

ISSUE NUMBER 26

3rd February 1971

Why hello there!! You're just in time to catch the commencement of this, the 26th issue of the wonder 'zine Chimaera. If you're not regretting you forked out good money to subscribe yet, then don't worry, you will be within two or three pages. Tell you what, why don't you write to me and demand your money back? I could do with a good laugh and there's nothing better to cheer one up than telling somebody who wants something you've got to '£!@! off' is there?

This so called magazine of postal games appears regularly every four weeks and costs a meagre .0075p per sheet or 3p for 8 pages. This is the new look, all in one Chimaera and an average issue should cost about 12p plus postage.

Also distributed with

this magazine is another one edited by Allan Ovens and called just about every four letter word under the sun, but known officially as En Garde. An average issue of this magazine costs about 7p plus postage, but of course

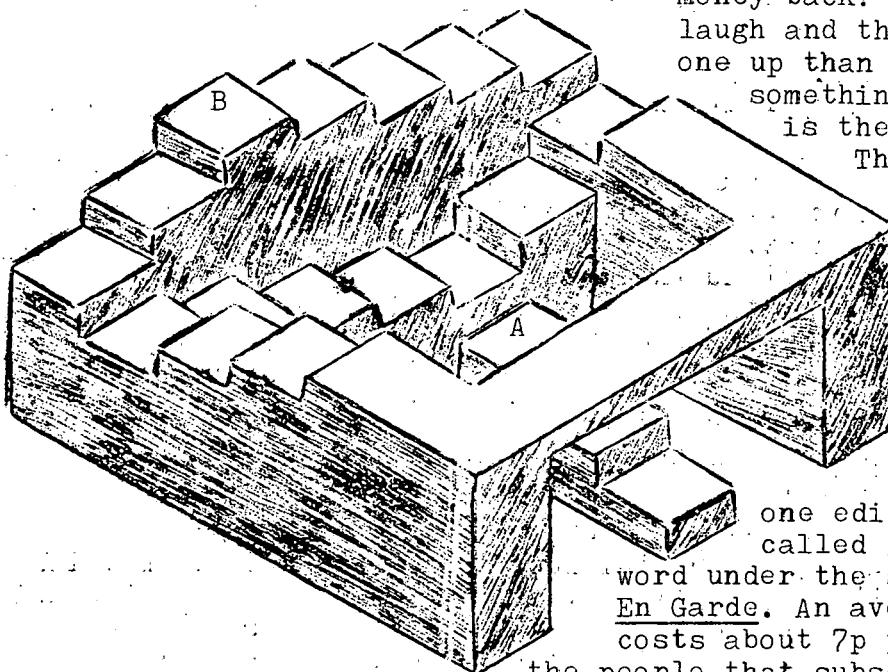
the people that subscribe to both will save on a little on postage because they're sent out together, see? You don't have to take both if you don't want them, you may take En Garde with out Chimaera, or Chimaera without En Garde, whatever takes your fancy.

Ah, but I haven't told you who I am, have I? Well, I am Boot, the wonder-dog 'zine assistant-editor. I'm busy helping out by typing this up whilst my assistant Clive F. Booth is out chasing cats. Oh, he's back now, hang on I'll have to get out of his chair.

Hi there! Sorry I'm late, but I see that dear ol' brown eyes has been looking after you while I've been away. I see he didn't tell you that I live at 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS, United Kingdom, though, so I'd better tell you myself. 'I live at 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS, United Kingdom.'

'Derbyshire?' I can hear you asking, 'Isn't that where the police forgot to search houses when they're looking for escaped maniacs, and surround the wrong ones when they're pursuing crooks?' Yes, you've got it, that's Derbyshire, Derbyshire born and Derbyshire bred, strong in the arm and thick in the yed. In defence though I must point out that our wonderful police did have the courage to stop Princess Anne on the motorway and drag her up before the beak, which is a damn sight more than some other forces have dared to do. Serves 'one' right doesn't it?

Ah, but I'm rattling on again aren't I? Why should I worry; you're paying. Last issues cover picture of the 'impossible arch' created quite a bit of interest and so this time we have something along the same lines. Have a look at the drawing above and then, assuming it takes three steps to get from the ground to the top of step A, tell me how many steps you have to go up to get to point B. If you say 11 I tell you there's away with climbing fewer steps, and if you say 10 I ask you how that can be, all the steps are the same size, so how can one way take fewer steps than another? Think about it.



The impossible structure that I put on the cover of last issue, apparently has a name. It's called the 'three-pronged blivet' or maybe it was the 'two-pronged blivet', either way I haven't got a clue what a 'blivet' is. Maybe it comes from the statement "you'll never believe it!"? Eh? Oh, please yourself. It was discovered about 1964, though history doesn't record by whom. Not so with this issue's cover structure for it can be put down to a British geneticist, L.S. Penrose and his son. See how we're educating you?

Dum de dum.....what can we talk about now? If I can just get to the bottom of this page I'll be able to duplicate pages one to ten a whole week ahead of the main deadline. I suppose I could leave this blank and then come back to it later, but with my memory I'd probably forget.

That reminds me, readers of Chimaera Too last issue all got a blank final page and no page 15 to boot. Apologies for that, but as Midshipman Ovens pointed out my calculator had broken down again and I typed up the wrong amount of stencils. He's not really a Midshipman of course, but if they disband the R.A.F., which I've heard talk of recently, then he'll have to do something for a living. I suppose really that it's a pity that they're going to scrap Ark Royal by 1980 too!

'Greatest Hits', volume 32 arrived during last week, all the way from the learned fingers of P.J. Birks. In it, Pete goes into a long editorial proposing the compilation of a set of standard Diplomacy House Rules so that there is at least a uniformity in GMing across the hobby. A damn good idea and he can have my backing for it right away. Uniformity in 'zines is something we don't want and I'm at a loss to understand the people that condemn those of us who aren't SF orientated. Uniformity in the games we run though is a different matter altogether. Let's have a standard ruling on the 'convoy paradox' that Pete mentions in the article and for all the other niggling little problems that from time to time confront GM's and players. Let's do it now, I'm with you, Pete.

Well, whilst we're talking about 'GH' we might as well have a look at the rest of the magazine. There's the usual 'Poker' article starring such personalities Dumb Dog, Wily Weasel and Rueful Rabbit but while I've no doubt that it is very enlightening and interesting for the people that like the game, I'm afraid that it does absolutely nothing for me, it's all double dutch. There's a couple of reports on eating/drinking sessions in York and Oxford and of course the usual games and letter column. A competently produced magazine but to me it always seems to be a little 'heavy' with Pete going out of his way to prove just how learned his fingers are. Occasionally gets political but I always stop reading when it looks as if it might. Why not have a look for yourself? Pete's address is Darwin College, University of Kent, Canterbury, Kent, England and judging by the last cover Pete must be a fan of 'Planet of the Apes'..... (Incidentally, Pete, last issue I got no page 16 and a blank page at the end. Could it be that your learned fingers are no better on the calculator than my dumb ones..... Boom, boom!!

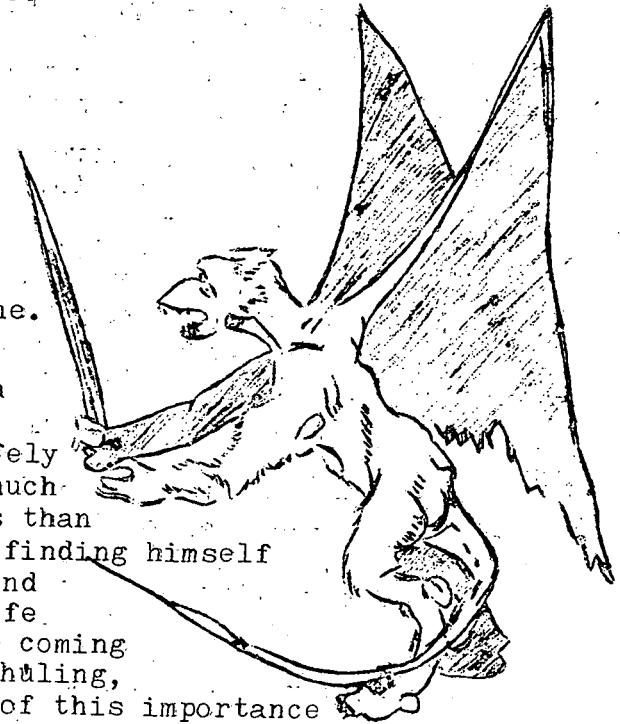
'Sauce of the Nile' the new magazine from Lick Bartle, Special Agent (you got a flyer last time, remember?) apparently now has three sub-zines!! I don't know what the fascination of multi-zine 'zines is but it's not a trend that I like. With Lemming Express I can see why it was perhaps necessary to split the work load that way, but why are new 'zines like 'Albatross' and 'Sauce' actively encouraging people to join them and produce sub-zines? Wouldn't it be better to produce a few issues ones self first, project your own personality through the magazine, let your readers get to know you, find out just how long the duplicating and collating takes before you commit yourself to producing 'zines for other people. Add to this the fact that a lot of different typefaces make the 'zine look messy (yuk) and bear in mind that unless you're very careful you're going to get lost in the magazine and readers will be unable to decipher which bits are you and which bits are your co-editors (I think the Leviathan team will back me on that point). To any other new, would-be editors contemplating starting their own 'zine, I recommend you kick this new trend out immediately without even looking at it. Get yourself established first.

Anyway Richards done it now and I hope he doesn't regret it. His three new subbies are from Adam Quinton (1066 and all that), Der Garvey and Fudge Neuman. Gentlemen, I wish you every success with the venture.

TEKUMAL

THE EMPIRE OF THE PETAL THRONE.

An adventure based on the TSR game
The Empire of the Empire of the Petal Throne.
Part Nine



So Qyshū had found himself a ship and a captain. The crew were still to be enlisted, but he knew that that was a job he could safely entrust to Greshl HiPropnoi, a man with a much greater knowledge of the sea and its sailors than he. He did, however, still have the task of finding himself a competent body of men with which to surround himself, and to whom he could entrust his life. safely should the going get tough during the coming months. He knew that he could count on Hailmhüling, Dyogheykh and Ukshen, but for an expedition of this importance he knew he would need even more. The problem was going to be recruiting them.

He was determined to reveal absolutely nothing of the existance of the maps to anyone but his closest, most trusted associates, for the last thing he wanted was a flotilla of treasure-hunting ships racing, or pursuing, his own to the island. Every precaution had been taken to ensure that this would not happen, but how could he entice the sort of men he needed to join him, to sail ~~across over the curve of the world,~~ without some sort of hint of the treasures that possibly awaited them? Obviously over the next couple of weeks he was going to have to be very, very careful in just what he did say to people.

The following day, the 7th of Fesru, dawned as clear and bright as the one before, but a cooling breeze had now picked up from the sea and was breathing its way through the city. Qyshū had drawn up a schedule in his mind of the places he wished to visit and mid-morning saw he, Ukshen, Dyogheykh and Hailmhüling crossing the city in search of the fighting-man, Auvoi. They knew from the surgeon Hnègh'makh, a close friend of Qyshū's, that he had recovered from the wounds received in the underworld, and has he had already proved himself a bold, fearless fighter. Qyshū had determined that he was one of the men he must have. They found him at his home, a rickety building in shanty town section of the city. His left arm, still strapped across his chest and a long scar running from his left ear to below the chin, were clear reminders to them all of their lucky escape from the underworld and just how much Auvoi had given. He seemed pleased to see them again and they were made quite welcome, but as soon as Qyshū even suggested that he might join them on this new adventure he made it perfectly clear that he had no desire to do so, not even for the high rewards that Qyshū offered in an attempt to get him to change his mind. As a fighting-man hiring his sword to anyone prepared to pay his price, he had found himself in all sorts of difficult situations, but never anything like that which Qyshū had gotten him into the last time. "No thank you," he said, "in future I'm sticking to easier, safer jobs like a body-guard or a sentry in the city. The rewards aren't so great, but then, neither are the risks. If you want someone to look after your interests in the city, then please, bear me in mind, but I'm past galavanting in search of treasure, I've a family to think of."

Qyshū nodded, he was genuinely sad that Auvoi had declined to join him again, but he felt sure he must still be feeling depressed after the loss of his close companion and friend, the huge Smidé. He might change his mind in the future, but there was no point in pressing him at the moment. "I'm sorry you can't join me again," said Qyshū, "but that's your decision. Come and see me when we get back, I may have a steady job to offer you, but in the meantime you just rest up with your family and get those wounds healed." Goodbye's were said and Auvoi promised to make the visit as soon as he heard they were back, somehow though as Qyshū walked back to the main city with his three companions, he had a feeling he wouldn't see Auvoi again.

Qyshtu's next call was at the 'Palace of the War' to enquire about the availability of fighters, but he was disappointed by those that they had to offer. In fact there were only five and after looking each of them over he didn't consider that a single one of them would be worth offering a position to. All in all he was having a pretty unsuccessful days recruiting.

On the day that followed the four of them once again set out and their destination this time was the slave markets. Their luck however, had not changed and once again they came away without adding another body to their force. In the non-human slave-market though, they did fare a little better and Qyshtu was able to purchase a well-built, good-looking Pe Choi for 15,000K. It's name was P'khiltu and it seemed quite happy with its lot as an employee of the magician. It had not a single possession to its name but Qyshtu soon had it equipped with rations, weapons etc., from the nearby market stalls.

The next week passed quickly with Dyogheykh and Hailmhtling teaching P'khiltu the basics of their profession as fighting-men. He proved to be a quick and willing learner and Qyshtu was well pleased with his progress. The search for other men to join the expedition had been temporarily suspended, for they did not wish to arouse too much suspicion in the city as to their reasons for wanting so many men, so quickly. Qyshtu was renowned in the city as being a bold adventurer and he knew that tongues would start to wag once people got wind that he was up to something again. He wanted to put that day off for as long as possible.

Five days before the intended sailing he once again visited the 'Palace of the Ever Glorious War', but once again they had no worthwhile men to offer him. By this time he was beginning to worry a little for he did not wish to postpone the sailing, but at the same time he did not wish to sail with what he considered to be an inadequate party. It was just two days before the sailing when he tried the 'Palace' for the last time, but they still had very little to offer. There were a couple of swordsmen and only one of these came anywhere near the standard that Qyshtu was looking for. He took him to one side to question him further and discovered he was a Tsolyani, strong and highly intelligent. He may have lacked a little in experience for Qyshtu's liking, but nevertheless he needed men and so offered him a job. He revealed to him only very limited information on the nature of the expedition and the fighter listened intently before accepting the post practically without question. He wasn't worried too much about a wager for himself and was quite happy to settle for a small sum along with a 1% cut of any treasure they should find. Qyshtu was happy with that and he introduced the new man to the team, Ng'ulnju, to Ukshen and the others.

Time was now running very short. Only just over a day to the sailing and the party was still only six in number including Qyshtu himself. There was just one last place to try, the 'Palace of Foreign Lands' and it was in that direction that he now headed. Here he was fortunate to find four of the tiny Tinaliya for hire and after interviewing each in turn he settled for employing two of them, a hideous looking male, even by Tinaliya standards, called Untego, and a very pretty looking female called So'slyzsun. Both were proven archers and Qyshtu was happy to have them along even though they had demanded much before agreeing to join. They were in fact getting 102K a month plus a 2% share of the treasure each. Qyshtu was determined that they were going to earn every qirgal.

The day of the sailing dawned clear and warm with a light breeze blowing from the hills beyond Jackalla. Greshl had handled his part of the organizing well and the Adhi'n Eng'shaur stood proud in the harbour waiting for them, fully crewed and victualled. They set sail on the second of the days four tides on a calm sea, left the harbour and headed straight out to sea sailing a souther course. Old salts seated on the harbour walls shook their heads knowingly at the rashness of the crew of the ship that had just left as they continued out over the horizon and away from the sight of land.

What befalls them during the voyage will be related with the next issue and I think I can promise you some action. Anyone wishing to create their own adventures on the planet of Tekumal will find the game is available from most game shops for about £17 (try Games Workshop, 10 Uxbridge Road, London

W12 or Games Centre, 16 Hanway Street, London W1) or from 'Europa Hobbies', Walter Luc Haas, Postfach 7, CH-4024 Basel 24, SWITZERLAND for £14.95. If you use Walter, send cash to Dave Watts, 32 Eastleigh Drive, Milford Haven, Pembs SA73 2LY with a note to Walter saying you've done so. Prices from GW and WLH are post inclusive, Games Centre price is plus 45p postage.

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WARLORD!

A postal wargame
by RICHARD NASH

Part 1

'Postal Wargames?' you say, 'Oh yes, pull the other one!' Well, I am perfectly serious, it does work. There is, however, a lot of preparation to be done and as Clive is as yet unsure as to the future content of Chimaera re games to replace Soccerboss (R.I.P), I intend to write a series of articles explaining the facts and theory behind the game. In this way everyone (and especially Clive) will know what they are letting themselves in for.

First of all, the background to the proposed game. Well, it's situated in Ireland in 1870. In America the north won the civil war quickly (in 1863 actually) and the strong, united country decided to invade and conquer the Emerald Isle in 1865. This they accomplished with ease, overrunning all resistance by the spring of the following year.

During the next four years American influence transformed the country and it settled down to a peaceful era. However, bitter confederate refugees were flocking to the northern counties, bringing their former slaves with them and setting up a southern state as before, in the north of the island. American democracy was in force, and the election for President in 1870 revolved again around the issue of slaves - the north for, the south against. When the anti-slave nominee, Aisle Setumphrey, was elected, the six northern counties voted for secession on September the 1st 1870, 1 month after the election. They elected as their President the pro-slave nominee, Whipem Tadeath.

There was panic and confusion throughout the country. In America the thought of another Civil War caused pandemonium in Congress, whilst the Senate returned from holiday for an emergency sitting. The nation was aghast. In Ireland itself the people were in a state of delayed shock - nobody quite knew what to do. Then, on September the 4th, the issue was taken out of their hands. President Whipem Tadeath declared war on the south and mobilised an army under Major-General Robert E. Lee at Belfast, called the Army of Northern Antrim. It was a Confederate State Army (CSA).

In response to this, President Aisle Setumphrey mobilised his much larger Army of the Shannon under Major-General Joseph Hooker at Dublin. It was a United States Army. The CSA forces numbered 52,510 infantry, 4,188 cavalry, and 224 guns. The USA forces numbered 113,475 infantry, 11,168 cavalry and 390 guns. The object of both sides was the total elimination of the other and occupation of their homeland. The war of Secession had begun all over again.

Well, there you are. Totally impossible to play by post you say. Not so. In fact the game is to be played in two magazines, Chimaera and Ellie; Chimaera will carry reports of the CSA forces, whilst Ellie will carry reports of the USA forces. It will not be necessary to receive both 'zines to play in the game though you may, if you wish, do so. All sides movement will be controlled by the GM and each period of movement will be published in the respective magazine. Whether their deadlines are the same or not is irrelevant - i.e. it doesn't matter. If you like it could be described as two separate games played together, affecting each other but not affecting the players in the same manner. Sort that one out.

It will not even be necessary to purchase a map of Ireland, though naturally if you do so it will make the game that bit easier to follow. Each player will be given a name, rank, status, etc., and also various abilities upon entering the game. He will also receive a set of orders from the GM which he is to carry out for that period. He will describe how he does that in his orders,

and the result of his action will be given in the next issue and so on until he is killed, or something else happens.

The object of the game? Well, it is a fun game that anyone can join at any time once it starts, however, a survival points table will be published each issue to give a guideline to progress.

Well, that's about it: this issue I shall give you a breakdown of our fictitious order of rank for the game - so no complaints you military historians.

<u>RANK</u>	<u>UNIT</u>	<u>RANK</u>	<u>UNIT</u>
<u>COMMANDED</u>		<u>COMMANDER</u>	<u>COMMANDED</u>
1. Commander-in-Chief	All forces	7. Major	Regiment
2. Brigadier	Army Group	8. Captain	Battery/Sqdn/Company
3. Major-General	Army	9. Lieutenant	Staff Position
4. General	Corps	10. Sergeant	Gun/Troop/Squad
5. Lieutenant-Colonel	Division	11. Corporal	Section
6. Colonel	Brigade	12. Private	Himself

These rank structures are the same for all arms, both in USA and CSA units. That's it for this issue, hope you like the idea, Clive has been patient waiting for it to start since September, Bob not for as long.....

RICHARD NASH 1977

Thanks very much for that article, Richard, now we just sit back and wait to see what the response is. I must however, point out that it is by no means certain that this game will definitely run in Chimaera as Richard tends to suggest. This will depend on two things, one is your interest in the idea and the second is my ability to GM what could become a whopper of a game. I've already told Richard that I'm reserving judgement on that score until he's told me exactly what is involved. That should become clear as he expands the idea in the coming issues.

I have another postal game on file from Richard that was a possibility to be run alongside the second season of Soccerboss. It's called 'GOAL-MINE' but because of my folding the Soccerboss game it hasn't yet seen the light of day. I'll still try and squeeze it in at some future date, if only for interests sake, but if in the mean-time one of you other editors with a thriving Soccerboss league fancy trying a side game, I'm sure Richard would be interested in letting you have the rules too.

Whilst on the subject of new postal games, I have a little one here Mike Close that could prove interesting for any of you who follow the turf.

PLACE YOUR BETS PLEASE!!

by MIKE CLOSE

Whilst in the sixth form at school (a long time ago!). a game was devised and played involving National Hunt Racing, which, I think, lends itself to postal play.

The game involved buying a newspaper every morning on the way to school, and selecting a horse from each race at a particular meeting before the first race began. The 'tips' were handed in to the controller or GM, who, next morning would check them against the results.

A system of scoring was set up so that points were allocated for those who picked first, second and third (occasionally fourth) and also there were bonuses for those coming in at fairly long odds. One horse in each tipsters selection was 'napped' and any points gained by the napped horse were doubled.

Once a balanced scoring system was devised, giving no advantage to those who picked all favourites, or all outsiders. the game spread like wildfire throughout the lower sixth, until five divisions were (as per football league tables) established. Newspaper tipsters e.g. Templegate, The Scout, etc., were included in each division, and in the main, fared poorly against the students!

I think the easiest way to play it postally would be for each tipster to buy a paper on certain days and post his selections to the GM in time for the 1200 or 1300 hrs postal collection. The GM after ensuring the postmark is correct, checks the selection against the days results, and periodically publishes a league table. I would say that selecting from each meeting on

Tuesday, Thursday and Saturday wouldn't be too expensive.

MIKE CLOSE 1977

So there you are. Anybody fancy a go at beating the newspaper tipsters at their own game? Mike has kindly offered to GM a game himself if there's interest enough and there'll be a game fee of 25p. We'll see what the interest is for next issue and if Mike considers it enough to commence we'll decide what period the game will run over and we'll get him to explain the points procedure.

.....Now, would you believe it was time for that bloody, silly continuing story again (I'll kill that Dick Bartle, Secret Agent for starting it, so help help me.....

IS CO-EDUCATION WISE?

by: Dick Bartle; Secret Agent, Stephen Hatfield,
Kedge Neuman, Linda Thompson, Dave Tant.....
...and now....and now...it's...CHARLES VASEY!

Dames!

It was the one word Inspector Cheesecloth had not expected to find, what, if anything had this to do with the Van Hire Diamond? He sent Sergeant Broadloom to check out the MO of the murderer, and left Constable Acrylic Nylon to watch over the body. The Inspector was uneasy. It was the fifth murder that week, and it was only Yom Kippur (already). Always the same evidence - the victim was dead. The more he thought of it the more he regretted coming to Softly Softly. Suddenly he made the decision, dropping his car into third gear he swerved violently up a side-street and through onto the set of a gangster film. "Phew" thought the Inspector "this should be easier. Everyone knows that American films are full of weird, deformed, private eyes and bad actors who appear constantly in the same role so as to aid the average American to spot the bad guys without the hats". At that the Inspector halted. Four lines of dialogue costs money and Central Casting could be a problem. But so could bad breath, when did you last ask bad breath for a rise? Thinking laterally could solve many of the world's problems, so could death. But isn't that the eternal quandry? Was it John Paul Satre who asked if Tarzan changed his socks every other day? I mean, it makes you think. Is life really a bowl of credit cards, is Jimmy Carter just an intelligent form of peanut, have I lost the thread of the plot?

But soft, what light through yonder window breaks? It is the Sun, and with the Sun come naked women in unlikely poses with foolish captions, Show me a man who reads the Sun and I'll show you an illiterate! Show me the way to go home, I'm tired and I wanna go to bed. Ah Shakespeare, you knew how to twist those heartstrings. It's hard to see you as writing the Crossroads of the 1580's. But suddenly a noise impinged upon my being!

In one mighty bound I was free, in another I had wrested control from the Treen pilot. "Ho-Ho, you thought to capture me, Mad Dan Vasey of the InterGalactic Space Police". "Think again, earthman" hissed the Mekon "we are fifty parsecs out and you do not know the controls". I hit him in the mouths, no space-cadet can be fooled by a simple space-ship engine. All I needed was a sonic screwdriver, a laggy, and an endemic suspension of belief amongst SF fans. Dames!

CHARLES VASEY 1977

Next sucker..... Steve Walker.

Many thanks for the continuation Charles, I didn't really think you'd do it, it's a pity you did. That really is an astounding mass of rubbish, congratulations, I'll make a note not to ask you again.

