

SPECIAL 'WILL HAVEN GETS AWAY WITH CRAPPY COVERS SO WHY CAN'T I?' ISSUE.

Ladies, Gentlemen, Children, David Thorby, William Haven and anyone else who doesn't fall into one of the above categories, welcome to this the 30th incredible issue of the wonder 'zine (I won'der be loved by you...) Chimaera.

It is edited and published by that Pollyanna of the U.K. Dippy hobby Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS, United Kingdom, and costs but a meagre .0088 of a penny per sheet, plus postage.

There is one question just demanding to be asked at the moment. No, it's nothing to do with the North Sea oil rig blow-out, or even the Queens silly jubilee....er, silver jubilee blow-out. It's simply 'How did Chimaera ever manage to get itself voted number one in the hobby once again?'

Just about every other 'zine I've picked up has said, commenting on the results, something like 'surprise' or 'I wouldn't have put it there', etc., etc. Thus, the common consensus of opinion amongst my fellow editors seems to be that Chim is not the best, and is heading the lot of them under false pretences.

So why is it there?

Well, I've seen all sorts of suggestions bandied about including some really silly ones like, for instance, 'the poll does show that Clive must be able to motivate his readers more than most other publishers' (Tony Crouch-Rhubovia). Truth is I never mentioned the poll until the issue that was received by most readers just two days before the polls closing date. Certainly brilliant motivating by me if RJW received a large influx of Chim votes on the last day to hoist it from the nether regions to the number one spot. Needless to say, he didn't. Anyway as voters are asked to rate all the 'zines they receive I'd be motivating them to vote for the others too.

One of the more interesting theories (John Piggott-Ethil the Frog or Ethil the Frog-John Piggott (I can never remember which is the 'zine and which is the publisher)) is that I have such a Pollyannish character I have not made enemies in the hobby that are going to deliberately vote me low for grudge reasons. Sounds reasonable, but I don't think there's a lot of this grudge voting goes on anyway. After all if I hated someone that much I'd stop subbing or trading and so wouldn't be liable to vote anyway. Further more, if I really have gone two years publishing in this hobby without getting anyone's back up ('cos you really are queer buggers sometimes) then I deserve to win!

It amazes me why certain editors will condemn pages and pages of Dungeons and Dross in magazines, and games magazines in general, with boring regularity but will continue trading with me regardless of how many pages I include. I hope they don't think they're doing it out of any sort of obligation to a trade agreement, I could always sub to their 'zines instead (and probably save money). Perhaps they're not as averse to games 'zines as they pretend?

No, there's only one reason why Chim came out top of the poll and Paul Willey in 'Eclipsor' comes closer to it than most. The overwhelming majority of subbers (i.e. the people that buy the 'zines and not the editor/critics that tell them what they ought to like) think it is the best. I make no apologies for pandering to the majority and giving them what they want, after all, it's what I like too.

2

GUESS THE CAPTION No.5

Not a gigantic post bag for this, but at least enough to make it interesting and worthwhile. I'll pick out the best from each participants submissions. First, Dave Tant

"I'm sorry it's corroded your typewriter, but I couldn't find a tree."

Paul Barker

"But Snoopy, just who is expecting a fake issue of 'The Norns'?"



Der Garvey

"No! you can't do a guest editorial. Next thing you'll be telling us you can write too!"

Kedge Neuman

"So what if I am late? At least I've come which is more than Asterix has done"

"You can type? Hah, you'll be telling us you can fly a Sopwith Camel next!"

Ian Watters

"No! No!! No!!! It's spelt W-A-T-T-E-R-S!!!"

Richard Bartle

"Only 12 pages an issue? Peanuts!"

"With a face like yours on the cover of '1901 and all that' I'm not surprised that Mick uses envelopes."

Anonymous.

"So Wiggles, unmasked at last!"

And that's your lot. We'll have another picture probably later this issue if space allows, for which I'll be asking you all for captions.

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Once again we've got a few more new readers to 'Chimaera' and they've kindly submitted a few personal details about themselves. What better to put in next then than the semi-regular column.....

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

DAVID BOLTON: alias Mort Noir, scourge of the seven puddles.

Born 15th March 19(Blush)59. (We all know what happened in the Ides of March). 18 years old, 5'8" and bespectacled.

Wargaming interests: D&D, En Garde, Diplomacy, most boardgames and the odd figures games (some have been very odd indeed). At present I am running an 'En Garde' campaign (not postal) for the members of the wargames club that I'm in.

Other interests: Book-reading:- Sci-Fi, Fantasy (LotR rules O.K.) and last and definitely least - school books. Playing games on computers, writing letters, writing articles for magazines (I practically failed O-level English language yet they still print them, God knows why.) Beating my sister up when she beats me at games and trying to blow up oscilloscopes.

Object in life: To teach a computer to play D&D chaotically.

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RAY 'ASGEIR' LEE: Age 16

Life history (to date).

I was born on the 13th of November 1960 in London, the son of an English father, with family roots going back to French aristocracy, and an Icelandic mother, hence my aversion to English fishermen.

Moved at an early age to Cornwall. Became an uncle at the age of 1 year! (I've about 9 or 10 nieces and nephews now). I was plagued during my early years to have three older brothers who took it in turns to throw me out of windows and hit me against walls. At primary school I was the proverbial c-r-y b-a-b-y (I don't like to say it), a habit which I was forced to break when we moved to Colchester, the oldest recorded town in Great Britain (who

also nearly beat Derby County in the F.A. Cup), when I was deposited in a private school amongst the higher class in our society it was out of fashion to cry (stiff upper lip and all that). After a gruelling year I left to go to St. Helena Comprehensive where I am now, with the prospect of O-levels just around the corner.

Interests: I do Trancendental Meditation (not just for a gimmick either!) play the piano (no comment!), listen to classical, jazz and Latin American music, read Sci-Fi (Howard, Anderson and Moorcock being at present my favourite authors). Play a few futile sports and spend the rest of my time inventing games which always fail.

Personal opinions: Buy BRITISH!; the whole world should meditate; Beethoven is better than Mozart; Oscar Peterson and Ashkenazy are the greatest pianists in the world; and, of course, my cat could beat Boot anyday!

Personal description (Ha!)

5' 10" tall, brown hair, brown eyes, sadistic, nasty and ruthless, but normally kind, considerate, calm and tactful.

Ambitions: To get a B.A. music degree and then join my brothers pop group in Bristol.

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IAN WATTERS: Born a mere 15.156164 years ago I am regarded as an object whose name must always be spelt wrongly. Only David Watts thinks my name is good. I enjoy writing unstamped letters to people who spell my name wrongly, and spending a lot of money on S.P.U.K's products (an average of £16 a month (not bad for someone who is 'paid' £1 a week) for 10 months).

I am treasurer of the school wargames club (the fools) and run the school 'En Garde' game (I play as 'Just Sir').

My favourite hobby is telling people I'm a genius and I tell the school mag so every issue. However, they leave out both the first or second 't' in my name and the 'i' in genius.

Because of people mis-spelling my name my own spelling is far from perfect (and as dinner is ready I'll end on that feeble excuse for spelling mistakes).

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TONY BARTLE: I am between 3' and 6' high depending on whether I am standing or sitting; my back is slightly hunched; I wear false teeth; my left leg is 6" shorter than my right (or is it my right leg that's 6" longer than the left? - I can't remember); including thumbs I have 6 fingers on my left hand and 4 on my right; I grope somewhat; and one ear sticks out.

I was born in Harrogate in 1960 two and in 1960 three I was bundled off to Hornsea where I learned to walk, talk and do other things.

I went to primary school at the age of 4 or 5 and a few years later. I am now in the 4th year of the Hornsea Comp. and am due to take my O-level in Math come July (Brag!). I have several hobbies (and would have several more if they hadn't blacklisted me at the 'Rose & Crown'). I am a fanatical miniature wargamer, having a well equipped Napoleons Army. I often give battle to Stephen Hatfield (when he isn't playing real soldiers) and lose.

I read a variety of books and enjoy making a fool of myself in stupid competitions. I drink tea a lot, (something my brother never does) and like doing hopeless card tricks.

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Thank you, gentlemen, for those brief autobiographies, Now we want a few more for future issues. There have been a lot of new readers coming into Chimaera during this last couple of months, so how about a word or two from you. There are also a lot of older Chimaera readers that remain something of a mystery and it would be nice to know what you do with your lives. How about revealing a little for next issue?

Dave Allen tells me that he was not responsible for the little piece that appeared under his name last time. Well, well, well you surprise me Dave, after all it did seem so accurate. Next question is, if you didn't write it who did?

Absolutely no comment.

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# 4 BLACK BOX

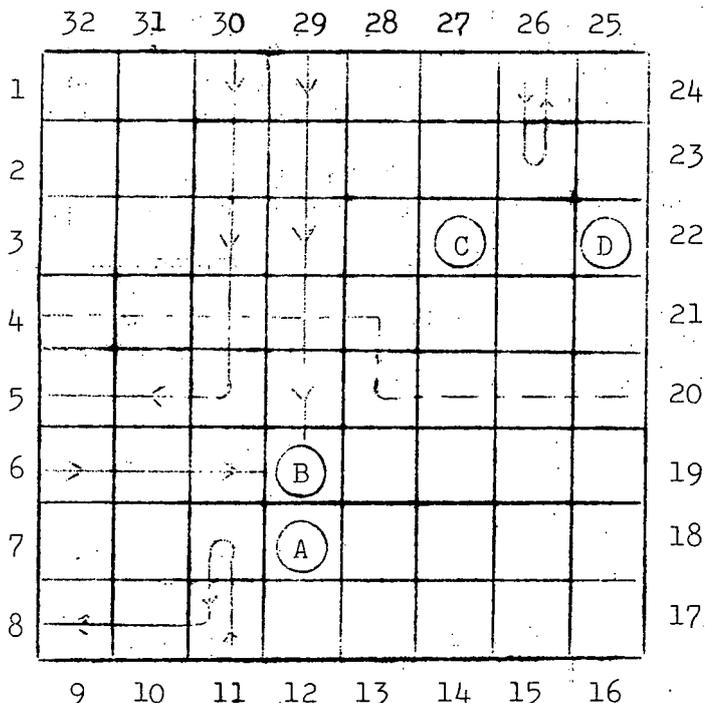
(John Waddington)

A review by  
MIKE VERNON

Black Box is a new two-player game from Waddingtons in which one player has to deduce a hidden pattern set up by another player. Sounds familiar? Well, there the resemblance to 'Mastermind' ends. One player hides four 'atoms' in the Black Box, the other player has to discover their positions by firing 'rays' into the box and noting where they emerge.

So what do you get for your £2.75? Well, removing the card sleeve from around the box we have a plastic box about 9 inches square and an inch deep. The top half is a transparent plastic lid, and lifts right off. Inside are 5 large ball bearings, 32 pawn-shaped plastic markers in assorted colours, a white plastic board carrying a diagram of the playing area, a black crayon and the rules. In the bottom of the box is an 8 by 8 grid; this is numbered from 1 to 32 around the edge, the numbers being on raised circles.

The first player takes the white board and, with the crayon, marks the position of four 'atoms' on the grid. The second player has the rest of the equipment; he announces that he is firing a 'ray' in at e.g. no. 11, and the first player consults the board and tells him where it emerges



Rays can only travel horizontally and vertically; a direct hit on an atom is absorbed, and does not emerge from the box; a ray passing through the row or column adjacent to an atom is deflected through 90° at the 'near' corner of the atom. Thus a ray entering at 29 would be absorbed by atom B, whilst one entering at 30 would be deflected by B and emerge at 5. A ray may be deflected several times before eventually emerging; 4 would bounce off C and B to come out at 20. All ray paths will work in both directions - e.g. 20 comes out at 4.

There are three cases which will not be obvious from this explanation; in the rules, a rather complicated ray path is used to explain them, but I find that it only serves to confuse the issue.

The three are: a) e.g. a ray entering at 6 will be absorbed by B, and not deflected by A. b) Reflection - e.g. a ray entering at 26 will be reflected back along itself, and come out at 26. c) Reflection also occurs if a ray enters adjacent to an atom at the edge of the board, as at 21 or 23. (The 'official' ray path for a deflection, which provides the explanation for these effects, is drawn for 11 - 8.)

The player attempting to locate the atoms is only told the ultimate fate of each ray ("emerges at...", "absorbed", "reflected") - no indication is given of why or where this happened. He uses the pawns to mark his rays; black for absorptions, white for reflections, a pair of the same colour for a deflected ray (the pawns fit neatly over the raised numbers around the edge of the board.) His assumed positions for the atoms are indicated by the ball bearings. When he is sure that he has found all four atoms, his result is checked against the pattern that the other player set on the white board.

Scoring is one point per ray marker, plus five for every incorrectly placed atom. After several games, the winner is the one with the lowest total.

In practice the game works well; I find that the 'solver' spends less time thinking over each move than in 'Mastermind', so that the 'code-setter' has less time in which to get bored (Mastermind is deadly if you play against a slow thinker). The fifth ball-bearing is provided for those who find 'four' atoms too easy. Beware - it is very easy to fool yourself with rash assumptions; the ray that appears to pass straight through without being deflected may actually have bounced off all four atoms on the way through. Part of the fun lies in trying to predict where your opponent's first few rays will enter, and then setting that sort of trap for them.

Full marks to Eric Solomon for thinking up this game; pity Waddingtons do not make any mention of the inventor in the rules.

After Richard Nash and 'Fall of Rome', I hesitate to say too much in favour of 'Black Box'. I like it - I prefer it to 'Mastermind'. Presumably Waddingtons hope that it will catch on the same way that 'Mastermind' did. It could, but I'm not sure that the market is there anymore - not at the price: anyway, good luck to it.

MIKE VERNON 1977

Sounds an interesting game, Mike, and one which I must get for myself. It has been suggested that this might be suitable to take the place of the now defunct 'Mastermind' tourneys in 'Chim'. It's certainly the best suggestion so far, so how would you lot feel about it? Say, 15p game fee, winner takes all, all play the GM. The only problem I can see is that we'd have to alter the grid co-ordinates around the playing area with each player having his own. Otherwise everyone is going to be using the information from other peoples rays as well as their own. I suggest that every competitor draws up and sends the GM a copy of the 8x8 grid with their own choice of co-ordinates marked. (They may be letters of the alphabet, A,B,C,D,E etc., or numbers in any sort of random sequence you wish).

If you're interested or have any other suggestions then please mention it in your next letter. I'll place an order with my local retailer and once I've got my copy I'll announce a game start.

