



June 1st 1976:Chimaera 17

Richard Sharp: "Chimaera should not really be first...
.....I'll lay you 3-1 that Dolchstoss
wins next year, or 4-1 that it finishes
above Chimaera!"

April 29th 1977:Chimaera 29

Boot the :
wonder-dog : "Up you, Sharp. Now who's miserable? "
assistant : A less noble hound would have taken your
'zine editor : money.....sweets from a child."



(Titter...) This is the 29th issue of that pundit quashing wonder-'zine Chimaera (more titters...). It comes to you from Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS and for this issue costs a meagre 2p per sheet, but which from next will rise to .88 of a penny per sheet rounded up to the nearest 1p in an attempt to keep the editor from the bankruptcy courts. (chuckle...). It is four weekly and remarkably regular in spite of repeated attempts by our armed forces, notably the one with wings, to slow it down. (loud guffaw followed by a complete breakdown of the editorial staff into fits of uncontrollable, insane laughter.....).

Oh dear....ho, ho, ho, he, he, ho I'm afraid you'll have to excuse me, but it's so funny. Ho, ho, ho, stop it, Boot, I'm trying to type, he, he, haa, haa, ho, it is funny though. Ol' Boot's standing here beside me as I type doing all sorts of things to back copies of Dolchstoss. Funniest though was when he took a copy of issue 51 outside and urinated on it. It went such a pretty colour (so did the old lady next door, it was on her foot at the time).

What do we find so amusing? Oh, just the results of the Mad Policy 'zine poll, that's all. Well actually not so much the results as one result in particular, that of Dolchstoss which scrambled home at a lowly fifth. Now Boot and I are not usually the sort to be hurt by any nasty comments about either ourselves or our 'zine, but there was something about the cold, humourless way that Richard Sharp put down Chimaera as being 'miserable' in Dolchstoss 51 that really got our backs up. After all D is the largest circulating 'zine in the hobby and to be dismissed there as 'miserable' and to have it implied that our win last year was a pure fluke just got our blood boiling.

Ah well, so we've fluked it for two years running. Wonder how he'll break it to his readers in D53, particularly as in D52 he listed 7 'zines all of which were 'a cut above it'. Ho, ho, ho, but it's funny. Everybody should get hold of a copy of issue 53 when it's available, 'cos I bet he's really going to rip me, Chim and even dear ol' brown eyes, Boot to pieces.

It was very satisfying winning the poll again though, even though it didn't anywhere near match the satisfaction of being able to rub Richard Sharps nose in it. Ho, ho, ho.....

\$\$\$\$\$\$\$\$&&&&&&

In a more serious mood now (not that I wasn't serious up above, this is just more serious), may I say that I am honoured and not a little surprised that you, readers and fellow publishers, have voted Chimaera the number 1 'zine for the second consecutive year. Surprised in as much as comments in a few other 'zines prior to the poll, had suggested that the Diplomacy purists in the hobby were about to vote 'games' 'zines down as a matter of principle. That there was a huge turnout for the poll, enough to nullify this effect, is no doubt the reason why Chim was kept where it is.

I am greatly honoured that Chim is considered the premier 'zine, even more so when I look around at the quality of the opposition. There are several 'zines that I would consider better or as good as Chim and who I would gladly share the number one spot with. John Piggotts 'Ethil the Frog', Mick Bullocks 'I90lat', Pete Swanson's 'Rats', Bob Howes 'Lemming Express' and one that I'm going to say quickly so that I hope nobody notices, RichardSharpsDolchstoss.

And that is all I'm going to say about the poll, though there may be something else a little later on. This has all been typed without having official confirmation of the results so I hope to god my information is correct! Unfortunately I've got to get as much of this typed and out of the way before the weekend because that arch-fiend and editor of 'En Garde', Aircraftman Allan J. Ovens tells me there are 26 'En Garde' stencils on the way to me. Twenty-bloody-six, that means another week-end of sleepless nights duplicating reams and reams of paper. Incidentally, the price rise from next issue will of course affect 'En Garde' too. 'En Garde' is now regularly turning out issues the size of a normal dippy 'zine, so remember if you're taking both it works out quite dear, but then where else could you get two class 'zines so cheaply? 'En Garde' is not a sub 'zine to Chim and it is not compulsory to take it on your sub, no reason either why you shouldn't just take EG and not Chim if you want to, some people do. Look on them as sisters.

TO SEE OURSELVES AS OTHERS SEE US

An occasional look at some of Chim's better known readers. The guest this time is.....

DAVE TANT



"INCREDIBLE INCOMPETENCE" (Gardener's Weekly)

"SUPREME SADISM" (Horse and Hounds)

"GIBBERING GOBLINS AND EPILEPTIC ELVES ARE ALL PART OF HIS UNIQUE INVOLVEMENT WITH D&D" (Sunday Times education supplement)

'Unique involvement'. Alas, poor Dave, his involvement is without doubt unique, and we must have pity for such as he. After all not many of us are endowed with such an uncanny resemblance to an entoparasitic worm, and whose features are so bad, they make Quasimodo look like Rudolf Valentino. His mind, half crazed by the psychological burden of a face like his, make him roam, in sub-conscious fantasy, the dungeons of his mind. It could not be more apparent than in the Chimaera game he runs. This masterpiece of a fading (or practically vanished) genius, is at the height of his achievements including...well...yes.. But we must not forget that he has created (all by himself!!) this totally imaginary game with totally imaginary players with far-fetched names. Names like: Allan Ovens or Clive Booth. HA! But I must admit that to actually create a 'new monsters competition' for the imaginary players is going a bit far.

Even for someone whose face closely resembles the rear end of Linda Thompson, and who looks more like a swollen pigs bladder than a demented genius, he stands a fair chance of winning his own 'monsters' competition.

Njosnarin

Njosnarin Njosnarin

Oh yeah, I met him a few times. Big fat slob who sits and listens to others, giving no sign of life apart from sending up smoke signals at frequent intervals from his evil smelling pipe.

Not so quiet and amiable as Auguste though. In En Garde he carouses at Hunters and generally makes a nuisance of himself with various women available, and throwing his weight about all over the place - albeit from the comfort of his wn armchair.

But apart from his efforts as Auguste he is no doubt a friendly, placid fellow with a heart and body as sturdy as an oak tree. A rather large oak tree, naturally.

ANON.

A reliable and interesting person. How soon before a knighthood?

ANON.

A true gentleman. One who is not afraid to admit he's made a mistake and apologise. I refer of course to the recent incident when he said I looked like Patrick Moore. Quite quickly I recieved a written apology and a verbal assurance at MidCon that I was nothing like Patrick. Generally a nice guy

Linda Thompson

Dave Tant is the infamous. Always trying to gain more and more fame, even if it is by writing nasty things about people under the name of Crippen. Not only does he do this but he still insists on running that big con job of the Pits of Cil. He should be grateful that he isn't getting the stuff reserved for Dave Thorby.....

UNSIGNED

Ooh, my luck is in; I've met Dave Tant in real life too. Now Dave I can say nice things about. The hundreds of things he does for charity go unseen - as he always gives a false address and when he makes off with the flags and money box he's been filling all day the organisers can't find him. He seems a pleasant sort of chap, and were it not for the smoke issuing from his pipe making my eyes water, I could have talked to him all day (you see, I'm allergic to opium).

Dave reminds me of a typical English gentleman, Jack the Ripper to be exact. His toupee looks as near to real hair as you can possibly get, and I admire his style of having all the buttons on his shirt different colours. He seems to be more of a listener than a talker, and it was whilst he was doing this against the door of the ladies' lavatories that I noticed the 'T' on his thumb. Upon questioning, he told me that he had trapped a dangerous criminal in the aforementioned room, but hid his thumb in his mouth to hide the scar. It was at this point that I left him, as the door swung open, sprawling him on the floor with the shocked look of someone who had seen Linda Thompson, which he had done. (Oh, sorry, I said I wouldn't do that again, didn't I?)

Finally, for those of you who have not seen Dave in the flesh, you can see someone on TV that looks exactly like him, which will save you the agonies of my description. I don't know the person's name, but can remember that he says "Can you ride tandem" on an advertisement.

I hope that this hasn't offended you, Dave, but you're pretty thick-skinned. Especially about the head.

CRIPPEN

Thank you ladies and gentlemen and Crippen, for those pen pictures of our dear ex-friend Dave Tant. For next issue I want everyone to write with their impressions of RICHARD NASH. If you haven't met the young man, don't worry, just tell me how he comes across from his writings in the various 'zines. Is he really boring? Has he really got a virility complex? See next issue for the truth..... and remember, you can do it anonymously if you wish, so there's no need to be nice, my lips are sealed as to who sends what..... aren't they, Crippen?

Oh hello Richard, I didn't know you were here, just talking about you actually.....

THE FALL OF ROME

SPI: July/August 1973

A review by
RICHARD NASH

As far as I am concerned this is the best game SPI have produced to date in this area. Depicting the barbarian invasions of 100 AD - 500 AD in a SOLO game, it has been one of my favourites from the day I first got it - and that was over three years ago. I never tore of it. Why, you may ask.

The basic reason is the total straight forwardness of the game. While initially there were a lot of ambiguities in the rules, this was cleared up by an errata sheet that SPI sent out. So if you get the game, ask for the errata sheet as well. Another reason was the fluidity of the game; none of those boring man to man, power to power, landlock drags like WW1 or such like, but a fast moving, totally surprising and exciting game. It shifts from good to bad and back again very easily. You never know with complete certainty what will happen next. This, combined with the use of area movement, and the economical use of counters so that the board isn't cluttered up, make it a superb game. So what is it all about?

You are the Roman Empire, struggling to survive at various stages of time as hordes of various tribes of barbarians converge on your borders. There are the Persians, Germans, Scythian, Picts, Dacian, Taurian, Hun and

Independant State forces against you, with varying strengths depending upon the scenario in use.

As I said above there is no hex movement. The map is divided into areas with a movement entry cost. Each unit, Roman or Barbarian, has an allowance of 5MP (movement points). The border of each country is indicated - the areas split each country into segments of 3, 4 or 5 - and those that the Roman player initially controls is shown (depends on scenario). Each country has a credit value and Militia Strength value. The former shows the number of 'tax credits' the Roman player gets - basically the map value is his victory points, and depending upon who else occupies that country is the number of credits he receives. The latter shows the militia strength of the country when invaded by Roman or loyal to Rome units. They are immediately activated when any invasion occurs unless under Roman control at the start.

Barbarian movement is controlled by the rules. After the initial set up of Barbarian units, they must - regular units that is - move toward the Roman province that is richest. The richest province is determined by dividing VP by the MP required to get there. Once controlling a region a garrison equal to strength required to control it must be left behind while the rest continue on their way. This process is repeated each turn. In addition to regular units, there are raiding parties which head for the nearest Empire Province of 5 or fewer VP. By the shortest route of course, same rules applying. PERSIAN UNITS are a special case. They are given a list of priority areas that they must control in sequence. If they lose control of one they must go back and retake it before going on.

Roman movement is at the discretion of the player himself, but combat is not. He must attack some Barbarian unit that is in his same area during the combat phase. He need not attack all of them, but he must attack at least one single group. Non-Romans may attack each other during both movement and combat phases. While the Barbarians are enemies of the Romans they are also enemies of each other. Combat is resolved with reference to the CRT.

After combat, who controls what area is determined, and taxes paid to the Roman player accordingly. He uses this money to pay his troops - 2 credits per turn per strength point - and can also bribe the Barbarians. The Persian forces are paid in a similar manner. With rules for legions rebelling, militia revolts at random, formation of independant states and other interesting situations, this game is one that you should never be without. BUY IT, BUY IT.....

RATINGS

Complexity	9	Enjoyment	10
Playability	9	Postal Playability	8
Skill	9	Overall Value	10
Adaptability	8	Action/Excitement	9
Length of game	8		

TOTAL RATING: 8.9

(I doubt if I will ever give a higher rating even to one of my own games!! This one is a definite yes, yes, yes!)

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OK Richard, I'm going to get this one if I can, so you'd better be right! Just one question - if it's a solo game how come postal playability is rated at 8? It might be well suited to postal play, but what's the point? Surely it's just unnecesarrily extending the playing time?

A DM's life is not a happy one..
by AARON COJAKSED.

"Well you open the door and stretching before you, by the light of your torches, you see a passage stretching away for 40 feet. The walls cieling and floor all look to have been hewn from the solid rock. There's a heavy wooden door about 15 foot away on your left.....Eh? OK then, you walk to the door and listen.....Err.....hang on, I had it two minutes

ago.....you can't see a dice anywhere can you?.....No, not that, that's a percentile dice, I want a 'listening at doors' dice...it's green and got eight sides.....er, no, I tell a lie, it's white and got six-sides.It's not under that book, is it? I saw you building towers with them earlier on.....NO!!! don't move that!.....Pratt!!, I said don't move it, didn't I, now you knocked all the ruddy figures over. Stand them up.....Hey, now come on, he wasn't at the front....you said that ruddy dwarf was listening, that guy had got the torch.....look, just stand them up as they were and leave them alone.....Now them, where were we? Oh yes, you listen at the door.....you didn't find that six-sided dice did you?....Have a look on the floor somebody, it can't be far away. I had it in my hand not long ago.....Hello, hello who's got the toffees then?.....Yes you have, I just saw you sucking, come on, hand them round, pig.....Eh? Well you were sucking something, let's have a look in your mouth.....grab him somebody!.....YEEEEUUUUUKKK!! I've got to handle them you dirty sod.....and look at the spots, they're all coming off.....Eeeeeeeuurgh, and they're all slimy too.....go and wash them, I'm not touching them 'til you do.....right, that's better.....oh, just a minute, we've got two fours on this one, sucked the bloody spot off the five haven't you, prat .. anybody got a biro?.....Damn. Well look, I'll scratch another spot off the five then we'll know that the side with three spots on is really the five.....Eh?.....I know we've already got a side with three spots on, but the patterns different isn't it? Jesus. Right, you open the door and.....What?.....You did listen, didn't you?.....Oh, alright then, you listen at the door first, um, who's got the dice? Thank you. You listen at the door.....And hear nothing.....Eh? Of course I gave him the bonus for being an elf.....Yes, I did! Look, just get on with the game will you. You heard nothing so what are you going to do?.....Try the door, good idea. Who's trying it?.....OK well move them to the front of the party then, what have they got in their hands?.....Uh uh, that one's OK with a mace and shield, but that one can't have a sword and shield.....Oh no he can't. What do you think he's going to do with the torch, balance it on the end of his bloody nose?.....OK, OK, so he gives it to the magician to hold and then draws his sword. Now you try the door.....it opens and you're looking into a room, a square room and the door you've come in by is in the centre of a 15 foot wall. There's another door in the centre of the wall opposite and the room is empty. What do you want to do?.....Come on, come on, how long does it take to draw a room anyway?.. Yes I did, I said it was 15 foot.....Yes, I know I said the wall you came in by, but if it's a square bloody room they're all the same aren't they?!.....Right, you've finished that have you. Now what are you going to do?.....You can't do that.....Why? Because there isn't a door in the western wall that's why!... I didn't say that at all! I said the wall opposite.....Are you calling me a liar?! Look, I know what I said.....Let's see that map.....There's nothing wrong with this, it says 'North' there look, at the top.....How do you mean 'somebody must have twisted the map around, you're the only one who's had it, dummy.....Right, you're standing in the centre of this 15 foot, square room, what are you going to do? Oh, just a minute though, I reckon it's about time we had a check for a wandering monster.....You haven't seen the six sided dice again have you?.....No, that's the eight sided, the 'six' sided is the one that he was just sucking.....ere, what have you got in your mouth?.....YEEEEUUUUUKKK!!!! Now all the bloody spots have gone.....Well, that's it isn't it. Bloody silly game anyway.....