Talking of American TV films, as you were a little way back, got me to thinking about the wonderfully original and smart titles that the Yanks come up with for their series. For instance there's 'Starsky and Hutch' which is about two cops called Starsky and Hutch. There's 'Cannon' which is about a detective called Cannon. There's 'Columbo' which is about, er, Columbo. 'Kojak' is about a guy called, you've guessed it, Kojak. McMillan and wife is about, you're not going to believe this, a guy called McMillan and his wife. The list

is almost endless. Can't you just imagine some American TV executive sweating at his desk for days on end trying to think up a title for his new film series about a detective called McCloud? Imagine the relief he must have felt when his highly paid PR man came up with the answer 'Let's call it 'McCloud!!'

I suppose you know that the BBC tried to sell them 'Blue Peter' but they wouldn't even look at it. They just muttered something about permissiveness on American TV not being what it was over here. Thank goodness that we've got more imagination when it comes to naming our shows, could you imagine the 'Avengers' called 'Stead'? Or 'Softly Softly', 'Watt'. What? I said 'Watt', John Watt. 'Coronation Street' could be 'Tatlock and Walker', 'Mastermind' could be 'Smugness!', er I mean Magnus' and so on. Isn't it a dreadful thought?

But I digress, this is supposed to be a games magazine so let's get back to the task at hand. And what better way to do it than with a game report?

KINGMAKER



Turn 19

AUDLEY dies peacefully in his sleep at Rockingham.
BEAUFORT Duke of Somerset, kills Howard and then, laughing all the time, steps off the quay at Southampton and gets a ducking. It seems he expected Le Christopher to be waiting there.

BERKELEY Archbishop of Canterbury sails in Le Rose to the sea space off Dover.
BOURCHIER Earl of Worcester, Admiral of England, Bishop of Norwich is stopped from boarding Le Margaret by the French and instead has harsh words with another resident.

CLIFFORD moves to Lincoln where he has an accident. R.I.P.

COURTENAY Earl of Devonshire, Marshall of England, Bishop of Lincoln moves to Fotheringhay and unwraps the presents he'd intended for Clifford himself.

CROMWELL stays at Tattershall

FITZALAN Earl of Arundel, Chancellor of the Duchy of Lancaster moves to Fotheringhay.

GREY is asleep just outside Lincoln....he never wakes. R.I.P.

GREYSTOKE stays at Ravensburn.

HASTINGS stays in Usk. HERBERT stays in Usk.

HOLLAND Earl of Westmorland, Bishop of Carlisle dies in his sleep at Compton.

HOWARD is killed by his captor, Beaufort.

MOWBRAY Duke of Norfolk, Warden of the Cinque Ports stays in Rye, but not without a little trouble.

NEVILLE Earl of Warwick stays in Ravensburn.

PERCY Earl of Northumberland, Bishop of Durham stays in Alnwick.

POLE Duke of Suffolk stays in Ipswich.

ROOS Archbishop of York moves to Fotheringhay.

SCROPE stays at Ravensburn.

STAFFORD gallops to Rye and the assistance of Mowbray.

STANLEY stays in Eccleshall.

TALBOT Earl of Shrewsbury moves to Rye and boards Le Margaret, but not until after aiding Bourchier.

SHIPS

Le Christopher can't leave Rye because of the French.

Le Michael stays at Milford Haven, Le Swan stays in Boston.

Le George stays in Rye. Le Margaret fights the French at Rye.

Le Rose sails to the sea space off Dover. Le Lucas stays in Carisbrooke.

Le Trinity stays in Rye

BATTLES & SIEGES

In Rye Mowbray and Bourchier, supposedly there to fight the French, catch sight of each other and a bit of bovver looks like ensuing. Fortunately a squall blowing in from the sea put a stop to it before any serious fighting could be done. When it clears it is obvious that both sides have called in

reinforcements and now facing each other are Talbot and Bourchier on the one side, Stafford and Mowbray on the other, for the time being the French are forgotten about. Bitter fighting follows but the result is indecisive even when Talbot leaves the fray to board Le Margaret. The two sides end the day glaring at each other across the High Street.

Marching southwards, Fitzalan, Roos and Clifford happen upon the sleeping figure of Grey just outside Lincoln. Fitzalan lops off his head before he even wakes, but unfortunately he follows through with the swing and Clifford, who was standing a little too close, gets three inches of rusty sword blade in his chest. He dies in agony thinking of the present of Northampton he'd just been given but has now lost. Ahhhhhh.

Fitzalan, Roos and Courteney join forces to lay seige to Fotheringhay. At least that was the intention, in point of fact they couldn't even find it for the snow.

Dave Allan has now been dropped from this game, he has NMR'd on two consecutive turns and I warned you all what would happen if you did. He only had two nobles remaining alive and both have this turn died in their sleep. Their holdings have been returned to the Crown for re-allocation.

One of the two people not wanting to terminate the game in a draw has now changed his mind and wishes to do so. Only four players now remain in the game with three wishing to call a halt (unless some others have changed their minds too but haven't told me about). It looks now as if something could happen to liven the game up a little in the near future and so I'm asking the people who want to end it to give it just one more chance. Only two Royals now remain alive, Margaret of Anjou in Fotheringhay surrounded by a band of eager suitors, and Richard of Gloucester in Calais. Richard looks the more secure of the two at the moment but with a massive armada forming in Rye and with nobles hurrying there to board, a Channel crossing looks imminent..... always assuming of course that enough nobles survive the bitter street fighting in the town before they board.

Quite a few cards in the Crown pack now, nearly enough to guarantee everyone at least something for the next two turns.

To the person that asked: Grey didn't get clobbered last time simply because nobody went past Lincoln.

Nobles appearing next turn

Son of Clifford at Conisborough

Son of Holland at Compton.

End of turn events

Plague sweeps the country!! Strikes at Carlisle, Lancaster, Chester, Berwick and Canterbury, all with no effect.



Station-master

RR 05 J
Round 5

DAVE WATTS

(Correction to last turn: TSR was 32, -10 was due to GNF.)

All moves in here before the deadline - wish all RR games were like that. This keen struggle continues - obviously players are spending a lot of time thinking what the others are going to do next time. Some scope for Diplomacy here; for instance, last time PIST and CCC could have agreed to leave Hull for the time being and use their moves elsewhere. Still a lot of places left untouched around the edges: but there are several obvious moves next time by people wanting to establish little local monopolies.

The builds: Throws were 4, 3, & 6.

GREAT NORTHERN FRAILWAY

Mike Lean - Black

5a:(Barnsley)-A12. 5b:(A12)-Pontefract-C13;(J9, sheet 5)-I10. 5c:(I10)-H9-E11-E13.

47-15 (to KBALS), -1 (to TPR), -1 (to PIST), -2 (to TSR), +2 (from TSR)
= 30 points.CLOCKWORK CHOCOLATE CARRIAGEWAY

Ian McLaren - Brown

5a:(C6)-Ellesmere Port-B4-Chester; (Ellesmere Port)-C4. 5b:(Sheet 3, B3)-A4. 5c:(A4)-L5-Sunthorpe.

51 + 15 + 2 (from TPR), = 68 points.PRESTON INDUSTRIAL STEAM TRACTION

David Tant - Green

5a:(Sheet 3, D6)-D9; (Sheet 1, F5)-F4. 5b:(F4)-F3-H2. 5c:(H2)-Fleetwood; (F5)-H4; (C7)-Dewsbury; (D9)-Hull; (C12)-Pontefract. (The first time I've had a move in 5 separate pieces).55 + 10 - 1 (to TSR), +2 (1 each from TSR & GNF), +1 (from TSR) = 67 pointsTRANS-SIBERIAN RAILWAY

Richard Bartle - Orange

5a:(Bury)-M14-N13-B14. 5b:(B14)-Bacup; (Sheet 2, A12)-Pontefract-C13. 5c:(Dewsbury)-D6-E7-Bradford; (Bury)-K13-K12.32 + 5 + 2 (from GNF), -2 (to GNF), -1 (to TPR), +5 (from KBALS), -2 (one each to KBALS & PIST), +3 (from TPR) = 42 pointsKEIGHLEY, BURY & LIVERPOOL SERVICE

Dave Thorby - Blue.

5a:(H6)-I6-I1kley; (Sheet 4, G6)-F5. 5b:(Sheet 5, K11)-H9. 5c:(H9)-Glo-Sheffield; (F5)-F4-Liverpool; (Sheet 4, K14)-K15-L15.

58 + 5 - 2 (1 each to TPR & TSR), +15 (from GNF), -4 (to TSR), +1 (to TSR) = 73 points.TRANS-PENNINE RAILWAY

Tony Ball - Red

5a:(Wakefield)-A11-L12. 5b:(L12)-K13-K14-Doncaster. 5c:(Widnes)-E7-C6-Ellesmere Port.

61 - 2 (to CCC), +1 (from KBALS), +1 from GNF), -3 (to TSR); +1 (from TSR)
= 59 points*****
(I'll be very surprised if there isn't an error in that lot somewhere;
it's a lot of work trying to track down all junctions & parallel payments)A nice big build, then, to finish the building stage: 4, 5, 6.

I'm looking forward to the next RR starting in Chimaera; so far, the only games which haven't been played by post are: A;C;E;F;H;L. However, L will be starting, possibly next time, in 1901 and all that. Of the others, C and E are the best games - C is Western USA for 5 or 6 players; E is Atlantic & L, Erie for 6 to 8. The others are not such good games as thses two: but F is a reasonable one for 4 players if we can't get enough for the others.

Would all players please send orders for different games on separate sheets; especially, Ian, if they are in different 'zines.

Who is coming to Wales for their holidays? With your next order, I'll send a free guide (official Wales Tourist Board, 24 page guide; loads of colour photo's). What other foreign country can you visit without crossing the sea? Where you English £ is still worth 100p? With the world's most ardent women (ask any Rugby tourist from overseas)? And the opportunity to be thrashed at ftf RR by me?

If you want the guide without ordering goods, include 11p postage.

DAVE WATTS 1977

Thanks for the report, Dave; I don't suppose you work for the Welsh Tourist Board do you? Why doesn't anyone ever holiday in Tag Hill? Silly question.

'Railway Rival' game kits are available from Dave for 48p plus postage along with several other items including 'War Game' kits and adhesive transparent vinyl. For a full price list write to Dave at 32 Eastleigh Drive, Milford Haven, Dyfed, SA73 2LY.

FORMULA ONE

NMR's from Tony Taylor (Blue) and Henry Motoring Crun (Green).

<u>Turn 41</u>	Start	New		Tactic Card	Penalty	State of car	
	speed	speed	Move			TW	BW
Y. Howes	100	120	B42-47		TW2	3	2
Bk. Nash	160	120	C38, E39-41.....	Spin-off	BW1	7	2
Bu. Taylor	120	120	C33, B34-38			5	1
O. Canham	160	160	B28-35			1	0
G. Crun	140	100	B8-11.....	Spin off	BW1	6	2
<u>Turn 42</u>							
Haycart	120	160	B48-55			3	2
Concorde	0	60	B42-44			7	2
Blue streak	120	100	B39-43			5	1
Orange Flav.	160	140	B36-42			3	0
Green	0	60	B12-14		TW2	6	2
<u>Turn 43</u>							
Haycart	160	120	C56-61		BW1	3	3
Concorde	60	120	B45-50			7	2
Blue streak	100	80	B44-47			5	1
Orange Flav.	140	120	B43-46.....	Spin off		3	0
Green	60	100	B15-19			6	2
!!!!!!							

PressCONCORDE - ALL

Now approaching the final lap, may I wish you all a disasterous finish. Regretfully I must not comply with GM analysis of the game, which does not give me victory: I shall put into the pits shortly and change driver. My new driver shall be an UKDA expert (sigh....) and shall drive like the wind over the hills of Liang Shan Po..... It should be an interesting finish. See you all in the bar afterwards for my celebration.....

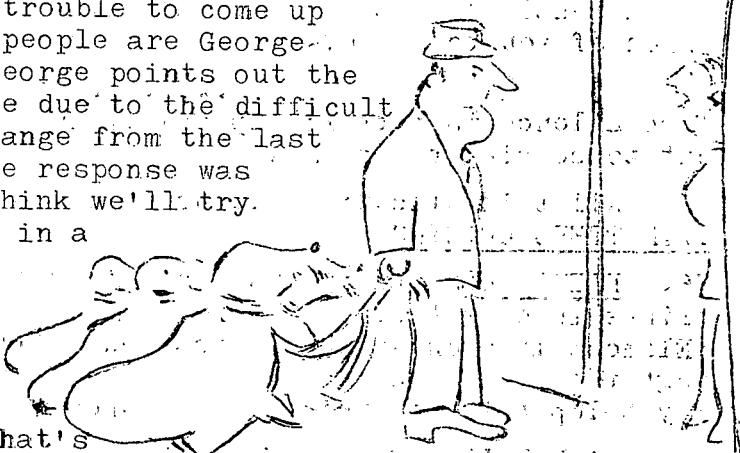
TAG HILL

I can't remember making an analysis of the game, but if I said the Haycart would win then I'm standing by it. He's now 10 spaces clear of Concorde and I reckon it's all over bar the shouting. I can't see Farmer Bob 'Parsnip' Howes losing his head at this stage.

(*****)*(*****)*(*****)*(*****)*(*****)*(*****)*(*****)*(*****)

GUESS THE CAPTION

This is what I suppose could be termed a failure as only two people have taken the trouble to come up with possible captions. Those two people are George North and Richard Bartle, but as George points out the reason for the poor response may be due to the difficult subject of the cartoon. Quite a change from the last time we tried one of these when the response was overwhelming, but all the same I think we'll try another one with an easier cartoon in a future issue.



The captions this time were:

George North: Zined - Sealed and delivered....

Richard Bartle: "Are you the man that's come about the ceiling?"

"No-one by the name of Nanook lives here"

"Haven't I seen you on Sealebility Squares?"

"Of course you can have your ball back"

Richard also included a few others in his letter, but take my word for it they weren't much better..... Now I suppose that you'll all want to know the original caption? OK, brace yourselves, it was..... "No thank you, I've already got my Christmas seals" 1....2....3....GROAAAAAAAAN!!

THE PITTS OF CHAOS

The Chimaera game of Dungeons and Dragons.

Dungeon-Master DAVE TANT

Gentle readers, an astonishing event has come to pass. A person, not even playing in our game, has the temerity to dispute some of my decisions!

Nay, lower your shocked hands and relax your pursed lips, for 'tis naught but the truth. One Lew Pulsipher, who is, I am advised, not even English (of course, with a name like that you would have guessed, wotchin'?) sounds like something they put in margarine) has written to our noble printer to cavil about hobbit's and fireballs.

Perhaps I should ask, in language he would understand, "who is dis bum?" but will refrain in case it turns out he invented the game. (Just in case you did, Lew, did it come from a combination of LotR and Lord Dunsany, or as I believe, an expansion of Poul Anderson's 'Three Hearts and Three Lions'?)

I could tell you that....

The first point raised was that of Hobbits' accuracy, defined in 'Chainmail' as 'two hobbits equal three men', so I'm told. Well I'm afraid that's as meaningless to me as a schoolboy 'zine editor's promises for future efficiency. (Surely you've finished your mock 'O' levels by now Paul.)

I prefer to go by the D & D Book 1 statement that hobbits have 'deadly accuracy with missiles'. There we are on surer ground: if dexterity 18 gives a +4 chance of hitting, that must be as deadly as one can get, so in my game hobbits get +4.

This meddling pedant's second point concerns fireballs, and particularly that used by St. Martin on the gelatinous cube. Unfortunately my geometry was so weak as to drop me into the 'B' Maths stream, despite the excellence of my Arithmetic and Algebra, and I must confess that I cannot calculate the volume of a sphere. (Fortunately I have not previously found this a great handicap in life.) Given that the radius is 20 feet, perhaps someone suitably qualified could give me the answer.

Please check your calculations carefully, however, as our friend has apparently enrolled the services of two nuclear physicists, and they have decreed that the 'burst' area is greater than the volume of the passage in which the fireball detonated. (What nuclear physics have to do with it, I'm not sure.)

"Amazing!" I hear you cry. Yes, very, since only St. Martin and I knew the dimensions of the passage until C(Ed)rick explored it the other turn. Which of you told him?

.....but I won't say any of that, 'cos a dignified silence is better; especially in case he ever comes over here and turns out to be bigger than me.

All this of course, leads us naturally to....

...MATTERS ARISING

36. ELEMENTALS: In my dungeon (thought I'd better stress that before Lew brings in expert evidence from a medium or three) these monsters speak 'Elemental' amongst themselves, but will not speak to any character 'controlling' them unless he happens to be able to speak it too. 'Control' allows one-way telepathic communication of orders from 'controller' to Elementals.

37. MAIN HALL AND ENTRANCE-CORRIDORS: The prohibition of conflict covers not only hitting and shooting, but the casting of spells and any other action which could be inimical to anyone else.

ACTION

And the most important story of the month is the 'Death of Dave'. Yes, folks, the Menace of Mickleover is no more; done to death in his prime (well, all things are relative) by the combined wiles of a patriarch and a paladin.

Our last issue left the crafty chaotic party creeping silently up behind St. Martin's party, while nearby C(Ed)rick was, pardonably distracted by a Beholder appearing under his nose. (No, that wasn't a moustache at MidCon.)

Fortunately St. Martin had someone watching his rear (I'll let all sorts join my game) and this excellent chap (obsequiously named St. David) sounded

the alarm.

Somewhat surprisingly, St. Martin first had a 'Dispel Evil' spell cast at Dave, which merely turned him Neutral for a bit and, as his opponents were unlimbering all sorts of artillery, he naturally fired his Lightening Bolts wand.

Most of the targets made their saving throws, and then St. Martin pulled his master stroke. (Yes you can pull a stroke. Watch Martin Hammon play golf for a demonstration.) He had a 'Haste' spell cast on his own party and a 'slow one on Dave's. Some of his fighters then charged swiftly to attack the now-ponderous Dave, while the rest started firing arrows and slingng stones.

Meanwhile, C(Ed)rick after initially recoiling from the Beholder, decided he 'didn't believe in it'! His magic-user fired a bolt from a wand of cold at it, with no visible effect that C(Ed)rick could see, but considerable effect that Dave could feel as the bolt hit him (half damage) and his two hobbit-thieves, killing the latter outright.

Dave was not one to go down without a fight (or umpteen 'phone calls) and various of his party did their best at slow speed. Dave got off another Lightening Bolt, someone cast a 'Darkness' spell and another 'Held' one of St. Martin's fighters. However, 'Darkness' being the chaotic equivalent of 'Light', the darkness wasn't absolute. Although the missile firers had to desist for fear of hitting their own side, hand-to-hand fighting was still just possible, and the super-speedy fighters were right on top of Dave.

In the ensuing melee, Dave and two of his best fighters were cut down, at the cost of considerable damage to St. Martin's fighters, and finally C(Ed)rick sent another bolt from the Wand of Cold, through the Beholder, and demolished two clerics and a magic-user, thus releasing the fighter who had been held.

This left only three of Dave's party, who had been standing to one side. In fact one of them was the magic-user who had been concentrating on the 'Phantasmal Forces' spell which maintained the Beholder in place.

His two guards, understandably distracted by the battle going on in the pall of gloom before them, did not notice the arrival of Clive Wardley and Ron Canham in the corridor outside.

Clive, possibly alerted by a shout from within, cast a 'Monster Summoning' spell which, somewhat disappointingly, produced one orc. Still making the best of a bad job, Clive sent him into the room with instructions to (i) charge the nearest group of Dave's characters and (ii) then break off and attack the Beholder. (Yes, he obviously was alerted!)

Armed with an axe, the orc rushed in and there, immediately in front of him and facing the other way, was Dave's magic-user. Not one to let a chance slide, the orc bashed him in the back of the head with his axe. Understandably, this broke the Magic-users concentration, and the Beholder vanished. Somewhat puzzled, the orc ran back to report.

C(Ed)rick, now once again able to see what was going on, entered the room. His magic-user 'controlled' Dave's badly-wounded magic-user and one of his guards, and forced them to come and lie down amongst the bodies, while C(Ed)rick and St. Martin began to negotiate the administration of Dave's estate. The one remaining guard backed warily away, followed faithfully by one of Dave's mules.

No further action from Clive or Ron at press date, so it looks as though they won't be getting any of the spoils.

On the same level, Ian Jones is still having trouble with double-vision, or at least with one of his fighters, who has become duplicated. Ian is itching to blast one of them, but is understandably anxious not to get the wrong one.

The duplication occurred in a room where there is a very interesting looking box on a small table, and Ian may well be calling for volunteers to open it. Hullo, where's everybody gone?

On another level, Allan Ovens is meeting all sorts of interesting beings. It seems there's a perpetual state of war existing down there between the forces of Law and Chaos. Fortunately, Allan has arrived in the territory held by the Lawful side, and a Lammasu, who appears to be in charge of a number of Elves, Were-bears, Blink-dogs and Hippogriffs, allied to a tribe of Amazons, is offering all sorts of goodies to him if he'll help fight to recover the Magic Library of the Elves.

Among the Amazons is a young lady who looks remarkably like the one Bill

Howard met briefly back on the first level.

Bill himself finally escaped from the Neutral Werewolves' lair by blasting a hole in the wall. Unfortunately the Staff of Wizardry he gained by a 'Wish', seems to produce two spells every time, so although he got the 'Passwall' he wanted, the hole simultaneously filled with Webs. Still, he got through, but is still being followed by one of the werewolves, complaining bitterly about the hole in his wall, despite the fact that Bill has given his word as a Paladin to pay 50 gold pieces damages as soon as he gets any treasure. (Personally, I don't blame the werewolf. Perhaps Lew can get an employment agency to quote odds on getting a bricklayer to repair a hole in a werewolf's lair for 50 gold pieces.)

Bill is now rapidly splitting up his group into smaller and smaller parties as he investigates a transporter-room (which one of his fighters claims has increased his strength), a small lake with a treasure chest on an island in the centre (where a Nixie has just surfaced) and an apparently empty room with a rather nice helmet inside.

Another player with a possibly diminishing party is Adrian Attwood. Adrian successfully got his mule down the chute, with his party, but two of his men seem to have vanished during the descent. Adrian doesn't seem to be looking for them very hard, being more interested at present in a room he has found, which is infested with Giant Rats. His plan is, I believe, to fight them with burning torches, so he may not be with us much longer.

Les Kennedy has taken that traditional route to fame and fortune by entering the orcs' dormitory. Progress through there is getting very difficult, due to the enormous number of dead orcs on the floor. Some day, when I have a few hours to spare, I'm going to work out just how many have been killed: we must surely be approaching the ton. Les duly despatched all who attacked him, with one of his fighters taking a bit of a hammering. Just as well there's a chaotic cleric trying to flog Staves of Healing from a little pith he's set up in the Main Hall.

Clive Booth has also passed back through the Main Hall after his abortive attempt to climb into the upper reaches of the dungeons. He made a brief but futile attempt to engage the dead parrot's (someone could make a good comedy sketch out of that) now chaotic party in lawful conversation.

Clive is now entering the single door in the South Wall, a route so far taken only by Ian Jones. Amazingly, Clive has yet to meet a live monster! (Of course, most of my monsters have at least rudimentary intelligence.)

Finally, we come to Iain Drylie, who has finally entered the Main Hall, heading (yes, you've guessed) for the orc's dormitory. Iain may be taking his time, but I must pay tribute to him for having the best organised party and the most beautifully set out equipment list yet. In fact this has so impressed his followers that their loyalty has increased as a direct effect.

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

WAITING LIST

With the death of Dave Allen, we have room for another party in the Pits. Will Ray Gale please let me have his plans for spending his 400,000 experience points, as per part one, plus an s.a.e. as soon as he likes, and my friend the publisher will relieve him painlessly of his game fee.

Ian McLaren tells me he's a bit too busy to enter at the moment, so that leaves the waiting list as follows:-

1st: Clive Waterhouse; 2nd: Mike Close; 3rd: Paul Blackwell; 4th: Chris Boyes; 5th: David Bolton (Thanks for the s.a.e.'s David, but it may be a while before I can use them. Hope to see your namesake team at Wembley soon).

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

STANDING ORDERS

Several of the players have given me various standing orders at different times during the game, but most of them have then proceeded to change those orders more than once, and they are becoming a little difficult to follow. What I now want from every player, with the next orders he sends after reading this, are new standing orders covering the two most common situations:-

A) Marching along a passage

B) Entering a room

Both should not only include the placings of their characters but details of who holds the lanterns and torches, and what weapons, if there is a choice.

they have in which hands.

Should you meet a monster, you will of course be advised and given an opportunity to change weapons; unless, of course, you are 'surprised'.

(B) may be split into sub-parts, in case you want one formation when trying the door, and another after you pass through it.

If I don't get these standing orders from anyone, I'll have to sift back through his letters trying to make my own out for him, and it may not be quite what he would have wished, although I will do my best.

-----o o o-----o o o-----o o o-----o o o-----

NEW MONSTERS

I read somewhere in another 'zine of a number of new monsters invented by readers. One that particularly took my fancy was something about a 'Commuter-crowd', invented by no less a person than Chris Rick, which could cause damage with umbrella pokes, newspaper swats and, if alarmed, an uncontrolled stampede in a random direction.

I, therefore, propose to offer a number of prizes for the best original monsters submitted by players (or intending players, who can hold them in reserve).

First prize: A fully charged Rod of Beguiling

Second Prize: A shiny new Sword of Cold.

Third Prize: A Talisman of Lawfulness.

So let's hear from you!!

-----000-----000-----000-----000-----

PRESS.

