

19-1

AND

ALU

THAT?

HAPPY BIRTHDAY, YANKS!



13th July 1976

Hi! This is issue number 19 of the wonder 'zine Chimaera, and that 19 means we're gaining on Bellicus, we're gaining on Lemming Express and we've even caught up a little on 190laat. This issue, as the 18 before, has been produced by Clive F. Booth of 71 Clara Mount Road, Langley, Henor, Derbyshire DE7 7HS. Cost to you is still 4p per sheet plus postage and it appears every three to four weeks. Have I said everything? Circulation of this issue is 94.

In the last 'Lemming Express', Bob Howes devotes a page or so to the DF. Remember the DF? Bob seems eager to encourage the development of this organisation and whilst agreeing wholeheartedly with many of the suggestions he puts forward there are some I cannot agree with. Normally, of course, I do not litter the pages of Chimaera with my thoughts etc., on hobby organisation and politics, but in this case I am going to make an exception. In fact I think I'll reveal the whole truth! Ready?

DF (Diplomacy Federation) in its initial stages was nothing more than a mammoth confidence trick by Will Haven, and one so brilliantly executed that that even now, long after the event, I still take my hat off to him. Myself and two other editors were talked in to putting our names to and sinking our cash into a scheme to send out a broadsheet informing NGC players of the existence of the independant sector of the hobby. On the face of it a very worthwhile exercise, but in effect a brilliant coup by Will in getting us to finance his pro-Bellicus, anti-NGC advertising campaign. His timing was impeccable. I heard from Will at the beginning of one week as an increase in postal charges was due the next. No time then for us all to vet the broadsheet, only just time for us to pen a few lines about our own magazines for inclusion and get them into the post to him.

When I saw the finished article I was ashamed to be associated with it and preferred to try and forget about it as soon as possible. But then young Lovibond started opening his trap publically about what this 'new' organisation was going to do. Organisation? What organisation? The first I knew about it was when I read in Lemming Express that 'we' (presumably including me) were going to produce a novice player package!

The whole thing was a shambles, at least 25% (me) of the membership didn't know what the hell was going on and I wouldn't be surprised if it were more. The game insurance scheme was the only worth while thing to come out of it, and it was this that had helped Will sell us the idea in the first place. As far as I was concerned that's all there was to it.

Then though, the more we talked about it the more attractive it became, or at least some of it did. Joint advertising was the next thing to be suggested and it was in this direction that the organisation was pointed. Only pointed mind you, we never actually went anywhere. We did distribute some broadsheets during Games Day, which proved a further waste of our resources and as was becoming usual I wasn't told about it until after the event. I seem to remember too, Will producing a 'new player introductory package', but it was so Bellicus orientated (surprise, surprise) that there was no way I was putting my money into it. (Yes, on this occasion I was actually asked beforehand!)

All praise must go to Phil Stutt for his gallant attempt to hold the DF together, but after that it just seemed to fade towards oblivion, I wasn't particularly bothered, it had cost me a lot of money for a return of zero.

Maybe there's some truth in what Will says, i.e. that I just wanted to sit back and let someone else do the work, and I certainly can't deny that. BUT if at the time they started up the scheme and began kicking around ideas they'd said "Look, we're going to want you to devote time and energy to this project as well as finance", I'd have said, simply and truly, "Sorry, but I haven't got the time."

Many of the ideas were good, but we just did not have the drive or person to put them into operation. I seem to recall that once in the early days of the organisation I suggested that instead of us bumbling along as we

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were then with no-one knowing what the other three were doing, we 'employ' a co-ordinator, someone from outside, not an active publisher but someone with enough interest in the hobby to perform this vital function. To co-ordinate the wealth of ideas that were around at that time, to sound out the opinions of all concerned before actions were taken, and to produce a periodical discussion 'zine.