© AARON COJAKSED 1977

Many thanks for that little piece, Aaron, nice to see a new name amongst the pages of Chim. This issue free of charge in payment for it, and of course the same thing goes for anyone else that can do me a publishable little piece.

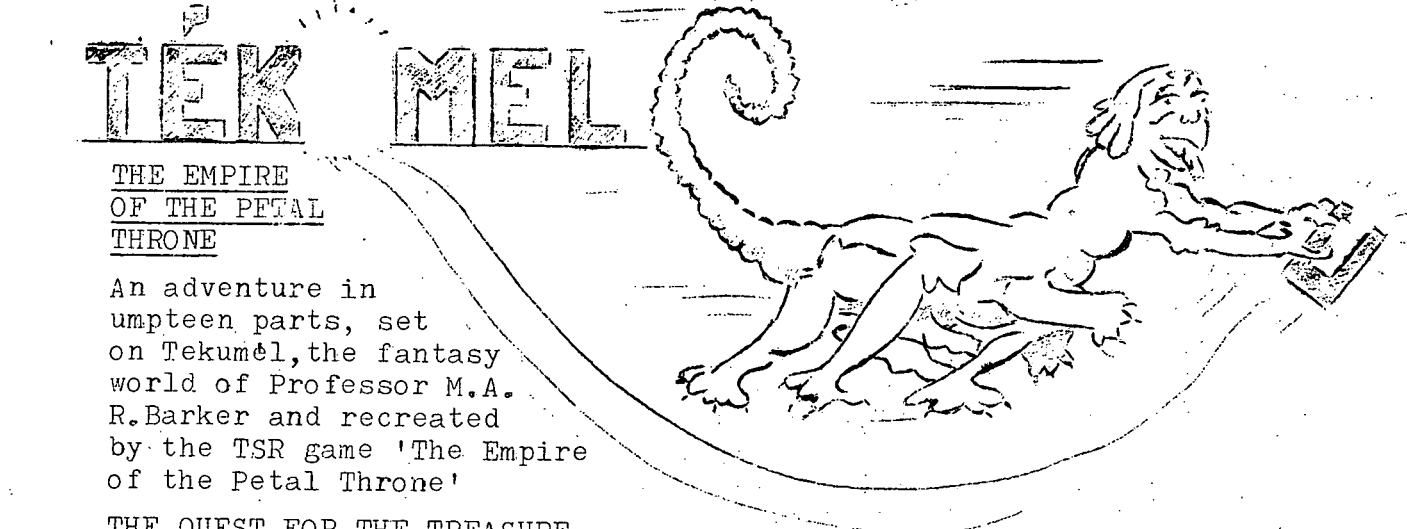
TEK MEL

THE EMPIRE OF THE PETAL THRONE

An adventure in
umpteenth parts, set
on Tekumél, the fantasy
world of Professor M.A.
R. Barker and recreated
by the TSR game 'The Empire
of the Petal Throne'

THE QUEST FOR THE TREASURE OF CHAYAU'DLANG'USH

Part Twelve



With the priestly ship out of the way Qyshú was able to turn his attention back to his own vessel. He looked down from the poop onto the damage the missiles from the other vessel had done. Most had fortunately missed and were poking harmlessly from the wooden deck, but a few had found their mark. Four of the crew lay dead and another three were being helped below decks where their wounds could be treated. That meant that for the rest of the voyage they would be undermanned, and out here in these relatively uncharted waters, that was a prospect he didn't relish. Still, he'd had the good fortune that none of his own party of adventurers had been injured and that was one thing to be thankful for.....even if they couldn't sail the ship. Dyogheykh had in fact come very close to injury when one of the spears glanced away from his shoulder plate, but he didn't seem to be showing any ill effects other than an insatiable desire to show the dent it had left to everyone and to demonstrate how he'd had the agility to dive away as he saw it flashing towards him. The truth of the matter was that he'd tripped in one of the ship's guy-ropes whilst trying to fasten his helmet and hadn't known anything about it until Ukshén had helped him to his feet. Still, his version made a good story and Ukshén wasn't going to declaim it.

Most of the others were over on the port rail pulling survivors from the sunken priestly ship from the waters. Fighting men and sailors were hoisted aboard, searched, and then thrown into the Adh'in Eng'shaur's hold. Greshl had bowed to Qyshú's demand that the survivors be picked up, but he was taking no further chances and was ensuring that each was safely under lock and key. In all they pulled from the waters 8 fighting men and 40 mariners, but only one priest was found and immediately he was aboard Greshl ensured his arms were securely tied behind him. He had no wish to experience again the powers of the priests' magic. The becalming and having to watch helplessly as the priestly ship had ploughed inexorably on towards them without any visible means of drive, had been quite enough for him. The Priest, once bound, wasn't detailed to the hold with the other prisoners, but was instead taken to Greshl's cabin for interrogation. There were several things that he and Qyshú wished to know, and he had ways of finding them out.

About them, as they stood on the deck, the wind was still rising and below their feet waves were beginning to beat themselves against the hull, setting up a slight roll. Qyshú called Doith'aihl over and said, "I suggest you get all the hatches battened and the sails furled".

"Sir?" Doith'aihl gave him a puzzled look.

"I've a feeling now that that calm was caused by the priests' magic too, fortunate for us in that they were weakened enough when they caught us to be unable to cast any further spells, but unfortunate for us in that nature's power has been bottled and will shortly be released upon us with a vengeance. We must hope we can ride it out."

Doith'aihl glanced towards Greshl who was standing nearby, looking for guidance. This world of magic was something totally new to him and he wasn't

sure how to react. Greshl met his gaze and nodded for him to follow the instructions, so with a sharp "Yes, sir!" he wheeled on his heels and hurried back to his crew, yelling instructions for the sails to be furled and for everything to be made fast. By now the wind was starting to howl through the rigging overhead.

The bottled up wrath of the storm continued to unleash itself against the ship, steadily rising in intensity. Qyshu, Greshl and the warriors Dyogheykh and Hailmhuling were huddled together in the captains cabin with the rescued priest. He was held, pinned against the cabin wall by the two warriors as both Qyshu and Greshl fired questions at him. "Why had they been following the Adh'in Eng'shaur?", "How did they know where to find them?", "Were there other ships about, or were they alone?" At first the priest was loathe to answer, but the occasional blow from the elbow or the knee of one of the fighting men as the roll of the ship threw them together, soon tempted him to change his mind and spill out his story.

He and his compatriots had heard rumours in Jackalla that Qyshu had somehow come across a treasure map, and for the two weeks before the Adh'in Eng'shaur had set sail they had had him watched and followed. They knew from his actions that some sort of expedition was in the offing, and when they learned that Greshl hiPropnoi was leaving his business to join, they knew that this was indeed something big. They'd set sail immediately after the Adh'in Eng'shaur and waited until out of sight of land before attempting to take the ship. They'd hoped to do it without too much of a struggle, but so much of their energy had been drained in driving the ship and keeping the wind still, they no longer had sufficient remaining when they caught up to do more than cast a 'Vapour of Death' in the Adh'in Eng'shaur's direction, hoping that the more conventional power of their small army of fighting men would suffice to over-run the smaller party on the ship. In the event it had not worked out that way. The priest himself was from Jackalla, as were two of his three associates that had presumably perished when their vessel went down. The third one, however, was not from the port, and had hurried south from Bey S'y to join them when he'd received their summons. He'd only just made it in time. Once the interrogation was over the priest was taken deep into the hull of the vessel and with his hands still tied securely behind his back, thrown into one of the storage rooms where the human, Ng'ulnju, and the Tinaliya, Un'tego, were detailed to take turns in watching him.

Outside the intensity of the storm was still rising and the Adh'in Eng'shaur was tossed back and forth by the waves, first being lifted high on a peak and then being hurled mightily into one of the troughs. Waves slammed against the hull with sledgehammer force, broke, and sent their waters flooding across the decks. What few crew members were still in the open, clung to whatever was available, shouting to make themselves heard above the crashing of the waters and the roaring of the wind. It was useless, the roar of the storm drowned every sound, even the creaking and cracking of the ships timbers could only be felt not heard as they were twisted first this way and then that by the swirling, crashing waters. The wind howled and screamed, the waves thundered and crashed, the sky, whenever a glimpse of it could be caught through the towering waves, was slate grey, oppressive and uncommonly malign. The crew were no longer in control of the ship, all they could do was hang on, wait for the storm to blow itself out and hope that the Adh'in Eng'shaur would be stern enough to survive it.

It raged for a further five hours before finally abating and a rapid inspection of the vessel revealed she'd suffered considerable damage, although not as bad as had at one time, at the height of the storm, been thought. Repairs were made wherever possible, but the crew lacked the equipment to do it properly and Qyshu was eager to be getting on. He wished to get under sail again as soon as possible, and he spent every second of the time they drifted whilst the more serious of the damage was patched up, glancing nervously towards the northern horizon for signs of any further following sails.

It took the rest of that day and the main part of the following to correct even the little damage they bothered with. They finally got underway again just before sunset.

FORMULA ONE

Richard Nash NMR's!!!! Tony Taylor hangs on tight to race leader Farmer Bob Howes. Will he get past? Race could finish next time as they speed out of Abbey Curve together.

<u>Turn 50</u>	<u>Start</u>	<u>New</u>	<u>Move</u>	<u>Tactic</u>	<u>Penalty</u>	<u>TW</u>	<u>BW</u>
Y. Howes	80	140	B27-33			3	4
Bu. Taylor	80	140	B26-32			6	2
O. Canham	0	60	E20-22			5	1
Bk. Nash	80	80	E18-21			2	1
<u>Turn 51</u>							
Haycart	140	160	B34-41		Spin off	3	4
Blue Streak	140	120	C33-38			6	2
Orange Flav	60	100	E23-28		TW1	6	1
Concorde	80	80	C22, B23-25			2	1
<u>Turn 52</u>							
Haycart	0	60	B42-44			3	4
Blue Streak	120	100	B39-43			6	2
Orange Flav	100	160	E29, C30, B31-36			6	1
Concorde	80	80	B26-29			2	1

So with two bends left to negotiate, the second of which is a very fast one, Bob Howes' Haycart is holding a single square lead over Tony Taylor's Blue Streaker. The other cars are right out of it, it's a straight battle of wits between these two but the Haycart has a slight advantage from the better condition of his car. Dare Blue push his speed around the final two bends to the maximum 40+ knowing that because of the excessive wear on his tyres the chances of a spin off are increased? We shall see.

If there is sufficient interest shown I will consider starting another Formula One race immediately that this is completed. I will, however, want to make it a race of gargantuan proportions and would require at least two full ranks of cars (12 vehicles) on the starting grid before going ahead. Anyone interested? Game fee 30p + £1 refundable deposit.

For those who can't wait that long or who would like another game anyway, Bob Howes has openings in his magazine 'Lemming Express'. One race with ten participants is about to start but there are openings in two more, one using the conventional track and another using a brand new, as yet unrevealed, circuit. Write to Bob at 180 London Road, Headington, Oxford to get your name down. Boot the Wonder-dog Racerist is already in there and ready to give you a race.

PRESS

'AYCART

"Aar!"

#####

RAILWAY RIVALS

Station-master

DAVID WATTS.

RR 05 J

Round 8

Sorry about the 2 9's; also not stating limit for builds; and TPR Runs. Should have paid TSR 3, not 2.

7. Dewsbury - Rotherham :TSR 20(+1)=21; GNF 10(-2)=8; TPR 0(+1-2)=-1; KBALS 0.
8. Blackburn - Liverpool :TPR 20(-9)=11; GNF 10(+9)=19; KBALS/PIST 0.
9. Blackpool - Manchester :GNF 20(-2)=22; KBALS/PIST 10; KBALS(+2) so KBALS=7 and PIST 5.
10. Warrington - Chesterfield :TSR 20(-7)=13; GNF 10(+7)=17.
11. Halifax - Bolton :KBALS 20(+2)=22; CCC 10(-6)=4; TSR +3; PIST +1.
12. Grimsby - Selby :held over for round 9.

A staggering total for GNF this turn - a postal RR record - and poorer

scores for the top couple, and so the field close up. But look who's last...
 Scores after runs:

KBALS 100 + 27 = 127
 (Dave Thorby)
 TSR 72 + 37 = 109
 (Richard Bartle)
 GNF 42 + 62 = 104
 (Mike Lean)

PIST 114 + 8 = 122
 (Dave Tant)
 CCC 94 + 4 = 98
 (Ian McLaren)
 TPR 64 + 10 = 74
 (Tony Ball)

Builds

I apparently didn't set a builds limit; so have decided that the fairest way out was to allow the same as last time - 15 points - but to allow credit, to those who built less, of half the difference; e.g. if someone built 11 points, they are credited with 2.

Trans Pennine Railway (Tony Ball - Red)

(Sheet 1, E14)-D13 (note: not E13)-Accrington-D10-E10-E7-Preston. Cost 15.