Yes, another new feature, praise be to the bounty of our publisher.
(Thank God 'Söderbys' finished!).

The following piece of anonymous press arrived recently:-
A DARK CORRIDOR IN THE PITS OF GUL

The motley party edged cautiously along the corridor towards the heavy wooden door, their flickering torches casting black shadows and sending them dancing across the walls and ceiling. They halted at the door and the Wizard of the party, a sly-eyed bearded individual in black cape and hood, ((that all?)) nodded to one of the dwarves to proceed. He raised the butt of his sword and hammered twice on the door.

"Knock, knock". ((Just like that.))

A voice from behind the door, loud and deep like a roll of thunder called "Who's there?".

The Wizard replied "Tis I, Dave Allen!"

Dave Allen who?" roared the voice.

The wizard collapsed in tears, beating his fist against the floor.

((Never mind, Dave, the speed that guy's going, you could join the end of the waiting list, organise a new party, and still catch him on the first

1. *Chlorophytum comosum* (L.) Willd. (Asparagaceae) (Fig. 1)

NEWT DEADLINE - Sept. 1

Write to DAVE TANT

DAVE TANI
Yankonphobe House

Tankophobe House
33 Nunsway Avenue

32 Nursery AV
Boulnashanth

Bexleyheath,
Kent DA7 1TE

Kent, DAY 45 Z

Thanks for that, Dave, I hope that our readers won't think that that was too long but if they do I'm sure they'll speak up. Before I move onto the Diplomacy games I really feel I must disassociate myself and Boot completely from Dave's anti-Yank outburst. I'm in enough trouble already with our 'friends' from across the water (see letter column). Alright, Lew, baby? I'm not going to take sides at all (you're probably both bigger than me), but think I should point out that 'deadly accuracy' surely means accuracy that kills, therefore any hit by a hobbit bowman results in death of the target.....get out of that ther

To find the volume of a 40' sphere you simply immerse it in a 45' bucket of water, dummy. And as to your comments about me not yet metting a live

monster, may I point out that I know Dave Allen personally. Oh, I see you go on to say that all your monsters have at least rudimentary intelligence, so perhaps he doesn't count, you're right, I haven't.

I know too that I shouldn't mock the afflicted the way I do, but just to get back to Americans for a moment and their TV programmes which I was talking about a little while ago, I see there's a report in the paper today about one of their weather forecasters called Frank Field. I suppose really that he is to NBC what Bert Ford is to the BBC, but good old Frank has a gimmick. He gives the forecast whilst holding a dog under his arm and he uses the dogs paw to point out the various cold fronts etc.!!! I kid you not, and for that they pay him £70,000 a year. Oh boy, thank God we gave them independence when we did.

DIPLOMACY GAMES

ARGOS 1975FH AUTUMN 1907

GM errors: Due to my continually forgetting that this is a three season game I have two errors to report, one in each of the two preceding seasons. In the last season I disbanded the retreating Turkish army in Rumania when it should, of course, have had a retreat option. It went to Galicia and relevant players were advised accordingly.

Second error occurred in the season before and I apologise for not mentioning it last time, put it down to Steve Platers resignation etc., but I forgot. Russia included his builds with his orders for Autumn 1906 and I filed them away before the winter season was adjudicated. When Jon complained I checked back and he received a build of A(Mos). Again, all relevant players were notified.

ENGLAND (Bullock) A(Gas)-Spa, F(Por) s A(Gas)-Spa, F(IRI)-MAO, A(Edi)-Bel, F(NTH) c A(Edi)-Bel, F(ENC) s A(Edi)-Bel, A(Pic)-Bur, A(Par) s A(Pic)-Bur, F(Hol) s F(Kie), F(Kie) s F(Ber), F(Ber) s F(Kie), F(BAL) s F(Ber).

FRANCE (Canham) F(Spa-SC) st., F(WMS) s F(Spa-SC), F(TYS)-Nap, A(Pie)-Mar, A(Mun)-Bur sby A(Ruh), A(Sil)-Mun.

ITALY (Nash) F(Apu)-Ven, A(Tri)-Vie, F(Gre) s A(Ser)-Bul*, A(Ser)-Bul*

RUSSIA (Lovibond) A(Bul)-Gre sby F(AEG), A(Con)-Bul, F(BLS)-Con, A(Rum)-Ser, A(Bud) s A(Rum)-Ser, A(War)-Gal, A(Mos)-War, F(StP-SC)-GOB,

TURKEY (Pratt) A(Gal)-Vie.

Retreats: Italian A(Ser) to Alb or disbands, F(Gre) to ION, Alb or disband.

WINTER 1907 builds

ENGLAND	Edi, Lon, Lpl, Bel, Hol, Kie, Den, Nwy, Swe, Bre, Par Ber, +Por	= 13: build 1 (on file)
FRANCE	Mar, Spa, Tun, Mun, Rom, (Por), (Ven), +Nap	= 6: build 1
GERMANY	(War)	= 0: OUT!!!
ITALY	Tri, (Nap), (Gre), (Ser), +Ven	= 2: N/C or disband 1 or 2
RUSSIA	Mos, Bud, Smy, Con, Vie, Bul, StP, Ank, Sev, +War, +Gre, +Ser	= 12: build 3 (on file)
TURKEY	Rum	= 1: N/C

PRESS

THOUGHT FOR THE DAY

When Walkerbullock broke up did Mick take the brawn or the brains? The answer will be forabba a mystery!

CZAR MADEABISHOVICH - EL DUCE II

Time was when the Russo-Italian alliance was going to sweep the board. Did something go wrong? Send answers to me with an entry fee of £5. Things might change.

NAPLES

Yet again the glorious network of the UKDA machine has wound its way into the headlines. Here, in the midst of a religious war around Naples, the Pope saw fit to excommunicate Lord Bullock from the church. He is now a certified non-communicator. At least he never wrote me a letter anyway; and after I had sent him a beautifully worded 4 lined offer amidst my orders for 1901 aat. (My god, I've plugged the wrong 'zine. I should be plugging the UKDA PF, especially after its 10 page issue for the New Year - not many subbies can top that..... ((Ever heard of En Garde?))). And how did UKDA come into all this waffle regarding Mick? Very easily.

ITALY - RUSSIA

Nowt wrong with my memory either - it's just that my brain doesn't function too well in the cold weather. Can't recall the reason why though.....

FRANCE

Help!

RON - STEVE

Thanks for leaving me a 'great' position!! Maybe I can do the same for you someday (if I last in a game long enough.) If you didn't help us produce Leviathan (got to get the plugs in!) I would say nasty things about you....as it is I will have to make do with this ~~BØY~~ Bullock fella.

RON - MICK

Because you are a better player than me (naïvely he tries flattery) I would like to propose an alliance. You attack Russia and Italy while I attack England....No?....Why not?....It seems like a good idea to me!

BASILISK 1975FS AUTUMN 1909

AUSTRIA (Howes) A(Bud)-Tri, A(Tyr)-Ven, A(Vie) s A(Bud)-Tri, A(Ser) s A(Bud)-Tri, A(Rum)-Bul.

ENGLAND (Méadon) A(Mun)-Sil, A(Ber)-s A(Mun)-Sil, A(Bur)-Mun, A(Den)-Swe, F(BAL)-GOB, F(Nwy)-BAR, A(Bre)-Nwy cby F(ENC), F(NTH) & F(NWG), A(Mar)-Pie, F(GOL) s A(Mar)-Pie, F(WMS)-Tun sby A(NAf), F(MAO)-WMS, F(NAO)-MAO.

ITALY (Davies) F(Nap)-TYR, F(ION)-Tun, A(Tri) st* sby F(ADR), F(Gre)-Bul-SC, A(Ven) s A(Tri).

RUSSIA (Cook) A(Pru) st., A(StP)-Fin, A(Mos)-StP, A(Lvn) s A(Mos)-StP, A(Sev)-Mos, F(BLA)-Con, A(Arm)-Sev.

Retreats: Italian A(Tri)-Alb.

WINTER 1909 builds

AUSTRIA Bud, Ser, Bul, Vie, Rum, +Tri = 6: bu l A(Bud)

ENGLAND Lon, Lpl, Edi, Nwy, Bre, Den, Por, Swe, Ber, Hol, Kie, Bel, Mun, Spa, Par, Mar, +Tun = 17: bu l F(Lpl)

ITALY Nap, Rom, Ven, Gre, (Tun), (Tri) = 4: lose 2 A(Alb), F(ADR).

RUSSIA Mos, War, Sev, Smy, Ank, Con, StP = 7: N/C

DAEDALUS 1976AO AUTUMN 1906

We could have a problem here!! I have two sets of orders from Mike Lean and I'm damned if I know which are the later ones, you see, he forgot to date either set!! Well, I know that the later set came with a letter during this week and by folding the orders into the letter I find that one is a much better fit. They're the ones I'm going to use, so fingers crossed that they're the correct ones. If they're not, please don't complain Mike, 's your fault.

AUSTRIA (Thorby) A(Mos)-Sev, A(Sev)-Arm, F(Gre) ms A(Bul), A(Boh) s A(Mun), A(Mun) s Russian A(Sil)-War, A(Gal)-Rum, A(War) destroys the Tsar's latrine, A(Tyr)-Tri.

ENGLAND (Howes) F(StP-NC) st., F(ENC)-Pic sby A(Bel), A(Ber) st sby F(BAL), F(K) ms F(Hol), F(NTH)-ENC.

FRANCE (Cook) F(MAO)-IRI, F(Spa-SC)-MAO, F(GOL)-Spa-SC, A(Por)-st., A(Ruh) s Russian A(Sil)-Mun.

GERMANY (Ovens) A(Gas)-Par.

ITALY (Lean) F(TYS)-GOL, F(WMS)-Spa-SC sby F(Mar), A(Pie) s F(Mar), A(Ven) st., F(ION)-Tun, A(Con)-Smy, F(AEG)-Con.

RUSSIA (Barker) A(Sil)-Gal.

WINTER 1906 builds

AUSTRIA Tri, Bud, Vie, Ser, Gre, Rum, Bul, Sev, Mos, +Mun, +War = 11:bu 2 A(Vie), A(Bud)

ENGLAND Lon, Lpl, Edi, Nwy, Den, Swe, StP, Kie, +Bel, +Hol, +Ber = 11:bu 3 A(Lon), F(Lpl), A(Edi).

FRANCE Par, Bre, Por, (Spa), (Bel), (Hol) = 3:lose*2 A(Ruh), F(GOL)

GERMANY (Ber), (Mun) = 0:lose 1 A(Gas) OUT!!!

ITALY Ven, Nap, Rom, Tur, Smy, Con, Ank, Mar, +Spa = 9:bu 1 A(Rom)

RUSSIA (War) = 0:lose 1 A(Gal) OUT!!!

*that's 'loose' in Albatross/Bellicus terms, Paul.

AUSTRIA - GM

Good luck in UKDA PF; you're going to need it.

GM - AUSTRIA

Ho ho ha ha ho he ha ha ho, stop it, stop it, ho ha ha he ha.....
AUSTRIA-ITALY

If you're telling the truth, then think of it as an awful warning. If you're not, then it serves you right.

PARIS

General De Gaulle Cook today announced the formation of the Portugese Liberation Army. He informed the republic that the French would no more have any forces, as all forces had gone over to the Portugese.

PLA HEADQUARTERS (LISBON)

News that PLA troops have doubled from ~~from 100 to 200 men~~ were confirmed today by Propaganda Minister, and ex-French leader Field Marshall De Cook. He also announced the formation of an alliance with the Burgundian Union of Men (BUM) and the Himalayan Elite of Liberated Peasants (HELP).

LISBON

Rumours that ~~a fishing boat piloted by the drunken men~~ the entire allied fleets of the three main freedom forces on the continent were going to help the Irish were confirmed by PLA minister of Propaganda today.

FRANCE - ENGLAND

".....and just you wait until the Isle of Wight Liberation Army gets moving....."

BRESLAU

"Charge....."

"Are you sure that they're Germans, Captain?"

"Shut up, you fool!"

AUSTRIA - RUSSIA

Would it help if I said I'm sorry, ~~even if I'm not?~~

ECHO 1976AU SPRING 1906

In the last report Austria was incorrectly reported as disbanding A(Gre). This should have read A(Ser) and was an obvious typing error.

AUSTRIA (Dove) A(Alb)-Tri, A(Bud) s A(Alb)-Tri, A(Gal) s A(Bud).
ENGLAND (Thompson) F(Bre) st., F(Lon)-ENC, A(Edi)-Kie cby F(NTH) & F(HEL),
 A(Den) & A(Hol) s A(Edi)-Kie, A(Pru)-Ber sby F(BAL), A(Mos) stands and blows loving kisses to Turkish A(War).

FRANCE (Watson) A(Par)-Pic, A(Bel) st., A(Rom) s F(Nap)-Apu, F(Nap)-Apu,
A(Mun)-Tyr*, F(WMS)-MAO, F(Mar)-Spa-SC.

GERMANY (Canham) A(Kie)-Mun sby A(Sil).

ITALY (Lindsay) A(Ven)-Tyr.

TURKEY (Nash) F(Por)-MAO, F(AEG)-ION sby F(Tur), F(Con)-AEG, F(Smy)-EMS,
 F(Ram)-BLS, A(Sev)-Rum, A(Ser)-Tri, A(Gre)-Ser sby A(Bul), A(War) st.

Retreats: French A(Mun) disbands.

PRESSAUSTRIA

I can't get no satisfaction!

MRS THOMPSON - KAISER

Because of your awful comments I shall definitely not call my child Ronald if it has the misfortune to be born male, and if he/she ever plays you I will advise an immediate STAB!

P.S. I don't indulge in pickled onions a custard, but minestrone soup, liberally sprinkled with parmesan cheese is out of this world.

ENGLAND - TURKEY

Hello Richard, what a lovely offer. My conscience has given me no peace at the thought of stabbing my great friend and ally, despite Winks constant crys of 'stab him!', 'stab him!'. Yes, I agree!

FRANCE - TURKEY & ENGLAND

Who said the eternal triangle couldn't work? If you don't get of Portugal and my Brest (pardon?) you'll be feeling my point. Vive la France.

FRANCE - GERMANY

Keep with it kid. Don't let 'em con you out of the game.

FRANCE - AUSTRIA

GERMANY - FRANCE

"Nasty, centre-grabbing, magazine editor!"

GERMANY - TAG HILL

Want to change places? I'd love to adjudicate next years moves... such fun I would have.... English F(NTH) sinks; all hands lost - troops (Ex-Edi) drowned... Turkish Units all in retreat... new house rule - GM's 'mistakes' stand.

TAG HILL - GERMANY

O.K. I'll do you a swap with Belial for a couple of seasons.

ANKARA

The Sultan would like to reply to that truly insulting comment made by our GM last time. Oh, really Clive, you've lowered the standard of the 'zine this time: where can we draw the line? I mean to say, quote: 'Thought I'd get another free plug, did you?' My gosh, now that is really terribly insulting; I nearly tore up the 'zine when I read it - that was after they revived me. It was the shock you see, of reading such disgraceful/literature in a high class 'zine. By the way Clive, do you think I've gone on a bit too long? I do.....!) Anyway, to answer the free plug ideal:-

SMYRNA

At $\frac{1}{2}$ p per page, and 75 lines per page; since my plug, your reply to it, and now my reply to your reply - and presumably your reply to my reply to your reply - will cover about 25 lines, I make that $\frac{1}{2}$ p my plug has cost me and all the other subbers to Chimaera: in other words I have made you get about 30p out of them. Free indeed.....! Trade descriptions act and all that you know: I haven't got a free plug for the UKDA PF, from R.Nash of 3 Fort-william Drive, Belfast 15 as yet, so you owe me one.....

CONSTANTINOPLE

Anyway, I only said a free game: what you pay to receive results of your orders is a different matter! Anyway, since my last issue for UKDA PF (write now for free games!) was 10 pages, Albatross is MY sub-zine, so I suppose it would be a free sub to Albie since you would be subbing to UKDA PF anyway

TURKEY - TAG HILL

Bet you wish I was dead..... I don't think I could get anymore plugs in for UKDA PF anyway, at least not in the press for this game. Better see Cockatrice, Argos, abd Janus, not to mention Leander..... By the way, do you suppose any of those complaining ever read my press? They'll probably complain that my intellectual releases (no comment) lower the level or something. What else could they do? (The releases...) Anyway, I'm going since this will have cost everyone $\frac{1}{2}$ p as it is, and I don't want to take over Chimaera just yet..... do you? I mean, when will you let us know that the UK's best games 'zine of '76 was a BLUFF? Am I the only one that knows? You too can be a moron. Just write to the UKDA PF, care of..... (I'm going, honest)

TAG HILL - TURKEY

Take one load of rubbish, sprinkle it with a spattering of Irish logic and what have you got? A Richard Nash press release. Firstly, Richard, your figures are all wrong. Chimaera does not cost $\frac{1}{2}$ p per page, it costs $\frac{3}{4}$ p per sheet, which, if you think about it, is 2 pages, one on each side, see?. Secondly, although your plugs will have cost each reader they have also cost me in that I have had to supply, paper, stencils and ink to put them into the 'zine. The 30p that you bandy about then has done no more than to simply cover costs on your plugs. Add to this the fact that I get no cash return from trades, sample copies etc., and it becomes obvious that your plugs are hitting my pocket!! I am paying for your plugs, so don't tell me they're not free otherwise you'll get a bill for excess publishing costs.

The phrase 'free games' suggests you are offering games free of charge and any charges you make for the 'zine, or any costs the players incur due to postage in respect of the game, stop it from being a 'free' game. If it's costing them money, how can it be free? You're breaking the law, sunshine. Try offering free theatre tickets and then telling the people that you've given them too that they only allow free entry to the theatre, they've got to pay again to see the play, see where that gets you.....

Can I plug Chim via the press columns of UKDA PF please? And, as I'm playing in one of your 'free' games, can I please have some stamps, envelopes and writing paper?

We'll make a deal, OK? You stop plugging UKDA PF in press releases and I'll drop my court action against you over the free games. Fair?

FRODO 'WAR OF THE RING' TUILE 3024

MORDOR (Drylie) 3A(PGe)-Ise, 2A(Ise)-Ene, 2A(EEm)-Wol, 2A(WEm)-Isg, Abb(GOL)-GHa, 2A(Wil)-NWi, G2A(Ere)-Dal, 2A(AVa)-Ere, GA(CDu) st., A(Rha)-Whi, GA(Nen)-Tre, A(SDo) s A(Nen)-Bre, A(Ere)-Rha, A(Bar)-Shi, A(DGu)-Wil, A(Bro)-LoW*, A(Dág)-WRh, A(EMu)-Bro, A(Ran) st., A(DMa)-Dag, A(Udu)-DMA, A(Edo)-EEm, A(Wol)-Fan, A(Pel)-MTi, A(MTi)-Ano, A(Ith) st.

ROHAN (Jones) 2A(GOR)-WEm.

GONDOR (Kennedy) 2A(Low)-Bro.

DWARVES (Lindsay) A(GHa) s A(Bre)-Shi, A(Bre)-Shi*, A(For)-EMi-II, 2A(WiH)-IrH.

Retreats: Mordor A(Bro) disbands. Dwarven A(Bre) disbands.

TAG HILL

Apologies for my omitting to include the Dwarven A(GHa) in the report last time. It was an oversight on my part and had nothing to do with the ring being put on.

Press

HALLS OF STONE

I'd just like to say, without mercy, without forgiveness, without hypocrisy, that with the notable exception of myself the Captains of the west have shown an abominably low level of ability and intelligence.

Did none of you read the victory rules?

I resent your presences in the game, for all the use you have been you could better have just let your units stand throughout the game with no more adverse effects than the present situation - I'm the only person here who has been at all effective at fighting Mordor.

I hope you all like sex and travel.

GORGON 1976GB SPRING 1905

AUSTRIA (Batchelor) NMRI!!! F(ADR) & A's (Ven), (Vie),(Ser)*,(Gre),(Bud) st.

ENGLAND (Quinton) A(Lon) st., A(Bel)-Hol, F(NTH) s A(Bel)-Hol, F(Swe)-BAL, F(ENC) s French A(Pic)-Bel, F(Nwy)-Swe, A(Den)-Kie.

FRANCE (Cook) F(TYS) s A(Rom), A(Pic)-Bel sby A(Bur), A(Par)-Bre, A(Mar)-Pie.

GERMANY (Davies) A(Fol)-Ruh, A(Ber)-Sil, A(Mun) s A(Hol)-Ruh, A(Kie) st.

ITALY (Bartle) F(Tun)-ION, F(ION)-AEG.

RUSSIA (Howes) A(Rum)-Ser, A(Bul)-s A(Rum)-Ser, A(Gal)-Bud, F(BLA) s A(Bul), A(Smy)-Con, A(Lvn)-Pru, A(War)-Sil, A(Mos)-War, A(STP) st.

Retreats: Austrian A(Ser) disbands.

TAG HILL

One of the players in this game thinks there was an error in the last report in that the English order A(Swe)-Den should have been F(Swe)-Den. I have checked back to the beginning of the game and can only confirm that the unit has been an army all its life. It began life in Liverpool in 1900, moved to Edinburgh in spring '01 and then across the Norwegian Sea to Norway in Autumn '01. It stayed there until Autumn 1904 when it moved across the border into Sweden and there it stayed until the last season when it moved down into Denmark. Anybody want to argue with that? No? And it's a good job too, Boot was ready to add weight to my argument, so watch it.

Press

CZAR VISITS PARISMEDICINE MAN ILL.

The Czar's doctor reputedly suffering from 'old age' has been forced to remain in bed for a week accompanied by Miss World (which he said was the correct remedy for his ailment) which has allowed the Czar to have a day off: He visited Paris where, on the left bank of the Seine, he was seen in the company of Antoine Giscard Boucher le Fou (deceased) and was also reported to have caught a glimpse of the elusive 'Assassin of Montmatre' whose speciality is the 'stab in the back for 25 francs' with his super Sharp blade. The Czar's visit was cut short since he can only leave his iron lung/artificial heart/kidney machine for 5 hours, and anyway it was time for din-dins.

More next time from Gorgons 1 (and only by the looks of last issue!) super writer..... I'll si thee!

COCKATRICE 1975ID SPRING 1910

FRANCE (Scott) F(NTH)-Edi, F(SKA)-Swe, A(Bel)-Hol, A(Par)-Pic, A(Gas)-Bur, A(Mar)-Pie, A(Vie)-Tri sby A(Ven), A(Boh)-Vie, A(Tri)-Alb, F(TYR)-ION sby F(Apu), F(ION)-AEG sby F(EMS),
 GERMANY (Groom) A(Mos)-Ukr, A(War)-Gal, A(Sil)-s A(War)-Gal, A(Pru)-War, A(Lvn) s A(Pru)-War, A(Ber)-Kie, A(Kie)-Hol, A(Den)-Edi, A(Mun) s A(Sil), F(Nwy)-NWG, F(StP-SC)-GOB.
 RUSSIA (Nash) F(NWG)-Cly, A(Arm)-Smy, A(Sev)-s A(Ukr), A(Bud) s A(Gal), A(Ukr) s A(Gal), A(Gal) s A(Bud), A(Ser) s A(Bud), F(Gre) st.
 TURKEY (Haughan) NMR!!!! F(Smy) st.

PressSEVASTOPOL

The last remaining bastion of the once glorious communist empire today prayed for peace. Using a special channel created by the superb UKDA communication network, they had a word with the almighty through the Pope in 1901 Argos. His eminence granted the audience after intense consultation with Lord Bullock as to the effect it could have on the class of the former wonder 'zine Chimaera. Some say 'wonder' is the correct word, Clive, but I never do that. (Wonder, I mean). Will this press release cause an avalanche of complaint through the letter column of 'religious blasphemy'? Will they dispute the humour in the Pope being a religious joke? Or for that matter, my UKDA proposals being a Diplomacy joke? Where does one draw the line, they say. I think it should be here.....

I WISH I WERE DEAD DEPT.

I remember, a long time ago, when I had visions of winning this game; now I have visions of being eliminated.....what did I do?

MISTAKES DEPT.

You made too many.....

BORING DEPT.

The infatuation (good enough for Piggott and Howes, eh Bob?, then good enough for me) of boring press releases put YOU to sleep, and not the opposition.....

EPILOGUE DEPT.

Never in the field of postal Diplomacy has so much been given away to so many by so few, so many times in so few years with a minimum of effort..... We will give them away on the beaches; we will give them away on the streets and the landing grounds; we will never fight back..... My, that brings tears to my eyes, a lump to my throat, a faster rate to my heartbeat; I'd better see a doctor. See you, hoping this game is ended....