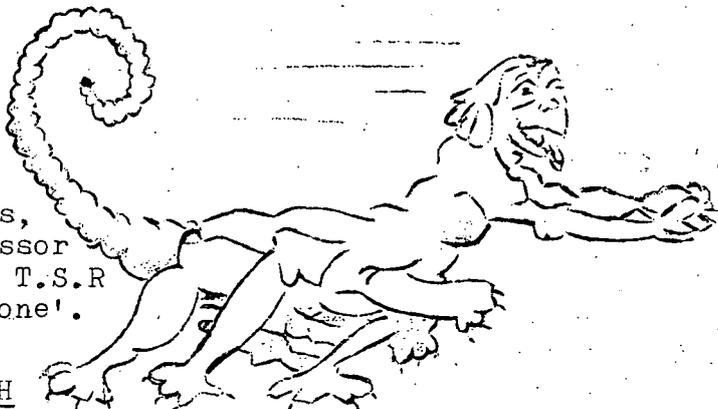
# TEKUMEL

THE EMPIRE OF THE PETAL THRONE

An adventure in umpteen parts, set on the fantasy world of Professor M.A.R. Barker and recreated by the T.S.R game 'The Empire of the Petal Throne'.

THE QUEST FOR THE TREASURE OF  
CHAYAU'DLANG'USH

Part Thirteen



They had not been underway long on the morning following the storm when a cry from the look-out drew all attention to the vessels port side. There flotsam and general wreckage was bobbing about on the gently heaving sea and clinging to the occasional piece were the forms of several helpless, exhausted humans.

"Heave to!" went out the order from Doith'aihl, "Heave to and ready the lifeboats, let's get them picked up."

The Adhin Eng'shaur's two lifeboats were rapidly lowered and with six men on the oars of each they made rapid time towards the survivors of the so far unknown catastrophe. Between them they found nine people, all humans, clinging to or floating on the wreckage, but of these nine, five had already succumbed to the earlier wrath of the sea and when pulled from the water they looked on their would be rescuers with unblinking, unseeing, dead eyes. The others, 3 men and a woman, were luckier though much the worse for their ordeal, and immediately they were landed on the Adhin Eng'shaur they were given warm blankets and helped below were a piping meal had been hurriedly prepared.

Then the problems started. Communication with them proved at best difficult and at worst practically impossible. Qyshu and Greshl shortly joined them in the galley where the warmth and the food was beginning to revive them a little.

"Welcome aboard" greeted Greshl, taking a seat with them at the table, "you're very fortunate to be alive, but then I suppose you know that for yourselves."

The four survivors looked back at him with uncomprehending gazes, then one of them, a well built character, his face half hidden by a heavy brown beard, responded to the prodding of his neighbours and said in uncertain Tsolyani, extending the vowels far too much "Thaaank yooo"

Greshl furrowed his brow slightly before going on, "What happened to your ship then? I take it you don't make a habit of traversing the Deeps clinging to cabin doors". He gave a hearty laugh at his own joke, but when he looked around the faces of the other people seated around the table only Qyshu showed any response, raising his eyebrows to signify that he was as mildly surprised as Greshl at the lack of response.

Greshl looked back to the man who had spoken before "Well" he said, "what were you doing in the water?"

The man gazed back with the same bewildered gaze, then a smile crossed his face, the whiteness of his teeth a sharp contrast to his beard.

"Thaaank yoo" he said, "Thaaank yooo". Then he turned to one of the other men and exchanged a few rapid syllables in a foreign tongue.

Greshl looked to Qyshu, sighed and muttered "Foriegners.....just our bloody luck.....you sort it out, I'm going on deck. Have fun."

"Thaaank yooo" said Qyshu mocking the uncertain Tsolyani of the survivors.

Greshl left the table and moved towards the galley door. "Oh, and incidentally" he added before finally disappearing, "that gibberish he just came out with was Mu'ugalavyani, though don't ask me what it meant. I only know about a half dozen words and they're not going to help unless you want to insult him." The door closed to the sound of Greshl chuckling in the corridor and Qyshu sat alone with the survivors. In the background the cook went about his duties.

"Do you want some more?" asked Qyshu, pointing to the empty food dishes. No response. "More?" he asked again, this time following the words with a pantomime of mock eating.

"Ah!" said the spokesman on the otherside of the table, "More, thaaank yooo," And he pushed his empty bowl towards the magician.

'Qyshu old man' the magic-user thought to himself as he collected the four bowls, 'you've got a little bit of a problem.'

By the time Greshl looked in again Qyshu had been joined in the galley by Ukshen and between them they'd managed to make a good deal of progress with the survivors.

"Ah, Greshl, come in, come in" said Qyshu, motioning for the ship's captain to join them, "Come and meet our new sailing companions" and one by one he introduced them by name. Dh'ahshes, Lauchi, Uwolh'kh and the female Ish'gyng, each eagerly shook the hand of Greshl and then he asked "What happened to your ship then?"

"Don't know exactly" answered Qyshu, "It's not easy trying to communicate with someone by sign language and sketches, but as near as I can make out they were caught by the storm/<sup>we</sup> rode out the day before yesterday, only they weren't so lucky."

"Huh, luck had nothing to do with it", grinned Greshl, "The Adhin Eng' shaur is made of sterner stuff than those Mu'ugalavyani matchwood crafts. Isn't that right?" He nodded in the direction of the survivors, who answered him with the usual uncomprehending grin and nod of the head.

Qyshu went on "Dh'ahshes here is a mariner from the crew of the vessel and I'm sure you'll be able to find him useful employment. The others," he nodded in the direction of the two men and the woman farther down the table, "are, believe it or believe it not, adventurers, first time away from home and on their way to Salarvya. Can't make out whether the one with the beard and the woman are husband and wife or brother and sister, but they're quite close."

"Fortunate" said Greshl, "we pluck a mariner from the sea and us undermanned to boot. The gods must be smiling on us. I'll find them all something useful to do tomorrow, but if you've finished with them I'll get Doith'aihl to show them to their bunks and they can rest up for the rest of today." Then he took Qyshu to one side, and speaking in a low voice even though the Mu'ugalavyani wouldn't have understood if they'd heard, went on "They're coming with us. I have no intention of putting back to port now, not because we're too far out but more because I don't want to give anyone else a second chance to follow us. With 49 prisoners below and now these four as well it's going to put a strain on our supplies, but we'll chance it. We'll maroon the prisoners on the first island we see."

Qyshu nodded approval.

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Part 14

After all the excitement, activity and thrills of that first week or so at sea, the remainder of the voyage to 'Chayau'dlang'ush's Island' as they'd come to call it, proved quite an anti-climax. They were forced to ride out a further three or four more natural storms, but none of these anywhere near matched the intensity of the magically invoked one, and the worse they suffered on each occasion was to be blown a few tsan's from their course. This in turn meant a few days added to their sailing time, but that was nothing to unduly worry them. They'd set sail anticipating a voyage of approximately 20 days, but by the time the look-out, high in the rigging above, finally gave the shout of 'Land Ho!' they'd been at sea a total of 39. The prisoners were all still incarcerated below decks for the surface of the sea had not been broken on their journey by even so much as a jutting lump of rock on which they could abandon them.

The Mu'ugalavyani had all been found useful tasks to earn their keep. The mariner had proved himself amply capable in spite of the language barrier, the two males helped wherever muscle was needed, and the female lent a hand in the galley. Ship supplies were down to about 20 days but the island that now lay to starboard looked richly fertile and promised fruit, meat and fresh water. Greshl and Qyshu stood together on the deck looking across the mile or so of water between them and the island, laying the plans for the second part of the expedition. The island was about 50 miles long west to east, by 20 miles north to south which they both found very surprising as it did not appear on any of the official charts. It was thickly wooded over about 60% of its area and from the centre and over to the west purple peaks jutted through the green tree tops and up into the clouds.

They sailed around the island to its southern coast, where the old map showed a natural harbour, taking about 2 days to make the trip. During it they passed a human village on the north coast, nestling at the edge of the tree-line, and although they could see a few small outrigger canoes pulled up onto the beach, none made any attempt to come out towards them.

Further on, about 30 miles away around the coast but only 10 by the most direct sea route, they spied an Ahoggya village. Again though the inhabitants showed no response to them at all. On the island's western coast there was no life at all, although the magnificent, raw, natural beauty of a practically sheer 1900 foot cliff face rising vertically from the sea and running for about 10 miles overawed them completely. They were so overawed that they were almost trapped by the undercurrents and eddies created by the waves smashing themselves against the unflinching rock, and had it not been for the experience of Doith'aihl they could have been smashed against the rocks themselves.

Shortly after mid-day on the 3rd Firasul they sailed into the natural haven on the island's southern coast and dropped anchor. Trees ran down almost to the water's edge on either side and the whisper of the wind as it breezed through the verdant branches carried on it the sounds of an active animal community, hidden, somewhere out of sight.

They'd passed another human village at the entrance to the haven and although they had once again drawn no response as they'd sailed past, it was there that Qyshu was planning to head as he rowed ashore with his party of adventurers.

FORMULA ONE

Neck and neck the leaders streak into the final bend and then.....

<u>Turn 53</u>	Start	New	Move	Tactic	Penalty	TW	BW
	speed	speed					
Y. Howes	60	100	B45-49				
Bu. Taylor	100	100	B44-48		TW1	4	4
O. Canham	160	140	B37-43		-	6	2
Bk. Nash	80	140	B30-36		TW1 BW1	7	2
<u>Turn 54</u>							
Haycart	100	160	B50-C56.....			2	1
Blue Streak	100	160	B49-C56.....		Spin off!!	4	4
Orange Flav	140	120	B44-49		Spin off!!	6	2
Concorde	140	140	B37-43		TW1	8!	2
<u>Turn 55</u>							
Haycart	0	60	C57-59		TW1	3	1
Blue Streak	0	60	C57-58, B59			4	4
Orange Flav	120	160	B50-C56.....		Automatic spin off!!	6	2
Concorde	140	120	B44-49			8!	2
*****					TW1 BW1	4	2

Press

ORANGE FLAVOURED CAR

"Looks like I have been taken for a 'sucker'! Maybe I put the wrong kind of juice in the tank."

Congrats to the winner(s), an interesting race.

TAG HILL

Out-raced, out-manoevred, 'Outspan'ned.....

CONCORDE-VICTOR

Congrats on your win: even if you haven't crossed the finish line Clive should know which of you cannot be beaten. My report and analysis will arrive next issue, with some surprising results.

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GM

Here I am going to do something I've always said a gm should never do and that's interfere with the game rather than letting it go on for another issue. It's obvious that both yellow and blue will accelerate to 120mph this time and cross the line together and so I hereby deem that they have done that and that they are JOINT WINNERS. Congratulations both.

Orange also is going to put his foot down to get across that line as soon as possible which means accelerating to 60mph this next turn and then 120mph the one after which will take him to space B1.

Black isn't going to hang about while all this is going on and is obviously going to put his foot right down for 160mph on the next turn and, if he doesn't spin off, the same the turn after. If he gets away with it, it will take him to C1 and a tie for third place. Let's see what happens..... roll the dice..... 8! Tyre wear 1. We have a tie for third place too!!!

Please forgive me for intruding, but the moves really were so obvious it was silly not to end it there and then and save you all the bother of sending in orders we already knew. OK?

Richard Nash's report on the game will be included next issue (as brief as possible, Richard) and a few words from the other drivers would be appreciated too. For the next 'Formula One' game start, please see later in the 'zine.

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THE CHIMAERA TEASER

The surprising news is that the infamous 'Maggie and Nora' teaser of Rob Chapmans has been cracked! Yes folks, Mike Lean no less, has puzzled out exactly what was going on, a truly magnificent feat of both reasoning and dogged persistence. Congratulations Mike, I'm just sorry it was you. The first prize of 50p, kindly donated by Rob Chapman, has already found it's way to Mike's pocket.

Now that that's out of the way though, how about a new one? OK, then turn over when you're ready.....

Right, here goes then.

I have this Irish auntie who either likes things or hates things, nothing inbetween, she doesn't know what apathy means. She either likes it or she hates it.

Now at first there may seem no logical relationship between the things she dislikes and the things she likes, but I assure there is. I'll give you a few examples here and maybe even a few more elsewhere if I'm stuck for a space-filler so look out.

All you've got to do is sort out what the relationship is and give me three of your own examples of her likes and dislikes. If you feel you want more information then send me a list of items and I'll get auntie to mark whether she likes them or not and send them back. 50p prize to the first person to crack it. (Rob Chapman is, I'm afraid, barred from entering for the prize though he's welcome to try for the fun of it.)

Auntie's likes

Aunties dislikes

she likes	HORSES.....	but not	COWS
" "	WOLVERHAMPTON.....	but not	BIRMINGHAM
" "	HOUSES.....	" "	CARAVANS
" "	RUMANIANS.....	" "	YUGOSLAVIANS
" "	COFFEE.....	" "	TEA

.....and that's enough for you to be going on with. Remember, send your lists to auntie, c/o me and she'll help by telling you whether she likes the things or not.

Oh, and if you're waiting for me to tell you the answer to 'Maggie and Nora', hard luck.....

# WARLORDS!

POSTAL WAR-GAMING  
Part 5 of a series of  
articles by  
RICHARD NASH.

First off I want to assure any of you on the waiting list that the amount of work involved per turn is not much more than that required in a postal Diplomacy game, and similarly for prospective GM's providing they use myself as a source of information. Anyway, onto the rest of the Regimental Analysis.

Though each regiment is given an initial status rating upon inception, that of its officers must also be taken into account. There are 4 grades:-

- A - Elite officer, much experience
- B - Veteran officer with experience (2 subdivisions)
- C - Battle officer with several battles (3 subdivisions)
- D - Text book officer, no battle experience (4 subdivisions).

Each officer's grade is assessed individually by me before the game starts; when a player joins the game he suffers similar treatment. Greater detail here would be superfluous.

The physical and mental condition of each regiment is assessed upon being raised and can vary from 'peak' fitness to 'out of condition', and 'very patriotic' to 'disgruntled' (again 4 grades in each with same subdivisions); the standing is given a points value depending upon it's home area, mood of the people etc. This is all connected with the major Morale/Militia raising rules, to be dealt with briefly in a later article.

Supply is another factor to consider, and 3 categories are assessed: Food/water, clothing and equipment. Grades (10 of them) vary from excellent to complete shortage, and each regiments grade depends upon the state of the economy at the time, transport, etc. Again it forms part of the Major Morale points total. ((Note, Major Morale assesses the morale of the WHOLE ARMY as opposed to each individual unit on the field of battle. Once it falls below a certain level, units begin to surrender or desert

depending upon the aggregate grade. All will be explained later.))

Generally those are the main factors that assess a Regiments morale capabilities during a campaign, though there are others naturally. One of these is casualties. In any ACW battle a small proportion of combatants were actually killed; the majority were wounded and more actually went missing than died. This is assessed by the 'battle casualty % table.