Trans Siberian Railway (Richard Bartle - Orange)

(H11)-H10-G10-Warrington; (Gainsborough)-F4. Cost 4 + 2 to GNF; credit of 5 allowed = net cost of 1.

Great Northern Frailway (Mike Lean - Black)

(Warrington)-G10; (Worksop)-C2-A3-Lincoln. Cost 11; but credit of 2, plus 5 for Lincoln; net cost 4.

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

(H15)-B12-Northwich. cost 8. (L8, sheet 4)-A7; cost 3, +1 each to PIST and GNF. (K2, sheet 2)-K17, sheet 1. cost 2. Total 15.

Clockwork Chocolate Carriageway - (Ian McLaren - Brown)

(Sheet 2, B15)-D16; cost 4+1 to PIST. (B10)-Leeds; cost 3+1 to PIST. (K11)-L11-Grimby; cost 5. (Huddersfield)-M6; cost 1. Total 15, but 5 for Grimsby so net cost = 10.

Preston Industrial Steam Traction - (David Tant - Green)

(Sheet 4, N17)-K16-K15-I14. Cost 6+3 to KBALS, 2 to TPR, 1 to CCC, 1 to TSR and 1 to GNF; total 14.

Scores at end of builds

KBALS 127 - 12 = 115
 PIST 122 - 13 = 109
 TSR 109 - 0 = 109
 GNF 104 - 0 = 104
 CCC 98 - 9 = 89
 TPR 74 - 13 = 61

Runs for round 9

- 12: Grimsby - Selby
- 13: 14 Fleetwood - 51 Widnes
- 14: 65 Oldham - 32 Bradford
- 15: 25 Burnley - 42 Huddersfield
- 16: 24 York - 56 Doncaster
- 17: 63 Worksop - 44 Pontefract
- 18: 11 Preston or
 Birkenhead - 36 Liverpool.

Builds for round 9: 12 points

See how 'luck' on the selection of runs evens itself out over the rounds?

THE END (hope I haven't ~~boothed~~ boomed this time).

DGW. 1977

#####

Watt's that about booted, Dave?

The new ready printed RR maps for B and K games are now available for 36p each or 66p complete with rules and 'touchdown' covering film. Both are of course available from David at 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY. The maps are done in two styles on two different types of paper, and the K game wins hands down on both counts. Well worth the extra to save all the messing about filling in the old maps.

Waiting list for next RR game is: A.Smith, R.Thomasson, R.Bartle, G.Davis(?)

Favourite seems to be 'L' game from people who have stated a preference, so can we have two more peoples to get it under way, please? Game will start immediately list is full. Game fee is 30p, no deposit. Hurry, hurry, hurry.

Lists are also open provisionally for all of the other RR games, so if there's one you'd like to try drop me a line and I'll put you on the list.

THE PA SECTION

GM: CHARLES VASEY

Game 1RUSSIAN CIVIL WAR

Press:

ANOTHER MESSAGE FROM BLUCHER

Well what's it goin t'be then? 'ere I am waiting on you fellers t'tell me what you think about bumping off the Czar, and what do I get? - a deadly silence! I can't 'old the Czar's 'and f'rever f'know, let's do 'im in an 'ave done with it....!

((Unspeakable oaf, no wonder the other Reds shun him))

TO THE PEOPLES OF THE GLORIOUS SOVIET MOTHERLAND

Comrades to arms! Once more your great and glorious leaders call you to action and what true blooded soviet freedom-fighter can refuse? ((Put your hands down!)) once again the capitalist running dogs and their imperialist masters have tried to destroy the bond of brotherhood between the peace loving soldiers of the Red Armies. The evil and depraved archtraitor Booth (S.A.) has been dared to tamper with the most sacred freedom of the people, the freedom of the press! By changing the price of our heroic leader Smirnov's literary essays he sought to take the crumbs from the mouths of starving babies ((do babies eat crumbs?)) and the senior citizens of the Motherland. I beg you comrades, foil the capitalist plots, change your copy of last issues press to read 'a snip at 3000 Kulacks' for the freedom of Russia.

((Blasted cheek, I wrote that not Boothivitsky. Doesn't this chappies style remind you of La Plume de la Ferr? The same hectoring insistence etc. - really Allan)).

SMIRNOV - ANTONOV

You are not coming, so you must be going.

JAPANESE COMMANDER NORTH EAST PASSAGE EXPEDITION - ALL

I, Sumakati Yamamoto-Sama, General to the Imperial Majesty, the Sun of Heaven, having landed in these islands of the West Indies on 1st December 1918 (by the reckoning of the European barbarians). I do lay claim to these lands, in the name of His Most Divine Majesty, and call upon all native tribes to lay down their arms and cease all treasonable activity.