HYDRA 'MERCATOR III' NOVEMBER 1890

ARGENTINA (Fisher) A(Lim) bds F(CHS), A/F(CHS)-SPO, F(TAH) s A/F(CHS)-SPO, A(Iqu)-Bog, A(Asc)-Iqu, A(Rio) st., F(Nig)-SAO, F(SAF)-Nig.
 AUSTRIA (Neuman) A(Tri)-Cro, A(Gal) s A(Rum), A(Clu)-Ser sby A(Rum), A(Ven) st.
 BRAZIL (Canham) A(Tun)-Lib, A(Sah)-Mor.
 CHINA (Anarchy) F(For), A(Han) stand
 ENGLAND (Wakefield) F(BAR)-Oms, F(Kie)-Ber, F(SKA)-Swe sby F(BAL), F(ROC)-GRA, A(Nwy)-StP, A(Hol)-Kie, A(Bel) bds F(NTH), A/F(NTH)-NWG, A(Nwy) dis Nwy.
 FRANCE (Morris) F(Bre) st., F(Pie)-Gen, A(Gen)-Rom, F(GOL)-TYS sby F(MAJ), F(CAN)-Mor, A(Sax)-Pos, A(Mun) s English F(Kie)-Ber.
 GERMANY (Porter) F(MDG) st., A(Pru) st.
 INDIA (Pratt) F(ARA) s Turkish F(PER)-Yem, A(Snk)-OMo, F(EIO) st., F(MAL) s A(MAL) dis Jav, F(Bor)-CEL, F(Gos)-SCS, A(Cam) st., A(Tha)-Lao sby A(Vtm).
 ITALY (Anarchy) F's (Apu), (GOA), (Yem*) stand.
 JAPAN (Waterhouse) A(Vla)-Man sby F(Kor), F(ECS)-Shg, F(YEL) s F(ECS)-Shg, F(CPO) s A(CPO) dis Haw, F(Nom)-Van, F(SOJ)-NPO, F(Sib)-Oms, F(Osa)-ECS, A(Chi)-Kan.
 RUSSIA (Segal) A(Sha)* ms A(Man)* ((not connected!)), A(Lvn) ms A(Mos), F(BOB)-BAL sby F(Swe).
 TURKEY (Dagger) A(Tur) s Fritish (?) F(BAR)-Oms, F(PER)-s F(Nej-EC)-Yem, A(Fez)-Sud, A(Cau)-Mos sby A(Sev), F(SMS)-AEG, F(BLA) s A(BLA)-Rum, A(Bul) s A(Rum), A(Alb) bds F(ION), A/F(ION)-ADS sby F(Cro), A(Nap) st.,

A(Ser)-Bud.

U.S.A. (Nunn) A(Sol) dis Phi, F(SOL)-GIS, F(HAW)-CPO*, F(GOC) s F(HUM)-CHA, F(HUM)-CHA; F(Que)-Van-NC, F(CAO)-Mor, A(Gui), F(Rec), F(Jav*) & A(Pth) st. Retreats: Austrian A(Rum) disbands. French A(Lao) disbands. Italian A(Yem) disbands. Russian A's (Sha) & (Man) disband. U.S.A. F(Jav) disbands, F(Haw)-HUM.

DECEMBER 1890 builds

ARGENTINA	Bue, San, Tuc, Uru, Rio, SAf, Lim, Bog, Tah +Iqu, +Nig	= 11:bu 3 F(San), F(Bue), A(Ata).
AUSTRIA	Vie, Tri, Clu, (Bud), (Rum), +Ven, +Ser	= 5:bu 1 Owed.
BRAZIL	Mor, Tun, (Iqu), (Gui), (Nig)	= 2:N/C
CHINA	Han, For	= 2:N/C
ENGLAND	Lon, Lpl, Edi, Uls, Nwy, Ice, Den, Hol, (Bre), +Ber, +Kie, +StP, +Oms	= 12:bu 3 A(Yor), F(Lpl), A(Afg).
FRANCE	Par, Mar, Lyo, Spa, Por, Bel, Mun, Rom, (Cam), (Vtm), +Bre, +Pos, +Gen	= 11:bu 3 A(Gas), A(Ala), F(Mar).
GERMANY	Tan, Mdg, (Ber), (Pos), (Kie).	= 2:N/C
INDIA	Cey, Mdr, Clc, Del, Bma, Joh, Jav, Bor, Tha, Sai, +Cam, +Vtm, +Omo	= 13:bu 3 A(Clc), A(Mdr), F(Cey).
ITALY	Mog, Eth, (Gen), (Ven), (Yem)	= 2:N/C
JAPAN	Kob, Osa, Nii, Kar, Can, Kor, Tok, Ale, Vla, Van, (Phi), +Man, +Shg, +Kan, +Haw	= 14:bu 3 A(Kob), A(Tok), F(Osa).
RUSSIA	Mos, War, Swe, Pek, Snk, (StP), (Oms), (Man), (OMo), (Shg)	= 5:bu 1 Owed
TURKEY	Ank, Smy, Con, Ada, Bag, Ben, Bul, Ira, Gre, Egy, Sev, Cro, Nap, Jau, (Ser), +Bud, +Rum, +Yem	= 17:bu 2 A(Smy), F(Sak).
U.S.A.	Ney, Clf, Tex, Que, Azo, Wel, Cub, Rec, Syd, (Kan), (Haw), +Gui, +Phi, +Pth	= 12:bu 2 A(Ney), A(Clf).

TOTAL 108

TAG HILL

Under the new Chimaera House Rule, China and Italy have both gone into anarchy this season. Both players have insufficient credit to cover the cost of this issue and so will probably not receive it. I know there was a rumour going around at one stage that Mike Roberts did not exist, and that he was really Doug Wakefield. I'm pretty certain myself that was not the case, for if it was a hoax it was quite an elaborate one, right down to getting cheques printed Mr. Roberts. I also spoke to Mike prior to the game start and it didn't sound like Doug. (Admittedly at that time I'd never spoke to Doug anyway....)

Two more deposits for the Chimaera kitty.

Press

BUENOS AIRES - BBC

I.T.V. Rule. O.K.

NO DATELINE

"Gentlemen, we can rebuild him. We have the technology to create the world's first Bionic Brick."

And so it was that Grunge stayed as he was and became the Bionic Brick.

Grunge switched off the reactor by thought power alone and thought to himself: 'Well, that's got rid of that idiot.'

"Hey, I don't think that he was an idiot."

"Who are you to go and contradict what I say?" said Grunge.

"I'm the author so I should know whether he was an idiot or not. I created him just like I created you. So watch it. We can't have characters getting cheeky with the author."

"Why not? It would make a change."

"Because I don't like it and if you object once more, I'll write you out of the story in the nastiest manner I can think of."

"I just changed my mind."

"I thought you would."

"Anyway, with him out of the way, I can begin my ascent to the throne of the world," thought Grunge, doing the world domination cliché, "but I, unlike my predecessor, realise that I cannot do it alone and must summon help from the unnatural forces that lie about me."

The brick floated out of the reactor room and up the stairs outside that led upwards. He floated upwards to the door that was at the top of the upward

winding stairway. The door opened silently and revealed a corridor in front of him.

"~~We listen at the door at the right.~~" "You hear nothing".

He took the first door on the left and entered. On the wall of this glass room was a pentagram. Upon this pentagram Grunge sprinkled some powder (by thought power alone, of course) and muttered some words. He then began a chant that ended in "Come to me, Elric, you must come and aid me!"

"I'm already here," said a voice behind him. A man in a red dressing gown was leaning against the opposite wall.

"You're not Elric", said Grunge (by thought power alone).

"Who says?" replied the stranger.

"Well, Elric's got white hair and carries a ruddy great sword with him everywhere" said Grunge, "and you haven't got a pea-shooter on you, never mind a five-foot broadsword."

"OK then, I'll admit that I'm not Elric. I'm Crum, the Prince in the Scarlet Bath Robe" replied Crum, the Prince in the Scarlet Bath Robe.

"But I wanted Elric to come with his big black sword" replied the dismayed Grunge with a hint of dismay in his voice.

"Well I'm all you're going to get. Heroes are hard to come by these days and you're lucky to get me at this price. You weren't over-generous with the magic-powder you know."

"Ah well, I suppose you'll have to do," said Grunge, rather dismayed.
"Come on then".

And they left together

(All by thought power alone)

BREST

Ta!

A PUBLIC APPEAL FROM DUNCAN MORRIS IN RHODESIA

Please always use the blue airmail stickers - don't rely on your writing. I have had 4 letters come by seemail (5 weeks) instead of airmail (4 - 6 days).

FLUSHMAN

Flushman was finding it difficult to suppress his excitement. As he looked around the world he could see no impediment to his eventual domination. Dung had been licking his feet in servile gratitude ever since Flushman had let go of his Brest and there seemed no doubt that his obsequious behaviour would continue. He was no Bald Eagle and hadn't the flair to jump into the ENC himself. Porter had gone, Segal had gone, Bald Eagle was clearly far to nice a fellow - to gentlemanly and honest to survive for long in the murky world which Flushman had surrounded himself with. Flushman was playing in his own back-yard now, things were getting really dirty and raking the muck was what he did best. Just the same an outright win wasn't really on. That bloody Turk was doing just too good, so he had to share the spoils with him. It went against the grain of course, but a build in Afg would give him a bit of India and the Turk would probably reckon it was worthwhile going along.

There was one further delight possible and that was a stab at Bald Eagle. This would be an especially delightful experience as Bald Eagle was philosophical about losing a centre or two but he hated the dirty fingerprints that Flushman invariably left all over the map. It was decided then, a swift kick at Dung's exposed flank - a swift genuflection to the portrait of CRAPPER, his guide and mentor, and off to stir with the largest wooden spoon he could find. 'There'll be one or two uncleanable blankets after this nights work' he thought.

GARDENING WITH HYDRA

A SHOCK REPORT!!!!

Concern is being expressed in the Horticultural world and indeed in medical circles, over the demise of the Segalifolia plant. No finer source is known of the wonder drug used in the treatment of that dread disease - Cheadle Stinkwort Mania. A sudden re-emergence of this disease too, has caused a call to be made for an emergency conference of world governments.

Representatives of these governments have been hearing many learned papers by famous scientists, putting forward their plans for the control of this disease. Apparently, however, other sources of this wonder drug have also recently been found to be in short supply. One such - the delightful Tin Pig plant - is now ~~practically~~ extinct although efforts are being made to re-introduce it.

Another source - Staggerous Vulgaris - is being zealously guarded by the Turks, it is believed that they intend to hold the rest of the world to ransom for their assistance.

There is one further known method of control, but it requires a massive effort in the destruction and pulping of the Japanese waterweed. Hundreds of naked Indians are at this moment being pressed into service in an attempt to produce a solution in time.

Further reports on their progress will be made - this is a problem that concerns us all - that means you.

!Cheadle Stinkwort Mania strikes without warning!

THE GREAT AMERICAN TRAGEDY

1. It's true what he says and my hearts full cf woe
And what's made it worse is that Wakefields great poe... em-barrasses me with it's fine eruditity
Can I possibly approach this mans great ability?
 2. I'm really quite hurt by my fate in this game
And I'm determined now that I won't make the same mistakes in the future, if Doug holds my hand and I won't give up now until the Nips have been panned.
 3. I realise that I must be breaking your hearts
But there's one or two players in far distant parts
That I haven't stabbed yet - so please come to my aid
And to the Nips hopes, we'll together put paid.
 4. I feel I should mutter 'Er, Quo Vadis, er... Oh Jesus, Oh Dagger, Oh Ronald Fisher!. Doug did eight verses and I'm stuck at four How can I keep going for four verses more?
 5. Eureka! That's it, I'll be rude to Doug.
There's nothing I know makes me feel quite so good.
(Except having the chance to stab him, of course)
(And I would have, except for that Nip-Waterhouse)
 6. But now I must turn and make it my aim To stop that old Jap from winning the game Come Segal, come Canham whereever you are Come back to the game and don't NMR.
 7. I reckon that England and Turkey feel fine. For winning the game they think they're in line When Doug builds in Afg. it will throw quite a spanner In the works of that Pratt - in a very rude manner.
 8. So India dear - I know I've been rude If you concentrate now on the Japs as you should I'll withdraw from your seas and in combination let's Make sure that that Jap his come-uppance gets.
- *****

ICARUS 1976HB AUTUMN 1903

AUSTRIA (Pringle) A(Bud) ms A(Ser), A(Tri) ms A(Vie), F(Alb)-ADR.
ENGLAND (Johnson.L) F(Yor)-Lon, F(IRI)-Lpl, A(Fin)-Swe.
FRANCE (Forrest) F(Por)-Spa-SC, F(Pic)-ENC, A(Bur)-Bel, A(Mar)-Pic, F(Lon) st., A(Lpl) s German F(NTH)-Edi.
GERMANY (Wardley) A(Tyr) st., A(Pru)-War, A(Kie)-Den, A(Hol)-Kie, F(NTH)-Edi.
ITALY (Ashbolt) F(Gre) st., A(Ven)-Tri sbv F(ADR), A(Rom)-Apu.
RUSSIA (Bull) A(Ukr)-Sev, A(War) st., F(Swe)st., A(Nwy)-StP.
TURKEY (Johnson.J) A(Arm)-Sev, F(BLS)-Rum, A(Bul) s A(Rum)-Ser, A(Rum)-Ser, F(AEG) s Italian F(Gre).

WINTER 1903 builds

AUSTRIA Vie, Bud, Tri, Ser	= 4:lose 1 F(Alb)
ENGLAND Nwy, (Lon), (Lpl), (Edi)	= 1:lose 2 A(Fin), F(Yor)
FRANCE Par, Bre, Mar, Spa, Bel, Por, +Lon, +Lpl	= 8:bu 2 A(Par), F(Mar).
GERMANY Kie, Ber, Mun, Hol, Den, +Edi	= 6:bu 1 A(Ber)
ITALY Ven, Rom, Nap, Tun, +Gre	= 5:bu 1 F(Nap)
RUSSIA StP, Mos, War, Swe	= 4:N/C
TURKEY Con, Ank, Smy, Sev, Bul, Rum	= 6:bu 1 A(Con).

Press

PARIS - BERLIN

Do you want a seventeen apiece draw or shall we both go separately for a win?

THE MAID TO EVERYONE

Many thanks for all the cards!

KAISER - ENGLAND

Alliance? NMR Alliance? I assume these are the ravings of a dying nation.. KAISER - ITALY

Don't worry, the army in Tyrolia is purely defensive.

KAISER - MAID

Affirmative.

GERMAN HIGH COMISSION AND PUBLIC RELATIONS OFFICE

No reports of the presence of that subversive Mr.C. have been received but the secret police have been carrying out extensive investigations in their search for this miscreant. The Government is still offering rewards for the location of this person (reported to be a free copy of LEVIATHAN).

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

If that's the penalty I doubt if anyone will ever report him.....

ITALY - RUSSIA

How about some help up north then?

ITALY - ENGLAND

Hard Luck.

RUSSIA - ENGLAND

You are out of order mate: How about an apology?

RUSSIA - TURKEY

Are you really doing the right thing ---really?

ENGLAND - GERMANY

Silly boy - doesn't even know where his bits are.

RUSSIA - ASHBOLT FAMILY

Go away.

ENGLAND - GERMANY

From all the press that you and France put out to each other one would assume you to be astute and very clever, but France is the one who makes the and you stupidly turned down my offer to support you into Sweden. I think you are bloody dim, God save me from alliances with people who are a tiny bit dim.

THE KÖP

"Demise, are de eyes, of a woman in love.....

(sung by Demise Roussos)

JANUS 1976HX AUTUMN 1902

AUSTRIA (Waldschmidt) A(Gal)-Rum sby A(Bud) & A(Ser), F(Bul-SC)-Con, A(Tri)-Alb.

ENGLAND (Nash) A(StP) s Turkish A(Sev)-Mos, F(BAR)-Nwy, F(NTH) s F(ENC).

FRANCE (North) A(Bur)-Mun, A(Gas)-Bur, A(Pic) s German A(Bel), F(Bre)-ENC, F(MAO) s F(Bre)-ENC.

GERMANY (Watson) F(Swe)-Nwy, A(Den)-st., A(Kie)-Ber, A(Bel) ms A(Ruh).

ITALY (Nathan) A(Tun)-Syr cby F(ION) & F(EMS), A(Ven) st.

RUSSIA (Dove) A(Ukr)-War, F(Rum)-Sev*, F(BAL)-Swe.

TURKEY (Forrest) A(Sev)-Mos, F(BLA)-Sev, F(Con)-Bul-SC.

Retreats: Russian F(Rum) disbands.

WINTER 1902 builds

AUSTRIA Bud, Tri, Vie, Ser, Gre, +Rum, +Bul = 7:bu 2 A(Vie), A(Tri).

ENGLAND Lon, Lpl, Edi, Nwy, +StP = 5:bu 1 F(Lpl).

FRANCE Bre, Mar, Par, Spa, Por, +Mun = 6:bu 1 A(Par)

GERMANY Ber, Kie, Hol, Swe, (Mun), +Den, +Bel = 6:bu 1 Owed....

ITALY Nap, Rom, Ven, Tun, = 4:N/C

RUSSIA Sev, War, (StP), (Mos) = 2:N/C

TURKEY Ank, Con, Smy, (Rum), +Mos = 4:bu 1 F(Smy)

Press

THE REYKJAVIK ARCHIVES IV

The Tsar decided to end it all. He stared into the river as he prepared to jump. "This is it". He gritted his teeth and ran forward.

Squelch! The Tsar landed in the shallowest part of the river and was

covered in mud.

"Shit! Why can't I ever do anything right?" he cursed himself laudly as he slowly tried to pick himself up. But it was no use. He was stuck. Just then, Ivan who was hoping to do some fishing arrived.

'What's that bloody madman doing there,' he thought to himself, 'I'll just walk straight on.'

"Help!" shouted the Tsar, removing a lump of seaweed from his crown, "I am the Tsar of all the Russias. You will be well rewarded if you help me."

"I suppose I'd better humour him," Ivan sighed and he tried unsuccessfully to pull the noble out of the mud.

"Hold on!" Ivan said, "I shall go for help" Muttering under his breath he added, "Tsar of all the Russias, indeed!"

Ivan returned to the village and observed that there were notices everywhere with a picture resembling the man he had just seen. "Cor blimey!" he exclaimed, "it really is the Tsar. Five million kopeks reward. Wow!" The fisherman called on his friend Andreyev and they both returned along the river bank. However, when they reached the swamp, there was no sign of the Tsar.

"Well, he was here, I can't have been dreaming. Where's he got to?"

"Look!!" Andreyev screamed. A naked man emerged from the river holding a golden sword. The sword was thrown into the air and landed at Ivan's feet. The man then sank back beneath the surface. Engraved on the hilt of the sword were the words 'This is the sword of Vatnajökull. Whoever kills the Tsar with it will become very powerful. The sword will lead you to him'.

Ivan picked up the sword and soon the two men were running across country towards a Venusian space-ship. Just as they approached the vessel, it rose into the sky. From the space-craft could be heard snatches of singing.....
....CATCH A FALLING TSAR AND PUT IT IN YOUR ROCKET!

Er.....No?

TAG HILL - THE ARCHIVIST

Another of the Tsar's 'TRAGIC MOMENTS' eh? They'll probably drop him in Lake Como.....

LONDON - REYKJAVIK ARCHIVES III

Many thanks for the idea from last issue: I hadn't thought of using Clive in the hunt for the bionic Albatross (yes folks, find out more by subbing to UKDA PF, and read about Archimedes the bionic Albatross and his search for the Lady Admirals Cups in the Sail of the Century as another plug bites the dust - another? Why, see the Echo press.....). Our esteemed Sultan here is also Sultan in the serial-related game, so how about this for a topic:

Clive Booth joins Steve Austin and Nicolas Parsons in the hunt for the bionic bird: does he know Will Haven is the leader? Will Haven find out too? Or: 'Male Queen employs Booty boy in quest for bionic bird'. (At this stage, CB won't be speaking to me anymore: come on Clive, speak to Richard.....)

TAG HILL - LONDON

Oh all right then, I'm not proud, but must I couple up with Steve Austin? Where's Lindsay Wagner, coupling up with her sounds a much better proposition

LONDON - ALL

I have invented a new postal variant - apart from NEW Soccermania and Cluedo Dungeons - for my boring press: it's just that. Play the new wonder game - Postal Boring Press. No longer need you bore the person next to you: revel in the fact that even people you have never met can still suffer from all your boring comments: write now and play this exciting new postal game...

RUSSIA

Hey you get off of my cloud!

KRAKEN 1976FF SPRING 1902

AUSTRIA (Ferguson) A(Vie)-Tyr sby A(Tri), F(Alb)-ADR, A(Ser) s A(Tri).

ENGLAND (Gale) A(Nwy)-Fin, F(NWG)-Nwy, F(NTH)-SKA, F(Lon)-NTH.

FRANCE (Rundle) A(Mun)-Bur*, F(Por)-MAO, A(Spa)-Gas.

GERMANY (Dove) A(Bel)-Bur, F(Hol)-Bel, A(Kie)-Mun sby A(Ber).

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

RUSSIA (Powis) A(Mos)-StP, F(GOB)-Swe, A(Gal) s F(Sev)-Rum, F(Sev)-Rum,

TURKEY (Close) F(Con)-AEG, A(Smy)-Arm sby F(BLA), A(Bul) s A(Rum),

A(Rum) s Austrian A(Ser)-Bud.

Retreats: French A(Mun)-Ruh.

Press

LONDON - BERLIN

Sorry I stood you off in Denmark last year, but help yourself now. Hope you don't mind my two fleets merely just precautionary measures I do assure you.

Medium..... Are you there Martin, are you there? One knock for yes.

Answer..... Knock, knock.

GERMANY

Paint it black!

MAYPOLE

Austria set to demolish Italy?

SULTAN - YOU KNOW WHO

Sure, you stay out, I'll stay in!

SULTAN - MUSSOLINI

Leave my friend alone!! Just because he dresses like a girl!!! (Oh boy, is this going to start something!)

SULTAN - MAYPOLE

The man of the match forgets his moves?!

TAG HILL

Fencils out everyone, to note two changes of address: Alan Powis to 98 Kings Road, Prestwich, Manchester. Paul Barker to Clifton Hill House, Lower Clifton Hill, Bristol, Avon, BS8 1BX.

FRIGATE 75/23 1975BK SPRING 1913

ENGLAND (Fisher) F(Edi)-Yor-sby F(Lon), F(NTH) st., F(Lpl)-Wal, F(ENC)-Wal F(Mar)-GOL, A(Par)-Gas, A(Pic) st.

GERMANY (Lean) A(Yor)-Wal, A(Bur)-Gas, A(Ruh)-Bur, A(Bel) s A(Ruh)-Bur, A(Mun) s A(Ruh)-Bur, F(Hol)-Kie, F(Den)-Kie, A(Nwy)-StP.

ITALY (Howes) F(Ven) st., A(Pie) s F(Ven), A(Nap)-Apu, F(Tun)-ION.

TURKEY (Barker) A(Mos)-StP, F(Sev)-BLA, A(Ank)-Con, A(Con)-Bul, F(Smy)-EMS, F(AEG)-ION, F(ION)-Apu, F(ADR) s F(ION)-Apu, A(Tri)-Ven, A(Bud)-Vie, A(Rum)-Gal, A(War)-Pru, A(Sil)-Ber,

Retreats: German A(Yor) annihilated.

TAG HILL

New German player in this game is Mike Lean, 55B Friary Park, Ballabeg, Isle of Man. My thanks to Mike for helping out.

LEANDER 'REDISCOVER' SPRING 2901

All aggressive in (peculiar?) advances

FRANCE (Close) A(Mar)-Bur, A(Par)-Bur, F(Tou)-Spa-NC.

GERMANY (Waterhouse) A(Ice) ch F, F(Ham)-Ska, A(Ber)-Ham, A(Mun)-Cze.

SCANDINAVIA (Nash) F(Osl)-NWGS, F(Sto)-Den, A(Tro)-Osl.

RUSSIA (Neuman) A(Vol)-Asi, F(Len)-Fin, A(Mos)-Ukr, A(Est)-WhR.

TURKEY (Lean) F(Usk)-AEGS, F(Izm)-EASM, A(Ank)-Syr.

BALKANS (Quinton) F(Tri) ch A, F(Ath)-AEGS, A(Sof)-Car, A(Bgd)-Hun.

ITALY (Booth) A(Ven) holds, F(Rom)-TYRS, F(Nap)-CMS.

Press

NO DATELINE

A large 'crunch' was heard as three countries met head-on around Denmark. A similar sound was heard in the Med. area.

"Oh sod it," said the Dauphin, "I'm going to emigrate."

DATELINE KIEV

"I can see this is going to be one of those games," said the Air Vice-Marshall as he surveyed the map, "no aircraft..... I think the Archduke must have something against them."

"I think he's still living in the past - he's found a nook, quite an old one, too, and it's full of 'How to play Austria - and Win' articles, but there isn't anything about aircraft. They didn't have them back in 1901, and that's when the book was written," he added, and suddenly he jumped attention as the Archduke entered.

"At ease, men!" he said, jovially, as he strode over to the table on which a map was laid out. He stared at it for about 5 minutes while he

polished a few of his medals; his combat jacket was covered in them. "Good God!" he yelled, "Who's been drawing on my map?" Indeed, the map did look a bit odd - countries were joined where they shouldn't be, and worst of all, Turkey had drifted away from the 'mainland', as the Archduke usually referred to his little country.

"Oh well, it'll have to do," grumbled the Archduke. Just then a messenger rushed in: "War! War!" he shouted, "The French have declared war on everyone!"

The Archduke, not to be outdone, thought for a while, and then exclaimed, "Well we can go one better; I'm going to declare war on everyone as well, and that includes the Balkans!"

"A master stroke, sir!" said the Fear Admiral, "That will pose the damn foreigners."