<u>K.I.A</u> 20%	<u>Wounded</u> 65%	<u>Missing</u> 15%
Irreplacable.	33% slightly (Field Hosp).	Assumed dead 20%
	33% walking (Base Hosp).	P.O.W. Camp 50%
	33% severly (P.O.W.Camp).	Guerrillas 30%

Those killed are split proportionally amongst the regiments that fought. Slightly wounded are fit again after 1 week, walking wounded after 1 month. Guerrilla bands when formed do not vary out of their area - say a 10 mile radius - but are not concerned by what they attack so long as they get enough plunder to survive. Any guerrillas killed stay dead, so bands can be wiped out.

Of course, when a regiment suffers losses in battle it must have them replaced from a pool of reserves. It would be realistic to assume that not all replacements would be as experienced as those dead, and so a table depicting the fractional proportions of replacements is needed.

#### REPLACEMENT PROPORTION TABLE

<u>Unit</u>	<u>Elite</u>	<u>Veteran</u>	<u>Exper'd</u>	<u>Average</u>	<u>Regular</u>	<u>Conscript</u>
Elite	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	-	-
Veteran	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	-	-
Exper'nc'd	-	33%	33%	33%	-	-
Average	-	-	33%	33%	33%	-
Regular	-	-	-	$\frac{1}{2}$	$\frac{1}{2}$	-
Conscript	-	-	-	-	$\frac{1}{2}$	$\frac{1}{2}$

For example, take an infantry unit of Elite grade at full strength: i.e. 13 officers and 432 men (1793 points). In battle they lose their C.O. (Major) and 100 men. They get as replacements 25 elite, 25 veteran, 25 experienced, 25 average troops to replace them. The major is classed on the pick of a card - i.e. 25% chance of each. This is about right, since the scarcity of good officers to back up losses was a highlight in the ACW. (The loss of Jackson and Longstreet, for example at critical times for Lee). Only officers down to Lieutenant are replaced separately from the main body in this way. The new point count of the regiment would now be as follows, assuming they got a veteran Major as replacement:

Officers 64, Elite 1428, Veterans 75, Experienced 63, Average 50.

TOTAL: 1680: the unit is still a guard unit.

Next time I shall cover the casualty table and I/C/A firing factors, plus wagon train organisation.

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#### RAILWAY RIVALS

Station-master

DAVID WATTS.

RR 05 J

Round 9

#### Runs

12. Grimsby - Selby : held over for next round.  
 13. Fleetwood - Widnes : GNF 20(-3)=17; PIST/KBALS 10, so PIST 5, KBALS 8.  
 14. Oldham - Bradford : TPR 20(+3)=23; PIST 10(-3)=7; KBALS 0(+1)=1; TSR 0(-3)=-3; GNF(+2).  
 15. Burnley - Uddersfield: PIST 20(-3)=17; TPR(+1); CCC(+2).  
 16. York - Doncaster : KBALS 20(-5)=15; TPR 10; GNF(+2); TSR(+3).  
 17. Worksop - Pontefract : TSR 20, TPR 10(-2)=8; GNF 0(+2)=2.  
 18. Preston/ -  
 B'head- Liverpool : TPR 20(-5)=15; GNF 10; PIST/KBALS 0, CCC(+5).

#### Scores:

<u>KBALS</u>	115 + 24 = 139	<u>PIST</u>	109 + 29 = 138	<u>TSR</u>	109 + 20 = 129
<u>GNF</u>	104 + 33 = 137	<u>CCC</u>	89 + 7 = 96	<u>TPR</u>	61 + 57 = 118

Who said the GM fiddles the races to get close results!????

A sad NMR from Ian McLaren again, when he could have picked up enough points to put him amongst the leaders. Still, his captive run 12 is a sure 20 points to start next time.

#### Builds

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

(K17)-L16-L13-N12-Lancaster. Cost 12.

Trans-Siberian Railway (Richard Bartle - Orange)

(A14)-Accrington; cost 9 (J16)-Oldham (why???) , cost 1.

(Warrington)-H8-H7; cost 2. Total cost 12. H7-St.Helens disallowed.

Great Northern Frailway - (Mike Lean - Black)

(D6)-Chester; cost 3, +5 to TPR, +1 to CCC. (E8)-E9-C10; cost 3.

Total cost 12. C10-Northwich not allowed.

Trans-Pennine Railway - (Tony Ball - Red)

(Swinton)-H12-G12-Rotherham, cost 3. (sheet 1, E7)-E4; cost 3; +1 each to PIST & GNF. (D10)-Blackburn; cost 1. Total cost 9.

Preston Industrial Steam Traction (David Tant - Green)

(Pontefract)-A13-N12-L13-K13; cost 5, +1 to TPR. (Sheet 1, C6)-N4-L5; cost 5, +1 to GNF. Total cost 12.

Clockwork Chocolate Carriageway (Ian McLaren, - Brown)

NMR!!!!

#### Scores at end of round 9:

KBALS 139 - 12 = 127

PIST 138 - 11 = 127

GNF 137 - 10 = 127

TSR 129 - 12 = 117

TPR 118 - 3 = 115

CCC 96 + 1 = 97

#### Runs for round 10

12. Grimsby - Selby (held over)

19. 43 Wakefield - 32 Birkenhead

20. 64 Gainsboro - 51 Sheffield

21. 24 Accrington - 13 Lancaster

22. 16 Beverley - 35 Leeds

23. 53 Ellesmerc Pt - 26 Colne

24. 41 St.Helens - 66 Lincoln

Who says the GM fiddles the builds to get close results!????

Still no sign of a winner - or a loser - emerging from the pack. I wonder if the PIST/KBALS duo have noticed that their partner is steadily building into their territory? Look how the maestro has narrowed the gap; so he's fifth of six, but only twelve points behind the leaders. CCC would probably have been leading now but for two NMR's, but being effectively only 11 points behind the leaders (30 behind, but 19 sure points for run 12 to come) he certainly can't be written off. An amazingly close game - certainly the best to date; it's a pity someone has to come last.

#### Builds for round 10: up to 9 points

DGW 1977

#### NEW GAME START!!

The next Chimaera game of Railway Rivals will be underway from next issue and will be L game. Slight problem in that we have seven names for the six available places and so I must regretfully condemn the last name on the list, that of Richard Nash, to a further short stay on the waiting list until the next game starts. Sorry, Richard.

#### The players

Andrew Smith, Saint Osyth, Legbourne, Loth Lincs-leaves Paris through C3

Rob Thomasson, 8 Armstrong Close, Eastcote, Pinner, Middlesex-leaves Paris through B2

Richard Bartle, 6 The Crescent, Hornsea, East Yorkshire HU18 1SW-leaves Paris through C1

G.Davies, Pen-Y-Bryn, Penmark, Nr.Barry, S.Glamorgan-leaves Paris through D2

Ian Watters, 49 Kelvin Road, Lillington, Leamington Spa, Warks. CV32 7TF leaves Paris B1

Frank P. Dunn, 32 Gateacre Park Drive, Wootton, Liverpool, L25 1PA-leaves Paris through D1

\*\*\*\*\*

There you are Gentlemen, the best of luck to each of you. Game fees of 30p have been deducted from the balances of your subs. Before we do start

though, could you all check your maps to make sure the following corrections are included.

Sheet 1: sea-Ell-15(not 14), F and G 1-7, F10-12, G11-13.

Other countries, sheet 2: add N5 and all to right.

Sheet 6: add A1 to 5,

Sheet 4: HILLS J7 instead of 8

Sheet 6: " H14 is not a hill.

" Got that? Good.

THE PA SECTION

GM: CHARLES VASEY

Game 1

RUSSIAN CIVIL WAR

Allan Owens suffers the Slings and Arrows of Outrageous Fortune. Player F acquires the Poles. Blood will flow.

Press

WEST INDIES EXPEDITIONARY FORCE - IMPERIAL JAPANESE ARMY

Honourable Emperor, Son of Heaven, although your humble servants would not dare to question the wise, indeed infallible ministers of state, we would like, with due deference, to point out certain discrepancies with the official plans. The bathing costumes (complete with Imperial insignia) have been a little chilly although the grass skirts have been useful for the fires for unfreezing the saki. The men are getting a little restless at the lack of promised dusky maidens.

Having a lovely time, wish you were here.

BUDYENNY

I would like to point out to one and all that our comrade, Blucher, may not have such a very desirable command of our language, and he has a very disdainful way of expostulating his opinions and views, but at least he has the courage of his convictions and is not afraid to speak his mind.

BLUCHER

Whadderyer means I ain't got a command o' the bloody language? I kin talk better 'en the next man, an I ain't no oaf either, see...! If I were I wouldn't 'ave managed to pick up them there troops what I picked up! Eh, well, whadderyer say t' that then?

Simple, whose been purging like billy-o and only got one leader? CH de V.

Game 2

CONQUISTADOR

PATHE NEWS 1511-1515 (Game Report)

Spain - Don Owens closes a deal with the Bank and sends a mercenary regiment to the Mayan Empire. Deep in the jungle his colonists search for gold but not a drop do they find. Returning fleets land gold from the Sugar Islands. The Mayans are crushed by the Landsnechts, this was caused by Bank officials levying distress on all Mayan weapons.

Portugal - Vespucci lands at Quebec picking up more gold. The colonists and troops fan out to occupy all Norumbega which is cleared of natives.

England - simply maintains its tenuous position but no gold is found and losses wipe out the northern settlement. Back in England the peasants finally lose their tempers and civil war breaks out. Two companies of the Texan Rangers must be returned immediately - can Paul I hold out? Will more disasters strike? What are the Portugese up to? Who is Spiny Norm?

More troops and colonists are sent to Rio de la Plate - which will in future be called Rivere de le Plate. French troops invade the Incan empire and defeat most of its armies. Cuzco lies open but for the last few defenders under Atahualpa. Back in Paris the turbulent French monarchy takes yet another lurch. The incompetent Bruce D'Avidson is arrested by units of the Archduke Leopold's Cuirassiers and put to the sword - he is replaced by his nephew Louis XIII - son of the brilliant Gaston D'Avidson whose untimely death lost France a great king. This is the fourth French king in the game - mind you the other lot are getting rather old.

THE PITS OF CIL XI(The Chimaera Game of Dungeons and Dragons)Dungeon-Master DAVE TANT

Here we are again, this time with a slightly hurried article as I'm just back from an excellent D & D Minicon chez Bill and Andrea Howard.

I must be very fortunate, because whenever I go to a Con. at someone's house, they offer comfort and regular meals, whereas the ones I read about seem to expect the guests to exist on a diet of beer, crisps and take-away Pizzas.

Perhaps someone could bring out a Michelin guide to Cons. If so, at least 4 stars for Bill's, 'cos Andrea's cooking's worth two or three on its own.

You could tell it was a "class" affair - someone actually wore a tie!

\* \* \* \* \*

Quite a number of queries have been raised over the past few weeks (which is my self-exonerating way of saying some players have been gumbling), so a few more.....

MATTERS ARISING

40. Medusa: This monster turns to stone those who look at its eyes (unless they make their saving-throw). No damage; they either become living statues or they don't. Note - living statues; they can be restored if you find the correct spell.

The Medusa's gaze is not magic, so "Dispel Magic" has no effect.

The eyes continue to have this power even after the Medusa is killed.

While the reflected gaze can kill the Medusa itself, other characters can look at the reflection of the eyes without harm. The effect on the Medusa of this "reflected gaze" is an invention of the original rules writers, but the rest is straightforward interpretation of the Perseus Legends.

41. Ricocheting Bolts from Wands: This effect only applies to Wands of Lightning Bolts.

42. Modifiers due to Abilities: Strength Modifiers for Hits and Dexterity Modifiers for Defence are only granted to Fighters. This is due to their specialised training. However, I feel it only reasonable that an 18 Strength Cleric should do more damage with his mace, if he scores a hit, than one with 3 Strength. Therefore I am going to grant Strength Modifiers for Damage to all classes.

Also, Dexterity Modifiers for Hits with Missile Weapons are granted to all classes.

43. Wands and Staves as Missile Weapons: Hits are determined by applying the normal Hit Probability Table, comparing the level of the wielder with the defender's armour class.

Then, if a hit is scored, the defender tries to "save".

However, any "normal" spell cast is assumed to hit the target, if within range. Low intelligence (for Magic-users) or Wisdom (for Clerics) may affect the correct casting of the spell, but not its accuracy.

\* \* \* \* \*

So how's everyone doing. Well, CLIVE WARDLEY hasn't done anything, but then I'm getting accustomed to receiving only one set of orders from the terrible twins, and as Ron Canham found an old stamp sticking to a piece of toffee and sent some orders in I could hardly expect orders from Clive too!

In fact, as they take up less time between them than any other single party, I think I can start another player, so let's hear from you, PAUL BLACKWELL.

Actually, poor RON CANHAM didn't get very far. Coming out of his trance to find the room he was in had emptied, he went to exit by the door only to find that the corridor outside had filled with a raging torrent.

This unwelcome news seems to have shocked him back into his former comatose condition.

MIKE CLOSE hasn't quite entered "The Pits" yet, as he's having an argument with the storekeeper in the village.

ADRIAN ATTWOOD decided that valour was the better part of discretion and went most of the way down the stairs to the 5th level, with some of his companions. They killed a couple of mummies and turned the rest of them away and, by way of celebration, polymorphed a Stone Giant into a daffodil bulb. I must say you lads with the Polymorph capabilities are being very inventive.

Leaving most of his party to celebrate, Lord Adrian has taken his dwarf companion and joined ALLAN EVENS, in time to be sent to investigate some doors.

I find it very refreshing, the way a mighty Lord like Adrian is prepared to take orders from a mere Champion like Allan. It must be doing wonders for the respect Allan's men have for their leader.

Allan has finally destroyed all the Forces of Chaos who confronted him, and is now investigating their domain, still looking for the Magic Library of the Elves. Hullo though! what's this he's found? (Is it worth S/LI5 not to tell them, Your Majesty?)

I see I neglected to mention DAVE ALLEN last episode. (Is that what they call a Freudian Slip?) Well, Dave has been "Raised from the Dead" (so look forward to a further edition of "The Norns" soon) and is lurking feverishly about once more.

In fact I owe Dave a double apology, as I forgot where he was when he didn't write for a few weeks, and IAN DRYLIE's party marched straight past him without either side seeing each other. I'm not

quite sure whose narrow escape that was.

Iain managed to extricate himself from his little room. His strong-arm boys hung the rest of the party, including a mule, from hooks in the wall, while they managed to lift the door and prop it open, then unhooked them one by one.

Of course, all those who were in the room are now glowing bright green.

Pressing eerily on, Iain has met BILL HOWARD'S old friends, the Werewolves. Iain's manners being obviously better, there were no unseemly altercations this time, and one of the Werewolves has actually agreed to accompany Ian to the location of some treasure, in return for a 50% share.