I am still 'for' the idea of a DF encompassing a lot of the independent Dippy 'zines in much the way Bob describes in Ellie, i.e. mutual advertising, a regular (quarterly?) digest magazine, etc., etc., but I am 'against' the inclusion of 'ordinary' players in the federation. I have yet to be shown what we could possibly offer them for the £2 to £3 per annum membership fee Bob is currently talking about. What he seems to be getting at is that for this membership fee players would receive blanket cover for all their games in DF magazines and not just Dippy. Fair enough, but suppose I fold my Soccerboss game (the original one, folks!) tomorrow with only five of the players being members of the DF. Does the game continue in another magazine with just those 5 players (pointless), or is the whole game rescued and rehoused as 5 of the players are members? If the latter is the case, what advantages have the people who forked out subs to become members of the DF received over the 15 people that didn't? I reckon that the DF guarantee should be extended to apply to all games in DF magazines and not just Diplomacy.

It looks as if we're getting a second chance to turn the DF into something worthwhile, so this time let's get it straight right from the start. My outline for the organisation would be as follows:

i/ It would consist of magazine editors, each guaranteeing all of the others games and co-operating in various advertising and propaganda exercises.

ii/ It would be open to all game magazine editors, either independent or NGC, but with perhaps a reduced fee for NGC editors who would not require their games insured.

iii/ A monthly or bi-monthly discussion 'zine be introduced as a forum for members to air their views and throw in their ideas. Alternatively one of the regular 'zines could devote a few pages to it with each issue. (I'm not volunteering and would much prefer the former).

iv/ We appoint an editor to start up a quarterly game magazine, along the lines of 'DW' that will carry the better articles from all magazines during the preceding three months and hopefully a few new articles of its own, along with hobby news, statistics and the like.

v/ All games will immediately have homes fixed so as to enable editors to keep track of how many extra games they may have to temporarily rehouse in event of anothers fold. It would also avoid the quibbling that I know is going to happen about who takes what when the first fold occurs. (You take the Mercator in 1890, I'll take the regular in 1916. Oh yeah, sure!) Perhaps some of the editors could make arrangements between themselves to cover each others games, just so long as there is someone central that knows of the arrangements. i.e. the editor of the discussion 'zine.

What I don't want to see happen now is the DF being discussed in umpteen different 'zines. I don't get time to read all those I receive now and so would obviously miss a lot of what was being said, so I imagine would a lot of other people. This is the reason I want a monthly discussion 'zine. If anyone has anything they feel they'd like to say on the matter let's keep it all together in one place. I would suggest that until we get the discussion 'zine of the ground we make either Chimaera, or Lemming Express the sorting office ~~and~~ publication point for DF discussion. I would rather it were LE (there you go, Booth, passing the buck again).

Well? What about it you Bullocks and Walkerdines and Pratts and(insert your name if it isn't one of the former)? I reckon we could make it work and be doing the hobby a genuine service in the bargain.

... is almost 1,000 years in the future. Atomic warfare in the last few years of the 20th century had almost made Humanity extinct, but in Europe, there were a few survivors who managed to construct a new world. Continental drift has increased by a tremendous margin and the old maps are obsolete. It is unfortunate that the discovery of a new continent not covered by jungle and habitable, has come in a period of political strife. As each country sends out colonisation parties it seems an ideal time to settle their differences. War breaks out in spring 2901.

DISCOVER

A Diplomacy variant
by RICHARD A. BARTLE.

1. Except as stated below, the standard 1971 rules of Diplomacy will apply.

2. Initial positions

FRANCE	A(Mar), F(Tou), A(Par).
GERMANY	A(Mun), A(Ber), F(Ham), A(Ice).
SCANDINAVIA	A(Tro), F(Osl), F(Sto).
ITALY	A(Ven), F(Rom), F(Nap).
BALKANS	F(Ath), F(Tri), A(Bgd), A(Sof).
TURKEY	F(Ist), F(Izm), A(Ank).
RUSSIA	A(Mos), A(Est), A(Vol), F(Len).

NB. Germany does not control Iceland, nor can it build there.

Switzerland is passable.

3. Special characteristics.

Odessa and Warsaw, are not supply centres until the second year of the game (2902). They become supply centres the first Autumn season they are vacant after 2901. Odessa is Russian and Warsaw neutral immediately they become SC's regardless of who may have occupied them earlier. Afterwards they are treated as normal SC's and may change hands in the normal way.