THE COMMITTEE FOR THE PRESERVATION OF F AND THE DENIGRATION OF THEEVIL DINSDALE

OK my friends, the Finns intend to sit in Petrograd and stop Red replacements until you lot stop purging me. Repent now, join F in purging the evil E before he surpasses C in purge points. Don't try conning the weedy little A armies into doing your dirty work.

~~~~~

Game 2CONQUISTADORPATHE NEWS 1506-1510 (Game Report)

Paul Blackwell purchases a vast number of ships and men and sails for Texas. He sends units out to search for gold - none is found. Penury threatens England.

Gaston D'Avidson of France continues his wise policy of expansion with the increase of his colonies in the Plate area. His famous explorer Gonneville rounds the Horn and discovers Kenneth Williams. At the service in Notre-Dame, Gaston is stabbed to death by one Auguste Tant (an itinerant Huguenot) and his incompetent brother Bruce ascends to the throne. Unhappy France!

Duncan Braganza lands troops and colonists near 'Quebec' and mines gold. Forces of his army are defeated near the Mississippi and the natives of Nova Scotia harrass his forces. Cash is very tight.

Spain under Don Ovens keeps its steady path of expansion with the winding up of mining in Cuba and the expansion into Panama. A large consignment of gold reaches Cadiz. However, the Dirty Dons have caught the Portugese fever.

Press

NO DATELINE

A special service of thanksgiving is to be held in Canterbury Cathedral to give praise to the Lord for the safe arrival of our ships from the colonies. During the celebration of the service the Archbishop will personally bless all prospective colonists ((and they'll need it)). Prayers will also be offered for the souls of any Popish ((illegible)) who have the misfortune to meet any British soldiers in the Americas. ((Well firstly they baint be the Americas cos Amerigo Vesspuchi is asleep in Lisbon, second you are still papists yourselves - what a silly billy)).

TO GERMANY

On the subject of immortal souls, may we point out that gluttony is one of the seven deadly vices and bearing this in mind, what are your terms for a bank loan?

((May we point out that beggars cannot be choosers)).

FUGGER-WALSER BANKING INC.

Report on state of potential colonial market.

Portugal: a gradual decline in cash makes Portugal the most careful manager of its treasury. His advantage in explorers and nearness to the English make him a good credit risk.

France : beginning to acheive stability but suffers from the Spanish disease of parsimony, with less excuse as he is at least numerate. A good risk but needs watching.

Spain : has his expenses well in hand and is already using his conquistadors to ensure his mines work better. Unfortunately parsimous and requires watching lest he overtake the others.

England: a dramatic fall from grace. Bad risk unless strict control of colonies by the banks representatives is instituted. Has good position.

Conclusion: Smash the Spanish! (Sir Charles was removed screaming).

CHARLES VASEY 1977

DIPLOMACY GAMESLEANDER 'REDISCOVER' AUTUMN 2902

GM & DESIGNER: RICHARD BARTLE.

Russia starts to crumble as

Balkans increase seapower.

FRANCE F(BoBi) s A(Yor)-Ire, F(Lon) ch A, A(Yor)-Ire, A(Tou)-Spa, A(Mar)-holds, F(MAOc)-Por, (Close)

GERMANY (Waterhouse) F(NAOC)-((America)), F(Ska)-Den, F(Hol)-Bel, A(Lit)-WhR, F(Ham) s F(Ber)-GoDa, F(Ber)-GoDa.

SCANDINAVIA (Nash) A(Den) hold, F(NWGS)-Sco, F(Ire) s F(NWGS)-Sco\*, F(GoDa)-GoFi, F(NSW)-Fin.

RUSSIA A(Sib)-Ala, A(Fin) holds, A(Ode) s A(WhR)\*, A(Est)-Lit, A(Asi)-Vol, A(WhR) s A(Est)-Lit\*, (Neuman)

BALKANS (Quinton) A(Bgd)-Tri, F(IONS)-ADRS, F(Ath)-Buc, A(Lvo) s A(Car)-Ode, A(Car)-Ode, A(War) s German A(Lit)-WhR.

ITALY (Booth) A(Ven) st., F(BaeI)-Azor, F(WesM)-Mor, F(CenM) holds, F(TyrS)-WesM.

TURKEY (Lean) F(AegS) & F(EasM) s F(Cre)-IonS, F(Cre)-IonS, A(Cai)-Ben, A(Arm)-Asi.

Retreats: Scandinavian F(Ire) off. Russian A(Ode)-Ukr, A(WhR)-Est.

WINTER 2902 builds

|         |                                        |                                  |
|---------|----------------------------------------|----------------------------------|
| FRANCE  | Par, Tou, Mar, Spa, Por, Lon, Ire      | = 7:bu 1 F(Tou).                 |
| GERMANY | Pol, Ham, Ber, Mun, Dre, Hol, Bel, WhR | = 8:bu 3 F(Ber), A(Dre), A(Mun). |
| SCANDIN | Tro, Osl, Sto, Den                     | = 4:owed 1.                      |
| RUSSIA  | Len, Mos, Vol, Fin, Est                | = 5:N/C                          |
| BALKANS | Tri, Bgd, Sof, Ath, Lvo, Ode, War, Hun | = 8:bu 2 F(Ath), F(Sof)          |
| ITALY   | Ven, Rom, Nap, Tun, Sar, Mor           | = 6:bu 1 F(Nap).                 |
| TURKEY  | Usk, Ank, IzM, Cre, Ben, Sue           | = 6:bu 1 A(Usk).                 |

TAG HILL

Sorry about the cock-up over players names in that game report, but I was copying from Richards report and he hasn't included them. When I copy type you see, I copy type.

Press

NO DATELINE

"What does the dial say?" asked Rostov as he stuck his head round the door to see what was outside.

"2901"

"Ah, I see that we are being joined by someone else," said Bolkonsky as he saw two figures appear on top of a large stone that was outside.

"At least we seem to have come in on the beacon"

The two figures came towards the capsule and spoke. "Hello there!" they both said at the same time. They then had a conversation between themselves and the short one came forward.

"Hello, any idea where and when we are?"

"Sorry, we're strangers here ourselves," replied Rostov.

"Ah well, I suggest that we stick together. My name's Grunge," said Grunge.

"I'm Rostov and these two are Bolkonsky and Denisov."

"And I'm Crum" said Crum.

The five new companions then set off towards the nearest village which was visible just below the horizon 25 miles away.

FRANCE

A(Yor) steps on a rake and smashes his nose. A(Mar) drives (backwards) into a swimming pool, the French Admiral Clouseau falls into a wardrobe.....

BALKANS - WORLD

Will someone please tell me what America looks like since I'm never likely to be able to get there myself.....well perhaps over Russia's dead body.

GM - BALKANS

Yes, Sofia and the Ionian Sea are connected.

ITALY - BALKANS

Oh yeah, what's all this then, friend.

\*\*\*\*\*

ARGOS 1975FH AUTUMN 1908

Major error in the last game report. The English order A(Bel)-Ruh failed and so the French army in Ruh was not annihilated. Strange error this for my map for the season shows the move supported from Picardy, when it should have shown A(Pic) supporting (Par)-Bur. Silly mistake, apologies all round, it's even more maddening because I have done exactly the same thing in one of the other games.

ENGLAND (Bullock) ((F(Ber) retreats to Pru)) F(NAf)-Tun, F(Por)-Spa-SC, F(ENC)-MAO, A(Gas) s A(Bur)-Mar, A(Bur)-Mar, A(Pic)-Bur, A(Bel)-Ruh, F(NTH) s A(Nwy), A(Nwy) st., F(BAL)-Swe, F(Pru)-Ber, F(Kie) s F(Pru)-Ber, F(Hol) s F(Kie),

FRANCE (Canham) F(Spa-SC)-MAO, F(WMS) s F(Spa-SC)-MAO, A(Mar)-Spa, A(Mun) ms A(Ber).

ITALY (Nash) F(Ven) ms A(Tri)\*

RUSSIA (Lovibond) F(BAR)-Nwy, F(GOB)-Swe, A(StP)-Fin, F(IOUS)-Nap, F(AEG)-IOS, A(Ukr)-Gal, A(Rum) s A(Ukr)-Gal, A(War) s A(Ukr)-Gal, A(Alb)-Tri, A(Ser) & A(Bud) s A(Alb)-Tri.

TURKEY (Pratt) A(Gal)-Vie

Retreats: French A(Mar)-Pie or disbands. Italian A(Tri)-Tyr or disbands

WINTER 1908 builds

ENGLAND Edi, Lon, Lpl, Bel, Hol, Kie, Den, Nwy, Swe, Bre, Par, Por = 14:bu 1  
+Mar, +Tun, (Ber)

ITALY Ven, (Tri) = 1:N/C or lose 1

FRANCE Spa, Mun, Rom, +Ber, (Mar), (Tun), (Nap) = 4:lose 1 or 2

RUSSIA Mos, Bud, Smy, Con, Bul, StP, Ank, Sev, War, Gre, Ser, = 14:bu 3  
+Nap, +Rum, +Tri, (Vie)

TURKEY (Rum), +Vie = 1:N/C

Press  
FRANCE

"Help!....Steve!.....Argh!"

VENICE

As the gondola slid beneath the murky depths, it immediately changed into a subby. Peering through his telescope, El Duce could see the hordes fighting it out on the surface, it appeared as if the whites would gain the upper hand. Sadly he withdrew the scope and settled down to an existance below the water. Suddenly, out of the vlue, came the sound of English gunboats..... (to be continued, or not to continued, that is the question?)

TRIESTE

Please remove my army Trieste when I have to disband one this winter Clive....Ta.

TAG HILL - TRIESTE

You haven't got an army Trieste, It was last seen heading for the hills.

\*\*\*\*\*

COCKATRICE 1975ID AUTUMN 1911

FRANCE (Scott) F(Smy)-Con, F(AEG) s F(Smy)-Con,  
A(Alb)-s A(Ser), F(Gre)-Bul-SC, A(Ruh)-Hol, A(Bur)-Mun,  
A(Bel) s A(Ruh)-Hol, A(Ser) s F(Gre)-Bul-SC,  
A(Tri)-Vie,  
GERMANY (Groom) A(Lvn)-StP, A(Mos) st., A(War)-Sil, A(Boh) s Russian A(Vie),  
A(Mun)-Bur; A(Nwy)-Edi cby F(NWG), A(Kie) s A(Hol)-Ruh, A(Hol)-Ruh,  
F(Swe)-Den.  
RUSSIA (Nash) A(Arm)-Smy, A(Vie) ms A(Bud), F(IRI)-MAO, A(Rum) s F(Bul-SC)  
A(Ank)-Con sby F(Bul-SC).

WINTER 1911 builds

|         |                                                                                                           |                   |
|---------|-----------------------------------------------------------------------------------------------------------|-------------------|
| FRANCE  | Bre, Par, Mar, Spa, Por, Bel, Lon, Tun, Ven, Rom, Nap<br>Tri, (Edi), (Vie), (Smy), +Con, +Gre, +Ser, +Lpl | = 16: bu 1 F(Mar) |
| GERMANY | Kie, Hol, Mun, Den, Swe, Ber, Nwy, StP, Mos, War, +Edi                                                    | = 11: bu 1 F(Ber) |
| RUSSIA  | Sev, Ank, Bul, Rum, Bud, (Lpl), (Con), (Gre), (Ser),<br>+Vie, +Smy.                                       | = 7: N/C          |

Press

IMPORTANT!!!! ALL PLAYERS SEE PAGE 16!!!! IMPORTANT!!!!

SEVASTOPOL

It was amazing. Unbelievable. But the facts unduly confirmed it. Piggott was alive. The Tsar looked with total incredulity at the document now sitting before him, with the French Imperial seal written upon it. It said 'Ethil the Frog 2'. Impossible. The mere existance of this issue could be the end of the hobby, Total boredom would soon become rampant. Something had to be done about it.

The Tsar arose, went across to the window, and peered out across his grounds, the Black Sea, and into the southern tip of the Balkans.

"Hm, still advancing", he mused. (The Tsar had long vision - or four-sight if you like).

He turned to his aide-de-camp (bloody French get everywhere).

"Any news from that German yet?"

"Yes sire. A reply was received yesterday indicating the agreement to an alliance."

"Good", said the Tsar, thoughtfully, "How has he responded this season?"

"He didn't do anything we asked him to do at all".

The Tsar collapsed into his chair. How in gods name could he win if no-one would trust him? What was the point of trying? He didn't know, didn't care. The possibility of stalemate was getting further and further and further away. Then he made a decision and called for Hardbottle.

"Simon, I am putting you in charge of all my forces. You will attack France and ignore all German moves. We shall win this one by ourselves!

And so it began: in 1911 the new independant alliance started to push back the French invader.....

TAG HILL - PARIS

OK, save it until the games over, I'll trust you.....

\*\*\*\*\*

Let's drop a new game start in here. It won't start until the issue after next (31) but I'm sure you won't object to the extra Diplomacy time.

NEW GAME START

2 season/year Regular Diplomacy

Chimaera designation: NORNS

|         |                   |                                                                       |         |
|---------|-------------------|-----------------------------------------------------------------------|---------|
| AUSTRIA | Tony Bartle       | 6 The Crescent, Hornsea, Nth Humberside                               | .50p    |
| ENGLAND | Clive Waterhouse  | 54 Cypress Grove, Hainault, Ilford, Essex                             | 1.41p   |
| FRANCE  | David Lockyer     | 171 Dover Road, Northfleet, Gravesham,<br>Kent DAll 9QN               | (1.85½) |
| GERMANY | Bob Howes         | 180 London Road, Headington, Oxford                                   | 1.41p   |
| ITALY   | Mark Strangward   | 18 Bent Avenue, Quinton, Birmingham B32 2TD                           | (.50p)  |
| RUSSIA  | David Bolton      | 19 Carrickburn Road, Carrickfergus, Co. Antrim,<br>N.Ireland BT38 7ND | 1.39½   |
| TURKEY  | Lionel M. Bidwell | 78 Padleys Lane, Burton Joyce, Nottingham                             | (.50p)  |

\*\*\*\*\*

£0.50 game fee has been deducted from your various accounts along with a £1.00 refundable deposit. The 50p is mine but the £1 you'll get back either when your eliminated or when the game ends, whichever comes first in your case. If of course you drop-out and disappear before either eventuality, then of course the deposit becomes mine too.

Best of luck, gentlemen. Let battle commence.

If I should happen to have 7 sets of orders by the next deadline, then I may start early but it all depends on how I feel and what the other games are looking like. Figures at the end of your address are your remaining Chim credits after deduction of fee and deposit but excluding cost of this issue. Figures in brackets are debits, i.e. U.O.Me.

\*\*\*\*\*

COCKATRICE 1975ID AUTUMN 1911

This'll teach me to try and save a bit of time by GMing a couple of the games before the deadline! Richard Scott rang me today (deadline) to alter some of his orders, hence the blank spaces on the preceding page. Amended orders are as follows:

F(Cly)-Lpl, F(ENC)-MAO, F(SKA)-NTH, A(Tyr)-Vie sby A(Tri), F(ION)-EMS, A(Apu)-Ven.

I think I've altered all the underlinings in the report that effect other players but I'd suggest you check just in case. Mutter, mutter, mumble.....

\*\*\*\*\*

DAEDALUS 1976AO SPRING 1908

AUSTRIA (Thorby) A(Smy)-Ank sby A(Arm)\*, A(Bul)-Con, A(Ukr)-Sev sby A(Rum), A(Vie)-Bud, F(ADS) s A(Tri)-Ven, A(Tri)-Ven, A(Mun) s Italian A(Pie)-Swi, A(Boh) s A(Tyr), A(Alb)-Ser.  
 ENGLAND (Howes) F(BAR) st.; A(Lon)-Nwy cby F(NTH), A(Hol)-Ruh, A(Kie)-Mun, A(Lpl)-Bel, F(IRI) & F(ENC) c A(Lpl)-Bel, A(Bre)-Gas, A(Par)-Bur, F(Pic)-Bre, F(HEL)-Den, F(Ber)-BAL,  
 ITALY (Lean) A(Ank)-Arm sby F(BLA), F(TYS)-IOS, A(Spa)-Mar, F(Por)-MAO, F(MAO)-WMS, F(WMS)-Tun, A(Pie)-Tyr sby A(Ven)\*.  
 Retreats: Austrian A(Arm)-Smy, Italian A(Ven)-Rom.

Press

AUSTRIA - TAG HILL

I sent them back and got my money back of course. I suppose you're too thick to think of that. (It was K.B.L.A.S. actually).

TAG HILL - AUSTRIA

No, I'm not too thick to think of that. I'd just assumed you would be.

ITALY - AUSTRIA

I don't like playing with you anymore. (N.M.W.N.R.T.B.I.G.K.I.).

ITALY - ENGLAND

O.K. I'll string along with you. (Howes that for a quick response?)

TAG HILL - ITALY

Leanings towards England, eh?

ITALY - AUSTRIA

You know what you can do with your little red man.

ITALY - RUSSIA

Come back, all is forgiven!



A PROPOSAL

England 1st; Italy 2nd; Austria 3rd. How do you vote?

England: "Yes"

Italy : "Yes"

Austria: "I.H.T.Y.C.S.Y.P.R.U.Y.J.B.T.W.T.B.@.\*!!!"

TAG HILL

S.B.

\*\*\*\*\*

ECHO 1976AU AUTUMN 1907

Owing to the fact that there several mistakes in the last game report, one that I wasn't notified of until the deadline and several that I haven't been notified at all, I think the fairest thing is to hold the game over for an issue.

Corrections: Turkish order A(Rum)-Bud failed as did F(BLA)-Rum). This in turn means that the Austrian A(Bud) did not disband.

French order F(WMS)-TYS should have been underlined last time, and A(Pie) was a typing error for A(Pic). Orders on file for everyone. Change them if you wish. Sorry.....

\*\*\*\*\*

JANUS 1976HX SPRING 1904