It looks as though the Werewolf has kept his side of the bargain because Iain has managed to come by a chest, containing some nicely-clinking sacks.

BILL HOWARD has got into trouble again. When a secret door was opened, two female members of his party looked straight into the eyes of a Medusa. Bill did the same, but managed to save, which the girls didn't.

He now has two shapely statues on his hands (well, not actually on his hands, if you know what I mean) and has hopefully asked if he can polymorph stone woman into flesh woman. For the benefit of the rest of you, I will repeat my answer, NO.

Let's see, that must be about everybody..... No, one left, but what's this? Someone else has N.M.R.'d, and that's (whisper) clive booth! OH MY GAHD!

(Oops - sorry - missed a page of notes out. Ahem')

RAY GALE has finally left the Orcs' Dormitory, the scene of so much woe. He had to wait until his follower Horatio finally kicked the bucket after a death bed oration of considerable pathos and no little tedium, as Ray's cleric was hovering over him with a Rod of Resurrection, waiting for him to go so that he could be brought back.

Ray has now paused, alerted by shuffling around the corner ahead.....

IAN JONES discovered, to his regret, that "Charm Person" spells don't effect Trolls. The Troll he thought was firmly under his control, hooked it at the first opportunity, leaving Ian wondering how many of his answers to Ian's questions could be relied upon.

Having found a narrow passage and one of those dark, still pools we D.M.'s all love so much, Ian suffered an unexpected reverse when a door, which several of his followers were watching, was suddenly opened, four firebombs lobbed through, and his subordinate Magic-User fricasseed. One of his fighters isn't too healthy either.

The cause of all this was St. MARTIN RUNDLE. St. Martin's party had detected evil from the other side of the door (the Troll, of course). They had then been distracted by an attack from Giant Ticks, and when these had been killed they could hear voices

speaking in Troll through the door (Ian questioning the Troll).

In all the circumstances one can quite understand the mistake. St. Martin is now apologising profusely to Ian, but understanding isn't necessarily the same as forgiving, and that Magic-user was 7th level!

CLIVE WATERHOUSE has also been hurling firebombs about, only with the more praiseworthy result of killing a Rust Monster.

The monster had time to eat his cleric's shield, but did no harm to the Paladins cowering behind him.

Clive has dismissed the orcs, so at least his party are content again.

Closely following Clive, but allowing him first crack at the monsters (or the monsters first crack at him, depending upon your point of view) is C(ED)RICK.

Cedrick has impressed (in both meanings of the word) the fighter guide Bill lent him, by giving him a Magical Spear. If he goes on at this rate, the rest of you will have no followers left.

\* \* \* \* \*

#### WAITING LIST

1st Chris Boyes; 2nd David Bolton; 3rd Brian Conway;  
4th Russell Noonan; 5th Alan Powis; 6th Richard Sealy;  
7th Jerry Elsmore; 8th Henry Olsen; 9th Don Turnbull;  
10th Mick Bullock;

\* \* \* \* \*

Thanks to those who have offered photocopying facilities, but Ron Canham turned up trumps and sent me half-a-dozen copies of issues 1 & 2 of "The Pits".

Potential players can ask for these if they weren't subbing to "Chimaera" that far back, when they reach the head of the list. I shall need a fairly large S.A.E. by the way.

Which reminds me, Henry, no S.A.E. means no reply. I'm afraid, otherwise I'd soon be in Carey Street with all the D&D letters I get. (Same goes for Jim Pennington.)

\* \* \* \* \*

ORDERS to your genial Dungeon Master: Dave Tant  
32 Nursery Avenue,  
Bexleyheath,  
Kent DA7 4JZ

(Available for Bar Mitzvahs  
and Masonics)

#### NEXT DEADLINE

See back cover

CONQUISTADOR  
NEW GAME START

We have a volunteer GM eager and ready to go, so the second Chim Conquistador game is about to get under way. The game fee is 50p which has been deducted from the players subs and the GM is:

DAVE MERRIMAN, 9 George Street, Swansea, SA1 4HH

The players are:

ENGLAND :David Lockyer, 171 Dover Rd., Northfleet, Gravesham, Kent DA11 9QN  
 FRANCE :Stephen Hatfield, Room 3, Bravo Troop, Rawson Sqdn, Army Apprentices College, Harrogate, N.Yorks.  
 PORTUGAL :Ian Watters, 49 Kelvin Road, Lillington, Leamington Spa, Warks CV32 7TF  
 SPAIN :Brian Williams, 30 Rydding Lane, Millfields Estate, West Brom, West Midlands, B71 2HA  
 GERMAN  
 BANKERS :Richard Nash, 3 Fort William Drive, Belfast 15, Northern Ireland.

Same rules as those used on the other game which that GM described as follows:

You all purchase and plot your expeditions, with orders for the land phase and any returns to Europe. These orders are adjudicated in the order of initiative so the first player knows exactly where everything is, but the last has got a bit of guessing. You may write as many conditional orders as you wish, if you move at least second it might be worth buying a bound of hemispheric movement so if your landing spot is occupied you can move to a 2nd choice.

If you're not happy say so and let's get everything sorted out before the game starts. Contact the GM not me.

Now, to get the game underway, I suppose I'd better do the first random events and initiative (Hope I get it right.....)

Random events:

ENGLAND scores 5/5 so gets 10 ducats tax, 6 colonists and a new Monarch(C)  
 FRANCE scores 4/4 so gets 10 ducats tax, 5 colonists and a new Monarch(B)  
 PORTUGAL scores 5/2 so gets 15 ducats tax, 6 colonists and a non applicable random event.  
 SPAIN scores 5/3 so gets 15 ducats tax, 6 colonists and a new Monarch(D)  
 GERMAN BANKERS score 2 and so get 35 ducats taxes.

Initiative:

1st: France 750, 2nd: Portugal 460, 3rd: England 350, 4th: Spain 125.

O.K. Dave, it's all yours.

SORCERER  
NEWS FROM FANE  
GM'd by KEDGE NEUMAN

The activity this day has been at a minimum. It appears that the league of Yellow sorcerers has joined the peace movement by refusing to do anything about Gevn's nasty situation. This bought about a sudden change in the life of Gevn. Mainly it ended. This may have something to do with the fact the the Blue sorcerers have not yet joined the peace movement. It is, however, not expected that the Orange sorcerers will join the peace movement, nor the red sorcerers who will probably move soon with their new leader to try and conquer the world.

The results of the last non-moves are: Attrition = none, Combat = Gevn dies under attack from Chir & H & T.

I don't think that the above merits the publishing of the positions..

KEDGE NEUMAN

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

Methinks Andy Davidson isn't going to take too kindly to that NMR, but I'm sure he'll appreciate it's his own fault.....

DIPLOMACY GAMESLEANDER 'REDISCOVER' WINTER 2902GM & DESIGNER: RICHARD BARTLEGM throws himself from bridge....and misses.

Er, don't know how to tell you this folks, but there appear to be one or two errors in last seasons adjudication. All are concerned with builds, and are mucked up because of my getting Scandinavia's orders late last time and not having enough time to send off the report and check the alterations properly (though that's not your fault, Richard). Anyway, please correct the following errors:

GERMANY has one unit too many and removes A(Mun).

RUSSIA has one unit too many and removes A(Est).

SCANDINAVIA controls (Sco) but is still owed only one as he has 5 units already.

Of course I'm sorry about these mistakes, and the game has had to be held over in case you want to change your orders. Orders on file for everyone, thank goodness I didn't charge a game fee.....

RICHARD BARTLE.

\*\*\*\*\*

COCKATRICE 1975ID SPRING 1912

France built F(Bre) last time, not F(Mar)

FRANCE (Scott) F(Con) s F(Gre)-Bul-SC, F(Gre)-Bul-SC, F(EMS)-Smy, A(Alb)-Gre, A(Ser) s F(Gre)-Bul-SC, A(Tri) s A(Ser), A(Tyr)-Mun\*, A(Ven) s A(Tri), A(Bur) s A(Ruh), A(Ruh) s F(NTH)-Hol, F(NTH)-Hol, A(Bel) s F(NTH)-Hol, F(Bre)-MAO, F(ENC)-NTH, F(Lpl) s Japanese F(NAO)-IRI, F(AEG) s F(Con).  
GERMANY (Groom) A(Mos)-Ukr, A(Sil) s A(Kie)-Mun, A(Mun)-Tyr, A(Boh) s A(Mun)-Tyr, F(Den) s F(NWG)-NTH, F(NWG)-NTH, A(Edi) st., A(Kie)-Mun, A(Hol) st\*  
F(Ber)-BAL, A(StP)-Nwy.

RUSSIA (Nash) F(IRI)-MAO, A(Vie)-Tri sby A(Bud), F(Bul-SC)-Con\* sby  
A(Ank) & A(Smy), A(Rum)-Ser.

Retreats: French A(Tyr)-Pie, German A(Hol)-Kie, Russian F(Bul-SC) annihilated.

\*\*\*\*\*

Press

SEVASTOPOL

The message was clear: the game wasn't over yet. The Tsar was rising to the occasion. He looked at the map again. But there was one thing he had to do first.

"Hardbottle?" he asked scornfully, "Why in hells name did you order our fleet to the Mid-Atlantic?"

"The Kaiser told me to".

"Ye gods man, haven't you any sense? Had we kept it we would have denied him a build and got ourselves one. You blithering fool."

Hardbottle retired gracefully.

'Anyway', the Tsar mused, 'France was on the way out. Germany had finally gotten the message. The turning point had come and passed, there was just no way now for a French victory. He opened a bottle of champagne.

'To victory, over both France and Liverpool'.

He sighed, if only the latter were feasible; how could United win the cup?

SEVASTOPOL - BERLIN

We are on our way. France will be down to 13 by the Autumn.....

SEVASTOPOL - ISSUE 29 PARIS

I take it Clive was referring to your victory statement? Oh lord, ha ha ha, screech, it's so funny, stop it, I can't stand it any more....honestly Anne - oops sorry, wrong press.

TAG HILL - RUSSIA

Longest game? You've got a hell of a way to go yet! Albion 69/2 ran to Autumn 1929 and lasted 5 years and 4 months of real time! (And without a single drop out to boot! 'Zine was Don Turnbull's 'Courier')

\*\*\*\*\*

AUNTIE SPACE-FILLER

She likes Diplomacy, but doesn't like chess, draughts or dominoes.....

BASILISK 1975FS AUTUMN 1911

AUSTRIA (Howes) A(Ser)-Bul, A(Bur)-Ruh, A(Boh)-Mun, A(Ven)-Pie,  
 A(Tyr) s A(Ven)-Pie, A(Gal)-Sil, A(Tri)-Ven.  
 ENGLAND (Meadon) F(ION)-Apu, F(Tun)-ION, F(WMS)-TYS, F(GOL) s A(Pie)-Mar,  
 A(Pie)-Mar, F(MAO)-Gas, A(Bre)-Par, A(Nwy)-Bel, F(NWG) & F(NTH) c A(Nwy)-  
 Bel, F(Kie)-Hol, A(Ber)-Kie, A(Pru)-Ber, F(GOB)-BAL, F(BAR) s A(StP),  
 A(StP) st.  
 ITALY (Anarchy) F(Rom) st., F(Nap) st.  
 RUSSIA (Cook) A(War)-Pru, A(Lvn) s A(War)-Pru, A(Mos)-Ukr, F(AEG)-ION,  
 A(Rum)-Gal.

\*\*\*\*\*

WINTER 1911 builds

AUSTRIA Bud, Ser, Vie, Tri, Mun, Gre, Ven, +Bul = 8:bu 1 F(Tri)  
 ENGLAND Lon, Lpl, Edi, Nwy, Bre, Den, Por, Swe, Ber, = 17:bu 1 A(Lon)  
 Hol, Kie, Bel, Spa, Par, Mar, Tun, +StP  
 ITALY Nap, Rom = 2:N/C  
 RUSSIA Mos, War, Sev, Smy, Ank, Con, Rum, (StP), (Bul) = 7:bu 2 F(Sev), A(Mos)

\*\*\*\*\*

DAEDALUS 1976AO AUTUMN 1908

AUSTRIA (Thorby) F(ADR)-Apu, A(Tyr)-Ven, A(Boh) s A(Mun), A(Bud)-Gal,  
 A(Ser)-Gre, A(Rum) s A(Sev), A(Mun) st\*, A(Smy) s A(Ank), A(Con) stands and...  
 ENGLAND (Howes) A(Bur)-Mun, A(Ruh) s A(Bur)-Mun, A(Kie) s A(Bur)-Mun,  
 F(BAL)-Ber, F(Den)-BAL, F(ENC) s F(IRI)-MAO, F(IRI)-MAO, A(Gas)-Bur,  
 F(Bre)-Gas, A(Nwy)-StP, F(BAR) s A(Nwy)-StP, A(Bel)-Den, F(NTH) c A(Bel)-Den.  
 ITALY (Lean) A(Pie) s A(Mar), A(Mar) s A(Pie), A(Rom) s F(ION)-Apu,  
 F(ION)-Apu, F(Tun)-IOS, F(MAO)-Spa-NC\*, F(WMS)-Spa-SC, F(BLA) s A(Arm)-Sev,  
 A(Arm)-Sev.

Retreats: Austrian A(Mun)-Sil, Italian F(MAO) disbands.

\*\*\*\*\*

WINTER 1908 builds

AUSTRIA Tri, Bud, Vie, Ser, Gre, Rum, Bul, Sev, Mos, = 14:bu 2 F(Tri), A(Vie)  
 War, Smy, (Mun), +Ven, +Con, +Ank.  
 ENGLAND Lon, Lpl, Edi, Nwy, Den, Swe, StP, Kie, Bel, = 14:bu 1 A(Lon)  
 Hol, Ber, Par, +Mun, Bre  
 ITALY Nap, Rom, Tun, Mar, Spa, Por, (Ven), (Ank), (Con) = 6:lose 2 F(WMS), A(Arm)

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PressVIENNA

The Emperor of the Austro-Hungarian-Russo-Turkish Empire has this day received a large green thing bearing the legend 'Sauce of the Nile 5'. On opening this, and turning to page VIII, he found something which claimed to be the transcript of part of an episode of 'I'm sorry I'll read that again'. It did not take him long to discover that this was not the case, however, as there were several mistakes in it that anyone who really had a tape of the programme should never have made. (And that includes adding 'jokes' of your own, Lean. Because the Odeon didn't want it indeed!)

In order to correct the false impression given by the author of this fake, the Emperor has decided to publish the full and correct version in the next edition of his sub-zine to a well known dippy-zine. Also, unless Mr. lean publically admits that he has made several mistakes in his version of this play, the Emperor will be forced to start a four page press series in conjunction with this game, which will continue until such time as he does, or until Richard Nash admits that it is even more boring than his press releases.