NO DATELINE

The three men stood on top of the hill, where, until five seconds ago, they had been watching a battle between 15,000 Russians and 23,000 French troops. Now they found themselves in the thickest of forests that lie just outside Moscow. They had expected to be transported to their present location, for they had been on a mission for the Russian intelligence organisation, the NKVD. What the NKVD were doing in the year 2901 no-one knew, not even the NKVD. All they knew was that they were going to make full use of the fact that they were in a position to manipulate the past. They had been flung through a time warp to the year from their own era and had discovered that there was an elementary form of time travel. This they would use to change or hasten events that had happened in the past so that Russia would come to the way of thinking that was known as Communism in the 20th century. As they waited, an old man came up the hill to meet them, threading his way through the trees. When he had finally laboured his way up to the spot where the three comrades were standing, he managed to wheeze out a greeting between gasps for breath.

"Hello (wheeze) comrades, (wheeze) did you have a successful mission? (wheeze),

"Yes, Sourdust, we did." replied the tallest one.

"Well, (wheeze) aren't the rest of you going to say anything, (wheeze) eh, Vasska?"

The man he was addressing was Vasska Denisov, who had been posing as a Russian soldier. The tallest man was Nikolai Rostov who had been posing as the son of a Count, but was in the same regiment as Denisov. The third was also posing as the son of a Count, but was in a different regiment to the other two. His name was Andrei Bolkonsky.

Denisov put his arm around the old man, Sourdust, and said "Well, then we must go to head-quarters and celebrate, It's not often that a mission goes with no hitches at all." With this the four of them set off down the hill to the vehicle that was waiting by the road that wound its way up from the high-speed roadway. As they walked down the hill they talked of the mission.

"It was a total success" said Nikolai, "it was near perfection."

"We must have eliminated nearly all of the ancestors of the objectors of our day in one fell swoop" said Andrei.

"Sepulchral will be happy with that," said Sourdust.

"We must take hold of the rest of the world so that we can direct our fullest efforts towards distorting the past so that Communism will rise to its fullest strength. Then we can begin our outward penetration from this puny planet," put in Denisov.

So it was, that at the beginning of our tale the efforts of these four men are revealed for all to see. This saga of Time will continue with the next instalment.

OSLO

Yet again the UKDA machine rolls into the limelight as it conquers the variant scene. Can the UKDA PF REDISCOVER its old vitality in its road to fame? Can R. Nash esq., face seeing his name in print? Can he face the mirror? In fact, if he does face the mirror can he afford the bills, and will 7 years luck be all bad? Does Clive suffer from it too? Do I know what I'm talking about? Anyway, welcome to the game, all of you, and I am afraid it shall not be a lasting experience; I won't be around for much longer..... However, the UKDA PF, the most famous subby of all time, will be,

OSLO - ROME

The Pope sat in the ~~phone~~ Booth contemplating. Not a pretty sight. What was he to do about all these free plugs for Leviathan? I mean, how many times will Mick Bullock dare to plug 190laat this issue? Will it be more than Ellie last time? The Pope sighed. Gone were the days when he could freely plug Ad Nauseum or RATS without outside pressure: gone were the happy early issues with the competitors page, including names like Bellicus, This is it, Dolchstoss, Greatest Hits and Mad Policy. And what had started the press plugs? Was it Jigsaw? Was it Greatest Hits? No! It was that brilliant subby, UKDA PF - hah, thought I'd leave it out didn't you.... - edited by (guess) from (you know where) the only subby larger than its parent offering free games of Dip which no one takes any interest in..... What can I do? Go? O.K., but I'll be back.....

ROME - OSLO

Can't you see, Richard, that the truly great 'zines like 190laat, Mad Policy, Lemming Express, Chimaera etc., don't need to grovel around in other peoples press columns poaching subbers. Our greatness emanates from the 'zines drawing subbers irresistably towards us. For magazines like UKDA PF and Leviathan, reduced to demeaning **themselves** this way, we feel genuine pity. One day we'll send you a missionary.

GM: RICHARD BARTLE

ରାଜାରାଜ୍ଞିବନ୍ଦିକୁ ପାଇଁ ଏହାର ପରିମାଣ ଅଧିକ ହେଲାମାତ୍ର ଏହାର ପରିମାଣ ଅଧିକ ହେଲାମାତ୍ର

And that's it for the Diplomacy games for this issue. Names are once again gathering on the waiting list, in fact we only need one more and we're away. So if you want a game of Dippy in Chimaera, get in fast. First applicant gets the place.

WAITING LIST to date is: Pete Cousins, Steve Plater, Kelvin Randall, Andrew Smith, Richard Nash, David Lockyer.

Game fee is 50p and there is a £1 refundable deposit. As long as you finish the game either right through to the bitter end, or until you are eliminated, the £1 is refunded. If, however, you don't finish the game and just disappear the £1 is forfeited.

2ND WAITING LIST: Anticipated start date, June. Baby Thompson.

* * * * *

STANDBY POSITIONS in Chimaera are henceforth abolished. Any power now NMRing on two consecutive seasons automatically goes into anarchy.

Peter Waldschmidt did come up with scheme involving credit points that could possibly have helped the situation, but after considering it I think the admin of it wouldn't be worth the return. It would need too much work to maintain it. Thanks all the same, Peter. (Now if you'd offered to run it...)

NEWS FROM FANE

'Sorcerer'

GM'd by KEDGE NEUMAN.

After a short lapse in the hostilities, the whole issue flared up once more with the Blue League of Sorcerers moving into action. The main event is the second round of the battle of Edann-Kollass. After leaving the scene for a short while to help out with a different attack, Chir renewed the offensive against the Yellow sorcerer, Gven. This was a totally one-sided affair, as Gevn had not yet recovered from the effects of the first encounter, and does not look to far at least another day. Thus, the Yellow force has been reduced with the Troll that Gevn was riding, suffering a severe blow in the midriff. He seems to have lost a bit of the will to fight, despite the 5" spurs that Gevn is wearing, and gained a rather high voice. This attack is expected to continue throughout the next day, and possibly into the one after that. It must be said though, that Gevn has done some remarkably good defending while encased in a large piece of cardboard with 'PIN' written on the top.

Meanwhile, not 25 kilometers to the north-east, there was another skirmish going on. This was the battle that Chir had left to help, by conjuring a quarter of the forces involved. It was in the valley between an unnamed range of mountains and the Shammarrellacammonon. There the force of

human infantry that had just destroyed the Purple humans, met the magical forces of Flue. There was not really any chance for the humans and they were soon in difficulties. As the battle wore on, it looked as if the humans would be wiped out, but in fact a quarter of them were still left at the end of the day.

That concludes todays news; here is the weather....

....the outlook for tomorrow is varied. In the Edann-Kollass area, there will be fairly bad weather and storms are likely. In other areas though, like Cessa-Abirran, it is expected to be fairly mild with a spot of sunshine.

Well, thank you, Fane, and I will take this bit of space to print victory points:

Blue (Pete Lindsay): 5 points for converting 1217 +5 for controlling the city.

Green (Ron Canham): 3 points for destroying a purple human infantry.

Orange: (Richard Bartle): 15 points for destroying 5 purple human infantry.

And that's it for today. Could I have orders from Ron Canham (Green) as soon as possible. If he does his orders right away after seeing this, I may be able to get two sets done before the next issue.

KEDGE NEUMAN 1977

OUTDOOR SURVIVAL

GM'd by CARL JENNINGS.

1. Adam Quinton WA FD Life B MF5	8. Ron Canham WA FB Life B MF5	WA FB Life B MF5
2. Allan Ovens WA FB Life B MF5	9. Willy Haughan NMR!!!!	NMR!!!!
3. Findlay Mabbott WA FC Life B MF5	10. Dave Allen WA FE Life B MF5	WA FE Life B MF5
4. Andy Davidson WA FB Life B MF5	11. Rob Chapman WA FD Life A MF6	WA FD Life A MF6
5. Dave Thorby WA FC Life B MF5	12. Dave Tant WA FB Life A MF6	WA FB Life A MF6
6. Ian Jones WA FA Life A MF6	13. Paul Barker WA FB Life B MF6	WA FB Life B MF6
7. Les Kennedy WB FD Life B MF5	14. Mike Webster NMR!!!!	NMR!!!!

And now Chimæra is pleased to announce the commencement of one of its more ambitious games projects. They said it couldn't be done, yet here it is, 1829 - the railway game....

1829

GM'd by IAN MCLAREN/

DECEMBER 1831

Time has passed since steam engines came to be regarded as the up-to-date way to power trains, and the first of the major companies, the LNWR (London North Western Railway) has built its first track. New year 1831 saw the opening of the Crewe to Liverpool line and trains have been running for a year and a profit of £50, which was paid to the lucky shareholders. Two other companies, the Great Western and the Midland, have been formed and barge loads of Irish navvies are even now unloading in Swindon and Derby. The stock market has been hectic with these issues. Although the price of the LNWR fell on rumours that the IRA had blown up the Mersey Bridge, all the shares are now back at par. There has been a rush to get into each company as it has been launched; so that while the newest company, the Midland, has been sold out, shares in the LNWR and the GWR have been left with the underwriters. Market sources predict that the LNWR will soon increase it's earnings, but the price of GWR seems bound to fall as no dividends are expected for three years. The Midland shows long term promise, with plenty of routes to choose from. But its management is interested in this competitive field and we shall reserve judgement until we have seen how they perform.

Directors are: Tony Ball (LNWR)

Keith Thomasson (GWR)

Dave Tant (Midland)

IAN MCLAREN 1977

Thanks for that report, Ian, it was perfect. Concise as it should be, but

packed with relevant information so that non-playing readers as myself can gather a good idea of what is going on. Perhaps some of the other Chim GM's would like to take notes, and maybe follow suit?

£0.50 game fee transferred to Ian from Bill Thorne, Gus Ferguson & Dave Tant. The others have, I understand, paid direct.

Next we come to the P.A. section where our master of ceremonies is Mr. Charles H. Vasey, no less. Two games on the go in this section now, one is 'Conquistador', which I'll come back to in a second, and the other is 'Russian Civil War', that's the one we'll look at first. Apparently there were two NMR's in the first season but Charles doesn't seem too concerned at this. Players please take note: you are now going into the first 'Negotiation' period and the GM requires from you as soon as possible your First Phase Orders. (I hope that's making sense.....!). Let's go on to the one I understand a little better.

CONQUISTADOR
GM: CHARLES VASEY

New game start: Line up as follows:

PORTUGAL: Duncan McLeay, 15 Aidgowan Street, Greenock, PH16 8LG

Officers Mess, RAF Bishoptcourt. BFPO 801.

FRANCE :: Andy Davidson, 513 Whitten Ave West. Greenford. Middlesex.

ENGLAND : Paul Blackwell Boundary Hall, Tadley, Nr. Basingstoke, Hants.

GERMAN : Charles Vosy E. Albion Tamm, Gwinnett County Sheriff, Atlanta, Georgia.

* BANKERS: Charles Vasey, Albion Terrace, Guisborough, Cleveland.

Apologies to Brian Williams and Marcus Watney who just missed this go

but hang about there may be another one starting soon. Anyone else want adding to the list? ****

Digitized by srujanika@gmail.com

Random events

France scores 4/1, so acquires 10 crowns tax (250), 5 colons, and suffers from Graft and Corruption.

England: scores 1/6, so gets 35 crowns tax (200), 2 colons, at which point the supply of colonists dries up and the 2 colons runaway.

Spain. scores 1/4, so gets 5) crowns tax (14), 2 colons, and an oppressive Colonial policy. So those naughty Caribs attack the colony, score a 5, and stamp out the settlers. That evens everyone up!

Portugal: scores 3/1, so gets 25 crowns tax (125), 4 colons, the natives are decimated by disease. Oh dear, just too late to save the Spanish colony, but no uprisings.

German Bankers: 1/3, so I get 45 crowns (shut up you lot) so I've got 305 crowns.

* * * * *

Initiative: GB (1220), France (500), England (600), Spain (580), Portugal (500).

- So, 1) England under Paul I (the wisest fool in Christendom)
2) Spain under Allan the Infamous
3) Portugal under Duncan XXII.
4) France under Andy Valois.

What you do. Well chums, 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 Paul knows exactly where everything is, but Andy has a lot of guessing. You can write as many conditionals 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 on to a second choice. If you have any queries please ring around the first deadline.

Whew! Rather an interesting set of events.

CHARLES VASEY 1977

Thanks Charles, I've deducted 25p game fees from the RCW players, let me know if any have paid direct, and added it to your credit. Not sure what the 'Conquistador' fee is though so if you can let me know I'll do it next time.

From next issue 'Conquistador' and 'RCW!' adjudications will be advised to the players only. Brief reports and press only will appear in Chim proper.



.....And, just to continue from where I left off last issue, there are lots of other things I can do that Bob Howes can't. 'Frinstance, how about standing on three limbs and peeing sideways? Or running down Oxford High Street wearing naught but a collar? You've got to face it, Bob, it's a dogs life!

LETTERS TO THE EDITOR.

But before we start the letters, Boot has asked me to thank Mick Bullock for the first of the suggestions above for things he can do that 'Parsnip' Howes can't. Ta, Mick. Looking at pictures of our arch rival, the American upstart, Snoopy, it seems difficult to believe that he could do the first of those things either. I mean, look at *if* him, a smooth-coated dog but not a sign anywhere of his, er, manhood. At least Boot has got all his parts, even if they are hidden in all that hair. In future though we shall both look on the castrated Snoopy with sympathy, poor little soul. I was going to say, 'hasn't he got enough to put up with being American', but I don't think I'd better..... Hi Lew!

243: Lew Pulsipher

It's a good thing you said in your lettercol that you shouldn't be taken seriously, otherwise I'd be pretty pissed about the insults you threw at the Americans merely because Richard Ware happens to be one. No doubt, if Ware takes the same attitude he'll decide from your letter that if the British want to be assholes he won't bother with them, just as you've seemingly decided the same about Americans.

Actually, Ware is a fringe Diplomacy fan, from the northeast US. Probably someone persuaded him to help compile a 'zine list (at least they thought to include British, hey? No Briton would even think to include Americans). Not being particularly interested in in it all, and rather ignorant, Ware threw something together and sent it out. That's my speculation. I'm told he sent the same thing to me even though I haven't published in a year and a half, and long ago told him I was no longer publishing. His little card won't get any better response from Americans than from the British, unless the Americans have somehow found out by other means just what he's up to. The difference is that Americans will probably ignore him rather than make a row about it and cast aspersions at his nationality (or regionality -- a lousy northeasterner' -- can't trust 'em).

Weelll, where do I start? It's true that much of what I say in this column, or indeed in this magazine, is tongue in cheek and didn't ought to be taken too seriously, but there is a lot of truth and my own feelings hidden away in the waffle. I will apologise for any 'insults' I threw at you Americans last time, but I honestly don't know what you're going on about. I don't think I was unduly insulting, the letter from Richard Ware was ignorant and I said so, I called him 'a bloody Yank' because he is, if the letter had come from Yorkshire I'd have called him a 'bloody Tyke', (if it had come from Southern England I wouldn't have said anything because they don't know much better anyway.). How much trouble would it have been to have added another sentence to the letter saying 'I am compiling a list of Diplomacy 'zines currently publishing, to help could you please supply the follow-

ing information.....' There, what would that have cost? 10 seconds extra typing and the postcard becomes civil. Maybe the Americans are less well mannered than we British, I mean, you yourself say that the Americans would probably just ignore it, at least I had the manners to reply (and I didn't send a snotty letter anyway, just one that was a little sarcastic).

You are correct in your speculation about Richard's reasons for wanting the information sought. I have now received from him a copy of his publication 'Le Rolo Comprensive' which is his attempt to list all Diplomacy magazines now being published in all parts of the world. It's published in Interlingua and English and includes the names and addresses of 64 publishers. 8 of them are British out of about 30+ UK 'zines, I wonder how many it would be if he'd told us what was going on? (Chim is included).

So, now we know what it's all about, all you publishers that conveniently forgot about replying before can write to Richard at TEP 253, Commonwealth Avenue, Boston, MA 02116, U.S.A. to make sure that the next issue is more like a true world directory. Anyone wishing to receive either this current or future issues can do so for 15 cents a copy.

244: Stuart Dagger

Do please continue to set your face against SF. Why should Diplomacy magazines be dominated by a juvenile genre which many of us grew out of about the time the Mekon hung up his saucer?

Right on, Stuart, though I suppose you could say that a lot of people grew out of playing games at the same time. We're all as bad as each other.

Remember the 'psychological' trick pulled in Chim a couple of issues back? Well, I asked resident psychologist Steve Pratt for reasons and he came up with the following:

245: Steve Pratt

7R? Actually I picked 8R. ((Oh dear))

Psychologically speaking there are things which tend to enhance the likelihood of picking 7R. Certainly Red would always be preferred over Black. As for 7? People tend to avoid ends and centres when asked to pick categories. The most likely numbers from 1 - 10 would be 7, 4,

8, 3 probably in that order - why? God knows.

So we aren't really a lot wiser are we? Thanks all the same, Steve

246: Paul Cook

I showed it to my girlfriend and she loved it.

There's no answer to that. Next letter.....

246: John Piggott

I must say I am amused by your insatiable desire for awards. I doubt whether you will get many in 1977, for (I confidentially predict) the board will be well and truly swept by the new crunchy Ethil the Frog. My paid circulation so far is 1, so I earnestly advise you, Booth, to cease your futile efforts and quit while you are still ahead!

I think the press release at the top of page 18 is adequate reply to that, John. Of course, you've got one record already haven't you? How many other 'zines have been late even before they started publishing? I don't think even Dave Allen managed that. You did say Christmas, didn't you? Was I wrong to assume Christmas '76? It's obviously a com.Ethil is dead! Long live Boot! (We'll stir you into action somehow).

247: Allan Ovens

What do you mean by choosing me for your little personality spot? You know what the Vaseys and Watsons are going to do to me. I'll never live it down. Needless to say, I am now planning to get my own back. I'll fix you.

248: Allan Ovens (1 week later)

I'm very sorry about what happened to Don Diego, but that's life; or death. I take it you will want a new character next turn?

Supporters of fair play, does it not strike you that there is something fishy going on in respect of the death of the noble Don Diego, (in En Garde). I demand an immediate public enquiry into this matter. The king is corrupt,

I call here for the immediate overthrow of the throne and for the setting up of a Republic!! Unless the King is prepared to pay handsome compensation to the nephew of the noble Don (shortly to arrive in Paris), I will have no option but to take this matter to the highest courts in the land.....

249: George North

I am surprised that my friends took exception to Richard Sharp's few words about my article in Bellicus. Grateful too, to some extent, that such friends exist. But no, of course I am not offended by anything Richard said, and nor was my article in Bellicus as innocent as all that. I am not sure that Richard didn't let me down lightly after my remarks about Dolchstoss and anyway, I take it all with a pinch of salt.

Hitherto I have only heard of Richard through Games & Puzzles and must admit that I find his stories from Bedbug Island absolutely hilarious at times. That one about Colditz was brilliant. In fact I feel highly honoured that Richard, being such a brilliant scribe, should bother to read my stuff let alone comment on it.

Poor Linda Thompson. All those letters and not a kind word from one of them. Whatever happened to the age of Chivalry? It will be very interesting to see if they insult Allan Ovens in like manner.

Oh, they have, they have. I'm not printing this time though as I first wish to consult my solicitors on the possible consequences of publication. Next time though I shall reveal the truth about ~~the alias~~ Allan.

250: Linda Thompson.

Well boys, aren't you all brave! Quite willing to write nasty things about me but not quite brave enough to sign your names to it. If you think somethings worth saying you must be prepared to sign the piece and be prepared to accept the consequences of upsetting a woman.

What I'd like to know is why you all imagine I'm some kind of Bridgette Bardot. I suppose that the image the word 'mistress' conjures up. Well, just to put things right, here's a true description of me.

I am 5' 6" tall not fat, but not slim. I wear a size 16 dress, hardly Amazon build am I? I have blonde hair (naturally blonde) green eyes and a fair complexion. I have small hands, dainty most people say, and long fingernails to scratch out the eyes of men who upset me, NOT great big fists that wield a pick-axe daily. My job at the moment is housewife and soon a mother. I'm very feminine, I enjoy knitting lovely lacy little things for my baby that will be born in May. I like cooking and I'm very good at it. I wear make-up every day not to cover blemishes, just to enhance my natural beauty. And if Crippen really saw me at MidCon he would have seen me wearing jeans on the Saturday, but if he stayed until the Sunday, wearing a lovely navy blue overdress with a light blue silk scarf around my neck (which I would gladly tighten around Crippens) and I wasn't working great big working boots, but quite neat navy blue shoes with three inch heels and a dainty ankle strap. I walked around very nicely, not blocking anybody's way, exuding a very expensive perfume that I always wear, NOT Brut aftershave, but Charles of the Ritz.

So, Dave Kuddles Thorby alias Crippen, next time I refuse your advances I'll not just write and refuse, I'll turn up on your doorstep and black both your bloody awful piggy little eyes.....

That's right, Linda, you tell him. O.K. David Kuddles Thorby, alias Crippen, the game is up, you've been rumbled, the game is up. I hope the other people you wrote about, using the same pseudonym, come and black your piggy little eyes too. Now, about this UKDA PF game, are you sure you still want to attack me?

251: Lew Pulsipher

Do you really think miniatures add much to D&D? Bah! Wargame counters are much easier to work with, and can be used to depict more information on the board.

Yes, maybe wargame counters can be used to depict much more on the board, but miniatures are much more aesthetically pleasing than little card-board squares with irrelevant numbers printed on them. Anyway, we British like playing with toy soldiers, probably something to do with our wealth of military history, don't you know.....

252: Anonymous

Don't send En Garde with the next Chimaera; I'm afraid I agree with Mick Bullock in his view of D&D and the other fantasy games and luck games - but I wouldn't say so because, after all, if people like them then they are worthwhile and we don't all have the same tastes.

Fair enough, no more En Garde for you, me lad. Two years ago I would probably have agreed with you that games of luck weren't worth a second look, but now opinion has changed and I think an element of luck adds a little spice to a game. I still prefer games of skill like Chess, Dippy etc., to games of pure chance like, say, Snakes and Ladders and Mousetrap, but I defy you to name me one game that doesn't involve a sprinkling of luck to some degree. In chess it is an accepted fact that white has an advantage in moving first, how do you decide who gets white? OK, so perhaps you play two games, one with each colour, but in the second one, isn't it again unbalanced by the fact that one player has achieved a psychological advantage by doing well in the previous game? Suppose you come to a delicate point in your strategy, a move that could determine whether you win or lose, just then the cat knocks a vase off the shelf, you're distracted, you lose the thread of your thought and the chance has gone. Tell me, were you lucky or unlucky that the cat intruded on the scene when he did?

In postal Diplomacy, are you lucky or unlucky if your orders get lost or arrive after the deadline, even though you posted them in good time. Are you lucky or unlucky if you get put into a game where the other 6 players obviously know each other and don't even answer your letters.

I say that there is a degree of luck in every game, it's just that some are more dependant on it than others. The next question for you, is where do you draw the line? When does the luck element start to outweigh the skill element?

I could even be quite controversial and say that with a growing band of scientists being swayed to the opinion that mind may indeed have some sort of control over matter, and with actual tests allegedly proving that the fall of a dice can be influenced by thought power alone, even snakes and ladders and Mousetrap are games of skill. How many times have you come to a point in a game where you have needed to throw a certain number, and with much willing on your part, the dice have come up that way for you? I think that Carl Jennings would confirm that during our own games of 'Fight in the Skies' I have successfully rolled a one for 'pilot killed' more often than pure chance would account for. Am I just lucky? Or is there something more..... ((Camera focuses on eyes, closes in, picture changes to a view of Andromeda M31, then to the Crab Nebula, and then to the Boötes cluster. Vincent Price comes in with voice over, "I want you to accompany me on a journey....."))

253: Bill Dove

Enclosed is a picture of myself for you to print, yes, I really am Mick Jagger, I've kept the secret for too long, it just had to come out in the end.

Oh good, get over here on Monday/Tuesday and you can wet all the stamps for me. There'll only be about 150 so it won't take you long. If you like I'll run them across your lips, I can always rope myself to the drainpipe so that I don't fall in. See ya.

On the subject of photographs in Chim I'm sorry to say that Richard Nash's didn't come out too well, probably because it was coloured and so didn't have enough contrast. What we want are good, clear black and white photographs, don't keep what you look like to yourself, share your problems with others. Send your pictures now for inclusion in the rogues gallery.

254: Pete Nunn

What about starting a Mercator V?

What about it? You too had better see the top of page 18 for answer. I must have been a masochist to have tried III! Maybe when this one finishes.

And that seems to be it again for letters this issue, I hope you're all going to write for next time, even if it's only to tell me what a fool I am. Not far to the bottom of this page, so we'll finish with a laugh...

DAVE THORBY RECKONS HE'S MORE'N TEN YEARS OLD

ODDS AND SODS

We'll just have two pages of little odds and ends and then that'll be it for this issue. I've still got it all bar eleven pages to duplicate and Allan has come up with a bumper En Garde this time too. I was aiming for thirty pages with this new streamline Chimaera, but I'm up to 36 already and still going. We'll whittle it down gradually though until we come to the optimum size for future issues.

INVESTORBOSS

Ian has recently unearthed his files and has asked to me to mention that as the market has risen quite sharply over the last two months (30%), the players might like to come out of hibernation for the last three months of the game. It is still running!

Incidentally, Ian, 15p transferred to Dave Watts. OK.

TANTALUS

Answers to the outstanding problem from a couple of issues back

Name	Position	Number
Charles	1	6
Arthur	2	4
Bruce	3	2
Frank	4	5
Edgar	5	3
Daniel	6	1

Correct solutions from: Paul Bannister, Bill Howard, Gus Ferguson.

