basel 24, Switzerland, telling him you've done so.

Ah well, we just about get the NGC/independant rift settled so folks start looking for another one..... don't they, Pete Swanson (somebody told me you get your shirts from Action-Man kits. Is it true?). I mean of course your bletherings about the MP 'Zine Poll.' Important underlying battles between Games 'zines as typified by Chimaera and Dippy 'zines as typified by 190laat and MP??!' Who's it important to? Not me, and not to anyone else that's got their head screwed on properly. Whether I'm beaten by a games 'zine or a Dippy 'zine, I don't mind as long as it's a better 'zine. It's all the same hobby you know, and whether you like it or not, it's you and your dippy cronies that spawned us. Don't disown us, dad.

Chimaera needs articles, comments, etc., from you if it is to maintain the variety of content that it possesses at the moment. Game reviews, strategy articles, or any humorous contribution will be considered and the author will receive a free issue of Chim for his/her trouble. Do it now, before you forget.

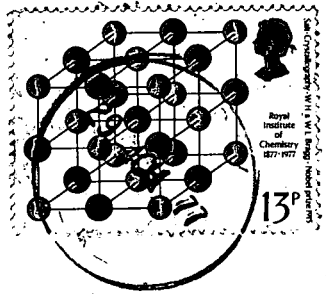
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Deadlines for issue 29: Pits of Cil, Outdoor Survival, Conquistador, RCW, Railway Rivals, Formula One, Sorcerer, Investorboss to respective GM's by 15th April 1977 (and LEANDER!)

All Diplomacy orders to me by first post, 22nd April 1977

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