AUSTRIA (Waldschmidt) A(Boh) s German A(Ruh)-Mun, A(Gal) s German A(Sil)-War, A(Ukr)-Sev, A(Rum) s A(Ukr)-Sev, F(Con) s Italian A(Smy)-Ank, A(Bul) s F(Con), A(Tri)-Liechtenstein.

ENGLAND (Nash) A(War)-Mos\*, F(Lpl)-Wal, A(Edi)-Yor, F(NTH)-HLG, F(Lon)-NTH, F(SKA)-Den sby F(Swe).

FRANCE (North) A(Naf)-Spa cby F(MAO), A(Bel)-Ruh, A(Mun)-Kie\*, F(ENC)-Bel, F(Bre)-ENC.

GERMANY (Watson) F(Fin)-StP-SC, A(Den)-Kie\*, A(Sil)-War; A(Ruh)-Mun.

ITALY (Nathan) A(Smy)-Ank, F(ION)-Tun, F(Nap)-ION, F(Rom)-TYS, F(Gre) st., A(Ven) st.

TURKEY (Forrest) A(Mos)-StP, F(Sev) st\*, F(Ank) st\*

Retreats: English A(War) disbands. French A(Mun)-Ber, German A(Den) annihilated. Turkish F's (Sev) & (Ank) disband.

\*\*\*\*\*

PressVIENNA - LONDON

Get out of Warsaw now. It belongs to Russia? Damn you, sir. How about swords at seven o'clock, sir?

WORRIED - PARIS

Funny way of invading England, isn't it?

VIENNA - BERLIN

One good turn deserves another.

VIENNA - TURKEY

Your alliance with England and the fact that Russia collapsed so quickly caused your present situation. Good luck in Icarus.

THE REYKJAVIK ARCHIVES VII

"Richard Gnasher, the Prime Minister of England alleges I stabbed one of the ladies", said the Kaiser indignantly, "he presumably means the Sultana. I did no such thing. Did I not order you to rescue them both when they were drowning, and release them?"

"Yes, sire", replied Kurt Hans, the new Governor of Turkey.

"And now he's got the cheek to challenge me to a duel. Anyway, I've only invaded Turkey to protect the Sultana from a popular uprising. If my fleet hadn't arrived the Sultana would have been toppled! By the way, where is this place - England?"

"Oh, it's a small, unimportant island off the coast?" Kurt liked to refer to Europe as if it were Austria.

"You mean it's not under Austrian rule? Well, we'll soon put an end to that."

"But what about the duel, sire? Aren't you going to insult him?"

"Er...Compose a letter, Kurt."

"Very good, sire."

Kurt went to the typewriter and the Kaiser dictated.

"Dear Sir or Madman,

I refuse to duel with you, sir. You are beneath my

rank, you scum. Don't you know that I am Emperor of all the Austrias by divine right. If you don't believe me ask the pope. However, just to see you removed from the face of the earth, I will send Kurt Hans whom I have appointed Governor of Turkey, to duel with you.

I am honoured, etc."

"Why don't you go yourself?"

"For religious reasons. I'm a devout coward. Anyway, I'm not going to get up at 4 o'clock in the morning."

A few weeks later five men met at dawn at the Bois de Boulogne in Paris. They were the Governor of Turkey, The Prime Minister of England, their seconds and an Umpire.

They were hurling insults at each other but they missed and hit the trees instead. Richard and Kurt took their pistols and stepped back ten paces. The umpire started counting.

"Un...deux...trois...quatre...cinq...six...sept...huit...neuf.."

The author of this silly story intervened.

"Stop!" I said, "if Richard dies, I won't be able to insult him anymore and if Kurt dies, I'll have to pack in the Reykjavik Archives because he is my chief character." (Who said 'Hooray!')?

They ignored me and fired. But they were both such bad shots that they missed each other by miles. Both bullets hit the umpire who had been sitting in a tree above Richard Gnasher's head. He thought he would be safe there. The poor man fell out of the tree and on to Richard. This was more unfortunate than it appeared, because the umpire was so fat he made Cyril Smith look like an advertisement for Oxfam. Richard was moderately injured and shouted in his best French, "Aidez! Aidez! Aidez! Aidez! Aidez!" Kurt rushed away for help and returned half-an-hour later.

"Didn't you get a doctor?" screamed Richard.

"I tried all the surgeries in Paris, but they all refused to come out."

"But why?"

The umpire interjected. "I can explain that. Un appel 'aidez' keeps the doctor away."

LONDON - VIENNA

Albatross who?

LONDON - REYKI-BREK

The Prime Minister is today facing a scandal of the highest proportions here in the capital thanks to your libellous articles: didn't you know that the Sultana is the wife of ECHO sultan? Westminster is at its wits end: he doesn't know where to turn. Hang on a minute, they are releasing a press statement from Downing Street.....

PRESS STATEMENT

The P.M. wishes to deny allegations resulting from a report in the Austrian Reykjavik News concerning his fruity relationship with the Sultana. Admitting being in the country for informal talks about proposals of ~~physical~~ personal involvement, the P.M. categorically refuted any ~~physical~~ personal involvement.

It is to be hoped that a reciprocal ~~visit~~ visit will be taken by her highness whenever she is able to leave her ~~brother's~~ palace.

Rumours of inter-game rivalry between Echo-Janus E/T leaders are to be denied, as the P.M. is still married to the Echo counterpart. This issues scandal in the Echo press is also denied.

POSTSCRIPT

Now look what you've gotten me into.....

THE SIMON HARDBOTTLE SAGA - Part 6

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

"Haven."

"Jesus! Him again? I thought I got rid of him in Russia searching for the mythical bionic Albatross" exclaimed Trash. "What's he up to now?"

"It's the old Yorkshire/Lancashire power struggle.... Haven wants power by any means, and if he gets it by going to war with the Scots, then he will do so. Trouble is, he has the upper hand. Bullock's in trouble; and if he goes....."

Trash cut him short. He knew very well what would happen; Bullock was

the key to the whole plan. Without him chaos would reign supreme. His mind drifted back to the past few months, and the carefully prepared plans worked out over three years in Belfast with his advisors. Pretending to be attempting to be unifying the hobby, he had put forward his UKDA proposals in January 1983, and sat back, waiting. As he had hoped, the hobby split apart totally. Magazine sponsored politicians attacked each other in the house, causing the collapse of central government as forecast by one bright reporter, Iain 'Sonic' Drylie. Magazine editor dictatorships sprang up everywhere, and then stage two was put into effect. Careful continuation with Pomeroy in a dip game formed a strong alliance, giving him control of Scotland: the North became an ally through long standing arrangement via Mensa communication networks. In the south, an alliance was formed with the Royalists under Howes (based in London), who moved down from Oxford. Booth had been strategically placed in the middle as a relay centre, his agents reporting every move the other made. Stage three was due to take effect within a few weeks - arrival of the UKDA forces from Belfast and the proclamation of Trash as ruler of a new government. But first the Welsh had to be bought over to his side. Therefore, Trash concluded, it was impossible to move now, for fear of losing everything. Then he remembered something CB had said.

"You stated that things were OK before today? What the hell happened at the new year celebrations?" Rick asked hesitantly, but at the same time with impatience.

CB spoke more softly now, lest anyone hear from the outside.

"I couldn't do a thing about it, Rick; it all happened so suddenly. Things were going OK at first - having the New Year Party at my Derby HQ was a good idea. All the major leaders were there - Pomeroy, Bullock, Howes, myself, and Thorby of the Welsh faction - you know, the one who thinks he's Superman?"

Trash nodded to himself as Booth continued: "Everything was swinging nicely until new year arrived. Then, at the pre-arranged signal, all hell broke loose. First of all Haven broke in, followed by his supporters in the council, and proclaimed Bullock a traitor to the cause: in the confusion Mickey escaped but the damage was done."

"Where is he now?" Trash cut in, now very worried indeed.

"I have hidden him here, in the secret cellar under the air-raid shelter where I am now."

"Get him out of there, and fast. I'll send an agent over for him, and make the necessary preparations. Now, what else went wrong? I presume that wasn't all?"

Booth thought for a moment, considering how best to put the bad news. "Haven attacked Pomeroy....."

FRANCE

Hope Italy appreciates my April Fool joke in NAF? Here have a German sausage!

\*\*\*\*\*

KRAKEN 1976FF AUTUMN 1903

- AUSTRIA (Ferguson) F(ADR)-Ven, A(Tri) s F(ADR)-Ven, A(Vie)-Tyr, A(Bud)-Gal, A(Gre) st.
- ENGLAND (Gale) A(Yor)-Bel cby F(NTH), F(Den) s French A(Mun)-Kie, F(Swe)-BAL, F(Nwy) st., A(StP)-Mos.
- FRANCE (Rundle) A(Mar)-Pie, F(MAO)-WMS, A(Mun)-Kie, A(Pic) & A(Bur) s English A(Yor)-Bel.
- ITALY (Barker) A(Tyr)-Tri sby A(Ven), F(Apu)-ADR sby F(ION).
- GERMANY (Dove) A(Ruh)-Kie sby F(Ber), F(Hol) ms A(Bel)\*.
- RUSSIA (Powis) A(Gal)-Bud, F(BAL)-Ber.
- TURKEY (Close) F(AEG)-ION, F(BLA)-Rum, A(Bul)-Rum, A(Ukr)-Mos, A(Sev) s A(Ukr)-Mos, A(Rum)-Gal.

Retreats: German A(Bel) annihilated.

WINTER 1903 builds

- AUSTRIA Bud, Tri, Vie, Ser, Gre = 5:N/C
- ENGLAND Lon, Lpl, Edi, StP, Swe, Den, +Bel, +Nwy = 8:bu 2 A(Edi), A(Lon).
- FRANCE Bre, Mar, Par, Spa, Por, +Kie = 6:bu 1 A(Mar).
- GERMANY Ber, Hol, Mun, (Kie), (Ber). = 3:N/C
- ITALY Nap, Rom, Ven, Tun = 4:N/C

RUSSIA War, (Mos), (Nwy) = 1:lose 1 F(BAL)  
 TURKEY Ank, Con, Smy, Bul, Rum, Sev, +Mos = 7:bu 1 F(Smy)

\*\*\*\*\*

Press

ON A CROWDED STATION SOMEWHERE IN LEEDS.

PM: "I say McDuff, got a change of orders for you."

Mc: "Och I, well you'll have to hurry the train will be here in a few days."

PM: "Well apparently those Froggy fleets didn't move into the English Channel, matter of fact our major threat comes from the boch. What I want you to do is sail your camel corps off to Belgium."

Mc: "Is yon kiddin', that's surrounded by yon Frogs and Krauts."

PM: "The Frog, the Thistle and the Kraut sounds like the start of a good novel."

Mc: "Ach na, I hope not."

\*\*\*\*\*

MARS 1977BT AUTUMN 1901

AUSTRIA (Lockyer) F(ADR)-Ven, A(Tri)-Tyr\*, A(Bud)-Vie,  
 ENGLAND (Nash) A(Edi)-Yor, F(NWG)-Nwy sby F(NTH)\*,  
 FRANCE (Noonan) F(ENC) s German F(Den)-NTH, A(Pie) s Austrian F(ADR)-  
 Ven, A(Bur)-Bel.  
 GERMANY (Smith) F(Den)-NTH, A(Kie)-Den, A(Ruh)-Hol.  
 ITALY (Ovens) F(ION)-Tun, A(Ven)-Tri, A(Tyr) s A(Ven)-Tri.  
 RUSSIA (Malvesi) F(GOB)-Swe, A(StP)-Nwy, F(Sev)-Rum, A(Gal) s F(Sev)-Rum.  
 TURKEY (Randall) A(Bul)-Gre, F(Con)-Bul-SC, A(Smy)-Con.  
 Retreats: Austrian A(Tri)-Bud, English F(NTH) disbands.

WINTER 1901 builds

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

\*\*\*\*\*

Press

TAG HILL

Oh what a game this is turning out to be!

LONDON II

Just my luck to have 7 unconventional players, I don't think I will last long in this one, Clive.

TAG HILL - LONDON II

?? You include yourself?

INFO DEPT.

The only other French player to attack E/G & I in spring 1901 was put out in 1902 by a triple alliance.....

NO DATELINE

A reliable move that, found out who my friends were.

PARIS - LONDON

I didn't move to London.

BERLIN

There was an Irishman, a Scotsman, a Welshman and several Englishmen---Verdammt foreigners, all of them!!

RUSSIA (TASS NEWS)

LONG LIVE NON-ORTHODOX BEHAVIOUR

BYZANTIUM

The Patriarch sat contemplating the map. In the background he could hear the sound of the printing presses as they produced thousands of copies of Orthodox bibles and religious tracts. Soon they would be ready for the conversion of Europe to the Orthodox faith.

He thought favourably of the Patriarch of all the Russias and even of the Pope. But it was these European Protestants that he was most worried about. Would they join his crusade or would they need proselytizing(!).

TAG HILL

I don't know, but there seemed a breath of fresh air to the press for that game. Germany, Byzantium, I hope you can keep it up.

\*\*\*\*\*

FRIGATE 75/23 1975BK AUTUMN 1914

ENGLAND (Fisher) F(NTH) c German A(Bel)-Nwy, F(TYS) & F(WMS) c A(Spa)-Tus, A(Spa-Tus., F(MAO)-Spa-SC, F(IRI)-MAO, F(ENC) st., A(Par)-Gas.  
 GERMANY (Lean) A(Fin)-StP, A(Bel)-Nwy, F(HEL)-Den, A(Mun)-Ber\*, A(Kie) s A(Mun)-Ber, F(BAL) s A(Mun)-Ber, A(Bur)-Mun, A(Ruh) s A(Bur)-Mun.  
 ITALY (Howes) A(Mar)-Pie, F(Tun) s English F(WMS)-TYS.  
 TURKEY (Barker) A(Rum)-Gal, F(BLA) st., F(AEG) st., F(ION) st., A(Nap) s A(Ven)-Rom, F(Apu) st., F(ADR) s F(ION), A(Tri)-Ven, A(Ven)-Rom, A(Ber)-Mun, A(Sil) & A(Boh) & A(Tyr) s A(Ber)-Mun, A(Mos) s A(Lvn)-StP, A(Lyn)-StP.  
 Retreats: German A(Mun) annihilated

WINTER 1914 builds

ENGLAND Lon, Lpl, Edi, Bre, Spa, Por, Par, Mar = 8:N/C  
 GERMANY Kie, Hol, Den, Bel, Swe, Nwy, (Mun), (StP) = 6:lose 1 F(Den)  
 ITALY Tun, (Rom), (Nap) = 1:lose 1 F(Tun)  
 TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, Ser, Vie, = 19:build 4 WINS!!!!!!!  
 Bud, War, Mos, Tri, Ber, Ven, +Mun, +StP,  
 +Rom, +Nap

\*\*\*\*\*

PressNAPLES

Under benign Turkish patronage, the Governor of the newly incorporated province of Italy extends his greetings to the ex-king, beleved to be in exile in Africa, and wishes him to know that swift arrangements can be made for his execution should he wish to return.

TAG HILL

So the last of the old 'Frigate' games ends with a win for Paul Barker. Well done, Paul. Final report and statements for next issue if you please gentlemen, and the earlier you can make it the better. Could we also perhaps take a last fond look at Frigate as this vestige of its existance fades finally away. Memories would be welcome from anyone, particularly Duncan Morris (remember him?).

\*\*\*\*\*

FRODO 'LORD OF THE RINGS' YAVIE 3025

Both Mordor and the Dwarves have accepted the proposal put forward last time to end the game. Mordor is happy with the win and the Dwarves have conceded the futility of trying to break through the Mordor and Goblin hordes to deliver the 'ring' to Barad Dur. For anyone interested in where the ring had got to, it ended the game in the Iron Hills in the possession of King Dain Ironfoot. Congratulations on the win, Iain, but there was never any doubt about the final victor. Final statements for next issue please and I'll do a report. I think I already have something somewhere from Mike Lean but if there's anything you'd like to add Mike, please go ahead. Again, all statements would be welcome as early before the deadline as possible.

£1 deposits refunded to Pete Lindsay and Iain 'Sonic' Drylie.

A final bit of press:

MORDOR TO THE DWARVES

Thanks for trying. It could have been a good game, but only if I had been knocked down to size at the start. I don't think I'll sign up for that one again. Meanwhile, how about a joke.....

A JOKE

*Derby County F.C.* ((who's arguing?))

Nigel Smith went to work on a sheep farm way out in the Australian outback. Bruce was showing him the ropes when Nigel asked, "What do you do for sex so far from civilisation out here?"

Bruce took him outside and told him to watch. He dropped his trousers and went into a field of sheep. Then he chased one sheep until he caught it by its hind legs. He threw the sheep over onto its back and had his evil way with it. Then he returned to Nigel and said "There, wanna try it?"

"It's all very well", said Nigel "but why turn them over. If you came at them from behind you could hold them still by putting their hind legs down your wellies".

"Yes, but I like to kiss them....."

The end of 'Frodo' there means that we will have room for another simple, and I stress the word simple, Dippy variant to start. The mention of 'Black Angels' last issue bought absolutely no response, so has anyone any other ideas?

\*\*\*\*\*