Paul also points out that there is another possible solution, and Ian McLaren has come up with it as his entry. I therefore think that he too got it right even though his answer does not tally with Tantalus'.

May I once again point out that I am not Tantalus. Any queries on his problems or any new problems that you have that may be of interest will be forwarded to him if you let me have them.

Answers to the Christmas Quiz in the next issue. So far I have entries from Peter Waldschmidt, Mike Lean, Kedge Neuman and Richard Bartle. Still time to get your entry in if you write within 3 days of receiving this issue of Chimaera. Don't forget there's a first prize of £2.00 for the lucky winner!

THE 'ZINE BANK is run by Tim Roberts, 85 Elers Road, Ealing, London, W13 9QB with the object of letting newcomers to the hobby see as many of the 'zines as possible, or at least a fair assortment, with the minimum of trouble. So, if you're thinking of subscribing to another magazine in addition to Chimaera, drop Tim a line along with 30p worth of stamps, and he'll send you a selection of 6 to 10 'zines to have a look at (If you're an NGC member quote your membership number and send only 20p). Tell him the magazines you get already so that he doesn't duplicate them.

You won't get a Chimaera from there, I haven't got around to sending him any yet, but the list of magazines he does have looks to be a fair representation.

Other 'zine publishers may like to note that Dave Watts, 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY is running a similar sort of scheme to the 'zine bank, but aimed at a different section of the community. He's sending them out to people who express an interest after purchasing one of his RR games and so is reaching people that may not otherwise know we exist. If you're interested in the promotion, send a few copies to Dave.

Lew Pulsipher asks me to mention that owing to Jeremy Maiden withdrawing from the hobby, the custodianship for the Miller Numbers (Europe) is vacant. Anyone who feels they would like a go at handling the job should write to Lew at London House, Meklenburgh Square, London WC1N 2AB (Say, that's not very far from Bexleyheath is it, Dave? Certainly a lot less than 4,000 miles eh, eh.). Anyone taking on the job should presumably take, or be willing to take all European 'zines running variants.

MILITARY ENTHUSIAST is a glossy magazine, edited by Alan Watson and aimed at those who really do like playing with toy-soldiers. I know we have quite a few who sub to Chim and it really would be worth your having a look

at it. Articles on all sorts of military aspects from strategic level looks at battles to individual uniforms. Wargame rules, miniature reviews, articles on conversion, book reviews, you name it and if it's got a military angle it's there. The current issue even includes an article on East Indian Bank Notes, such is its diversity. 35p per month plus 11p postage from Alan at 38 Hummer-sknot Avenue, Darlington.

SOCCKERBOSS may have reached the end of the road in Chimaera but it continues to thrive in other places. This is one of those games I was talking about a couple of pages ago, where luck does add to the enjoyment of the game. The Chimaera game was too reliant on it I admit, but it's developed a lot since leaving it's home here at Tag Hill and the games now have a much better balance. I know of 5 (yes, five) 'zines currently in the process of starting leagues or moving into season two with vacancies for players. I'll go through them in alphabetical order.

1901 and all that from Mick Bullock, 14 Nursery Avenue, Halifax, West Yorkshire has openings at 25p game fee, but a special house rule that Liverpool must win. No, I'm kidding, Mick wouldn't touch it with a barge pole, "Soccerdross? Load of balls" says he.....

JAPHIDREW: Phil Stutt, 10 Muller Road, Horsfield, Bristol. A new game, claims to have the finest set of rules so far developed. Talk of individual man to man marking! Nicky Palmer involved in drawing up rules? Game fee £1.50ish.

JIGSAW: Entering second season, suffers from cramped game report. New rules for new season but nothing known of them yet. Game fee 50p. I shall be playing. Roy Taylor, 63A St. Nicolas Park Drive, Nuneaton, Warwickshire.

LEMMING EXPRESS: Bob Howes, 180 London Road, Headington, Oxford. New game, rules yet to be decided, may be Richard Nash's new SOCCERMANIA ones. A chance to meet Boot and myself in this one too.

NITEHAWK: Laurence Parrott, 33 Wellwood Road, Goodmayes, Ilford, Essex IG3 8TR. Entering second season, same rules as first but slightly modified. Again, Boot and Booth will be there, we've already finished one season (nearly), and steered Derby County to the runners-up position (fingers crossed). Used to suffer from bad lay-out, but a new typewriter has made a world of difference. Game fee £1.50.

SOURCE OF THE NILE: New 'zine, new game, modified Chimaera rules. 50p fee + 50p deposit.

So there you are, you pays yer money, an' takes yer chance. (I understand there are other games on the go too, but, apart from Leviathan, I don't see them. Lew Fulsipher (boy, he's had some mentions this issue!) has also developed a set of rules which, from what he's told me about them, certainly look interesting. Should be worth having a look at when he finally publishes.

SAUCE OF THE NILE (just testing you earlier on, Richard), finally made it's long awaited appearance on Thursday of this week. Quite a size for a first issue too, 16 pages in all though he did receive a little help from his three co-editors. Who is he? I hear you ask, well he is Richard Bartle of 6 The Crescent, Hornsea, East Yorkshire, HU8 1SW. Duplicating not too good, but this is the first issue so should improve as he gains experience of the machine. This first issue contains House Rules, a new D&D character called a 'Time Lord' ((Knock, knock. 'Who's there?'. 'The Doctor!'. 'Doctor Who?....!')) Soccerboss rules, Railway Rival rules, a couple of quizzes, a Dippy-based game and waiting lists for Regular Dip, 'The Great Years' (rules from Kedge, I'll send him some copies with this), Railway Rivals, Mastermind, Mercator, Youngstown, Cline, etc. But why am I telling you this? Send a s.a.e. to Richard and he'll send the first issue to you free.

PERFIDIOUS ALBION is the staid, upright and serious magazine of board war games produced monthly by Charles H. Vasey of 5 Albion Terrace, Guisborough, Cleveland. No, that's not fair, but it is much more serious than Chim. Good reviews of most new games as they appear; plus modifications to existing games and the occasional free game included in the mag. Letter column and lots of discussion about the accuracy etc., of different simulations. Well recommended to anyone who knows what a CRT is ((Cathode Ray Tube?)) Cost 14p plus postage.

THE NORNS furtively crept in by the back door last week, hoping I wouldn't notice. I did. 3½ pages plus 2 sets of postal rules make it my best trade.

(yeah sure is, duh). Waiting lists closed until he gets onto a more credible schedule. Pete Lindsay has walked out in disgust, may make his sub-zine independent.

TROLLCRUSHER is a proposed new 'zine from just up the road from here, intended to be a British fanzine of D&D and the like. More information from Bryan Ansell, 15 Furlong Avenue, Arnold, Nottingham, England. Got to go now, see you next issue, either that or you don't get an index. Apologies to all the people I owe letters to, no time, will write soon.

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Deadlines for issue 27: Kingmaker, Formula One, RCW, Conquistador, Railway Rivals, Outdoor Survival, The Pits of Cil: FRIDAY 18th FEBRUARY. 1977

Others (Dippy): FRIDAY 25th FEBRUARY 1977 (just in time for my birthday!)

Oops! PASSWORD: Bob Howes victorious/Booth boobs. Story next time.

C.O.A. Mike Groom to 57 Silver Street, Newport Pagnall, Bucks MK16 0EQ
Apologies for page 12 - duper playing up.

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EN GARDE

No 9



Edited by Allan J Ovens, Officers Mess, RAF Bishopscourt, BFPO 801.
Telephone Downpatrick 2351 ext 316 (work), ext 343 (home).

Greetings from your editor, Allan J Ovens, address on front cover, and please accept from me (and another chap who does all the donkey work) a low priced magazine devoted to your entertainment. This is En Garde No 9.

GALLANT SOLDIER RESURRECTED

News has just arrived that a gallant soldier in the pay of France, one Ser Cum Spect, was mysteriously resurrected after being fatally wounded last month. Details are brief but terrified eyewitnesses have screamed something about a lawful cleric, on a temporary visit from a close parallel universe, taking pity on the aforementioned warrior and performing great feats of magic for his benefit. With a few waves of his hand and a powerful prayer, Ser Cum Spect was revived, although he was a little worse for wear and still appeared seriously wounded. As an afterthought, just before vanishing in a clap of thunder, the cleric glanced once in the direction of a startled Noah Speake de Englisch who was watching slack jawed nearby, and Noah's wounds miraculously healed. The way of the Lord is strange.

Well, that's my story and I'm sticking to it.

Seriously though, if one can be when playing this game, as you've probably guessed I made another major boob last issue. Interestingly enough, only one player spotted it and he (Chris Rick) was himself unaffected. Due to the poor way of presenting the rules, I modified the personal outcome table by the amounts mentioned under "Campaign Outcome" for those commanders who had a better result than their superior. Unfortunately I should have modified the die roll, reversing the effect. (Why can't people be consistent when writing rules.) The net result is an unwounded Noah and an alive, but wounded Ser Cum Spect who won 150cr plunder and was mentioned in despatches. (3 status points) He was also promoted to Lt Col. of Princess Louisas Light Dragoons.

While I'm on the subject of mistakes I'll go through some more which Chief Watchdog Bartle and some others have mentioned to me.

Last issue Richard Bartle pointed out that Garcia Monastario was one level higher than he should be. (See page 3) I agreed and lowered him but have later had a misprint in issue 6 pointed out to me which meant Garcia's Social Level was correct. So, based on this and a thwarted order last month, Garcia is Social Level 6 and has as a mistress Annabel. He is 132cr lighter. Paul Blackwell's character has an an allowance of 90cr and an initial fortune of 450cr. Chris Boyes initial Social Level is 3, not 4. Francis dashwood earned 300cr plunder last month. Phew! Am I getting better or worse I wonder.

At the rear of this issue you will find another 3 pages of rules. These are the pistol rules, for which I will be sending, or have sent your individual expertises; and the Parliament rules. I think the pistol rules are good, especially with the hidden expertise. I now regret publicising everyones sword expertise, strength etc., but cannot change this rule for only the later players. I wonder what the reaction would be to me secretly rerolling strength, expertise etc. for all players?

The Parliament rules I am not so sure about. I have received the following from Roy Taylor:

There wasn't any kind of parliament in France at the time of the 3 Musketeers. The King and Cardinal were all powerful. The rules are, by and large, spoiling the game by turning it into a play test. Surely the game is based on bullies and weaklings and cowards who fight or not in accordance with their endurance. All you are doing by introducing new pistol rules etc. is equalling up everyone. Result: a sterile game.

I don't agree with the point on pistols, for which players have differing skills. I am not sure of the Parliament rules or if they'll be a success, but wish to try just in case. Should they be successful, it will be in a big way, with many opportunities for skulduggery etc. I have had 4 or 5 people commenting against them, so if they don't seem to be catching on after a few months I'll drop them.

Very few people have commented on the penalties suffered for chickening out of a duel so they remain the same as in the postal rules.

I have had quite a few talks with people over the last week about conditional orders. I am trying to make En Garde like Diplomacy in its negotiation and agreement aspects. In Diplomacy orders are written and then revealed simultaneously, not being conditional on anybody else's orders. In En Garde it is the same, with orders only allowed to be conditional on events which have already occurred. To illustrate this point, consider the hire of a player to do a job. (Influence, insult, fight, assassinate etc.). The money would have to

be handed over first, which means the recipient could take it and then break his part of the deal; or the deed would be performed first and the reverse would happen. This is the type of situation which would occur in real life, where at least one of the parties in an agreement has to trust the other. If both say I will do this if he does that, then nothing happens are both are using conditionals. It is allowed for one player to use a conditional if the other player agrees. ie.

Player A: I will give player B 300cr if he insults palyer C.

Player B: I will insult player C. or:

I will insult player C and then take 300cr from player A.

I am aware that in real life a third party could be used or a legal arrangement entered into. To promote more opportunities for underhandedness, this option is not available in En Garde unless the third party is another player, and then he may well run off with the money. To further cater for any ambiguities, if a specific week is not specified for the transferring of monies between players, it will always be assumed that the transactions are occurring in the first week, at the end. Similarly, pay and allowances, fees for mistresses etc. will always be paid at the same time.

I have received a letter from Stephen Hatfield asking to rejoin the game. Since I publically promised Stephen immediate re-entry when he wanted to return he joins with effect now. To refresh your memories, his character is below:

STEPHEN HATFIELD (Albrecht Von Wallenstein) A/T Hatfield, Room 3 Alpha Troop, Rawson Sqn, Army Apprentice College, Harrogate, North Yorks.

Strength 11, constitution 14, Expertise 9, Endurance 194, Military Ability 6.
Allowance 112cr, Initial funds 500cr, Social Level 6.

KELVIN RANDAL re enters as O Zarms Citoyens. 49 Crewys Rd, Peckham, London SE 15.

Strength 11, Constitution 12, Expertise 12, Endurance 132, Military Ability 2, Allowance 9 cr, Initial funds 0cr, Social Level 1. Second bastard son of an impoverished peasant.

DAVE ALLEN re enter as: Xerox Doppelgangar, 215 Burton Rd, Derby, Derbyshire.

Strength 13, Constitution 9, Expertise 12, Endurance 117, Military Ability 5.

Allowance 50cr, Initial funds 250cr. Social Level 4. Second son of a well to do gentleman.

I have been informed by Noah Speake de Inglisch taht Andrew Geldard has changed his mind about joining, and since Carl Jennings is given the boot this time for another NMR, one place is vacant. So welcome to:

CHRIS CHARLES 8 The Pirches, Cheadle, Stoke on Trent, ST10 1EJ. ((Can't read your character name Charles))

Strength 10, Constitution 12, Expertise 12, Endurance 120, Military Ability 5.
Allowance 0cr, Initial funds 44cr, Social Level 12. First son of an impoverished Count.

The waiting list now looks like this: Steve Plater, Andrew Smith, David Bolton, Ian Trout. In that order.

JULY 1701

CEBT Test

PARIS

MARCUS LA MERDE (Mark Holman) 569 1918.

SL 5 Funds 335cr

Club, Rgt, MID, wounds, 2 horses + groom, support, press, Convert 5 expertise to strength.	14	14
1. Court Linda Pomme-Roi lavishly, ((Cannot court lavishly, Linda is wealthy.)) Fails.	24	
2. Attend Wounded Soldiers Ball as guest of Auguste.		6
3. Court Irma la Douce lavishly, succeeds.	108	6
4. Practice Sabre.		

NEW SL 6 Funds 299cr,
((Thanks for the telegram Mark.))

LAURENCE DE RICARDITOT (Laurence Parrott) SL 3 Funds 274cr.

1. Support; join Red Phillips. 11 2
2. Visit bawdyhouse; womanise. 3
3. Attend wounded Soldiers Ball as guest of Auguste, carouse at his expense. 9
4. Visit Hunters as guest of Auguste, fight with Rick o'Shea and Galliard Mendicant to pay costs of carousing. 20 9
5. Practice Sabre. Expertise now 13. 12
6. Attempts liaison with Anne Peyboule, succeeds. 12 2

NEW SL 4 Funds 266cr. 58 22

GARCIA MONASTARIO (Clive Waterhouse) 01 500 8112. SL 6 Funds 1265cr.

1. Conspicuous consumption, MID, Rgt, wounds, horse + groom, Club, Annabel 54 19
2. Resign Captaincy in Grand Duke Max Dragoons. Hold party at Frog and Peach to celebrate. (-48) 1
3. Attend Wounded Soldiers Ball, carouse at Augustes expense. 6
4. Practice Pistol. 15
5. Pracyice Pistol. 15
6. Lack of female companionship. (-2)

NEW SL 7 Funds 1249cr. 36 24

SER CUM SPECT (Chris Walton) 021 382 5414, after 1900hrs. SL 5 Funds 826cr.

1. Conspicuous consumption, Rgt, 3 horses + groom, club, MID, wounds. 18 14
2. Visit Frog & Peach, carouse, gamble 100cr X 7.. Win 4, lose 3. (-95) 6
3. Ditto. 5 1
4. Ditto. 5 1

NEW SL 6 Funds 888cr. (-62) 23

RICK O'SHEA (Bob Stuart) Orpington 54739. SL 4 Funds 250cr.

1. Support, join Red Phillips. 13 3
2. Court Joan of Versailles, succeeds. 24 5
3. Attend wounded Soldiers Ball, carouse at Augustes expense. 8
4. Visit Hunters as guest of Auguste, fight with Laurence and Galliard to pay carousing costs. 20 8
5. Practice Rapier. 14

NEW SL 5 Funds 229cr, 71 24

DON CARLOS DI ALVAREZ (Graham Jeffery) SL 7 Funds 750cr.

1. Conspicuous consumption, join Blue Gables. 36 5
2. Join Archduke Leopolds Cuirassiers as Major, succeeds. 681 6
3. Court Mademoiselle Lutia. Succeds. 144 6
4. Practice Sabre. 13

SL 7 Funds 14cr. 861 17

FICKAS DA SHORTPLANKS (George North) SL 5 Funds 750cr.

1. Support. 14
2. Practice Rapier. 14
3. Attend wounded soldiers Ball, carouse at Augustes expense. 8
4. Visit bawdyhouse, carouse, womanise. 14

SL 5 Funds 827cr. 10 1
48 9

XEROX DOPPLEGANGER (Dave Allen(Derby 53837. SL 4 Funds 250cr.

1. Join Red Phillips, conspicuous consumption. 17 3
2. Court Anne Peyboule lavishly, succeeds. 54 3
3. Court Theresa Contella lavishly, succeeds. Drop Anne Peyboule 54 4
4. Court Fifi le Bon bon lavishly, succeeds. Drop Theresa Contella. 108 6

NEW SL 5 Funds 52cr. 15 1
248 16

POUL ZEHALFPESSED (Paul Blackwell) SL 3 Funds 450cr.

1. Support, join Red Phillips. 11 2
2. Visit club, carouse. 3 1
3. Attend Wounded Soldiers Ball, carouse at Augustes expense. 9
4. Visit bawdyhouse, carouse, womanise. 6 1

NEW SL 4 Funds 509cr. 11 1
31 13

ANDRE D'AVIDSON (Andy Davidson) 01 422 6386 h. Northwood 25244 ext 9 w. SL 10 Funds 198cr
 Support, club, Miss Wilberforce, MID, Rgt pay, 3 horses + groom,
 Knighthood. Borrow 650cr from shyloch, pass some money to Charles Her. 33 25
 1. Dismissed from Archduke Leopold's Cuirassiers by Lt Col Charles
 Hercule, acting Rgt Commander. (-93)
 2. Lounges around despondent.
 3. Ditto.
 4. Ditto.
 Attempts liaison, succeeds. 24 1
 SL 10 Funds 347cr. (-36) 26

<u>GALLIARD MENDICANT</u> (Chris Boyes)	SL 3	Funds 250cr.
Support, press, join Red Phillips.	11	3
1. Visit club, carouse.	3	1
2. Attend wounded Soldiers Ball, carouse at Augustes expense.		9
3. Visit Hunters as guest of Auguste, fight with Laurence and Rick to pay carousing costs.	20	9
4. Visit bawdyhouse, womanise.	4	
NEW SL 4 Funds 262cr.	36	22

MARQUIS BENEDICT D'AMBER (Pete Lindsay) SL 12 Funds 1145cr.
 Support, club, Countess Isabella, Rgt, 3 horses + groom, wounds, press.
 Repay 630cr to moneylender. 31 25
 1. Practice Sabre.
 2. Ditto.
 3. Ditto.
 4. Ditto. Lack of female companionship. (-2)
 SL 12 Funds 486cr. 31 23

<u>AUGUSTE DE BENQUOT LE DEGHE</u> (Dave Tant) 01 303 7405.	Sl 10	Funds 2696cr.
Support, club, press, Rgt, 3 horses + groom, wounds, Tess Tickal.		
Purchase Lt Colonelcy in Kings Musketeers.	243	21
1. Visit Hunters, carouse.	10	1
2. Officiate at Wounded Soldiers Ball. Pay for everybodys carousing costs. Guests are, Crown Prince ((30cr)), Marcus la Merde, Laurence de Ricarditot, Garcia Monastario, Rick O'Shea, Galliard Mendicant, Poul Zehalfpessed, Fickas da Planks.	100	8
3. Visit Hunters, carouse, take along Galliard, Laurence, and Rick. Gamble 200cr X 9, Lose 1, win 8!	(-1400)	13
4. Practice Rapier. Third party liaises with Tess Tickal. Passes some monies to Charles Hercule.	(-1)	
NEW SL 11 Funds 3349cr.	(-1047)	42

DEE - JEAN MUSTARD (Paul Barker) NMR. NEW SL 3.

THE WAR OF SPANISH AGGRESSION

After the defeats and despondencies of last month our Army could hardly do any worse against our incompetant enemy of Spain. Yet our forces were literally crushed under the hooves of our antagonist's mounts. Or so our Generals tell us.

But all is not as bad as it seems at first sight. Stories have come from the front telling of improving moral within the ranks. Because of the overall results the King yesterday successfully sued for peace; but although the war has been lost not all the battles were.

The saddest news of all comes from the Frontier Regiments. Such was the hopelessness of their defensive positions that they were wiped out to a man. The moral is clear; join the Regular Army today, and shun the socially unacceptable Frontier Regiments.

A detailed breakdown of the various results is presented over the page.

	Army Group Centre	6
	1st Army	3
	1st Division	5
Horse Guards Brigade 4	Heavy Brigade 3	Dragoon Brigade 3
Dragoon Guards Queens Own C. Crown P. C. Archduke L. C.	Gd Duke Max D. Princ. L.L.D.	
4 3 3	4 3 3	
	2nd Division .. 6	
Brigade of Guards 2	1st Brigade of Foot 5	2nd Brigade of Foot 4
Royal Foot Kings M. Cardinals G.	Royal M. Picardy M.	13th Fusiliers 53rd Fusiliers
5 4 6	3 6	4 4
	3rd Division 4	
3rd Bigade of Foot 4	RNH 2	
27th Musketeers ! 4th Arquebusiers		
2 5		

1st ARMY

1st Division

Dragoon Brigade Acting Brigadier dies.

Grand Duke Max Dragoons Acting Rgt Cdr dies.
1 Captain promoted.

MAJOR JULES BARRAMOIR (Martin Rundle) SL 6 Funds 405cr.

Attempts liaison with Lady Constance, fails, cost 5cr.

Personal Outcome:

Grand Duke Max Dragoons.	9	12	8	10
--------------------------	---	----	---	----

+1 0 0 0

Major.	2	0	0	-2
--------	---	---	---	----

+2 0 0 -2

Reckless Bravery.	-3	-3	-3	-3
-------------------	----	----	----	----

-3 -3 -3 -3

RESULT:	9	9	5	5
---------	---	---	---	---

9 9 5 5

RESULT:	9	3	7	9
---------	---	---	---	---

9 3 7 9

You are seriously wounded, promoted to Lt Col and claim 250cr plunder. Repay 550cr to moneylender. SL 6 Funds 116cr.

Princess Louisa Light Dragoons 1 Captain dies

Col promoted (Brevet)

1 Captain promoted

Horse Guards Brigade

MAJOR FABIAN TITANIQUE (Bill Howard) 01 657 6673 h. 01 686 4761 w. SL 10 Funds 765cr.

Attempts liaison with Miss Wilberforce, succeeds, cost 20cr.

Personal Outcome:

Major	8	12	7	11
-------	---	----	---	----

+2 0 0 -2

Brigade Major.	+1	0	0	-1
----------------	----	---	---	----

+1 0 0 -1

Liaison.	+1	0	0	0
----------	----	---	---	---

+1 0 0 0

Reckless Bravery.	-1	-1	-1	-1
-------------------	----	----	----	----

-1 -1 -1 -1

RESULT:	11	11	6	7
---------	----	----	---	---

11 11 6 7

5 12 6 6

You are mentioned in despatches (2 status points), promoted to Lt Col and resign as Brigade Major. Passes some monies to Charles Hercule. SL 10 Funds 613cr.

Dragoon Guards 1 Captain dies
 1 Captain promoted

MAJOR TOULOOSE LALOT (Gus ferguson) Bathgate 52828.

Personal Outcome:

3

Dragoon Guards.

Major

Better result than superior

RESULT:

Your MA increases to 5 SL 11 Funds 1630cr.

Queens Own Carabiniers Lt Col dies

1 Captain promoted,

CAPTAIN (BREVET) JEAN PAUL DE COEUR NOIR (Ray Gale) Jarrow 892477 h. Hebburn 832244 w.

SL 5 Funds 458cr.

Attempt liaison, succeeds, cost 12cr.

Personal Outcome:

Queens Own Carabiniers

Captain.

Liaison.

Reckless Bravery

RESULT:

9	12	8	10
+2	0	0	0
+1	0	0	-1
+1	0	0	0
-3	-3	-3	-3
10	9	5	6
6	10	6	6

You are mentioned in despatched (4 status points), promoted permanently to Captain and claim 350cr plunder. Fifi leaves you for Xerox in week 2.

SL 5 Funds 923cr.

Heavy Brigade

Crown Prince Cuirassiers 1 Captain dies.

CAPTAIN FRANCIS DASHWOOD (Rgt Adj.) (Ron Canham) 0473 51988.

SL 6 Funds 496cr.

Personal Outcome:

Crown Prince Cuirassiers

Captain.

Rgt Adj.

RESULT:

9	12	8	10
+1	-1	-1	0
+1	0	0	-1
+2	0	0	-2
13	11	7	7
10	8	5	6

Repays 440cr to moneylender.

SL 6 Funds 116cr.