You have been warned.

AUSTRIA-TAG HILL

I hope you noticed I didn't mention Albatross by name in that press. After all, I don't want to annoy you.

TAG HILL-AUSTRIA

Why keep writing then? .....and you didn't mention Angus Prune either. Remember him?

AUSTRIA - ITALY

If you've taken it off, then I'll move mine out. If you haven't you know what you can do with it!

AUSTRIA - ENGLAND

There's still time for you to change your mind; please!?

DM - Lederer

A7, p8, lines 51-55. Can you read that?

TAG HILL - DM

From the top or from the bottom?

LONDON

Up the Albion!

THINKS:

I'll probably have three removals to make, but which units? My units in the east are a nice thorb in Thornys' side, so I can't remove them, and I need my Mediterranean fleets to attack him, and I need my other units in case Howes is really a vicious stabber. I know, I'll throw a die for each unit. I have to remove one third of my units so a 5 or a 6 means removal. (throws die repeatedly) 4;1;2;4;3;2;4;1;3. (Do you think I should have used a 6-sided die?). Ohwell, I'll try picking them out of a hat - A(Mos); F(BAR), F/A(NTH); SIZE 74. Oh dear. See if you have better luck, Clive.

TAG HILL

O.K. Pass the hat.

\*\*\*\*\*

ECHO 1976AU AUTUMN 1907

AUSTRIA (Dove) A(Tyr)-Tri, A(Bud)\* ms A(Vie),  
 ENGLAND (Pomeroy) F(Gas) s Turkish F(Por)-Spa:NC, A(Bre)-Par, A(Edi)-Bre,  
 F(NTH) & F(ENC) c A(Edi)-Bre, F(IRI)-MAO, A(Bur)-Mar, A(Mun)-Tyr, A(Kie)-Mun,  
 F(Hol) s F(Ber)-Kie, F(Ber)-Kie, F(Bel) st.; A(War) st.  
 FRANCE (Watson) F(Spa:SC)-Por\*, F(WMS)-Spa:SC, A(Pic)-Bel, A(Rom) st\*.  
 GERMANY (Canham) A(Ruh)-Hol.  
 ITALY (Lindsay) A(Ven)-Rom.  
 TURKEY (Nash) F(Por)-Spa:NC, F(Tun)-WMS, A(Apu)-Rom sby F(Nap), F(ION)-  
 Apu, F(AEG)-ION, A(Gal)-Vie sby A(Tri), A(Rum)-Bud sby A(Ser), F(BLA)-Rum,  
 A(Alb)-s A(Tri).

Retreats: Austrian A(Bud) annihilated, French F(Spa:SC) annihilated, A(Rom)-Tus,.

\*\*\*\*\*

WINTER 1907 builds

AUSTRIA	Vie, (Bud), (Tri)	= 1:lose 1 A(Tyr)
ENGLAND	Lon, Lpl, Edi, Nwy, StP, Mos, Den, Swe, Hol, Bre, Bel, Kie, Ber, +Par, +Mar, +Mun, +War.	= 17:bu 4 A(Lon), A(Lpl) A(Edi), 1 owed.
FRANCE	(Par), (Mar), (Spa), (Rom)	= 0:lose 3 F(WMS), A(Tus), A(Pic), OUT!!!
GERMANY	(Mun)	= 0:lose 1 A(Ruh), OUT!!!
ITALY	Ven	= 1:N/C
TURKEY	Con, Ank, Smy, Bul, Sev, Rum, Tun, Gre, Ser, Por, Nap, (War), +Bud, +Tri, +Spa, +Rom	= 15:bu 3 A(Con), A(Ank), F(Smy).

\*\*\*\*\*

Press

HER MAJESTY - THE KAISER

Auf Wiedersehen my friend!!! It's not very nice calling a lady a fink you know. You'll get a chance of revenge one day I expect.

ENGLAND TURKEY

Well we're nearly there now, at 17 all, how about calling it a draw? Like you I believe in open diplomacy.

Love & kisses

LINDA

FROM LINDA

In the words of that immortal GM, Bruce Forsyth.

"Good game my loves. Let's have a look at the old scoreboard. Oh dear! England 17 Germany 0. Sorry to lose you my love."

(Enter Anthea bearing a silver tankard and wearing very little. She says:

"Your consolation prize which will be engraved for you."

GERMANY - ENGLAND

Keep your hands off my property old man, or you'll be sorry.

GERMANY - TURKEY

So you wanna fight?

TAG HILL: £1 deposit refunded to Germany. France didn't oay one.

GERMANY - ITALY

Never buy a second-hand car off the Frenchman.....

ANKARA

The sun shone high over the Turkish Empire as the Sultan put the finishing touches to his masterpiece. Just a little bit more yellow and dark blue to shade it in, and then it will be all over. Pure genius. As the Highness was studying this brilliance, his wife popped over from the good ship Janus to admire the portrait.

"Very nice, Luv" she said sweetly in true Belfast accent. "What is it?"

"Just a little something to keep you amused dear, I found it down in the Archives near Reykjavik Hunting Lodge, where we went swimming last issue. It's a bit wet, but the paint will soon dry."

Her highness took the whole scene in at once. "What's that bird doing in the middle of it?" she asked.

"Oh, that's the Queen of England. She's been posing for me during the last 7 years. When she was over for our various conferences discussing the alliance," the sultan replied matter of factly.

Anne surveyed the scene again. Something was missing.

"Why hasn't she got any clothes on?"

"I'm just filling those bits in now. It was too hot to do it any other way." The sweat was streaming down the Sultans brow.

Anne stood for a moment. Then, as wives are inclined to do after an interrupted swimming session, followed by a time-warp journey from one game to another, she lost her temper.

"I'm going back to mother!"

You could have heard a pin drop, as the effects of the decision reverberated throughout the Turkish Empire.....

ANKARA-LONDON

I love you too. What sort of games did you have in mind?

TURKEY - FRANCE

Another press release like that and I'll die laughing.....

ANKARA - LONDON

Hope your latest arrival docked safely in the correct berth with the rest of the fleet.....

\*\*\*\*\*  
MARS 1977BT SPRING 1902

AUSTRIA (Lockyer)	A(Bud)-Ser, A(Vic)-Bud, F(Von)-ADR
ENGLAND (Nash)	F(Lon)-ENC, A(Yor)-Wal, F(NWG)-Nwy
FRANCE (Noonan)	F(Mar)-Spa:SC, A(Pie)-Mar, A(Bel)-Nwy, F(ENG) s German
F(NTH).	
GERMANY (Smith)	F(Kie)-BAL, A(Mun)-Sil, A(Den)-Swe, A(Hol)-Nwy, F(NTH) c
A(Hol)-Nwy.	
ITALY (Ovens)	A(Rom)-Tus, F(Tun)-WMS, A(Tri) s Austrian A(Bud)-Ser,
A(Tyr) s A(Tri).	
RUSSIA (Malvisi)	F(Swe)-Nwy, A(StP) s F(Swe)-Nwy, A(Mos)-Sev, F(Rum)-BLA,
A(Gal)-Rum, A(War)-Gal.	
TURKEY (Randall)	A(Gre)-Alb, F(Bul:SC)-Gre, F(Smy)-AEG, A(Con)-Bul,
A(Ank)-Con.	

Press

NO DATELINE

1902, L George Petrovich Karageorgevich of Gruntingdon do give and bequeath to my beloved herring, the faithful companion of 25 years, an annuity for its life of 200 groubles a year, to be paid half-yearly, as long as this beloved herring lives, to whoever may have the care of it, and proves its identity; and if the person who shall, or may, have care of it, should substitute any other herring in its place, either during its life or after its death. It is my positive will and desire that the persons so doing shall refund to my heirs and executors the sum or sums they may have received from the time they did so.

PARIS - LONDON

I did not attack England, Germany and Italy and will not be put out in 1902.

PARIS - TAG HILL

Will I?

TAG HILL - PARIS: Seems unlikely, but it depends what England offers me.....

GAME REVIEW

SPI's new blockbuster, 'Smaschen von Nashen', has been well received in Western Europe although there has been a curious lack of enthusiasm in the UK. There have also been signs of interest as far afield as Russia. However, recent reports from that quarter indicate that the Moscow distributor has become heavily involved in the <sup>un</sup>rewarding business of Turk poultry-rearing.

The game has several appealing features including a random device for the elimination of boring press, restricted playing time of 2-3 years and an unusual victory criterion known as NMR - No More Richard!

This game achieved a 6-1 vote of approval from our test panel. It was however considered unsuitable for solitaire play, as there is a considerable risk of proselytisation.

THE PITS OF LIC

"Very strange, very strange," muttered the Balrog in a high-pitched, semi-hysterical voice, "what are the monsters doing? No self respecting orcs ought to behave like that. Fancy not retreating to Serbia, Just where do these orcs come from anyway? Can't say I've heard of any Lock-ye tribe in the last five thousand years or so, must be the result of one of those experiments that Saruman was conducting last century."

A blast of flame from behind the balrog startled him and he instinctively imulated in sympathy before he recalled his position.

"Mustn't let the lads see I'm worried," he thought quickly. Composing himself he turned around and shouted in a commanding tone.

"Dragon! Shut your mouth. I don't want to see so much as a candle flame from you today. I won't have anybody smoking on duty."

"Sorry sir, you Lordship, your honour..." stammered a frightened copper dragon, "but I thought your highness ought to know..... well I mean.....er, well sir..... you see....."

"Out with it, dragon!" shouted the Balrog, "What are you trying to tell me"

"Yes sir, sorry your greatness, at once, at once. I just thought I should tell you there's a horde of undead approaching from the west."

"What!" roared the Balrog, causing the startled Dragon to fly a few feet into the air, banging his head on the roof. The Balrog's tail whipped back and forth in agitation, knocking chinks of rock from the cave wall.

"Not those as well. What's the world coming to when your friends turn out to be enemies in disguise."

He rushed over to a rough hewn window in one side of the cave and ran his mis-shapen hands over the runes carved there. He gazed through the window with his eyes closed.

"Yes, I can see them," he whispered. "Thousands of white spectres, mummies and vampires. Why are they doing this? They've never left the graveyards of France before. There is white magic at work here. Some Lawful force is determined to bring about my downfall."

The Balrog sat on the floor in disgust and the unlucky goblin who happened to be in the way dissolved in a puff of acid smoke. "I bet those bloody yellow trolls from the far east are in on this as well," screamed the frustrated Balrog. "They'll pay for this, I'll make them suffer."

Leaving the cave the Balrog sank rapidly through the floor and as he emerged in another part of his mountain he began issuing instructions.

"Call out the were-dragons, wake the elementals, make ready the ogres. We're off to war!"

TAG HILL

Well it looked like 'imulated'.....

RUSSIA (TASS NEWS)

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 NON-Orthodox faith!

BYZANTIUM

"From the Ecumenical Patriarch to my beloved brother Seraphin, bishop of Belgrade, grace and peace to you.

It is with great sadness that I read of the severe damage done to your cathedral and seminary by these Austrians on their retreat from Trieste. But

really, my brother, what else can we expect. 'In the world you will have tribulation', our Lord said. Without the benefit of true religion and discipline, these Austrian Protestants can act no other way. I have no alternative but to declare them excommunicate. I am sending you copies of a small page I have written entitled 'Austria and the East: a Lockyeran fallacy.' Blessings."

\*\*\*\*\*

FRODO 'LORD OF THE RING' FINAL REPORT

Game start announced: Chimaera 14, 30th March 1976

GM: Clive F. Booth

Mordor	Ian Drylie	1st
Dwarves	Pete Lindsay	2nd
Rohan	Ian Jones, out Yavie 3024	3rd
Elves	Bill Dove, out Yavie 3023	4th
Men of the North	Mike Lean, out Yavie 3021	5th
-----		
Gondor	Les Kennedy, d.o. Tuile 3025	Unplaced & blacklisted.

\*\*\*\*\*

	<u>3019</u>	<u>3020</u>	<u>3021</u>	<u>3022</u>	<u>3023</u>	<u>3024</u>	
Mordor	11	17	23	28	29	32	wins Tuile 3025 (Conc)
Dwarves	5	5	5	4	4	3	
Rohan	4	5	4	2	1	-	
Elves	3	2	2	1	-	e	
Men of the North	4	2	-	-	-	-	
Gondor	5	4	2	1	2	1	

\*\*\*\*\*

PETE LINDSAY - DWARVES - 2nd

My attitude to this game was summed up by my last press for it.....

MIKE LEAN - MEN OF THE NORTH - 5th

I wish that I had read the comment that nobody ever plays a Middle Earth game twice before signing on for this one. I think it may be a reasonable game for three players (possibly four), one player taking Mordor, one player taking the men of Gondor, Rohan and Dale, and the third as Elves; Dwarves and Hobbits with the Shire instead of Bree as a home centre. I do not think that this would be enough players for postal play and I would not wish to try it. However, it would give somebody other than Mordor a chance of winning.

\*\*\*\*\*

FRIGATE 75/23 1975BK FINAL REPORT

Game start: 26th January 1975

Location: Spring 1901 to spring 1902-FRIGATE; GM Duncan Morris  
Autumn 1902 to end-CHIMAERA; GM Clive F. Booth

TURKEY	Ron Kelly d.o. pre-spring 1901, Paul Barker	1st
ENGLAND	Ron Fisher	2nd
GERMANY	Dave Ross d.o. spring 1913, Mike Lean	3rd
ITALY	Bob Howes	4th
RUSSIA	Les Pimley resigned A 1901, Pete Lindsay-out 1907	5th
AUSTRIA	Brian Coats d.o. A 1902, Ron Kelly-out A 1904	6th
FRANCE	Rod Simpson resigned A 1901, Anarchy-out A 1905	7th

\*\*\*\*\*

	<u>1901</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
Turkey	4	5	6	8	8	7	8	8	9	9	11	13	15	19
England	4	4	4	5	7	7	8	7	7	7	7	8	8	8
Germany	6	7	8	8	8	10	11	12	12	11	11	9	8	6
Italy	4	5	6	7	7	8	7	7	6	7	5	4	3	1
Russia	6	6	7	5	4	2	-	-	-	-	-	-	-	-
Austria	5	3	1	-	-	-	-	-	-	-	-	-	-	-
France	4	4	2	1	-	-	-	-	-	-	-	-	-	-

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Well, as I said last time this is the last Frigate game to end and Duncan Morris, ex-editor of that illustrious rag has been kind enough to put down a few of his reminiscences for us.

...over the page.