GORGON 1976GB SPRING 1905

AUSTRIA (Batchelor) A(Gre)-Ser sby A(Bud), A(Vie)-Tri, A(Ven) st. sby F(ADR).  
 ENGLAND (Quinton) F(ENC)-NTH, A(Hol) ms A(Kie), F(NTH)-NWG, A(Nwy) s  
 F(Swe)-Fin, A(Swe)-Fin, F(BAL)-GOB, A(Lon)-Wal.  
 FRANCE (Humphries) F(Mar)-GOL, F(TYS)-ION, A(Pie)-Tyr, A(Rom) st.,  
 A(Bur)-Ruhr sby A(Bel), A(Pic)-Bur, F(Bre) st.  
 GERMANY (Davies) NMR!!!! A's (Ber) & (Mun) st.  
 ITALY (Bartle) NMR!!!! F(ION) st.  
 RUSSIA (Howes) F(Con)-AEG, A(Smy)-Con, A(Ser) s A(Gal)-Bud, A(Bul)-Gre,  
 A(Gal)-Bud, A(Sil)-Boh, A(Pru) s German A(Ber), A(Fin)-Nwy\*, F(StP-NC)-BAR,  
 A(Lvn)-StP.

Retreats: Russian A(Fin) annihilated.

Press

BORE-CONSTRICTED (or Boot exposed)

Old Boot sat back, reading the latest offering of his master Clive,  
 - Chimaera no. 125 (wishful thinking?). Up sidled his dogfriend BH(Calcutta)  
 failed:- "Hullo old chaps, any news for the news-hound?"

"Prattle not of news to me, fellow, 'tis sorry reading and no mistake  
 the more I read of the antics of humanity the more convinced I am that  
 dogs should rule the world."

"Alas, dear chum, it's said that we dogs are unsuitable for the role  
 because we have short memories."

"Short memories? Stuff, nonsense and tarradiddle, sirrah. I can remember  
 as far back as the day before yesterday!"

- That was a sample from the new book, "The thoughts of Chairman  
 Dodd."

TAG HILL

Ken or Maurice?

LONDON - PARIS

I always thought Harold Wood was a 1930's T.V. star.

LONDON - TAG HILL

How did you manage to get Boot away from Wellington? (Offer him a two  
 year subscription to Chim??)

TAG HILL - LONDON

Yeah, I said if he didn't let him go I'd keep sending it.

PARIS - VENICE

Truce? The sick bear of Europe should be put to sleep, need any help?  
 (Stupid question!)

\*\*\*\*\*

ICARUS 1976HB SPRING 1905

AUSTRIA (Pringle) A(Alb)-Ser, A(Bud) & A(Tri) s A(Alb)-Ser,  
 FRANCE (Forrest) A(Ruh)-Kie sby A(Hol), F(GOL)-TYS sby F(WMS), A(Mar)-Pie  
 sby A(Tus), A(Par)-Bur, A(Lpl)-Yor, A(Edi)-Bel cby F(NTH) (('tis F(Edi)))  
 GERMANY (Wardley) A(Den)-Kie sby A(Mun), A(Tyr)-Vie, A(Sil)-Gal.  
 ITALY (Ashbolt) NMR!!!! F's ADR, Nap, A's Ven, Apu all st.  
 RUSSIA (Bull) NMR!!!! F Swe, A's War, StP, Mos, Nwy all st.  
 TURKEY (Johnson) F(AEG)-ION, A(Gre)-Alb sby A(Ser)\*, A(Ank)-Arm, F(BLA) c  
 A(Con)-Rum, A(Con)-Rum, A(Sev)-Ukr, A(Rum)-Gal.  
 Retreats: Turkish A(Ser)-Gre.

\*\*\*\*\*

Press

GERMANY - FRANCE

I always did take my alliances too far, my fault not yours.

GERMANY - USELESS PRESS WRITER

I hope the 'pink death' gets you.

TAG HILL

Where have all the press writers gone?

\*\*\*\*\*

BASILISK 1975FS SPRING 1911

AUSTRIA (Howes) A(Mun)-Bur, A(Gal)-Sil, A(Tyr)-Mun, A(Ven)-Pie, A(Tri)-Tyr, A(Vie)-Boh, A(Gre)-Ser,  
 ENGLAND (Meadon) F(NWG)-NTH, F(NAO)-NWG, A(Fin)-StP, F(BAR) & F(GOB) & A(Nwy) a A(Fin)-StP, F(Den)-Kie, A(Ber)-Mun, A(Pru)-Sil, A(NAf)-Bre, F(WMS) & F(MAO) c A(NAf)-Bre, F(TYS)-ION sby F(Tun), A(Pie) st., F(GOL) s A(Pie).  
 ITALY (ANARCHY!!) F's Nap & Rom st.  
 RUSSIA (Cook) F(Bul-SC)-AEG, A(Rum)-Gal, A(Ukr)-War sby A(Mos), A(Lvn)-StP.

Retreats: None.

\*\*\*\*\*

Press

AUSTRIA

Last season's press report is hereby cancelled. It may be a bit late, but the Austro-Hungarian Empire now declares war on England.

AUSTRIA - ITALY

Well, I enjoyed it anyway! Spring '01 seems such a long way away.....

RUSSIA - AUSTRIA

OK Bob, it's a deal, I promise not to NMR, if you promise not to stab...

TAG HILL

Second consecutive NMR for Howell Davies in Italy and so the country goes into anarchy. Only wish I'd charged him a deposit on this game.

\*\*\*\*\*

HYDRA 'MERCATOR III' APRIL 1891

My favourite game. Sigh....Venice belonged to Turkey last season so therefore France did not build A(Mar) and Turkey built instead A(Kir).

ARGENTINA (Fisher) A/F(HUM)-GOC, A(GOC) dis Mex, F(Tah)-HUM, A(SPO) dis Wel sby F(SPO), F(CAO)-Rec sby A(Rio), F(Nig)-CAO, F(San)-CHR, A(Tan) bds F(GHS), A/F(GHS) st.

AUSTRIA (Neuman) A(Bud)-Clu\*.

BRAZIL (Canham) A(Mor) gets stoned on Morroccan grass and doesn't give a ~~shit~~ damn what happens!

CHINA (Anarchy) F(For) & A(Han) st.

ENGLAND (Wakefield) A/F(NAO)-BOB, F(Ply)-IRI, A(Cly) bds F(ROK), A/F(ROC)-GRA, F(BAL) ff A(Swe)-Kie, A(Swe)-Kie, F(Pos) st., A(Yor) bds F(NTH), A/F(NTH)-ENC, A(ENC) dis Bre, A(Bel)-Pic, F(Lon)-NTH, A(Tur)-Snk, F(StP-NC)-s F(Oms), F(Oms) s Turkish A(Sib), A(Mos) st.

FRANCE (Morris) NMR!!!! F's WMS, TYS, Rom, Gen, Azo, & A's Lyo, Tyr, Tun, Ala, & A/F CAN all stand.

INDIA (Pratt) A(Snk)-Omo, A(Afg)-Tur, A(Del)-Afg, A(Clc)-Bma, A(Mog)-Ken, F(Mdg)-SOM, A(Ann)-Sai, A(Sik) s F(Can), A(Joh) st., A/F(TIM) s F(Pth)-Syd, F(Pth)-Syd, F(EIO)-MAL, F(Mdr)-EIO, F(WIO)-ARA.

JAPAN (Waterhouse) F(CHA) s Argentinian A/F(Hum)-GOC, A(Phi) bds F(ECS), A/F(ECS)-SCS, F(Shg) s A/F(ECS)-SCS, A(Bor) bds F(SCS), A/F(SCS)-GOS, A(GOS) dis Cam, A(Kar) s F(SOJ)-Sak, A(Omo) s F(Vla)-Sib, F(SOO) s F(Vla)-Sib, F(Pek)-Man, A(Ore)-Chi, F(Osa)-ECS, F(CPO)-Phi, F(SOJ)-SAK, F(Vla)-Sib.

TURKEY (Dagger) A(Sib) s Indian A(Snk)-Omo, A(Kir) s F(Ira), F(Bag)-PER, F(Yem)-GOA, A(Eth) st., A(Ben)-Lib, A(Syr) bds F(SMS), A/F(SMS)-BOT, F(Smy)-AEG, A(Con)-Bul, F(Sev)-BLA; A(Cau)-Sev, A(Arm)-Cau, A(Clu) s A(Ser)-Bud, A(Ven) s F(Tri), F(Tri) s F(Cro)-ION ((Tri and ION not connected. Bet you only did it to test me.....)) A(Vie)-Boh, A(War) st., A(Nap) st., F(Sak)-SOO\*, A(Ser)-Bud, F(Cro)-ION.

U.S.A. (Nunn) A(Bog)-Iqu, A/F(SOL)-GIS, F(Sum)-MAL, F(GOC)-Clf,

A(Kan)-Ore, F(Flo)-HAT, F(Van-NC)-Ala, F(HAT)-CAO, F(CAR)-Rec, A(Syd)-Tok\*

Retreats: Austrian A(Bud)-Cro. Turkish F(Sak)-back to the box. U.S.A. A(Syd) joins the Turkish F(Sak).

\*\*\*\*\*

Press

BUDAPEST

OK Dagger, you stabbed fair and square and it looks like I'm going to breathe my last, so I'll just say that you'd better win because I don't like



being stabbed if it gets my opponent nowhere.

BBC - FRAY BENTOS

You for coffee!

CONSTANTINOPLE - BUDAPEST

Keep still you little brat. Daddy is trying to hit you.

FLUSHMAN

"If that's the best 'EL PISS' can do" moaned Flushman, "I wish we hadn't bothered to contact him..I've got my hands all smelly for practically nothing".

Dung was looking anxious. He had a nasty feeling that Flushman was about to dispose of him. Flushman was sitting in a corner murmuring to himself - "It's quite painless the vet said, one quick stab and he's gone, and with the price of dog food these days....."

Dung uttered a low growl. He wasn't going to take it lying down. If only he hadn't built in the south. Where now could he turn for help? Well there was Bald Eagle of course. Dung didn't like it. He had an aversion to that scrawny moralistic bird and a morbid fear of psittacosis to boot. Still anything was better than letting that filthy Flushman get away with it.

\*\*\*\*\*

DIPLOMACY WAITING LISTS

Regular 2 season/year: fee 50p + £1 refundable deposit:- Richard Nash

Regular 2 season/year: starting June or thereabouts:- L.Thompson, W,Haughan.

\*\*\*\*\*

OUTDOOR SURVIVAL

GM'd by Carl Jennings

((Nothing received from Carl yet. If it arrives before posting it will be included, if not it will have to be held over. All complaints to Mr. Jennings, not me. - CFB))

\*\*\*\*\*

1829

GM'd by Ian McLaren.

MYOPIC MUTUAL ASSU CO LTD. INVESTMENT DEPARTMENT

31 December 1842

"The British Railway Companies"

History.

The first company, LNWR, went public in 1829 and since then six others have followed suit. In the last boom year (1841), three new companies appeared, the Great Northern, Great Eastern and London Brighton and South Coast. Some of these were new ventures by existing management teams - the GNR sponsored by the Midland Railway and the GER by the London South Western. The LBSC is an independant organisation, and in highly competitive South East of England.

Financial Status

The most stable of the companies is the LNWR, having paid dividnds in each of the last eight years, now £16. The price has risen by 175% in the last 12 years. They yield 5.9% with prospects of a steady rise in price and dividend in the medium term. The Midland has recently broken a nine year run of dividend payments. Restoration can be assumed in the near future, as earnings were £160 in 1842. Rather pinned into a small but rich geographical area. Cheap at £180. The GWR has overcome its early difficulties and has a better cash flow position than its competitors. It is, however, cut off from the rich London area and is likely to be a steady rather than exciting performer. It yields 19% at £100. The other companies are still new. The LSWR has started well but is suffering from competition with the newcomer LBSC, which has access to most of its main routes. Neither looks good value, with indicated yields of 11% and 12.5%. Both the GNR and the GER are fief companies and subject to directors' whims. Minority shareholders should beware getting locked in

Recommendations

GWR's very high yield and protected system make the shares a 'must' for the security-conscious fund. LNWR are the blue chip of the sector and could have cash flow problems in the near future. The current yield is very low. Midland should prove to be an exciting stock, although again cash flow problems add to the risks. Only gamblers should touch any of the smaller companies.

APPENDIX - Personal wealth of Directors and Shareholders.

|                 |                         |
|-----------------|-------------------------|
| Bill Thorne     | £1580 /                 |
| Dave Tant       | £1731 / (Midland & GNR) |
| Rob Thomasson   | £1863 / (LBSC)          |
| Gus Ferguson    | £1195 / (LSWR & GER)    |
| Tony Ball       | £2023 / (LNWR)          |
| Keith Thomasson | £1287 / (GWR)           |

1977 IAN MCLAREN, 156 Agar Grove,  
London NW1

NON-DIPLOMACY WAITING LISTS / take it away, David..+(F.P.Dunn)+(Richard Nash)  
 Railway Rivals: GM David Watts. Game fee 30p - see page 10.(add Ian Watters)  
 Dungeons & Dragons: GM Dave Tant: Game fee 40p - see 'The Pits of Cil'.  
 En Garde: GM Allan Ovens: Game fee 50p - 'En Garde' magazine, if you don't  
 get it, ask for a copy.

North Sea Oil: GM Ian McLaren: Game fee 50p: Bill Thorne, Bill Dove, 2 needed.  
 Conquistador : GM ???? Game fee ???? : David Lockyer, Ian Watters, R.Nash.  
 (Slight problem here in that we don't have a GM!? A name was  
 put forward to me as a GM for the second game, but appar-  
 ently it was done without the persons knowledge. Hence, I've  
 opened a list for something that can't at the moment be run.  
 Any volunteers?)

Formula One : GM Clive F. Booth: Game fee 30p for 5 laps + £1 deposit. See  
 page 9.

WARLORD!! : GM ???? . See page 29

Russian Civil War: GM Charles Vasey. IMMEDIATE VACANCY, no fee! Write to  
 Charles Vasey at 5 Albion Terrace, Guisborough, Cleve-  
 land TS14 6HG enclosing a s.a.e.

Wawwens & Wabbits: Burrowmaster?, Warrenmaster? Me. Game fee not yet fixed  
 (Burrows & Bunnies) but between 25/50p. Still no sign of a start in this one  
 as I've had very little spare time. I have a weeks holi-  
 day due 1st week June, so I'll make a start on it then  
 (hopefully). It will be run on separate deadlines to  
 Chim with brief reports in the 'zine (which means you'll  
 have to supply s.a.e.'s. Players: A.Quinton, P.Blackwell,  
 Richard Bartle, S.Mourton, R.Canham, B.Dove, M.Vernon.

MAD POLICY 'ZINE POLL

New issue of Mad Policy just arrived with the up to date results, so  
 let's have a quick look through them. (Actually, it's not just arrived, it  
 arrived yesterday, but I like to make things sound dramatic.....)

First of all I owe Richard Sharp and Dolchstoss an apology for some of  
 the comments on page 2. They didn't scramble in at a lowly fifth, it was  
 fourth. Sorry, Richard,.....still funny though.

Allan Ovens claims in this issue of 'En Garde' that he is still a sub-  
 zine to Chim, mean that if we beleive him we have here from the Tag Hill  
 stables the premier European 'zine and the premier European sub-'zine!!!!  
 (it finished 15th, 8 places above the next highest sub-'zine.) Chim broke  
 the 8 point barrier again with 8.271, an increase on last years 8.135.

'1901 and all that' was once again the runner up (I really do hate  
 doing it to you, Mick, honest) but it's score was down .013 to 7.840.  
 (Negligible). Roy Taylors 'Jigsaw' keeps coming, up to three now, and the  
 new 'zine 'Rats live on no evil star' comes straight in at 5

I refuse to be drawn to make any comments at all on this being a victory  
 for games 'zines over dippy 'zines. I don't beleive there's a difference, and  
 if we just leave the dippy fanatics to argue alone they'll eventually defeat  
 themselves. Must say "Dave Allen - The Norns - 53rd - last- tee, hee."

25

THE PITS OF CIL X

The Chimaera Game of Dungeons & Dragons

Dungeon-master DAVE TANT

Sorry about the low-key heading, but I'm producing the stencils now and don't trust myself to anything fancy yet.

What's more, I shan't be able to blame any mistakes in spelling and punctuation on ol' mis-matched eyes any longer.

Still nothing heard from Les Kennedy, so his character dies, and his party turns chaotic. Sorry to see you go Les.

Ray Gale, fortunately, had foreseen this eventuality, and was all prepared for the unhappy event. As Les sighed and collapsed on the floor, Ray promptly zapped his party with a fireball, and then there were none.

I reckon that's a bit of a liberty. Unled characters are mine to play with, MINE I tell'ee. Let's have no more of this.

Ray is continuing to have a little trouble with some of his magical equipment, obtained by wishes. This time it was his Bag of Holding, which turned out to contain an immature Purple Worm. When Ray's Hobbit thief reached in to rummage around in the Bag, the Worm grabbed him and pulled him in.

Bound to be disappointed at Ray's bloodthirstiness, is Dave Allen. Yes folks, Dave has returned from the dead, courtesy of his surviving cleric, and had been heading Les-wards in the hope of recruiting his followers, having somewhat prodigally wasted nearly all the first party he recruited.

Allan Ovens (call me Flight Loony) is still battling on against the chaotic forces on the fourth Level. I'd dropped a real clanger there, over the Balrog I reported as Polymorphed into a goldfish last time. Nobody spotted it, but I'd allowed him to be polymorphed by a Wand! Wands being the equivalent of Sixth Level. This is, of course, impossible. As it was, I'd mistakenly calculated the Balrog's resistance on the basis of the level of the Magic-User using the Wand. Oh well, the Balrog just got restored to life.

Still, Allan's not doing too badly. A few more Minotaurs have bitten the dust.

Clive Booth has been casting a very wary eye at a blob of protoplasm he found down on the Second Level, but it turned out to be only a dead Doppelganger, killed by Ian Jones earlier.

Ian has been doing well, overcoming a couple of Trolls, and later incinerating one and capturing the other. He has cast a "Charm Person" on the survivor, and is questioning him at length about various doors, and a large chest they have found. (A wooden chest, that is, before you all get excited.)

Cedrick has so impressed one of Bill Howard's clerics, attached to him temporarily as a guide, that both wish to make the arrangement permanent. (Aaah!) or even (Ohhh!) Cedrick is a little busy writing rude messages on doors these days, but he has found time to discover a passage, disguised by a "Hallucinatory Terrain" spell, which means that what appeared to be a T junction is in fact a X roads.