Archduke Leopolds Cuirassiers 1 Captain promoted.

LT COL CHARLES HERCULE (Act Rgt Cdr) (Charles Vasey)

SL 11 Funds 850cr.

Personal outcome:

Archduke Leopolds Cuirassiers

Lt Col.

Reckless Bravery

RESULT:

8	12	7	11
+2	0	0	0
+2	0	0	-2
-1	-1	-1	-1
11	11	6	8
11	12	9	10

You are seriously wounded, promoted to Colonel and claim 200cr plunder. Charles repays 798cr. to a moneylender and receives some monies from Andre D'Avilon, Fabian Titanique and Auguste le Benquot le Deghe. Dismisses Andre D'Avilon from the Rgt at the start of the month, repaying 93cr of his joining fee.

SL 11 Funds 1555cr.

2nd Division

Guards Brigade

Royal Foot

Colonel dies.

Major 2nd Btn dies.

1 Captain dies

1 Major promoted.

2 Captains promoted.

Lt Col SERGE, COUNT (R) CHUKUSAFIVA (Steve Walker) 0642 68059 w. 0642 210865 h.
SL 11 Funds 2003cr.

Personal Outcome:

4	Royal Foot.	7	10	6	12
	Lt Col.	+3	0	+1	-2
	Better result than superior	+2	0	0	-2
		+1	-1	-1	
		13	9	6	8

RESULT:

You are mentioned in despatches (3 status points), made a Baron and promoted.
Your MA is now 8. SL 11 Funds 2129cr.

CAPTAIN LEOFTRICK GRANDEARME (Chris Rick)

SL 10 funds 662cr.

Attempts liaison with Donna Bella Legomia, succeeds, cost 24cr.

Personal Outcome:

Royal Foot.	7	10	6	12
Captain.	+3	0	+1	-2
Liaison.	+1	0	0	-1
Reckless Bravery	+1	0	0	0
	-1	-1	-1	-1
	11	9	6	8

RESULT:

You claim 250cr plunder. SL 10 Funds 956cr.

Kings Musketeers 1 Captain killed.
1 Captain dies.

Cardinals Guard Major 2nd Btn promoted.
1 Captain promoted.

NOAH SPEAKE DE INGLISCH (Alan Watson) Darlington 65609

SL 10 Funds 207cr.

Noah purchases the position of Lt Col, cost 180cr, and becomes acting Cdr.

Personal Outcome:

6	Cardinals Guard.	6	7	5	-
	LT COL.	+2	0	0	
	Worse result than superior.	+2	0	0	
		-1	+1	+1	
		9	8	6	
		9	2	12	

RESULT:

Noah is seriously wounded and promoted to Colonel (Brevet). He also repays 33cr to moneylender.

SL 10 Funds 348cr.

SUBALTERN HEINRICH VON BAUM (Roy Taylor) Nuneaton 329837, 1400-1900hrs.

SL 7 Funds 754cr.

Personal Outcome:

Cardinals Guard.	6	7	5	-
Subaltern.	+2	0	0	
	+1	0	0	
	9	7	5	

RESULT:

You are promoted to Captain (Brevet), and mentioned in despatches. (5 status points).

SL 7 Funds 854cr.

1st Brigade of Foot

MAJOR QUIGHTAYE D'ASTARD (Bgd Maj.) (Marcus Watney)

SL 4 Funds 73cr.

Personal Outcome:

Major.	7	10	6	12
Brigade Major	+1	0	0	-1
	10	10	6	9
	6	12	7	11

RESULT:

You are mentioned in despatches (3 status points), promoted to Lt Col (Brevet) and claim 250cr plunder. You resign as Brigade Major.

SL 4 Funds 386cr.

Royal Marines Lt Col dies.

2 Captains die.

Major 3rd Btn promoted.

1 Captain promoted.

CARLOS DE SIGUENZA Y GONGORA (Pete Charlton)

SL 5 Funds 122cr.

Personal Outcome:

4	Royal Marines.	9	12	8	10
	Major	+1	0	0	0
		+1	0	0	0
		12	12	8	8

SL 5 Funds 248cr.

RESULT:

4 5 5 5

Picardy Musketeers 2 Captains die.

CAPTAIN NICOLAI BOROZOFALL PIZPIRETO CABALLERO DE BARCELONA (Kedge Neuman)

Personal Outcome:

Picardy Musketeers.	6	7	5	-
Captain.	0	0	+1	
	+1	0	0	
	7	7	6	
RESULT:	5	6	4	

SL 3 Funds 14cr.

THE SCARLET PIMP (SUBALTERN) (Richard Bartle)

Personal Outcome:

Picardy Musketeers.	6	7	5	-
Subaltern.	0	0	+1	
	+1	0	0	
	7	7	6	
RESULT:	5	8	6	

You are mentioned in despatches (2 status points) and promoted to Captain.

SL 6 Funds 50cr.

2nd Brigade of Foot

13th Fusiliers Lt Col dies

1 Captain promoted.

MAJOR GASTON FANCIER (Gary Portet) 01 681 7521 w. 01 651 0645 h. SL 4 funds 530cr.

Personal Outcome:

4	13th Fusiliers.	8	12	7	11
	Major.	0	0	0	0
		+2	0	0	-2
		10	12	7	9

RESULT:

You are promoted to Lt Col (Brevet) and claim 250cr plunder. SL 4 Funds 908cr.

53rd Fusiliers

1 Major dies.

Lt Col promoted.

1 Major promoted.

1 Captain promoted.

3rd Division

3rd Brigade of Foot

27th Musketeers

1 Major dies.

2 Captains promoted.

Lt COL FIGARO SPEACH (Rod Hunt) SL 4 Funds 386cr.

Personal Outcome:

2	27th Musketeers.	10	10	9	9
	Lt Col.	0	0	0	0
		+2	0	0	-2
		12	10	9	7
	RESULT:	5	6	6	7

You claim 1100cr plunder, repay 132cr to a shylock and lose your mistress to Xerox in week 1. SL 4 Funds 1420cr.

4th Arquebusiers 1 Major dies.

CATAIN ERIC DE PATE DE FOIS GRAS (Ian R McLaren) 01 405 9222 ext 6430 w. 01 267 1685h. SL 4 Funds 685cr.

Attempts liaison with Anne Peyboule, succeeds, cost 6cr.

Personal Outcome:

4th Arquebusiers	7	10	6	12
Captain	0	0	0	0
Liaison	+1	0	0	-1
	9	10	6	11
RESULT:	10	9	11	8

Eric de Pate de Fois Gras dies.

RNH

PRIVATE GIDEON POIROT (Bill Thorne)

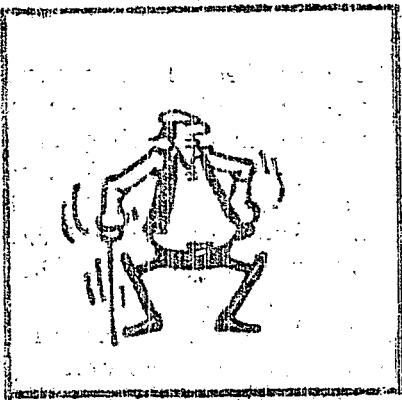
SL 4 Funds 12cr.

Recovering from his wounds he returns to Soain to rejoin his Rgt.

Personal Outcome:

RNH.	10	10	9	9
	-1	-2	-1	-2
	9	8	8	7
RESULT:	11	8	11	6

Gideon Poirot dies.



			RGT	RANK	MISTRESS	MONEY
7	12 Marquis Benedict D'Amber	(Pete Lindsay)	DG	LCol	Countess Isabella	486
12		(Chris Charles)				44
3	11 Auguste de Benquot le Deghe	(Dave Taxt)	KM	LCol	Tess Tickal	3359
	11 Chevalier Touloose Lalot	(Gus Ferguson)	DG	Maj		1630
	11 Charles Hercule de Thingy.	(Charles Vasey)	ALC	Col		1555
	11 Serge, Baron, Count (R) Chukus	(Steve Walker)	RFG	LCol	Madame Sophia	2129
7	10 Andre D'Avison	(Andy Davidson)			Miss Wilberforce	347
10	10 Chevalier Fabian Titanique	(Bill Howard)	QOC	L Col		613
10	10 Chevakier Leofrick Grandearme	(Chris Rick)	RFG	Cap	Florence Quasimodo	956
10	10 Noah Speakar de Inglisch	(Alan Watson)	CG	ColB	Donna Bella Legom	348
10		(John Braithewaitel)	CG	Cap		675
12	7 Garcia Monastario	(Pete Dorgan)				250
7	7 Don Carlos d' Alvarez	(Clive Waterhouse)	GDM	Cap	Annabel	1249
	7 Heinrich von Baum	(Graham Jeffery)	ALC	Maj	Mme Lutia	14
16	6 Albrecht von Wallenstein	(Roy Taylor)	CG	Cap		854
6	6 Marcus la Merde	(Stephen Hatfield)				500
6	6 Ser Cum Spect	(Mark Holman)	CPC	Cap	Irma La Douce	299
6	6 Jules Barramoir	(Chris Walton)	PLL	LCol		888
6	6 Francis Dashwood	(Martin Rundle)	GDM	LCol	Linda Pomme-Roi	116
6	6 The Scarlet Pimp	(Ron Canham)	CPC	Cap	Lucy Belinda	116
6	6 Harry Flashman	(Richard A Bartle)	PM	Cap		50
23	5 Rick O'Shea	(John Piggott)	Ftr	Sub	Mrs Paget	145
5	5 Fickas da Shortplanks	(Bob Stuart)			Joan of Versailles	229
5	5 Xerox Doppleganger	(George North)				827
		(Dave Allen)			Fifi Le Bonbon	52
		(Ray ale)	QOC	Cap		923
		(Peter Charlton)	RM	Maj		248
28	4 Laurence de Ricarditot	(Lawrence Parrott)				266
4	4 Poul Zehalfpessed	(Paul Blackwell)				509
4	4 Galliard Mendicant	(Chris Boyes)				262
4	4 Quightaye D'Astard	(Marcus Watney)	PM	LCol		386
4	4 Gaston Fancier	(Gary Porter)	13F	LColB		908
4	4 Figaro Speach	(Rod Hunt)	27M	LCol		1420
34	3 Dee Jean Mustard	(Paul Barker)				134
3	3 Nicolai Borozofall Dizpireto...	(Kedge Neuman)	PM	Cap		69
36	1 O Zarms Citoyens	(Kelvin Randall)				9
37-40	all dead.					

CHANGE OF ADDRESS

Pete Lindsay to Haig 46. David Russel Hall, St. Andrews, Fife, Scotland.

LORD FOPPINGTONS GAZETTE

The paths of glory lead but to the grave. Ah how true. I was reminded of this remark as I strolled down the Rue Thedayousaidthat to the Cafe Bacteria. Who should enter my field of vision but the pox ridden d'Amber limping along on a crutch. Aha, I thought, and enquired if he would like helping onto the road. He mumbled in his gutteral yokel accent whish I took to be the affirmative. Accordingly I lead him fath onto the road and with one smooth movement removed his crutch and propelled him into the mire. "Marquis d'Amber meet the road", I cried, and swept past him, avoiding the mass of drunks and pigs who were vacating the gutter at the sight of its new occupant.

I had at that time been under the impression that Benny had aquired his wound in the service of the King. Imagine my lack of surprise when I learned of the true reason! I had received a letter from Fabian Titanique thanking me for my gift of the Chateau Nuts St-Gorge in which he revealed that Benedict had been found guilty of a high and mighty crime of treason. His Colonel, before he committed suicide, told Benny to take his pistol into his room and do the decent thimg. Benny accordingly entered his room and shot himself in the leg! All his superior officers had shot themselves and Sir Augustus was too much of a gentleman to say anything. The vile coward had escaped once more. Let us hope that da ... Inglisch ventilates his hide for his fornication.

I was faintly surprised on entering the Horse Guards to observe young Fabian Titanique rushing out of the building, tears staining his youthful face, his hair blowing loose in the wind. "Oh you wotten cads" he cried, "I shall never come back here again." Poor Fabe, I thought, one could tell it would end in tears when one of the lower orders entered these portals. Still, in victory mercy is a fine virtue and I accordingly sent him a gross jeroboams of Champers. Even if he is a cad he is also an ex-member of the Club. Regrettably I note that he has written an ill considered missive to the Royal Gazette blaming me, tch tch.

On the subject of scrawlings the repugnant and boorish d'Amber has returned. Come, come Benny, it's transparently obvious only you would write such appalling press. That you should have the impudence to claim to be me! Tch tch, well you may wish you possess the bountiful gifts of the Muses, but only a few mortals are granted these, and I got them all. My survey of entertainments met with such support that I will continue my notes now. Death In Spain: (X) A cast of thousands ranging from the cowardly d'Amber to the stern de Mairgh-Irsay de Bulkeley. See Buster Keaton as the Scarlet Pimp, Arthur Mullard as Noah Speake de Inglisch, Victor Spinelli as Fabian Titanique, Peter Lorre as Andre D'Avidson, and John Laurie as Toolouse Lalot. I found the real stars to be Mae West (Chukusafiva), Grauco Marx (de Senneterre) and Rex the Wonder Dog as d'Amber. But I found John Wayne unconvincing as Don Daygo. The plot was very strange and I feel the director Allan Valois was not always in control and should try payng his actors. The sequel promises more thrills and spills as the Archduke Leopold Cuirassiers aqyire an acting commander with a MA of 8! Still I cannot forget those little vignettes like Lloyd Barclay being late for his own funeral and Harry Flashman behaving in true knock-about style. Bankruptcy: Spanish Style : opened to very bare houses. A Restoration commedy of manners centring on the hero Don Saygo Delavilla who, though a hero and fine blade, finds himself in debt up to his flamencos. A trifle existentialist I thought. Leading Cases In Constitutional Law by Lord Foppington: A rivetting journey through the many discussions I have had with His Majesty in trying to defend the laws of our society. With careful use of wit, irony, and reading the rules out, I have stiven to keep his Majesty on the straight and narrow. I regret my success has not been greater. The foreward is by the grateful Don Diego Delavega for my assistance in his appeal in the duels. Available in limp edition. Bums Along The Mohawk: Laugh until your sides split at the antics of Noah and Sergie, two lovable, negro, cops who are doing a rough job in a rough town inhabited by balding Greeks. I have not laughed so much since Uncle Vanya.

Whilst out riding recently I came accross a pleasant Inn and entered to find four men seated at a table playing cards. Three were honest yeoman farmers, the fourth, with his back towards me, wore the uniform af an infantry Officer. I observed that he dealt of the bottom of the pack with consumate ease and had relieved the bucolic trio of much of their specie (a word meaning cash, Your Majesty) ((Try money)). In an instant I knew who it was, or should I say in a flash! For it was none other than Major Harry Flashman of the 53rd Fusiliers. "Why, young Flashman, I heard in the City that you had deserted your regiment in the field?". "Nothing could be farther from the truth", drawled the recipient of my remark, "just popped back to pick up my collar studs for the regimental Ball and some bounder goes and starts the battle!" I commiserated with him in his misfortune.

Flashy was ever one to consider elegance rather than military expediency. You well remember the time he dressed his regiment in tasteful pink and green taffetta dresses? Then the occasion when strolling outside Bothwells (with his p'omander to his nose) he met d'Avidson and the porcine d'Amber. "Egad", he cried, "yonder profane wretch doth offend the nostril of good Frenchmen, I wish the King would hang him, the enemy kill him, or the Devil carry him off." At that he struck d'Amber a blow on the head of such exemplary violence as to fore-shorten the already low-down bum. Thus giving rise to the famous aphorism "Ah d'Avidson, who's your fat friend?" which was paraphrased at a later date by a vulgar Anglais called Brummel. Pausing only to quaff my ale and remove my watch which had fallen (?) into Flashie's pocket I left to continue my equine peregrinations.

Returning from this exercise I made haste to the Cafe Bacteria (caterers to the Canaille) to meet my confederate X (pronounced eeeeeex in French. I entered the building which I felt depended rather heavily on rustic charm, and not enough on sanitation, and sat down next to a heavily masked person. "Ah Sybylla, we cannot go on meeting like this....."

THE PALACE NOTICEBOARD

Be it known to all men that Fabian Titanique, Grande Chevalier de la France has this day written to his most most noble and august Majesty claiming the position of Commissioner of Public Safety. This action has been taken after considerable discussion with his friends and is with the sole purpose of exposing and punishing the notorious 'Lord' Foppington who daily slanders the heroes of our great and glorious motherland.

GOD SAVE THE KING

Government Warning: Dueling can damage your health.
((Anybody who wishes may use a favour to influence this application either way.))

LE DEGHE'S NIGHT-SOCIAL TRIUMPH- Wounded Soldiers Ball Gets Rolling.

Following cries of "speech", "our hero", "Get em off" and other emotive pleas, Major Auguste de Benquot le Deghe, War Hero, Bon Vivant and failed television personality, mounted the platform at the wounded soldiers ball to rapturous applause.

After failing to quieten the crowd, which included everyone who is anyone in Paressian Society, as well as Don Diego, Auguste conducted them in 37 choruses of "For he's a jolly good War Hero, Bon Vivant and failed television personality" before he could make himself heard above the din he was making.

"My friends (and I mean that most sincerely)", he cried, "I just wanna tell you that you're really wunnerful, wunnerful people to have come here tonight, without a thought for all the free food and drink I've paid for, but concerned only to pay tribute to those fantastic guys in puce, heliotrope and a sort of yukky mauve colour, who were wounded in the service of our great and wunnerful country."

So folks, let's hear it for the brave wounded soldier boys, or to be more specific, me!

LEOFRICK GRANDEARME

If I return from the front then I intend to throw a party to celebrate at Hunters in the third and fourth weeks of August. I will of course put a few crowns behind the bar so no one will have to pay to carouse. Bring your mistress but pay for her yourself.

HIGH TREASON

Official government sources revealed today that charges of high treason are being prepared against a haigh ranking officer who served at the Spanish front. It seems that the officer, who was serving on the general staff, was paid 250cr to advise his General to advance into the 'col de vautour'. This was a carefully laid Spanish trap and many of our soldiera perished in the heroic battle. As luck would have it, quick thinking by the Brigade Commander of the Horse Guards saved the day as they charged time and again into the massed ranks of the Spanish infantry. Major Lalot of the Dragoons proved the hero of the day but why, may we ask, was he not mentioned in despatches? It is said that, although the recomendation was forwarded fro the regiment, it was blocked at Divisional level. To avoid scandal the officer suspected of treasonable activity has been removed from his divisional appointment and 'invalided' out from his regimental position. The citizens of Paris are naturally shocked by such conduct and are demanding a summary Court Martial and a prompt meeting with the guillotine for the traitor.

ADVERT for the Mutual Aid, Benefit and Assistance Society.(Insurance of all sorts transacted)

Applications are invited to join the above society. Its aims are to provide mutual aid for those of low endurance by accumulating a fund to assist the seconds and witnesses of members opponents to see the light in dueling situations and by members agreeing to act as each others seconds and witnesses. Only those with an endurance of 100 or less are

eligible to join and fees (of 10cr per month) should be paid to the treasurer, Ser Cum Spect.

Insurance offered by the Society for members and non members alike. Rates quoted on request. Applications to Ser Cum Spect.

THE BIONIC DAGO Part II

Once in the theatre Sir James set to work before the appreciative eyes of the audience. The replacement parts had all been organised ((is that an unintentional pun))beforehand and they now stood ready in enamel bowls along the far wall. The surgeons knife flicked back and forth to the gasps of admiration from the watching throng. Into the right arm, the sword arm, were inserted the muscles of a mighty gorilla, or was it a mighty D'Amber. What's the difference anyway? Into the legs went the muscles of a sleek antelope, and into the brain the sharp intellect of a Clive Booth. There was a stage where Don Diego's body had no brain in it at all, and Sir James couldn't resist wakening it to see what a mindless moron would really say. The response of "I think I'll start a 'zine called Source of the Nile", left him totally baffled. Soon though, the operation was over and Sir James stepped back to admire his work. Perfect! And once the stiches were removed this would be the fastest, strongest, handsomest, most intelligent gentleman in the whole of Western Europe. Paris Society could look to its laurels, the Grandee, the 6 Million Crown man, was about to re-emerge. Bionic Don Diego Delavega was about to take the first steps on the road that would lead him to be the first Emporor of Europe.....just as soon as he'd found a pair of trousers.

SOMEWHERE IN PARIS

The sheets stirred a little and from the bed jumped a buxom young wench as naked as the day she was born (only much more well developed). She uttered a giggle, grabbed a handful of coins from the table and fled from the room.

Minutes later young Galliard Mendicant carefully sat up in the bed holding his head as if it were about to split in two. He slowly rose and stumbled across to the mirror where he inspected his pale drawn face and complimented himself on surviving his first month of Parisian high Soiociety.

Galliard thought to himself, "Well everyone should be returning from the front soon. Covered in glory (amongst other things, I hear it gets quite messy out there.) I expect life should liven up a little now. I might even get invited to another of those clubs if I crawl enough, who knows?"

At this point a smile lit up his worn face as he recalled the riotous behaviour of everyone at the Wounded Soldiers Ball at Hunters, with everyone getting pissed out of their minds. "I must remember to thank Auguste again when I see him." It was a frown that crossed his face this time as he remembered the rude comments about his second name. No matter how much he had protested Auguste still insisted on somehow connecting it with mending a certain toothless orifice.

With this thought young Mendicant collapsed back onto the bed in a drunken stupor, only to be ejected onto the street five minutes later by two burly bouncers, after overstaying his welcome.

DEPRESSIONS IN DIEPPE

In the recent bloody battlefields of Spain, quite a number of our great military leaders got the pip. Not the least of these was the beloved Ser Cum Spect who fell defending his Regimental colours of black and blue polka dots with a pin up in the centre. What a pity that the name of France has had to be 'whitewashed' with a 'D Notice' after the dastardly - though typical performance of the Marquis D'Amber. It is officially noted that our bold fellow received heavy wounds fighting for his country's honour. However, I have heard it whispered that in fact, his wounds were received from the points of a pitchfork deftly lunged by a concerned father who caught D'Amber trying to have it off with his daughter. It is doubtless amidst the many ugly and often churlish rumours about him that the truth lies beneath the surface. Is it not significant that all his seniors died in mysterious circumstances, leaving no witnesses to verify His account that has caught the ear of the King and given him a promotion on his word. The monarch is indeed a ~~soft~~ kindly and endearing soul, desperately wishing to believe that his subject could be honorable.....

In the field promotions have been handed out with the wage packets ((which weren't)) and a number of personalities well known in Parisian Society are now able to swank higher ranks - bravery in the field indeed has its rewards. I thought it particularly significant that the 'bravest mouth in Marseilles' - Noah excelled himself in failing either to inspire the confidence of his men, or to save his superiors. I think that the initial report of

his wounds brought some cheer to the hearts of one and all, knowing that this bully boy was indeed vulnerable as the rest of us. However it has been disclosed that this story was in fact circulated by the ministry for ugly rumours, and in fact Noah remained unscathed in his dingy role as Squadron leader to fight another day. No doubt the bold Noah will hardly be able to wait long enough to take his old and (wounded) adversary, D'Amber to task for a liaison with his mistress. Indeed I would not surprise me if he did not carry out a despicable challenge to Benny in his bath chair, where I understand he nurses his wounds by lying on his tummy.

The gutter press it seems is leafing too hard at the cultured disclosures of our illustrious mag. and that of the most noble la Plume de Fere - where else would you find such a load of rubbish worth filling out the pages of your hobby?

In the home country the Home Guard has been living it up, making lays while the sun shines and Don Diego threatening to treat us all by leaving Paris in the near future. I would indeed applaud him if he had the courage to take up an appointment with a Frontier Rgt where he could satisfy his blood lust and with any luck throw the proper dice to

With so little going on of note in home Society, there seems but little other cheer but to commend you to read, digest and then be sick whilst reading the ~~compte~~ ~~cote~~ D'Oeil Confidential.

GARCIA MONASTARIO (Personal)

To celebrate the victories of our glorious armies I intend to hold a party at my Club, the Blue Gables, in the last week of August. Everyone is invited and I will pay the costs for everyone to carouse. If you wish to come drop me a line and I will be only too happy to welcome you.

A SERIOUS MATTER

Your Majesty,

I fear that I must inform you of the dismissal of Major Andre D'Avidson from this regiment. Your majesty well knows my constant service to the crown which has kept me far from the politics of this city. It was back in February when I first went on Campaign. Accordingly I have little knowledge of the coteries and cliques which threaten the Kings peace. It was by great good fortune that two kindly and public spirited persons wrote to me revealing the hiénous crimes of D'Avidson. The first letter was from one Major Fabian Titanique, who wrote from his rooms in the prestigious Horse Guards. He told me that D'Avidson was intentionally involved with a well known perjurer, coward and merchant chain called D'Amber. This D'Amber was trying to subvert the whole kingdom. Following this came a letter from Auguste de Benquét le Deghe, an officer of your own Musketeers, requiring me to arrest D'Avidson for heresy, Witchcraft, Sodomy, and non-Kosher cooking. Naturally the order of an officer so near to your sacred Person must be obeyed. Accordingly D'Avidson was put to the rack, my troopers were sent to apprehend D'Amber who had just shot his commanders, but only succeeded in wounding him and he fled with the regimental silver.

D'Avidson admitted his crimes and was degraded before the remnants of the regiment. It is hoped that in time your Majesty will seek to extend your mercifull justice to give him another chance. I cannot but feel he was ill advised.