FRIGATE

When I set up my own 'zine back in '73 there were not many other 'zines around, but almost all were of good quality. Frigate was meant to emulate Brian Yare's 'Grafeti' in turnaround, but after leaving university this proved impossible much to my regret. However, compared to many current 'zines Frigate was reasonably fast and quite cheap. Had I been able to acquire a decent duplicator I feel that despite the 'zines size turnaround and quality would have improved.

When in August 1975, the economic recession in the UK forced me to emigrate to Rhodesia, I was quite sad to shut up shop. It had been a fantastic experience to run a 'zine with a circulation (at one stage) of over 120, and to receive so many letters every week. I was glad that I was able to find homes for all the games before I left.

Frigate was home for 3 sub-zines which were all due to go independant once their editors felt ready, and Polaris was independant before Frigate departed. I am glad that Chimæra has proved to be a popular 'zine and Clive a competent GM. May I now thank all my old subbers for their interest, and Clive for managing the main Frigate games.

DUNCAN MORRIS

TAG HILL

Farewell then Frigate. I wonder where Chim would be now without you?

Hah! First post Saturday and I have a victory statement! Good job I finished typing here last night....

PAUL BARKER - TURKEY - VICTOR

This game brings back memories of the old 'Frigate' days and is my best result for a postal game. I seem to remember that I took over a vacant position before the game started and was lucky enough to obtain my favourite position.

In the first part of the game I built up a good diploming relationship with Bob Howes which developed into a love/hate relationship when we had a tussle over Serbia and a rather static period of confrontation in the Balkans after the elimination of Austria. I particularly enjoyed communicating with Pete Lindsay, who took over Russia for a while, even though I invaded him when I was blocked by Bob in the west.

The final years were really a question of advancing as far as possible before the others could throw up any co-ordinated defence (which was made difficult by Englands position behind the other two).

Many thanks to Duncan and Clive for the GMing and I hope to give you all a chance of revenge sometime.

PAUL BARKER

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ARGOS 1975FH WINTER 1909

ENGLAND (Bullock)	14: builds 1 F(Edi)
FRANCE (Canham)	4: lose retreating A(Mar) & F(WMS) (GM!)NMR!!!
ITALY (Wash)	1: remove retreating A(Tri)
RUSSIA (Lovibond)	14: build F(StP:NC), F(Sev), A(Mos)
TURKEY (Pratt)	1: No change.

GM NOTE: French removals made in accordance with Chim house rules. Unordered retreats disband, unordered removals on basis of non-supply centres/furthest from home/fleets before armies.

Press

VENICE

From his vantage point beneath the waves, El Duce could see the two juggernauts coming closer together: the question was, would blue or white be the victor? In fact which does wash whiter? El Duce came alive. Maybe he could win this game yet. He surfaced in the gondola, and told the opposing armies to stop.

"Gentlemen, I have here two packets of washing powder of an unnamed brand. Will you, Mr Bullock, swap them for your brand?"

"The English leader sighed. "No way," he said, "my Daz got this new blue-powder for me maz the other day. It's sooper."

"And you, Mr Lovibond?"

"No way. I got this new whiter than white aeriell for my t.v. and it works great"

El Duce submerged again, his plan foiled, and the 2 for 1 swap exposed for the fallacy it was. Suddenly a massive roar erupted. (~~Man Utd had won the cup~~). Biological warfare had begun.....

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GORGON 1976GB AUTUMN 1906

Adam Quinton, Paul Humphries, and Bob Howes all NMR for sending in orders for the wrong season. In case you didn't notice we had Autumn 1905 in Chimaera 28. They say time flies when you're enjoying yourself.....I hate to think what your opinions of this game are if it's dragging that much.....

AUSTRIA (Batchelor) NMR!!!! F(ADR) & A's (Ven), (Tri), (Gre)\* stand.  
 ENGLAND (Quinton) A(Wal)-Yor, A(Hol) s A(Kie), A(Kie) s French A(Bur)-Mun, A(Nwy)-StP, F(NWG)-BAR, F(NTH)-Nwy, F(GOB)-BAL, F(Fin) s A(Nwy)-StP.  
 FRANCE (Humphries) A(Bur)-Mun sby A(Tyr) & A(Ruh), A(Bel) s A(Ruh), F(TYS)-Tun (already there in Tun (typo last time, sorry)), F(GOL)-TYS, F(Bre)-MAO,  
 GERMANY (ANARCHY!!) A's (Mun)\*, (Ber) stand.  
 ITALY (Bartle.R) F(ION)-Tun.  
 RUSSIA (Howes) A(StP)-LvN, F(BAR)-NWG, A(Pru)-Sil, A(Boh)-Vie, A(Ser)-Gre, -F(AEG) s A(Ser)-Gre, A(Gal)-Bud, A(Bul)-Rum, A(Con)-Bul.  
 Retreats: Austrian A(Gre) disbands, German A(Mun) disbands

\*\*\*\*\*

WINTER 1906 builds

AUSTRIA Bud, Tri, Ven, (Vie), (Gre) = 3:lose 1 F(ADR).  
 ENGLAND Edi, Lon, Lpl, Nwy, Den, Swe, Kie, Hol, +StP = 9:bu 1 A(Edi).  
 FRANCE Bre, Par, Spa, Por, Rom, Bel, Tun, +Mun, +Nap = 10:bu 2 A(Mar), A(Par).  
 GERMANY Ber, (Mun) = 1:N/C  
 ITALY (Nap) = 0:lose 1 F(ION) OUT!!!  
 RUSSIA Mos, Sev, War, Rum, Bul, Smy, Con, Ank, Ser, (StP), +Vie, +Gre = 11:bu 2 A(War), A(Mos).

\*\*\*\*\*

'Bye, 'bye Italy, £1 deposit refunded to Richard Bartle.

Howell Davies makes his second consecutive NMR in this game so is black-listed and donates his £1 to the 'Clive Booth let's pay the decorator fund'.

Press

LONDON - PARIS

You'd better not.....

LONDON - MOSCOW

You were saying.....?!

PARIS - VIENNA

Should this fair city still be in Austrian control, then I offer my hand and gun in friendship. Should the Russian barbarians have their grubby paws on this town, then I challenge your Tsar to come any closer to fair France. Any further movement will be considered as an act of war and I will have no option but to order my army to launch an attack against your 6 southern armies.....

MOSCOW - PARIS

Let me know when you feel the time is ripe for you to stab England.

MOSCOW - LONDON

Let me know when you feel the time is ripe for you to stab France.

MOSCOW - VIENNA(?)

Let me know if you would like us to be pals again. (Or am I talking to myself?)

\*\*\*\*\*

ICARUS 1976HB AUTUMN 1905

AUSTRIA (Pringle) A(Ser) s A(Bud)-Rum\*, A(Bud)-Rum, A(Tri) s French A(Tus)-Ven.  
 FRANCE (Forrest) F(TYR)-Tun sby F(WMS), A(Hol)-Kie, A(Pie)-Ven sby A(Tus), F(NTH)-HEL, A(Bur)-Mun sby A(Ruh), F(Edi)-NTH, A(Yor)-Lon.  
 GERMANY (Wardley) A(Den)-Kie, A(Sil) ms A(Mun), A(Vie)-Bud.  
 ITALY (ANARCHY!!) F's Nap, ADR & A's Ven\*, Apu stand.  
 RUSSIA (ANARCHY!!) F's Swe & A's Nwy, StP, War, Mos stand.  
 TURKEY (Johnson) A(Arm)-Sev, A(Ukr) s A(Arm)-Sev, A(Alb)-Ser, A(Gre) & A(Rum) s A(Alb)-Ser, A(Con)-Bul, F(BIA) s A(Rum), F(ION)-Nap.  
 Retreats: Austrian A(Ser) annihilated, Italian A(Ven) disbands.

WINTER 1905 builds

AUSTRIA Bud, Tri, (Vie) = 2:N/C  
 FRANCE Par, Bre, Mar, Spa, Bel, Por, Lon, Lpl, Hol, Edi, = 12:bu 2 F(Mar), A(Par).  
 +Ven, +Tun  
 GERMANY Kie, Ber, Mun, Den, +Vie = 5:bu 1 A(Ber).  
 ITALY Rom, Nap, (Ven), (Tun) = 2:lose 1 F(ADR).  
 RUSSIA StP, Mos, War, Swe, Nwy = 5:N/C  
 TURKEY Con, Ank, Smy, Sev, Bul, Rum, Ser, Gre = 8:N/C

\*\*\*\*\*

Two more black-listings, this time it's Keith Ashbolt and John Bull. We seem to be having a mini-plague of them at the moment and I suggest that all other magazines should be wary of these characters. Not one of them has had the courtesy to even drop me a line saying 'sorry but....'

Does this mean that an increase in the deposit is necessary to deter would be drop-outs spoiling the game for others?

PressPARIS

It's a pity the Prince Regent mucked up my orders last time: he's now been shot. Don't worry though, French influence will be on your doorstep fairly shortly. Echo press is naturally denied....denied....

(Richard did muck it up, didn't he? 'course, he does that in all his games at some stage.....)

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JANUS 1976HX AUTUMN 1904

AUSTRIA (Waldschmidt) A(Sev)-Mos, A(Rum)-Sev, A(Gal)-Rum, F(Con)-Smy, A(Bul)-Con, A(Tri)-Alb, A(Boh)-Tyr.  
 ENGLAND (Nash) A(Yor)-Hol cby F(NTH), F(Wal)-Lon, F(Swe)-St, F(HEL)-Kie sby F(Den).  
 FRANCE (North) F(Bel)-Hol, A(Ruh) s F(Bel)-Hol, F(ENC)-NTH, A(Bur)-Bel, A(Ber) s German A(Mun)-Kie; F(MAO)-ENC, A(Spa) st.  
 GERMANY (Watson) F(Fin)-StP:SC, A(War)-s Austrian A(Sev)-War, A(Mun)-Kie.  
 ITALY (Nathan) NMR!!!! F's Tun, TYR, ION, Gre & A's Ven, Ank st unordered,  
 TURKEY (Forrest) A(Mos)-StP\*.

\*\*\*\*\*

Retreat: Turkish A(Mos) disbands.

WINTER 1904 builds

AUSTRIA Bud, Tri, Vie, Ser, Rum, Bul, Con, +Smy, +Sev, +Mos = 10:bu 3 F(Tri), A(Bud), A(Vie).  
 ENGLAND Lon, Lpl, Edi, Nwy, StP, Swe, (War), +Den = 7:bu 1 A(Edi).  
 FRANCE Bre, Mar, Par, Spa, Por, Bel, (Mun), +Ber, +Hol = 8:bu 1 F(Bre).  
 GERMANY Kie, (Ber), (Hol), (Den), +War, +Mun = 3:N/C  
 ITALY Nap, Rom, Ven, Tun, Gre, (Smy), +Ank = 6:N/C  
 TURKEY (Ank), (Sev), (Mos) = 0:N/C OUT!!!!

\*\*\*\*\*

Farewell to Turkey and Anne Forrest, £1 deposit refunded not to Anne but to Richard Nash.

PressTHE REYKJAVIK ARCHIVES VIII

Prime Minister Richard Gnasher looked glumly at the map of Europe.

"What shall I do? I want to be leader of all Europe. My one and only ally has been defeated and that bloody bionic bird is still at large. Ah, hello, Prof."

Professor Snodgrass had just that moment walked into the room. He was smiling.

"We can't lose, sire. I have perfected a new weapon which will undoubtedly win us the war."

I shall be Master of Europe at last." The Prime Minister strutted about the room like a peacock which was a bit difficult because of his hunchback.

"Power is mine! All shall obey me. Yippee. Ha ha ha ha ha!" he laughed insanely as he continued to goose-step about the room. Then he slipped on the highly polished floor and his peaked cap fell off.

"Gott in Himmel," added the PM sorely, "What is this new invention, Schweinhund?"

"It's a new chemical weapon. Spray the chemical everywhere and people will die. In order for your armies to save themselves, they must spread shit all over their faces, like this."

Snodgrass got hold of a chamberpot and flung the contents in the PM's face. He then opened a jar of green liquid and also flung this at the PM.

"Look, sir, you're absolutely safe."

"What a great weapon. For that I will give you the Grand Order of the Iron Bath. I'm most grateful to you."

"By the way, sire, why were you speaking German earlier?"

"Oh, I was practising, Prof."

"What? German?"

"No. For my new role in Europe." Gnasher then gave a heinous chuckle, and slid yet again to the floor.

Snodgrass meanwhile returned to his laboratory, set some switches and vanished.....

Qwerty Uiop, the Rumanian Wizard paced up and down his cell in the cave where he lived in the Transsylvanian Alps. "I'm a peace-loving man and all the time I seem to get insulted. 'Bionic' indeed! What's wrong with 'enchanted'?"

As he spoke these words, a haze appeared in the centre of the room which gradually became more distinct and a human being materialised.

"What news from England, Tess Teekal?"

"The plan seems to be working, sire. We shall have peace and freedom all over Europe."

"I hope so," assented Qwerty, "I will have to do a few things before that can happen. I shall leave now."

With that remark Qwerty left the cave and polymorphed himself into an albatross, which then flew off.

(To be continued or not according to whether I feel like it or not.)

#### LONDON-VIENNA

Nice to know your fellow can't shoot. Only reason I shot the umpire is because he was sitting on your side. Fancy sitting above my head with a large weight. Does he think I'm stupid? I knew he was going to drop it on me, so I had to shoot him.....

Always thought you were a devout coward. Only someone professing such a religion could stab a female in the back - Without doubt you are a coward of the first order. Perhaps one day I shall meet you face to face (probably if tax goes up at our Swiss Banks) and then I can challenge you properly.

\*\*\*\*\*

#### KRAKEN 1976FF SPRING 1904

AUSTRIA (Ferguson) F(ADR)-ION, A(Tri) s A(Vie), A(Vie) s A(Tri), A(Bud) s Turkish A(Rum)-Gal, A(Gre) st.

ENGLAND (Gale) A(StP)-Lvn, F(Swe)-BAL, F(Nwy)-StP:NC, F(Den)-HEL, A(Edi)-Den, F(NTH) c A(Edi)-Den, A(Bel)-Ruh, A(Lon) dips its foot in ENC and says "Brrr!"

FRANCE (Rundle) A(Pie)-Tyr, A(Mar)-Gas, A(Pic)-Bel, A(Kie)-Mun, A(Bur) s English A(Bel)-Ruh, F(WMS) s Italian F(ION) st.

GERMANY (Dove) F(Hol)-Bel, A(Ruh) s F(Hol)-Bel\*, F(Ber)-Kie.

ITALY (Barker) F(ION)-Tun, F(Apu) s A(Tyr)-Ven, A(Tyr)-Ven, A(Ven)-Rom.

RUSSIA (Powis) A(Gal)-Sil.