Bill, himself (alias Astra at times, when he forgets which game he's in) has been up to all sorts of tricks. Last time we left him trapped between two transparent walls, menaced by a Hydra from without. Using his Staff of Wizardry (also gained by means of a Wish, and therefore suspect) Bill "Passwalled" his way out, hacking his way through gratuitous "Webs" that appeared, and went into a huddle while his cleric "Communed".

Following this, the Staff was used to raise an Elemental. Being gimmicked, it produced three and, as the magic-user was only ready to control one, the others killed him. Bill promptly "Wished" his party back into the past, when he first met the Hydra and, as a result, his dead cleric and magic-user were alive once more. Bill, however, had made it a part of the wish that his party should retain their memories of intervening events, and the "raised" lads therefore retained their impressions of what happened after death.

They have "got religion" in a big way now, and are most anxious not to repeat the performance before being "saved". Bill seems to have smoothed things over with an impromptu service, however

Iain Drylie has found trouble in a small room behind a secret door. (Remember, Chris?) Most of his party entered beneath a door which needed considerable strength to slide up, and which was held by a "Hold Portal". Unfortunately the spell didn't last long, the door closed, the action of the door closing caused a spray to come into action for 10 seconds, covering them nicely with.....?

His thief has discovered that the door is connected to the floor of the room in such a way that anyone lifting the door has to combat the weight of the floor. While these combined are normally the equivalent of about 3,500 g.p.'s (well within the capacity of a strong fighter) there are now several members of his party and a mule standing on the floor and thus adding their weight.

Some of his lads made a valiant effort and raised the door a few inches, only for it to fall back, causing the shower to come on again.

Clive Waterhouse has been pressing on at great speed, thanks mainly to the three Orcs which he controlled in the dormitory.

Surprisingly, having persuaded them to take him to the location of some treasure known to them, he failed to enter the door they indicated, and pressed on down some nearby stairs instead.

Perhaps he does not trust them completely. Indeed, his Paladins don't like having them around at all, and their convenor has raised an official protest. Meaningful negotiations are now underway.

Adrian Attwood has been quiet for a while. Having mistakenly been allowed his little Polymorphing joke, he has been sent by Allan Ovens to defend the nearby head of some stairs from a Stone Giant and team of Mummies who showed signs of horning in. As the monsters are staying well down the stairs, out of Wand range, Adrian is probably considering the advisability of descending to bring them to combat, which would mean leaving Allan to find any treasure which might be lying around.

Of course, there could well be even greater treasure below.

Clive Wardly is still exploring carefully, although on the next level down now. At the moment he's reading the graffiti on a pair of doors. At least the writers had the courage to sign their efforts, which aren't in very good English.

St. Martin Rundle, disappointed at the disappearance of Dave, gathered his men around him and went for a walk. In a narrow corridor some Giant Ticks dropped in, uninvited, on them, and their attention is rather concentrated on them.

However, once he has disposed of them, St. M. is anxious to get through the door at the far end, as all sorts of interesting sounds can be heard through it.

Apart from Les, only one N.M.R. this time: Ron Canham is still standing in the doorway of a now empty room. Hope to hear from you by next deadline Ron (with Boot Hill details) otherwise it's O.U.T.

In the meantime, with Les gone, I can now accommodate Mike Close, so write when ready Mike.

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This leaves the Waiting List: - 1st. Paul Blackwell; 2nd Chris Boyes; 3rd. David Bolton; 4th Brian Conway; 5th Russell Noonan; 6th. Alan Powis. 7th. Richard Sealy.

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Stop Press news for "Gummiballs" readers: Martin Hammon is going to read "The Eyes of the Overworld" at last.

Good for you Martin. Start reading Vance and Anderson and forget all that Howard and Carter crap.

I also hear that our gallant publisher has successfully defended his crown against all-comers, to win the "Mad Policy" Zine Poll again. Gratters old man, and thoroughly deserved. (Bet he's blushing as he reels off several dozen of these!)

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Quite a quiet few weeks since my last report. (Bang, oh that's better) Not too many queries and complaints, so no need for any "Matters Arising".

However, there have from time to time been queries on various illusions and their effects, so I may as well clarify how I handle them.

"Phantasmal Forces", the 2nd. level spell, is fairly straightforward in the rules, but I interpret "the illusion will continue unless touched by some living creature" as excluding Undead, but including the garments and equipment of any living creature.

"Hallucinatory Terrain" is quite a powerful 4th level spell, intended mainly, I feel, for large scale deceptions out-of-doors. Dave Allen, in fact, spent 16 pages outlining his illusion of a false entrance to the Pits, including streams, bridges, cliff-faces and old men begging, and it was quite a let-down when no one came to look at it.

For Dungeon use, however, I allow it to be peopled by beings, and, as "the spell is broken when the magicked area is contacted by an opponent", the members of the party of the spell-caster can pass through without disturbing it. There is nothing to prevent people of the same alignment being opponents though.

The main difference between the spells is that the spell-caster of the P.F. spell has to concentrate hard to maintain it, and if his concentration is broken the illusion vanishes. If he casts the spell with a Wand of Illusion, he must still concentrate, but can move about so long as he keeps his mind on the spell.

With the H.T. spell, he just casts it and goes off about his business.

Damage can be caused by any of these spells if the person seeing it believes it to be real. Cedrick could have suffered from Dave's illusion of the Beholder, had he not written to say he didn't believe in it.

---ooo---ooo---ooo---ooo---ooo---ooo---

Having completed the 5th level some time ago, in the expectation that Allan or Adrian might be rushing down there, I'm currently doing the 6th level.

Here, for the first time, I'm including some monsters which don't appear in D & D Books I - III or Greyhawk, despite what I said last time re "Trollcrusher", so those of you who do not get all the supplements can ask for a description if you get that far and meet an unknown.

Of course, the treasure down there has to be seen to be believed. (Or, in some cases, believed to be seen!) Hope to see you all down there soon.

I know some of you are keeping very well-detailed maps: others I'm not so sure about and get very suspicious of orders like "Go back the way we came to the room with the Gnomes."

When (If) you come to make your way out, your directions may well need to be more detailed than that, especially if someone's disguised a junction behind you.

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Well, that's a pity. I'd intended to quote the hilarious "Magic-User Character Definement" list from "The Dragon" Vol. 1 No.4, for those of you who haven't seen it.

However, I daren't go over my allotted space on the first stencil Clive trusts me with, so it'll have to wait for next time.

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Orders to .. ..

NEXT DEADLINE:  
See back cover.

DAVE TANT  
32 Nursery Avenue,  
Bexleyheath,  
Kent DA7 4JZ

# WARLORDS!

POSTAL WAR-GAMING  
Part 4 of a series of  
articles by  
RICHARD NASH.

Before continuing, I want to clear up something concerning the Rate of March table. It is given in figures per hour: i.e. Normal infantry move per hour is  $1\frac{1}{2}$  miles or  $2\frac{1}{2}$  km. The rate per day is found by using the following table:-

| Daylight hours per month |      |      |           |      |      |
|--------------------------|------|------|-----------|------|------|
| Month                    | Dawn | Dusk | Month     | Dawn | Dusk |
| January                  | 7 am | 4 pm | July      | 3 am | 9 pm |
| February                 | 7 am | 5 pm | August    | 4 am | 8 pm |
| March                    | 6 am | 6 pm | September | 4 am | 7 pm |
| April                    | 5 am | 7 pm | October   | 5 am | 6 pm |
| May                      | 4 am | 8 pm | November  | 6 am | 5 pm |
| June                     | 3 am | 9 pm | December  | 7 am | 4 pm |

Camp: It is raised one hour before dawn, troops able to march by dawn. It is pitched one hour before dusk, troops stopping at that point. These are the maximum permitted times. Camps can be raised later, or pitched earlier at the discretion of the commander.

Marching: Columns must halt after 4 hours continuous marching and rest for 1 hour; they may halt before then, but must stop for at least an equivalent %. e.g. after 3 hrs it must stop for 45 minutes.

Line of March: Minor details about structure of columns are not necessary here, but the following table on their length would be useful:-

| Unit            | Complement | Comp/Sqdn/Batt | Comp/Sqdn/Batt | Lngh clmn |
|-----------------|------------|----------------|----------------|-----------|
| Infantry        | 13/432     | 20/25          | 5/5            | 100/200   |
| Cavalry         | 13/336     | 170/190        | 10/20          | 350/400   |
| Artillery (USA) | 9/252      | 70/80          | 10/15          | 150/175   |
| Artillery (CSA) | 7/168      | 50/55          | 10/15          | 10/125    |

Notes on table: Figures are in metres/yards.

Columns three and four indicate the length and space between the relative unit respectively. e.g. space between Cavalry squadron is 10m or 20 yards.

Major is at head of column, Captain/staff at head of respective units.

Thus we can now tell how long a possible division or corps will be on a road, and can realistically assess where each unit will be. Each army command must issue a line of march per turn to the GM. Transforming those figures to the table top for interest, we get the following movement rates, assuming 1 move equals two minutes, 1" = 12yds, or 1cm = 4m, and that a charge move is equal to the rate for forced march given in part three. The following table is the result:-

| Unit         | Normal move - max |        | Charge move - max |        |
|--------------|-------------------|--------|-------------------|--------|
| Infantry     | $7\frac{1}{2}/88$ | 20/80  | 12/144            | 33/132 |
| Cavalry      | 15/176            | 40/160 | 20/240            | 54/216 |
| Artillery    | 10/120            | 25/100 | 15/176            | 40/160 |
| Figure ratio | In/Yds            | Cm/M   | In/Yds            | Cm/M   |

Next in line comes a regimental analysis which each unit receives upon inception. This is all done before hand by me in making up the army, so GM's do not need to worry on that score. All that is required is for adjustments to be made as they arise.

The first part of the analysis is 'status'. There are 6 types of unit, and each are given a points value thus:-

| Unit        | Officers/men                | Infantry  | Cavalry   | Artillery          |
|-------------|-----------------------------|-----------|-----------|--------------------|
| Conscript   | $1\frac{1}{2}/1$            | 0- 452    | 0- 356    | 0/ 0 - 266/178     |
| Regular     | $2/1\frac{1}{2}$            | 453- 674  | 357- 530  | 267/179 - 396/266  |
| Average     | $3/2$                       | 675- 903  | 531- 711  | 397/267 - 531/357  |
| Experienced | $3\frac{1}{2}/2\frac{1}{2}$ | 904-1126  | 712- 885  | 532/358 - 661/444  |
| Veterans    | $4/3$                       | 1127-1248 | 886-1060  | 662/445 - 792/532  |
| Elite       | $5/4$                       | 1249-1793 | 1061-1409 | 793/533 - 1053/707 |



Notes: The artillery figures are USA/CSA. Each unit is given a status at the start of the campaign which can be altered or reduced by attrition, fighting etc. Any special rules relating to status will also be given.

C RICHARD NASH 1977

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Thanks Richard. Er, when it comes to that 'Regimental analysis' could you perhaps arrange a mental analysis for me too? Did I really offer to run a game of this? If so I retract immediately! It's much to complicated for my little brain to tackle. We will however, still take on and thrash 'Limping Express' if they want a battle, running the game via Chim, but it will be done with an outside GM, i.e. not me. Volunteers?

The Chim upper echelons to date are as follows:

Commander in Chief, Field Marshall, Air-Vice Marshall or whatever they call the gaffer = me!  
Underlings: Alan Powis, K.Thommasson, Ian McLaren, Chris Boyes, Richard Bartle, Russell Noonan, Der Garvey, Will Haven, Frank Dunn.

Now then 'LE', how about running up the white flag now? We've got you outnumbered I think. Let's see the standard of your officer material! Anymore sterling young men of proven leadership quality wishing to sign up with the Chim forces should contact the editor immediately. (No pansies).  
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SORCERER  
NEWS FROM FANE  
GM'd by KEDGE NEUMAN

Right lads! The news is that we have a person wanting to play Red! This person is:- Keith Thomasson and he lives at 16 High Worple, Rayner's Lane, Harrow, Middlesex, HA2 9SU.

Due to complaints (Hi Andy!) and the new person joining, I am now going to print the positions of the game as it stands. This may also help any budding 'Sorcerists' out there who want to follow the game (fat chance).

The abbreviations are:- H-Human infantry, D - Demonic infantry, Af - Air Dragon, T - Troll, F - Fortress(4), Dp - Depleted, P - Pinned, Dstr - Destroyed.

The game as it stands

Blue (Pete Lindsay) F(1220), H(1217), 2H(1117),(1722), Acu & H & T(1012), Chir & H & T(1310), D & Ad(1508)(Dp).

Green (Ron Canham) H(1205), 2H & F(1306).

Yellow (Andy Davidson) H(1016), 2H(0917), 2H & F(0717), Gevn Dp&P(1310), Ad(0913)(1410), Dorn & T(1112).

Orange (Richard Bartle) 2H(2017),(2216),(2313), Joon & Kem & H & F(2315), D(1905), Leex & T(1908)

Red (Keith Thomasson) 2H(0711),(0507),H(0706), H & D & F(0709), Maci & T(0102), Opa & H & T(1010).

Purple (John Rayns) Qor & Psit & H & D & F(1809), Rult & T(1910).

Prime Sorcerers: Chir, Foel, Dorn, Kem, Noli & Psit.

Things that are dead: Efan(Yellow), Izar(Green), 2 Green H, 5 Purple H.

Victory points: Blue : 7 (convert hex 1217 & 2 Green H dstr.  
Green : 1 (1 Purple H dstr.  
Orange: 5 (5 Purple H dstr.

And that's it.

I will now accept orders from Andy Davidson for the next turn. As soon as possible please. I will include in the orders results,positions at a regular interval from now on.OK?.

Victory points for the occupation of cities will be awarded at the end of the game and if any of you want the full positions of your forces, tell me as I have them on hand.

KEDGE NEUMAN 1977

10 Burton Rd., Hornsea, E.Yorks HU18 1QY.

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If I were Mick Bulluck I'd think of something smart to put in here, but as I'm not I won't.