Your Obedient Servant,

Lt Colonel Charles Hercule de Senneterre, Chevalier de la ferte de la Sainte-Nectaire, Chevalier de Sanspeur, Baron de Mairgh-Irsay de Bulkeley. Acting Commander the Erz Herzog Luitpolds Kurasserie.

DON DIEGO DELAVEGA - THE EDITOR, LORD FOPPINTONS

Sir,

I take extreme exception to an item published in your papers last month, whereupon a reference was made to myself and the words 'that most truculent of men' used. I am not truculent, I am a most even tempered gentleman, and I'll smash your bloody head in if you ever say it again.

DDD.

ANONYMOUS

Today I cannot believe the scandalous writings of the Paris press. When I look at last months attempts at journalism, nothing but shudders of anguish wrack my body.

I cannot understand why anyone would want to rebuild that pox-ridden, garlic smelling Spaniard, Delavega. Already he has cut down 2 of Paris' sons, despite their pleas for mercy. Yet he is still praised despite the fact that the Spanish are at war with us. He, along with all other Spaniards, should be interned and sent to the galleys instead of



LORD FOPPINGTON at rest in his Club

being allowed to ram the streets free to seduce the good womenfolk of our brave soldiers at the front.

This brings me to another point, how unjustly maligned are some of our nations bravest soldiers. A prime example is the Marquis D'Amber, ((I don't believe it, has D'Amber found a champion at last)) so many times called a coward by people who bravely hide behind false names. Yet he has proved these cretins wrong by courageous exploits on the feild of battle. Other men have proved their true mettle. Marcus La Merde had the s**t shot out of him while leading a cavalry charge. Now they just call him Marcus. His bravery did not go unnoticed. Noah Speake has been forced to return to Paris suffering from a mysterious illness. He must have suffered severe shell shock as people have noticed that he cringes

in terror at the sight of a cavalry saddle. Several other gentlemen have given their lives, as well as 25p, to this Royal Highnesses fame and fortune.

And it should not pass unnoticed that the anonymous Lord Foppington has made a complete fool of himself by praising Harry Flashman to the skies, when at the same time Harry was running away from the battle as fast as he could go.

One can only laugh at the reports of Chukusafiya and the Royal Foot Guards, Anyone can tell you that this regiment disgraced itself by suffering a crushing defeat. A certain major was able to avoid a well deserved Court Martial by suddenly claiming that he could only understand French spoken with a Russian accent.

And we also see a plot is about to sack Auguste de Benquot le Deghe from his Rgt. This is the most monstrous of all. It seems that this gentlemans crime is that he has been tremendously successful in battle, has suffered terrible wounds and is now passing on his good fortune to as many people as he can in the form of princely entertainment. I hope the foul machinations of D'Avidson are crushed while Augustes fine deeds are rightly applauded.

TO THE GOOD GENTLEMEN OF PARIS

Good Sirs, I greet you. I am M. Poul Zehalfpessed, lately arrived in this fair City from the provinces and as a stranger to these parts I would be much pleased if one of your honoured Sirs would be kind enough to show me the night life of this fair metropolis. I would be only too happy to pay for an evening's entertainment.

27, RUE DE MORGUE, PARIS

Herr Xerox Doppleganger, newly arrived from Munchen is pleased to offer his services as a fencing instructor to the young gentlemen of this fair City. The first lesson shall be on the correct use of the cutlass, Messrs Figaro Speach, Jean Paul ~~Satre~~ de Couer Noie and Sebastian de Senna Podde are all cordially invited to attend.

ANONYMOUS TO THE EDITOR, DEPRESSIONS IN DEPPE

Sir, the gallant wounds of officers of the Princess Louisa's Light Dragoons confute his inuendos of ponceess. Ho ought to know that the unofficial motto of the Rgt is "Don't pick the Pansies".

PUBLIC ANNOUNCEMENT - NOAH SPEAKE DE INGLISCH

With the greatest of pleasure I will do the "decent thing" in challenging D'Amber to a duel to the death just as soon as our wounds heal sufficiently. ((You can fight a duel in any state.)) Not content with maligning my good and generous self, he has dared to save himself from the Death throw on the dice by using my paramour... En Garde D'Amber.

FROM THE FRONT

Sir,

while valiantly performing my loyal duties in the company of other Frenchmen and mercenaries loyal to your Majesty, against the upstart Dagos. News has reached the front concerning the exploits of one Don Diego Delavega, a dago. It is rumoured, Sire, Diego is at this very moment being allowed to roam the streets of Paris.

Surely in deference to your loyal serving subjects, this Spanish cur, this dago, this spy, this low cast son of a whore, shouldnt at the very least, be interned in the Bastille until our illustrious Army has dealt this barren, scorched, rocky, land, known as Spain, its rightful lesson.

Your most loyal servant, a serving soldier.

AS TOLD BY NOAH SPEAKE DE INGLISCH

Whilst at the front, (By God it was rough) I had the misfortune to be shoulder to shoulder with D'Amber. (Yes, I kept my back well covered too.) And distateful though it was, when I caught him behaving in an excited and hysterical manner (I've seen men shell shocked, but this man was simply terrified, a downright, lily libered, coward). In the face of the advancing enemy he unashamedly turned and fled, screaming for his mummy like the child that he is. Naturally, I grabbed him to prevent this act of cowardice being too obvious, but slipped in the trail of pungent smelling substance oozing from his trouser leg as he ran. Nevertheless, with a well aimed throw of a custard pie, I caught him full in the neck, causing him to believe himself to be seriously wounded. He fell to the ground screaming for medical attention. Believe me, his superior officers were indeed crestfallen to see such cowardice and I understand he was asked to save the honour of the Rgt, but have since learned he couldn't even do that right.- he shot his Colonel, then his Lt Col and in turn tried to shoot me, the only other witness. I know not how he managed to be wounded, but if the ball that pierced his leg was to be examined in the Home Office Forensic Science Laboratory I'm quite sure it would prove not to have been fired from an

enemy weapon..... I consider it a grave matter to have to report this, but 'twould be an indictment to see the ill conceived promotion pass to him in such circumstances. I know, I was that soldier.....

REGIMENTAL ORGANISATION in peacetime		
<u>DRAGOON GUARDS</u>		<u>QUEENS OWN CARABINIERS</u>
Colonel	NPC-Rgt Cdr	NPC-Rgt Cdr
Lt Col	Benedict-Wounded	Fabian-1st Sqn Cdr
Major	Touloose-1st Sqn Cdr	NPC-2nd Sqn Cdr
Major	NPC-2nd Sqn Cdr	Vacant
Captain	NPC-Act 3rd Sqn Cdr	NPC-Act 3rd Sqn Cdr
Captain	NPC-A Trp Cdr	NPC-A Trp Cdr
Captain	NPC-B Trp Cdr	NPC-B Trp Cdr
Captain	NPC-C Trp Cdr	Jean Paul-C Trp Cdr
Captain	Vacant	Vacant
Captain	Vacant	Vacant
<u>KINGS MUSKETEERS</u>		
Colonel	NPC-Rgt Cdr	<u>CARDINALS GUARD</u>
Lt Col	Auguste-1st Btn Cdr	Noah(Brevet)-Rgt Cdr
Major	NPC-2nd Btn Cdr	NPC-1st Btn Cdr
Major	NPC-3rd Btn Cdr	NPC-2nd Btn Cdr
Captain	NPC-A Cpy Cdr	Macant
Captain	NPC-B Cpy Cdr	NPC-Act 3rd Btn Cdr
Captain	NPC-C Cpy Cdr	NPC-A Cpy Cdr
Captain	NPC-D Cpy Cdr	NPC-B Cpy Cdr
Captain	Vacant	NPC-C Cpy Cdr
Captain	Vacant	Heinrich(Brevet)-D Cpy Cdr
<u>ARCHDUKE LEOPOLDS CUIR.</u> GRAND DUKE MAX DRAGOONS		
Colonel	Charles H.-Wounded	Vacant
Lt Col	Vacant	Jules-Act Rgt Cdr
Major	NPC-Act Rgt Cdr	NPC-1st Sqn Cdr
Major	Don Carlos-1st Sqn Cdr	Vacant
Captain	NPC-Act 2nd Sqn Cdr	NPC-Act 2nd Sqn Cdr
Captain	NPC-Act 3rd Sqn Cdr	NPC-Act 3rd Sqn Cdr
Captain	NPC-A Trp Cdr	NPC-A Trp Cdr
Captain	NPC-B Trp Cdr	NPC-B Trp Cdr
Captain	Vacant	Vacant
Captain	Vacant	Vacant
<u>ROYAL MARINES</u>		
Colonel	NPC-Rgt Cdr	<u>PICARDY MUSKETEERS</u>
Lt Col	NPC-1st Btn Cdr	NPC-Rgt Cdr
Major	Carlos-2nd Btn Cdr	Quightaye(Brevet)-1st Btn Cdr
Major	NPC-3rd Btn Cdr	NPC-2nd Btn Cdr
Captain	NPC-A Cpy Cdr	Vacant
Captain	NPC-B Cpy Cdr	Nicolai-Act 3rd Btn Cdr
Captain	NPC-C Cpy Cdr	NPC-A Cpy Cdr
Captain	NPC-D Cpy Cdr	NPC-B Cpy Cdr
Captain	Vacant	NPC-C CPy Cdr
Captain	Vacant	NPC-D CPy Cdr
<u>53rd FUSILIERS</u>		
Colonel	NPC-Rgt Cdr	<u>27th MUSKETEERS</u>
Lt Col	NPC-1st Btn Cdr	Vacant
Major	NPC-2nd Btn Cdr	Figaro-Act Rgt Cdr
Major	Vacant	NPC-1st Btn Cdr
Captain	NPC-Act 3rd Btn Cdr	NPC-2nd Btn Cdr
Captain	NPC-A Cpy Cdr	NPC-Act 3rd Btn Cdr
Captain	NPC-B Cpy Cdr	NPC-A Cpy Cdr
Captain	NPC-C Cpy Cdr	NPC-B Cpy Cdr
Captain	Vacant	NPC-C Cpy Cdr
Captain	Vacant	Vacant
<u>4th ARQUEBUSIERS</u>		
Colonel	NPC-Rgt Cdr	NPC-Rgt Cdr
Lt Col	NPC-1st Btn Cdr	NPC-1st Btn Cdr
Major	NPC-2nd Btn Cdr	NPC-2nd Btn Cdr
Major	Vacant	Vacant
Captain	NPC-Act 3rd Btn Cdr	NPC-Act 3rd Btn Cdr
Captain	NPC-A Cpy Cdr	NPC-A Cpy Cdr
Captain	NPC-B Cpy Cdr	NPC-B Cpy Cdr
Captain	NPC-C Cpy Cdr	NPC-C Cpy Cdr
Captain	Vacant	Vacant
Captain	Vacant	Vacant

I'm bound to have made one or two mistakes there, so let me know if you spot any.

Right, before I drop dead through exhaustion, let's clear up a few points which have been lying around for a while.

BITS AND PIECES

Somebody asked me some time ago to print a list detailing favours available to people. I will probably do so in the near future.

A clarification.- Regimental Commanders control the recruiting for their own regiments. This means that a Rgt Cdr can throw anybody out (Although he must refund 25% of the total purchase price of the officer he sacks, even to non player characters). It also means he can recruit whoever he wishes. (although 75% of the recruitment price must still be paid into regimental fund even if the Cdr doesn't make anything; and restrictions on required Social Level per rank still remain.)

It probably won't have escaped your notice that Clive put me on the spot in Chimaera this issue. I think I'll have to consult my lawyers after the Durham Mab have finished. In an effort to get my own back I will print any skits on Clive which you send me.

Quite a few people have had to repay moneylenders this issue, though they didn't seem to realise it. We're now coming to a period where a lot of debts are coming up for repayment,

I have not named the boroughs in the Parliament rules yet, being unable to find suitable French names. They will be known temporarily by number. Will all those who are interested in standing for Parliament please let me have your names with your next orders.

In case anybody is unclear about status points awarded for mentions in despatches, they are given only for the 3 months following the date they were received, even if you are still on campaign some of these months (ie. they're wasted) Similarly, points for a title only apply to the month following the knighthood etc.

From Steve Walker. 'Wouldn't it be fun to have an En garde Convention and meet your mortal enemies face to face'. Yes it would, but I don't know if one could be successfully organised, or if enough people are interested. A lot of us meet already through FtF Diplomacy meetings, or the NGC etc. Any takers.

From Mark Holman.- 'Once a month 2 players get the chance to inherit their fathers fortune and title (if any)' Any comments?

From Dave Tant.- 'How about letting Auguste bury some loot in this game, and 10 years later my character in Bill Howards game (which is set 10 years after this) could dig it up! OkayDave. You've just buried 2000cr and you've forgotten where, although your character in Bill's game knows. See if Bill will let you dig it up.'

From Richard Bartle. 'How about players getting status points for handing in medals.' ((Just realised I haven't been using double brackets. Hope you can separate the stuff above. Don't see the connection with life for your medal idea Richard, or the advantages it could offer.))

Some people put in for conditional orders to purchase a higher military ranks if an opening arose. I have ignored all these as you still have a full choice next month, and you are in possession of all the facts.

QUESTION AND ANSWER TIME

Marcus Watney- Are the ranks in the Military appointments table the minimum ranks or the only ranks for the job? ((The only ranks))

Paul Blackwell- Points out some mistakes in the monetary accounts of players last issue. ((You're forgetting the allowances Paul, though you were right about the status.))

Marcus Watney- What are the numbers I put below some peoples personal outcome in the war section? ((The personal result of those players who are in a position of command where their result affects the result of the Rgt.))

GRAHAM JEFFERY.- Can you get points for two or more mistresses in the same month? ((Yes, but only if you successfully court them. If you already have a mistress from another month and you obtain another, then you will only receive the points for the better of the two.))

WELL, that's it for another month. Good bye.

DEADLINE DEADLINE DEADLINE DEADLINE FRIDAY 18th FEBRUARY DEADLINE DEADLINE DEADLINE DEADLINE

DUELING

51. Duelling with pistols is allowed as an alternative to swords. Rules for challenging, seconds etc. remain the same. Pistol expertise will be notified to players privately by the GM and not published.

52. When a challenge has been issued and pistols chosen, the participants must send the following information to the Gm with their next set of orders:

- a. Acceptance or refusal.
- b. Their duelling actions in accordance with Table 1 below.
- c. The action to be taken if both players decline to fire first. (If this situation occurs twice the duel will be called off, both losing 6 status points).
- d. The action to be taken if you decline to fire first, your opponent fires first or into the ground, and you are less than badly wounded. The action chosen must be to fire at your opponent or into the ground.
- e. Do you wish to continue if both players fire and miss. The duel will continue if neither player is wounded and either player wishes to continue.

53. At the start of the duel each player writes down his choice of action from those on Table 1 and both players reveal their choice simultaneously.

1.	Decline to fire first.
2.	Fire first.
3.	Fire into ground.

TABLE 1

		Player A		
		1	2	3
Player B	1	1	2	3
	2	4	5	6
	3	7	8	9

TABLE 2

The actions are cross indexed on Table 2 and the numerical result given is read off on Table 3 below:

1. Write new action. (As in 52c above)
2. A finds result on Table 4, if B is still alive and less than seriously wounded he may fire into the ground or fire at his opponent. If lightly wounded he returns fire at expertise.
3. Player A fires into the ground, B then fires. If A is killed then B drops 2 Social Levels.
4. As 2 but positions reversed.
5. Results of firing applied simultaneously.
6. B fires and result is applied. If A is still alive and less than seriously wounded he can then fire into the ground. If A does manage to fire then B is made to look a fool and loses 8 status points for 2 months, and receives no extra status points if he wins.
7. As in 3 but positions reversed.
8. As in 6 but positions reversed.
9. Throw one die. On a roll of 1,2,3 both players publicly acclaimed and receive 4 status points per month for 2 months. On 4,5,6 they are fools in society's eyes and are thrown out of their Club for 3 months and lose 2 status points for 3 months.

TABLE 3

Category	Expertise	Number rolled on percentage die 0 1 2 3 4 5 6 7 8 9										
			MF	M	M	M	M	M	H	H	H	H
A	7 and less	MF M M M M M H H H										
B	8-11	MF M M M M M H H H H										
C	12-15	MF M M M M H H H H H										
C	16-18	MF M M M H H H H H H										
D	19-20	MF M M H H H H H H H										
E	20 and over	MF M H H H H H H H H H										

MF = Missfire

M = Missed

H = Hit

TABLE 4

To find which part of the body is hit roll on Table 6, after applying modifications on Table 5.

To find the severity of the wound roll on Table 7 below:

Wound Type	0	1	2	3	4	5	6	7	8	9	
Head	L	S	S	F	F	F	F	F	F	F	F=Fatal
Torso	L	L	L	S	S	F	F	F	F	F	S=Severely wounded, Lose $\frac{3}{4}$ orig end.
Arm	L	L	L	L	L	S	S	F	F	F	L=Lightly wounded, lose $\frac{1}{3}$ orig end.
Leg	L	L	L	L	L	S	S	S	F	F	

TABLE 7

54. The winner of the duel is as follows: The survivor if one player dies; the unwounded if only one player is wounded; If both are wounded neither player wins. Status points gains and losses for results are in accordance with Duelling Table D (Rules Booklet). No status points are given to the winner in cases 3 & 7 on Table 3. The player who declines to fire first earns 5 extra status points unless both players decline, in which case no extra status points are awarded.

55. Losses to endurance are accumulative. If 0 is reached because of previous duels, clap etc., then the player dies.

56. Practice costs a standard 15cr per week (For powder etc.). Four weeks practice is required to raise expertise one point. It cannot be traded for strength.

PARLIAMENT

57. Boroughs. There are 8 standard boroughs which contain 5 players each. These are, in descending order of importance:

Pocket Boroughs are also available, but only to those who are titled by birth.

58. Elections: Elections will be called once a year, or more frequently if the parliament cannot produce a stable government. (The latter descis taken by the King.) Candidates are required to nominate themselves and pay a 50cr deposit (refundable only to successful candidates.) the month before voting. One can stand for any borough that is not more than 3 levels below or one level above ones own, but players have a vote only in their own boroughs. Candidates may not apply for election in more than one borough.

59. Parliament. Parliament is formed from the successful candidates and is in continuous session, although this does not interfere with a players normal monthly actions. A player away at the front cannot vote in motions. Any member of Parliament may propose a Bill (Motion) which is published in the parliament section of En Garde. All members are expected to vote on the Bill next issue. A majority is required to pass a Bill. There is no limit to what may be proposed in a Bill but players are advised to contact the King before a proposal as the King has powers of veto and will use them on anything not designed to enhance the interest of the game. It must be remembered that the primary purpose of having a Parliament is to provide funds (taxes) for the King to make war on our enemies. The primary responsibility for this lies with the Prime Minister (PM).

60. The Government. After Parliament has been elected all members wishing to be PM must petition the King with their next set of orders. This petition must include a list of who the applicant thinks he can rely on as belonging to his party, which he must name. It is envisaged that players will combine to form Government and opposition parties. The King will offer the position of PM based upon the petitions. In all votes of the house each member is entitled to one vote, with the exception of the PM who has 3 votes. There are several other advantages to being PM. He is immune to accusation by the Commissioner of Public Safety, he is allowed to nominate one person per quarter for a royal sinecure. (A sinecure is a meaningless position which pays a monthly pension of 40cr.) He may claim 2 die roll modifications per quarter (Not accumulative) for any appointment. These are on top of favours and may be used together or separately. He may grant 2 class 7 favours per quarter. (These favours must be to other players). He can be voted out of office by a majority vote, but the players who vote him out become responsible for any debt intaxes, and do not claim any excess in taxes. Ministers as per the rules booklet have no connection with the above Parliament.

61. The Budget. The PM's primary responsibility is the budget. At the start of the parliamentary year His Majesty totals the number of brigade X months served in the past year and multiplies this by the combined Social Level of the game. This is the amount of tax the PM must . It is to be paid in quarterly installments to the King by the PM. Each player in addition to normal support costs etc. is liable to pay tax. This tax is determined by Bills passed in Parliament and can be of any kind: VAT, income tax, poll tax, weapon tax, tax on those with silly names. Failure to pay tax leads to disgrace, and

JULY 1701

Grovel

News from from the front is as depressing as ever, although there are some bright spots to relieve the gloom.

The first of these is the final appearance (we hope!) of Don Daygo Delavega and serves to prove that although our military establishment is not up to much the enemy's is no better.

After his announcement last month DD was surprised to find no loan forthcoming from any of his associates (he was always a little simple that way). And so it came to pass that about a week later, early one misty morning the infamous spaniard left Paris-by way of the rooftops to avoid the bailiffs at the front door.

Soon afterwards DD found himself at the front....of the queue for the regimental chirurgeon. This worthy was giving the common soldiers (for what else could DD be) their monthly "short-arm" inspection. Unfortunately the spanish equipment didn't meet the regimental standards and with what can only be described as a filthy grin the good doctor motioned Don Dagó to wait at the treatment tent.

It was there that he was found cowering under the operating table frantically trying to re'Don' his trousers (it seems the bandages were a little bulky) by the patrol that had captured the camp after the regiment had been decimated in the earlier battle. At first they were inclined to accept DD's story that he had been gloriously wounded in the previous days fighting and should be treated as an honoured prisoner when he was recognised as a spanish citizen (by his pass-port) and there he was in the uniform of Spain's enemy.....

It wasn't until the body was searched that the commission from the Spanish secret service, to enter from France in civilian guise and kill as many of the Parisian society notables as he found excuse to, was discovered

The unfortunate Captain incharge of the firing squad is said to have met a like fate a few days later. As I said earlier, all things considered a very good piece of news.

Flash Harry

Another piece of news that might be considered as good by some is the mention of 'Flash' Harry Flashman in the current dispatches, which is put forwards as evidence that his courts Martial and susequent disgrace in June were unjustified. However the dispatch was rather vague on the details of Flashy's heroic deeds.... so our frontier correspondant made some investigations:

The story going about the regiments is rather different from that put forward by the general command. The latter speak of Flashy leading a daring counter attack on enemy positions, but the true version is a little less heroic. When Flashy arrived at his new posting he was carrying with him several dozen copies of the last issue of Lord Flop Picture Comic, which he left lying (lying) about the camp in the hope that someone would take notice of a certain "rising young blade...". Which indeed someone did. Flash got issued with a shovel and was ordered to proceed to the next camp site and start digging the latrines (as everyone knows the army marches on its ...well perhaps not).

Unfortunately the army of a certain 'Hostile Power' had also decided on this camp (a fact not unconnected with the excellant view I am told that is afforded of the Convent of St. Salome's Dancing Nuns...) and they were delighted to find ...certain facilities already provided by the efforts of Flash. So once their tents were erected they settled down to watch the ceremonies in the convent.

Flash meanwhile justified his name and got back to his camp in double quick time and broke the terrible news.....

It wasn't so much that he lead the charge, more that he could not get out of the way when 600 inflamed privates deciced to contest this strategic position with the enemy....

Other news from the military may explain how it is that our fortunes in war are not as good as they should be. The reason is that....cont/

many officers are continuing their private feuds whilst they should be getting tore in to the enemy. A case in point that has recently come to my attention is the dismissal of a breve and gallant soldier Andre D'Avidson from the Archduke Leo's Queerarse-iers by his ~~posturing~~ acting commander Herk the Jerk. The official reason for the sacking is D'Avidson's morals-unfortunately for him he has some, and refused to bend over when ordered to by his senior officer (who has been away from the gay social whirl of Paris for some six months now and has never returned for a single liason with a member of the fairer sex....). The enraged and frustrated Jerk then slapped D'Avidson's wrist and ordered him hence from the camp. D'Avidson was not particularly upset at his departure, from Herk's Quirks as the regiment has become known, most of who's victories are due to the enemy running from the field for fear of a fate worse than death if captured....

My good friend (well I haven't any news about him at the moment) Benny D'Amber was shocked when I told him of Noah D'English's promotion to full colonel recently. This, according to Benny "...is a greater blow to France than my own wounding and absence from the front...".

The hopes that Noah's time at the wars would have satisfied his blood-lust, atleast for a while were dashed when he issued another challenge against Benny who as he has choice of weapons is seriously thinking of trying out his new set of pistols, should he be able to find a reliable witness and second...a difficult task these days.

The whereabouts of Figaro Speach is causing his mother some concern at the moment " Well he was ment to go out to play with some friends behind the cathedral at dawn yesterday but when they turned up he wasn't there, and he hasn't come home yet either. " If anyone has seen Figaro would they please contact Laurence

De Ricarditot or Fig's mother as his absense is causing them both some concern.

Casanova Lives

Or atleast his spirit does in the form of one Xerox Doppelganger, a person of Greek/German descent who has just appeared in town. It seems that he is a devotee of the english perversion of cricket, atleast he bowled several maidens over in the last four weeks. The score at the present stands at Xerox 3 Maidens 1. He is said to have a very smooth tongue and his knowledge of Ugandan relations is said to be unparalleled. Such a person should should go far.

ooooooooooooooooooo

Small Ads.

GENTLEMEN...the City health dept. has announced that despite the departure of a certain spaniard from the city Clap is still rampant! If contracted this terrible disease can wreak havoc with your social life, therefore be wise, obtain some of Dr Condom's prophylactic devices.

This revolutionary advance in medical science has brought hope to millions and pleasure to twice that number.

Made of the finest sheep intestines specially treated for maximum sensitivity and durability.

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