TURKEY (Close) A(Rum)-Gal, A(Mos)-Lvn, A(Sev)-Mos, F(AEG) s Austrian F(ADR)-ION, F(Smy)-EMS, A(Bul)-Rum, F(BLA)-st.

Retreats: German A(Ruh) annihilated

\*\*\*\*\*

#### Press

#### ON A POT-HOLED BATTLEFIELD SOMEWHERE IN BELGIUM

PM: "Well done McDuff on attaining Belgium soil"

Mc: "Weel I dinnae aboot that but we took it alright."

PM: "Did you have any trouble?"

Mc: "Nae, yer see I had a plan tae begin with."

PM: "Oh, what was that?"

Mc: "Weel I told your Frogs to hold up a poond note over the rise as we wuz cummin' in and the Krauts got trampled in the rush!"

#### PERSIA

Reports from the Eastern front suggest that a new Liberator is gaining in popularity - Superturk (with a k, Clive). His forces have bolstered up the crumbling Austria-Hungary and ravaged its attackers and now turn to help

another of the tottering Imperialist powers - Kaiser Bill. It will be a race against time to save the German navies from extinction at the hands of the dastardly English and fanatical French.

Long live Superturk and his allies!

\*\*\*\*\*

HYDRA 'MERCATOR III' MAY 1891

ARGENTINA (Fisher) A(GHS) d (Tan), F(GHS) s A(Tan), F(Rec) s F(Nig)-CAO, A(Rio) st., F(SPO) & F(HUM) s F(CRS)-Tah, A(Mex)-Clf, F(GOC) s A(Mex)-Clf, A(Wel) st.  
 AUSTRIA (Neuman) NMR!!!! A(Cro)\* st.  
 BRAZIL (Canham) NMR!!!! A(Mor) st.  
 CHINA (Anarchy) F(For)\*, A(Han) st.  
 ENGLAND (Wakefield) A(Bis) d Spa, F(BIS)-Por, A(GRA) d Que, F(GRA)-NeY, F(IRI)-BIS sby F(ENC), A(Bre) s A(Pic)-Par, F(StP:NC) s F(Oms), F(Oms) s s Turkish A(Sib), A(Mos) st., A(Kie)-Mun, A(Tur)-Snk, F(Pos)-BAL, F(BAL)-GOB.  
 FRANCE (Morris) F(WMS)-Mor, F(Rom)-TYS, F(Gen)-TYS, A(Tyr)-Mun, A(Ala)-Van, A(CAN) l Por, F(CAN)-Spa:SC, A(Lyo)-Par, A(Tun) b F(TYS), A/F(TYS)-GOL, A(GOL) d Mar, F(AZO) st.  
 INDIA (Pratt) F(Syd)-SOL, F(EIO)-Syd, A/F(TIM)-CEL, A(CEL) d Bor, A(Snk)-OMO, A(Sik) s F(Can), F(Can) st., A(Bma)-Tha, A(Joh)-Tha, A(Sai) st., F(Mdr)-WIO, A(Ken)-Tan, F(SOM) s A(Ken)-Tan, F(ARA)-Yem\*, A(Afg)-Ira, A(Del)-Afg,  
 JAPAN (Waterhouse) F(ECS)-SOJ, A(OMO)-Sib sby F(Vla), A(Kar) bds F(SOO), A/F(SOO) s A(OMO)-Sib, A(SOO) d F(SOJ), A(Cam) bds F(GOS), A/F(GOS) s F(SCS), A(Chi)-Kan, F(CHA) s Argentinian A(Mex)-Cal, F(SCS) s A(SCS) d For, A(SCS) d For, F(Shg)-Can, F(PHI)-CPO, F(Man) st.  
 TURKEY (Dagger) F(BOT) s A(BOT) L Tun, A(Lib) s A(Tun), A(Nap) st., A(Sib) s Indian A(Snk)-OMO\*, F(PER) s F(Ira)-ARA, A(Cau) s A(Kir)-Ira, F(GOA)-Yem, A(Eth) st., A(Sev) st., A(War) st, A(Clu)-Vie, A(Ven)-Tri, A(Bud)-Tri, F(ION) s F(Tri)-Cro, A(Bul)-Ser, F(AEG)-SMS, A(Boh) s English A(Kie)-Mun, F(BLA)-Con.  
 U.S.A. (Nunn) A(Ore)-Kan, F(Flo)-Tex, F(Clf)-CHA\*, A(Iqu) st., F(CAR) s F(HAT)-CAO, F(Sum)-MAL, A(GIS) d Tah, F(GIS)-Haw,  
 Retreats: Austrian A(Cro) annihilated, Chinese F(For) annihilated, Turkish A(Sib)-Tur, United States F(Clf) disbands, A(Tah) disbands.  
 \*\*\*\*\*

APRIL 1891 builds

ARGENTINA	Bue, San, Tuc, Uru, Rio, SAf, Lim, Tah, Nig, Tan, (Iqu), +Clf, +Wel, +Rec	= 13: bu 2 A(Ata), A(Jor)
AUSTRIA	(Bud)	= 0: N/C OUT!!!
BRAZIL	Mor	= 1: N/C
CHINA	(For), Han	= 1: N/C
ENGLAND	Lon, Lpl, Edi, Uls, Nwy, Ice, Den, Hol, Ber, Kie, StP, Oms, Bel, Pos, Mos, Swe, +Par, +Spa, +Mun, +Bre, +Snk, +Que, +NeY	= 23: bu 7 F(Edi), A(Yor), A(Lon), F(Uls), F(Wal), A(Cly), A(Ply).
FRANCE	Mar, Lyo, Por, Rom, Gen, Azo, (Par), (Spa), (Mun), (Bre), (Mun)	= 6: lose 5 A(Ala), A(Tyr), F(Gen), F(Azo), F(WMS).
INDIA	Cey, Mdr, Clc, Del, Bma, Joh, Jav, The, Sai, Cam, Vtm, Mdg, Mog, Can, Pth(Snk), +Bor, +OMO, +Syd	= 18: bu 3 A(Mdr), A(Clc), A(Snd)
JAPAN	Kob, Osa, Nii, Kar, Kor, Tok, Ale, Vla, Man, Shg, Pek, Phi, (Haw), (Bor), (OMO), +For	= 13: lose 2 F(CHA) F(SCS)
TURKEY	Ben, Bul, Ira, Gre, Egy, Sev, Ank, Smy, Con, Ada, Bag, Cro, Nap, Cau, Rum, Yem, Ven, Ser, Vie, Tri, Clu, Eth, War, +Bud, +Tun	= 25: bu 3 A(Bag), A(Syr), A(Kir).
U.S.A.	Tex, Cub, Gui, Bog, Van, Kan, (Clf), (Wel), (Rec), (Syd), (Qe), (NeY), +Iqu, +Haw	= 10: bu 2 owed.

\*\*\*\*\*

And so it's all over! A three-way win agreed 'tween ENGLAND, INDIA and TURKEY in the forms of Doug Wakefield, Steve Pratt and Stuart Dagger. (And just when I'd got through a season without any errors too, damn.....)

Congratulations gentlemen. Statements from you and any of the other players would be welcomed for next issue.

Deposits refunded to everyone, 'cept those that dropped out.

Press

Buenos Aires - Paris

Please go back to Sweden.

Lyons - London

That's the last time I invite you to my wedding.....what a present!

Closing Down Sale:

Several armies and fleets now available in fresh condition. Apply

~~Paris~~ Lyons.

Flushman

Now it can be told. The truth behind the Flushman, Bald Eagle and faithful dog Dung, saga that you have all been following so avidly.

Yes folks! Everything is exposed, Flushman and Bald Eagle stand naked before you and 'horror of horrors' IT IS ONE AND THE SAME PERSON.

No one even came near to guessing the devilish secret and if there was any way in which F stroke BE could be prevented from winning the game, it would not now be disclosed.

With the poor castrated Dung whining pitifully in his corner - El Piss flapping about hopelessly and even Dastardly Dagger outgunned, BE hyphen F now takes over the American centres held in trust for him and in a few more seasons. WINS\*\*\*\*\*

They play dirty in the big league don't they folks?

\*\*\*\*\*

NORNS SPRING 1901

Game start will be next issue. I have six sets of orders of file, the missing ones being England (CLIVE WATERHOUSE). If you wish to amend any of your orders after further consultations with the other heads of state you may do so.

One piece of pre-game press:

RICHARD NASH - DAVID BOLTON

Hi there, long time no see. Welcome, and best of luck.....

\*\*\*\*\*

NEW GAME START

2 season/year Regular Diplomacy

Chimaera designation: Oedipus

Why is it called Oedipus? Well I'm sure you all love your mother.....

AUSTRIA	Doug Pringle	42 Stewartville St., Glasgow, G11 5PL	(£1.34½)
ENGLAND	Bill Dove	27 Davos Close, Woking, Surrey.	.02
FRANCE	Richard Nash	3 Fort William Drive, Belfast 15, N.Ireland	£9.00½
GERMANY	Alan Powis	98 Kings Road, Prestwick, Manchester	(.09)
ITALY	Ray Lee	10 Papillon Road, Colchester, Essex, CO3 3JJ	(£1.32½)
RUSSIA	James O'Fee	31 Knockmore Park, Bangor, BT20 2SL, N.I.	.93½
TURKEY	Cliff Kennedy	'Kilcree' Sandyford Road, Dundrum, Dublin 14	1.39

Irish Republic

50p game fee and £1.00 deposit deducted from each of your accounts. The 50p is mine, the £1 you get back as soon as you're eliminated or the game ends provided you haven't NMR'd on 2 consecutive turns or dropped out for any reason.

Best of luck to each of you.

\*\*\*\*\*

DIPLOMACY WAITING LIST

Regular 2 season/year: Fee 50p + £1 refundable deposit

Linda Thompson, Willy Haughan

Will those two people please confirm that they wish to participate in the next game start.

OUTDOOR SURVIVAL

GM'd by Carl Jennings (Joke)

((Again, nothing received from Mr. Jennings which leaves me in something of a quandary. If a player NMR's in two consecutive issues he loses his deposit and is black-listed from further participation in the magazine. What though do I do when the GM proves unreliable?

Well, Carl can consider himself barred from any future participation

in this 'zine and I suggest that all other magazines black-ball him should he approach them. This isn't going to help the players though who have forked out games fees for the privilage of playing with Mr. Jennings.

I will attempt to obtain the master map and game records from Carl during the next week or so, plus whatever of the game fee I can. The game will then continue under my jurisdiction and if possible I will send an adjudication out to the players before the next deadline.

In the meantime I have a proposal from one of the players that the game be abandoned. Can I call a vote, please.

In future, Chim GM's will not receive the full game fees until the game is completed and may even be asked to pay a deposit themselves.

1829

GM'd by Ian McLaren.

'THE TIMES' 1st January 1845.

SERIOUS DISTURBANCES IN THE MIDLANDS.

REPORTS OF VIOLENCE IN HOUSE OF LORDS HEARINGS.

MEMBER AWOKEN. GOVERNMENT DECLARES EMERGENCY.

In last Thursday's Second Reading Debate on the Birmingham and Coventry Railway Bill, the Lord Chancellor intervened during the opening speech by the Earl of Graft to question whether he had heard alright. He was led by the Noble Lords words, he said, to believe that workmen of reputable railway companies had, during the last year, fought pitched battles on land to the south west of Birmingham and to the south east of Coventry. The resulting legal problems had kept the four main railway systems separate. The Earl of Graft replied that he had indeed drawn the Houses attention to these problems. Viscount Toady rose to support the Lord Chancellor (who was in danger of falling off the Woolsack). He called for a national policy to integrate the railway systems. The Minister for Transport, Lord Stagecoach, declared that there was no cause for alarm. The only casualties in the riots had been Common Labourers and Irishmen; no decent people had been injured. He was of the opinion that the passion for railway building was merely a passing fad. The second reading debate was adjourned sine die on a motion by the Duke of Crumb, whose dog had once been frightened by a railway engine.

#### Our Correspondent Reports:

The railway system still has a long way to go before it is possible to travel by rail across the country: with changes at Sheffield and Birmingham it is possible to travel from Hull to Liverpool, and by changing at Birmingham it is also possible to travel south to Bournemouth. Another change at the new Bath stations opens up the route west to Plymouth, although trains are not yet running regularly on this line. London can only be reached from the rest of the country by a change at Portsmouth! Cash flow problems are now worrying many of the companies, and development may be slowed.

#### Leading figures behind Railway Companies

The Hon Anthony Ball, director of the LNWR is reputed to be worth £2,113, £108 more than the senior Thomasson (Robert), who runs the LBSCR. Lord David Tant, figurehead of the Midland and Great Northern Railways, is said to be worth £1892. Financier William (the Shadow) Thorne has £1744 in the industry, £167 more than Sir Keith Thomasson the Younger (GWR). Doctor Augustus (Butcher) Ferguson, an eccentric investor, is worth just £1477, but controls both LSWR and GER. No comparable fortune-hunters are known of in polite society.

1977 IAN MCLAREN, 156 Agar Grove,  
London NW1

#### ANOTHER AUNTIE SPACEFILLER

She likes toffee but not chocolate.

She likes butter but not margarine.

What's it all about? See page 9.



I visited 'Ethil' last week, but I'd only got as far as page 2 before I was absolutely covered in fleas. That magazine wants a health order slapping on it.

Frogs! I can't stick 'em, and now that awful Kermits won the 'Golden Rose'. (That's nearly as good as the 'zine poll). Ethil's not won 'owt though.

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### 308. David Bolton

I think that my copy of 'Fall of Rome' must be different to the one that Richard Nash reviewed last issue - my ratings would be half to a third of his - the errata sheet was long (the longest I've seen for anygame yet), not much of a game is the general opinion of most of us over here.

### 309. Mike Vernon

Congratulations on topping the 'zine poll. Not that you're going to stay first if you go on printing stuff like Richard Nash's review of 'The Fall of Rome'.....he didn't send it to you on April 1st, by anychance? The game is not quite as bad as some people make out, but it is certainly nowhere near as good as Richard indicates.

### 310. Ray Gale

....not a bad game, I usually play when I'm off work with 'flu' and do all the scenarios. Generally I win 5 out of 6. Haven't seen any amendments though.

### 311. Richard Nash

'The Fall of Rome' IS THE BEST GAME FROM SPI I HAVE EVER PLAYED. Read the first sentence, second paragraph. 'Initial ambiguities cleaned up by errata sheet.....' I am in the middle of a game at present too.

Postal playability is 8 because its adaptability is 8. It can be adapted to a two-player game - each person taking a nation of barbarians. True there was a mammoth errata sheet, but that is the point. Once SPI noted the first edition mistakes, and sent out an errata sheet with the next issue of S&T, the game was, and still is, superb. Maybe that's why it's out of print, 'cos they can't keep up with the demand?