300. Lew Pulsipher

I prefer to use modern (but acceptable) usage rather than archaisms such as 'Great Britain' (How often do you hear that used?) and 'colonial' with respect to a citizen of a country that has not been a colony for over 200 years. Mr. Booth you are in the wrong century. ('Sirrah' is pretty archaic too, but I know what it means.) Fubar?

Remember all those government agencies the 'watchdog' false advertisers. I see you are giving away free 'Sorcerer' games (issue 28, page 31), are this the boxed or pouched type? I can use a copy, haven't even read the rules. Are you going to blame this on poor old Boot too, like that .0075p?

Great Britain is not an archaism, it may be accepted as such on your side of the Atlantic, but then the quality of the English language over there has been deteriorating ever since we left you to manage on your own 201 years ago. As for your comment about the States not having been a 'colony' for over 200 years, well, my dictionary says that a 'colony' is a number of organisms, especially of one kind, living together as a community. <sup>After</sup> seeing the American way of life as reflected in our newspapers and your violent TV series I must confess that that I was wrong, as you say you are not a 'colony'.

Ah, oh yes that free game....think, Booth, think.....Well, I didn't actually say a free 'Sorcerer' game did I? I just said a 'free game', how'd you like a free 'Tic-Tac-Toe' or a free 'hangman'?

Ashamed to admit that I haven't a clue what Fubar means. I bet Boot would know, but he's on the way up to Hornsea.

301. Crippen

Good grief! How many times do I have to tell you, Mrs. Thompson, that all this is in jest, merely light-hearted fun. If you really feel so sensitive about my comments, I'll eagerly retract them and apply them to Dave Thorby.

Your milkman's 10, is he? How long have you known Wink? Ooops, there I go again.

302. Der Garvey

I heard the best Irish joke ever yetserday...

"Why are Irish jokes so simple?"

"So the English can understand them."

Biter bit, eh?

303. George North

Pity you rejected Soccerboss, Clive. The great thing about this game is that there is always room for improvement. So far we have only touched on the fringes and the element of luck remains a dominant feature, but I have a feeling the game will get better and better as the years go by. Not that anyone should rush out and buy the game as it is hardly the ideal family game, but it lends itself nicely to correspondence and both the managers and the GM have to do a bit of work each month. The main snag being that clubs do not start even and the season is too short for a team manager to improve after a bad start.

I didn't reject Soccerboss! I stopped running the Chim league because of the demands it made on my time, but far from rejecting it I am now a keen player in Nitehawk, Jigsaw and Leviathan. Sure you can keep improving it but there's got to be a limit on how far you can go. The Nitehawk rules are so complex now with 'offside play', 'man to man marking', 'hard players' rules and the like, I openly confess they're getting beyond me to keep track of. The game won't develop much more in the future, unless it is in attempts to simplify it, for it is going to frighten prospective players. The eternal quest to make it more and more true to life can be applied to any game. Have you ever tried 'Hyper-economic Diplomacy'? Diplomacy with Agricultural and industrial produce, money, population, research units, home guards, fishing fleets etc., etc. The ultimate as far as Diplomacy goes but the size of the rules frightens both GM's and players alike. I

hope that Soccerboss isn't going to go the same way.

As for it not being a good family game I'm afraid that in it's boxed form I must disagree. It's a great family game and one of the few that my own wife will play and enjoy. Not quite up to the family playability of 'Wembley' though, that's a real winner. When I talk about family games I am not necessarily talking about a 'good' game to my mind. To me a good family game is one that you can bring out in the presence of your maiden aunt and 86 year old grandfather along with several teeny-bopper nephews and neices, if they enjoy it it's a good family game regardless of your opinions of it. I find 'Mousetrap' the best family game around even though it is the most banal game in existence.

#### 304. Mick Bullock

Congrats on winning the MP magazine poll (Best games mag section) again - you should try turning your hand to the more demanding Diplomacy magazine publishing - I'm sure you'd make a success of it.

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#### 305. Richard Mash

Warlord reply: Oh yes, slight miscalculation you lot! Monsieur Garvey, population of Ulster is not 1,527,000, the N.I. population is. Ulster includes N.I. plus three counties in Eire who voted to leave the British control back in '21. Ulster is just a piece of bigoted jargon used by the morons that infest this insipid place. 100 years ago the population was 8 million true. The famine lost the island about 40% through death and emigration to the good old U.S.A.

My figures for 1870 are correct since the game mentions that mass plantation from the CSA occurred after Americans occupied the country. This more than made up for the effects of the famine, restoring the county's population to the pre-1845 level. In my articles of course I am writing 100 years ago. Hence the reference to today means 1870..... (or 1877?). The game ain't historically accurate, but how do we know? Have you read the Eagle has landed? Super book.

Your N.I. population book is a bit off, Clive, combined totals according to official stats is about 5½ million that year. Of course everything is fantasy nowadays anyway. By the way, Irish history was my special subject for 'A' level, and the period covered was 1789 - 1900 so I am well aware of the effects of the famine etc., having written a small pamphlet on the subject for the History Society in the Academy.

Finally, thanks for letting me know there is another publication with the name 'Warlord', Willy, I shall probably change the title to 'Warlords'. If you want a copy of the Subbuteo rules I'm sure Clive could let you have a copy from the firms duplicator.

The only trouble with Irish history is that you've had Irishmen keeping the records for the last several hundred years. The book I got the figure from was 'The Guinness book of answers' and we all know what nationality Guinness are.

Steal copies from the firms duplicator?! What are you suggesting? I know you used to work for the same company as me, albeit for a different section, and attitudes in that section may have been a little less lax in the case of watching the pennies. Mine is not, and further may I add that your section folded through lack of cash (too many copies of the Subbuteo rules?) whilst my section is still booming.

(I'll send you one if I can, Willy, but don't count on it.)

#### 306. Doug Pringle

Have you ever seen a book by Jack Vance called 'Dying Earth' in your local bookshop?

My bookshop? Hah! I'll get you 'Confessions of a window cleaner' or 'The stud keeps it up' or something along those lines. It's about all we see around here. I've been trying myself to get a copy of Heinlein's 'Starship Troopers' for about two months...

John Piggott does a regular SF column in his 'zine 'Ethil the Frog'

and in the last issue he included addresses of specialised SF bookshops. If you didn't see 'Ethil' they were: Dark they were and golden eyed, 9 St. Annes Court, London W1.

Andromeda Book Co., 57 Summer Street, Birmingham B3 1jj.

Fantast (Midway) Ltd., 39 West Street, Wisboch, Cambs.

John says they all do mail order so take your pick and drop one a line.

307. Kelvin Randall  
CHIMAERA RULES U.K.

Right on, Kelvin.

Here endeth the letters for another issue.

### A D&D WEEKEND AT ANDY FLETCHER'S

...A con report by LEW PULSIPHER

Erith, 15-17th April

Ten people including Andy showed up, and we split ourselves into two rooms and got down to business. Nigel Clark (I think that's his surname) and several others came down from Wycombe/Bucks, and Fred Hemmings and Chris Burse from Slough. Dave Row came all the way from Devon.

As usual the first game saw me labouring to convince the others of the true lawful path (most British people play Lawfuls as if they were Neutrals). I actually managed to succeed to some extent, even though my characters didn't have much leverage as they were the weakest.

In several adventures two magic-users with 'paralyzation wands' went along, and machinegunitis set in at the front of the party. 'Open a door - it's dangerous - gun it down!' Nigel's elf (who I called machine-gun Kelly) must have used 15 charges of his wand, which was almost fully charged to begin with. We needed it at the time, though, as when we encountered three tenth level evil high priests in a room. Kelly got two of them, and the fighter in the front line saved vs 'finger of death' and then cut off the EHP's head with one swipe of his vorpal blade. This was in the fourth level -- both characters and monsters seemed a little tough for a fourth level.

I refereed a game of 'Metamorphosis Alpha' which everyone enjoyed. Chris had a mutated human he called Chieftan Tank because he was so powerful! (the maximum of 8 mutations, and a good choice with good ability numbers). Nigel had always wanted to be a dragon, so he decided to start as an alligator, mutated to be 25 feet long, added wings, levitation (to help the wings which couldn't be large enough for his huge body), and pyrokinesis so that he could heat things up -- he didn't have enough mutations to take gas generation so he could really breath. Also he couldn't take heightened intelligence, so he was just a dumb alligator and I had to roll dice to see what he'd do. They encountered a half dozen one foot high humanoids (number 3 type) and I decided not to tell them what the characteristics were. It was only after the battle (which Chieftan Tank managed to win) that I told them the 'pygmies' had 8 hit dice (six sided, at least). We started out using the example level in the rules, but the radiation was too dangerous, as I anticipated, so we went to my own small level for the rest of the game. After a couple of radiation encounters everyone was rolling characters in advance, expecting they'd die rapidly. It's a fun game but it won't replace D&D because it is more aimless -- characters don't have levels, so the only way to improve yourself is to stumble around finding technological items or special glands and berries and so on.

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LEW PULSIPHER 1977

'Metamorphosis Alpha' sounds fascinating, but to a non-player like me I'm afraid type 3 humanoids etc., doesn't make a lot of sense. Would someone care to do me a review for a future issue? I'd like to find out more about these mutations and the way the rules work to decide what they can and can't do.

• ODDS AND SODS - the last round-up.

Games Shop: Willy Haughan, 54 Linden Road, Gosforth, Newcastle, NE3 4HB has the following games for sale. All prices inc. postage. He may be interested in swaps, particularly 'Formula One' or other multi-player games. Dungeons & Dragons (basic rules) - £6.00; SPI Global War (boxed) £6.00; SPI Strategy 1 (unboxed but maps covered) £6.50; SPI Grenadier (unboxed) £4.00; SPI Flying Circus (unboxed) £4.00; AH Afrika Korps (boxed) £4.00; Soccerboss £3.00; Mercenary (unboxed) £2.00, Punic Wars\*, Battle for Germany\*, Brietenfeld\*, Dixie\* all £1.20. \*signifies with relevant copy of S&T.

Carl Jennings, 32 High Street, Heanor, Derbyshire has for sale 'Wooden ships and Iron Men' (Avalon Hill version) boxed for £6.00. May be interested in swaps.

Anyone else buying or selling games, drop me a line and I'll include it next time.

'Fall of Rome' reviewed by Richard Nash earlier this issue, is out of print. I tried to buy it on Richards recommendation, but have since been told it is one of the worst games they (SPI) have ever done with an errata sheet longer than the rules! One of you's fibbing.....

Chimaera 27, page 2, 5th line up from the bottom. Remember, you read it first in Chimaera! Congratulations, Allan.

Thanks to the many people that have drawn my attention to the work of Maurit Enscher, but I was already aware of the gentleman. Indeed several of his sketches were lined up for future publication. However, poacher Howes and poacher Allen have moved in, using them in their 'zines so we'll have to find something else. Still two readers offerings on file for the next couple of issues.

How many people read your copy of Chim? Come on, I'm curious and would like to work out what the actual readership is. I've seen two or three people comment on it in various places recently, people who aren't on the subbers list. I'm not complaining, mind.

Colours didn't come out too well on Leviathan.....

Tony Crouch has now joined that elite band of lunatics, the 'zine publishers. Welcome Tony. His magazine is 'Rhobovia' available from Tony @ 35 Melbourne Ave., West Ealing, London W.13. Review when more space.

Saddest news is that after 70 odd issues Mick Bullock is thinking of folding '190laat'. Hope he doesn't, but when you got to go.....

'Military Enthusiast' the toy soldiers magazine of Alan Watson has folded after just 4 issues. Great things were expected of it, and the early issues promised much, but the glossy format proved to costly. Sad, sad.

Congratulations to Richard Bartle and 'Sauce of the Nile' at last we've found someone who can do an index properly....

Brian Ansell is going into business manufacturing his own toy soldiers as 'Asgard Miniatures'. You probably know him from the 'Conquest' range he used to do for 'Skytrex'. Look out for them. Best of luck, Bryan, see you soon.

Anne Forrest unfortunately still in hospital with a gland infection. We can't all send her flowers because I don't know which hospital she's in, but get well soon, gel.

One upmanship: Pete Waldschmidt used the flyer for 'Nitehawk' I sent him last time to write his orders on and send back.... Nice one, Pete.

Dave Allen is organising MidCon II to be held at Nottingham University on September 9th, 10th & 11th. Couldn't be handier! Promises maps and directions with the next issue - hope we get it in time.

COMING SOON in this 'zine!! 'Pleides Cluster' a SF game from Lew Pulsipher, designed for postal play and a new Diplomacy Variant from Richard Nash called 'Economic Wasteland'.

Chimaera wants articles from you. Each one printed will gain a free issue of the magazine for the author. Particularly appreciated are reviews of games, new or old, strategy articles, humorous pieces, etc., etc. Chim is once again voted number one in Europe, where else would you want to display your talents?

IMPORTANT: Credit figure on the address label is your credit BEFORE deduction of cost of this 'zine. Cost of this, the last at the old price, is Chimaera = 13½p; En Garde 10p. (+ postage)

My works telephone number is ILKESTON 322131. - use it sparingly.

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A last big thanks to all the people that voted in the 'zine poll....

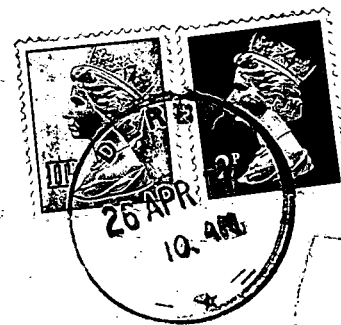
THANKS

Deadlines: Pits of Cil, Conquistador, RCW, RR,  
Leander, Formula One, Sorcerer to respective  
GN's by Friday 13th May 1977.

All Dip games, excepting Leander, to me by Friday 20th May 1977

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