Me? I'm saying now't until I've seen it for myself.....

### 312. George North

My letter on Soccerboss was an attempt to provide some sort of nonsense that might or might not have been suitable for print. It certainly wasn't meant to offend you in any way. When I suggested you had rejected the game it was a poor choice of words perhaps; what I meant was that you had decided not to GM it anymore.

No offence taken at all, George, I know what you meant. I just used it as an opportunity to have a bit of a moan about the complexities that the game is now attaining. Letters are always welcome and if, like yours, they fire my imagination enough to elicit a reply, they are even more so.

### 313. Ray Gale

I thought the article by Aaron Cojaksed (we don't see any fine old English names like that anymore) one of the best I've seen and it has got to be the article of the year. I was in hysterics the first time I read it.

314. Jim Pennington

'A DM's life is not a happy one' - brilliant - it sums up the problems of DMing perfectly.

315. David Bolton

Is there such a person as Aaron Cojaksed? I mean 'Kojak said'. I think you're having us on. If there is and you publish that bit tell him 'Pistols at Dawn outside St. Annes Cathedral.' I think that Boot has slipped a dud article in (give him a friendly kick from me even if he hasn't) hur, hur.

Dud articles in Chimaera? Whatever next? I'll let Mr. Aaron Cojaksed answer you himself next issue. Surprisingly that article 'A DM's life is not a happy one' has bought the most favourable response ever from the 'zines readership. I can see I'll have to try and get Aaron to put pen to paper more often.

316. David Bolton

That's a nice story you're writing for 'Tekumel' - who's your ghost writer?

No ghost writer, though it does seem to flow a little more easily with the help of a few spirits.....

317. Jim Pennington

How Tony Bartle can qualify any muppet with the word 'class' is beyond me - Boot's got it, Snoopy almost has it, but Rowlf hasn't even begun looking for it! Oh well, it's all a matter of taste (something Tony Bartle hasn't got!)

I broke of Chim this evening just to watch the muppets right through for a change. The puppets are clever but I don't rate the show - and why do we have to put up with those bloody yank accents?

318. Richard Nash

Got the first issue of the 'Contact' magazine for postal board gamers, 'The Wargamer', and I give it 10 out of 10. First class production. Quarterly 'zine. Issue 1 gives analysis of Russian campaign, breifings, skill rating, letters, Gettysburg and Invasion America articles and much more. List of players wanting postal games too. Bloody marvellous. For only £2 per annum, back issues at £1.25 though. Also in issue 1 is a UKW (UK Wargamers) free game, called 'Lord of the Rings' on a beautiful hex map. Good simple rules based on Tolkiens novel. Well worth subbing to: one editor is our own Martin Edwardes.

Can be obtained from Keith Poulter, 74 Cherry Tree Rise, Buckhurst Hill, Essex. Tel. 01-504-0804.

That was a Chimaera public service announcement (Might write myself). Now, before we go any further let's get this stencil level in the typewriter....  
....that's better.

319. Kedge Neuman

I find that Crippen is still putting in sly hints about Linda. She can't be all that bad.....

I fear that Crippen may be playing with fire, hope he doesn't meet her on the stairs at MidCon this year.....no, I tell a lie, I hope he does!

320. Linda PomeroyGET CRIPPEN REVEALED SOCIETY

Free to all members for one month only, a 'WE HATE CRIPPEN' car sticker.

Have you recently been insulted, had your name dragged through the mud, been completely down trodden and generally humiliated. Then I can only assume that you have been libelled by Crippen.

This kind of thing must be stopped, who knows where it could lead? It could be the end of civilisation as we know it. Revolution would be common place at Dip Cons. The living-rooms of ordinary, decent game-loving people would become the scene of many bloody battles. Join me know, save the world. Have Crippen banned from all leading 'zines, especially the wonder 'zine Chimaera 'cause it's the only one I read

from cover to cover and the only one he insults me in. Better still, let's have him revealed and subsequently defrocked (ummm nice!)

All enquiries to Linda Thompson  
97 Ash Tree Road,  
FROME  
Somerset.

TO: Crippen

Your days are numbered, my hit men are even now sifting through Clive's mail to find one of your letters and a postmark which will lead them to you. His 'phone is tapped so it's no good trying to 'phone your libel in thus turning it to slander.

If this fails we shall have to ignore all the rules of the Geneva Convention and be forced to tickle Clive's tootsies ((ummmm very nice...)). I'm sure you'll agree any man would crack under such a strain. So reveal yourself or innocent men(?) women(???) and children, not to mention dogs, will suffer.

*Signed Signed  
yours Cliverly  
yours Fairly*  
Luv

LINDA THOMPSON

My tootsies are fair trembling in anticipation.....

321. Chris Rick

Alright clever cloggs, so what about Chimaera 27, page 2 5th line up. Made a mistake didn't you, eh?

Smart ass, yeah I made a mistake, should have said Chimaera 27, page 3, 5th line up (or was it 6th?). Thereabouts anyway. What it actually said was that Flying Officer Allan J. Ovens was soon to be promoted to Flight-Lieutenant - a forecast now proven correct.

322. Kedge Neuman

A small word of consolation to Boot about his eyes. He is worried about the blue flecks, but it is those blue flecks that make him a Milor'. Those very flecks that make him unique! He is not just any old English Milor', he is a top brass of them so to speak. It is just proof of his parentage, the first English had blue eyes and the purest strain is still around. Any other would have been totally tainted by the onslaught of persons like myself with brown eyes.

Huff!, huff!, huff!!

333. Ian Watters

a) Hazel is reddish-brown. Saying that hazel is brown is like saying scarlet is red, or that grey is black

b) Any dog which thinks he's an 18th century milor' charmed into his present form by a gypsy should be in a padded kennel somewhere!

c) Roobarb and Dougal Rule OK

You're nit-picking, Ian. Hazel is brown, scarlet is red. We had a blue sky today, not an azure one tending to cerulean at the horizon.

b) We shall ignore that remark as you're a new subscriber, but don't come complaining to me once your game orders start going astray.

c) Roobarb Dougal? Does he read the news?

334. James O'Fee

Richard Nash may consider himself a 'boring, insipid moron' see Chimaera 29 page 33) but as an Ulsterman I resent these unjustified slurs. I find many of my fellow countrymen charming, witty, lively and non-moronic - though very few of these play postal diplomacy in 'Chimaera'.

If Richard wants to be pedantic I hope I can out-pedant him. 'Ulster' comes from Ulaid-ster. The 'ster' is a Norse ending given by those not entirely welcome visitors to the different parts of Ireland and it appears in 'Leinster', 'Munster' and even 'Connaughts-ster' (this latter usage seems to have fallen into disuse). The 'Ulaid' is

is the Gaelic name of an important tribe that inhabited parts of the modern counties of Antrim and Down. So Ulster means something like 'the country of the Ulaid' (in Latin 'Ulida').

If Richard wishes to use this to refer to the northern 9 counties that is his affair. The use of the word to refer to the 6 counties of Northern Ireland has been sanctified by many years usage, where it fills a notable gap, especially as an adjective.

As Alice was told in Wonderland, "When I use words they mean what I want them to mean - nothing more, nothing less."

335. Cliff Kennedy

Now if I might be permitted to answer the anti-Irish jokes with a joke or two of my own...especially for Bob Stuart:

Did you hear about the beauty contest in Kent? There were no winners!

Bob Stuart rushed into a barbers shop with a pig under his arm.

"Where did you get that?" asked the barber.

"I won him in a raffle" said the pig.

That's right, Cliff, you take it out on Bob. Nothing to do with me, I'd be the last person in the world to make cheap jokes at the expense of the Irish and their <sup>mistakenly believed</sup> level of intelligence. And whilst we're on the subject can I take the opportunity to thank the Eire subber that sent me a 50p piece as a sub to Chim. I've always wanted one with a picture of a kingfisher and a harp on.....

336. Jerry Elsmore

I'm missing 'The Pits of Cil' parts VII, VIII, and IX and Tekumel parts 9, 10 and 11 - could you put an appeal in Chimaera for photo-copies of the relevant pages plus anything else on D&D or EotPT? I'd be happy to pay (price to be negotiated).

One appeal published in Chimaera, hope it brings results. Jerry's address is: School of Environmental Sciences, U.E.A. Norwich, NR4 7TJ.

337. Paul Barker

For Lew's information, 'Great Britain' is the name of that part of the British Isles that is comprised of England, Scotland and Wales as far as I can remember. Correctly the term 'Great Britain' applies to the U.K. minus Northern Ireland.

Oh! and a quick check proves you're right! I suppose actually Lew should have said 'British Isles'?

338. Jim Pennington

Your Tekumel article interests me - is it an actual game, or made up for the sake of the article?

339. Richard Bartle

Tekumel was pretty good. Don't suppose you could give some 'under the counter' information as to which island the gang are heading for...?

Incidentally, how do you use the bonuses to hits from dexterity and intelligence? Does it mean, say, +2 on your chances to hit or +2 on your hit dice? All indications are to the latter, but it doesn't make sense to me. Perhaps you can enlighten me?

Right, answers in order of questions asked. Actual game or made up for sake of article? Well, it's about 50/50. I play out the situations the characters get themselves into even though I've got the basic story line sorted out already. I am, however, continually modifying the story to allow for unexpected occurrences that do crop up (like a chance meeting on the island that almost meant the end of the story.....but we'll get to that later).

The island to which the gang are heading is situated in hex 0913 of the official Tsolyanu maps (overlapping a little into 0914). It's strange that such a large island doesn't appear on any Tsolyanu charts (you won't find it on many of the charts of the other human nations either) and leads one to believe that either a) no-one ever gets away after seeing it, or b) there is some sort of magical spell on the island making its retention in

the memory impossible..... or maybe it's something else?

The rules for intelligence/Dexterity/Strength bonuses quite clearly say +1 or +2 to hit dice. Rule 710 tells you what 'HIT DICE' are and so it's logical to assume that that's what you add the bonuses to. As you say though, Richard, it doesn't make sense, after all why should a character get a bonus to his hit dice just because he's of high intelligence?

No, it's just good old TSR trying to confuse us all again for if you refer to the example in rule 720 (top of column 2, page 29) you'll see they don't mean 'Hit dice' at all they mean 'the die score needed to hit'. I'd say 'Bloody Yanks' only ol' Lew might be listening again.....

And that's it for letters once again, let's have plenty more for next issue and if you don't agree with any of the things said this time, say so!

AN OPEN LETTER  
From GEORGE NORTH

Dear Friends,

Today I want to offer the hand of friendship across the dippy board to all those people who have stabbed me. Those people who, in order to get something from their game, have maybe committed some small indiscretion and caused me sleepless nights and untold suffering.

Obviously these people do not WANT to make me feel pangs and heartache and it is their right as a dippy player to grab the odd build where and when they can. It is all part of the game. One can well imagine how an injustice might have been done on the odd occasion and I suppose we all at one time or another have been stabbed a couple of times and down to a couple of units by 1903. And if we write letters to other more trustworthy players, can we really expect them to help us?

Diplomacy is really just a game, you know. To stab a friend doesn't come easy and I am sure it is quite out of character in 9 cases out of 10. Everybody realises that the player who stabs you doesn't necessarily mean you any real harm. It probably hurts him more than it hurts you!

Similarly, if you send a letter to a player with well laid plans to attack another player and that same letter winds up in the hands of the player against whom you plotted, doesn't mean your friend cannot be trusted. This same player might be seen out on a Sunday morning helping old ladies across the street.

We mustn't really take these things to heart. People who stab, forge letters and tell white lies are simply putting on an act. Wearing their dippy hat, if you like. We really should be pleased that there are such people around. Without them dippy would be a pretty dull place.

What we must do is congratulate them. Give them a big hand. Pat them on the back. Accept their apologies with a smile. Be friendly towards them. The bastards.

GEO.

THE LAST ROUND-UP (Very briefly)

I still don't have confirmation from IDA-UK as to whether my games are guaranteed or not. Also as the editor of the IDA 'zine appears to be circulating copies of his own 'zine as samples with QVF can I please have samples of 'Chim' included? I don't fancy paying an annual sub to plug someone else's 'zine.

Another issue of the Norns already? It must be a fake, though very well done. Includes maps and details for the BIG games con at Nottm University in September. No room for details again, but will include them next time.

Nearly did it again, didn't I Dave?

Which four comedians voted for me in the 'Dolchstoss' player poll then? Joint 70th is an insult...to the people that finished 71 to 131 (except Mike Lean @ 119, Will Haven @ 99 & Dave Allen @ 101.) Winner was Roland Prevot.

Ron Fisher is soon to start a sub-zine to Bob Browns 'Tinamou'. Rumours that UKDA PF may fold, and that the Levi D&D game may fold

Mick Bullock running down 1901; Richard Walkerdine running down his non-MP commitments. Will the hobby ever be the same again?

GAMES SHOP

David Bolton, 19 Carrickburn Rd., Carrickfergus, Co. Antrim, N.I. has a paper-tape copy of program in BASIC for Formula One computer solitaire. First come, first get - include 10p stamps for postage

Mike Close, 'Lamont' Claude Rd West, Barry, South Glam CF6 8JG would like a cheap copy of 'Empire of the Petal Throne' if anyone's selling.

Mike Vernon, 47 Belgrave Manor, Brooklyn Rd., Woking, Surrey would like to lend or buy (cheaply) 'Speed Circuit'. Otherwise loan rules. Anybody?

New Soccerboss game to start soon in 'Rhubovia'-simplified rules-from Tony Crouch, 35 Melbourne Ave, West Ealing, London W.13.

IMPORTANT: Credit figure on address label is your credit before deduction of cost of this issue (and excluding game fees & deposit refunds). Cost of this issue = CHIMAERA 16p, EN GARDE 7p

My works telephone number is ILKESTON 322131.

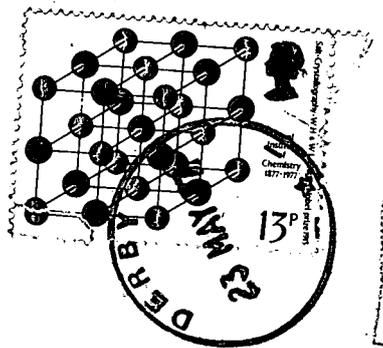
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DEADLINES: PA Section games (RCW & Conq) Friday 3rd June 1977!!!!  
En Garde, Sorcerer, New Conquistador, RR to GM's by 10th June 1977  
Leander/All other dip to me for Friday 17th June 1977.

FRIDAY 17th JUNE 1977

Printed matter REDUCED RATE  
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An enigma in it's own lifetime, this is the 30th issue of the undisputed champion wonder 'zine of the U.K. CHIMAERA.

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