4. Role of the GM.

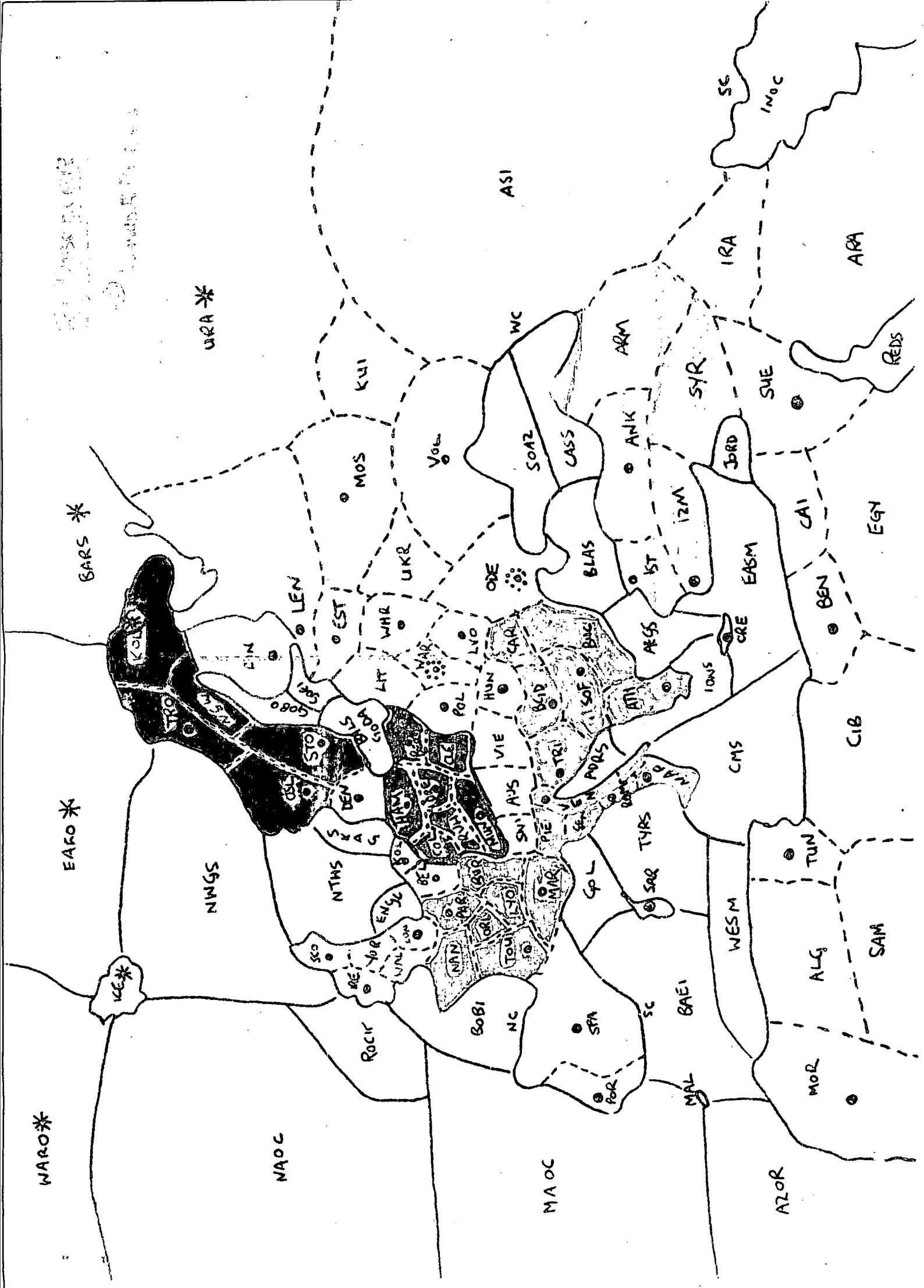
At the beginning of the game the GM will construct to his wishes and whims, the Americas. At the start he is the only person that knows which provinces connect (since he designed them) and their names. He may if he wishes introduce a native unit which acts in a random manner dependant upon what type it is. If it captures anything it may build another unit of the same type. To start with it has the only supply centre in America.

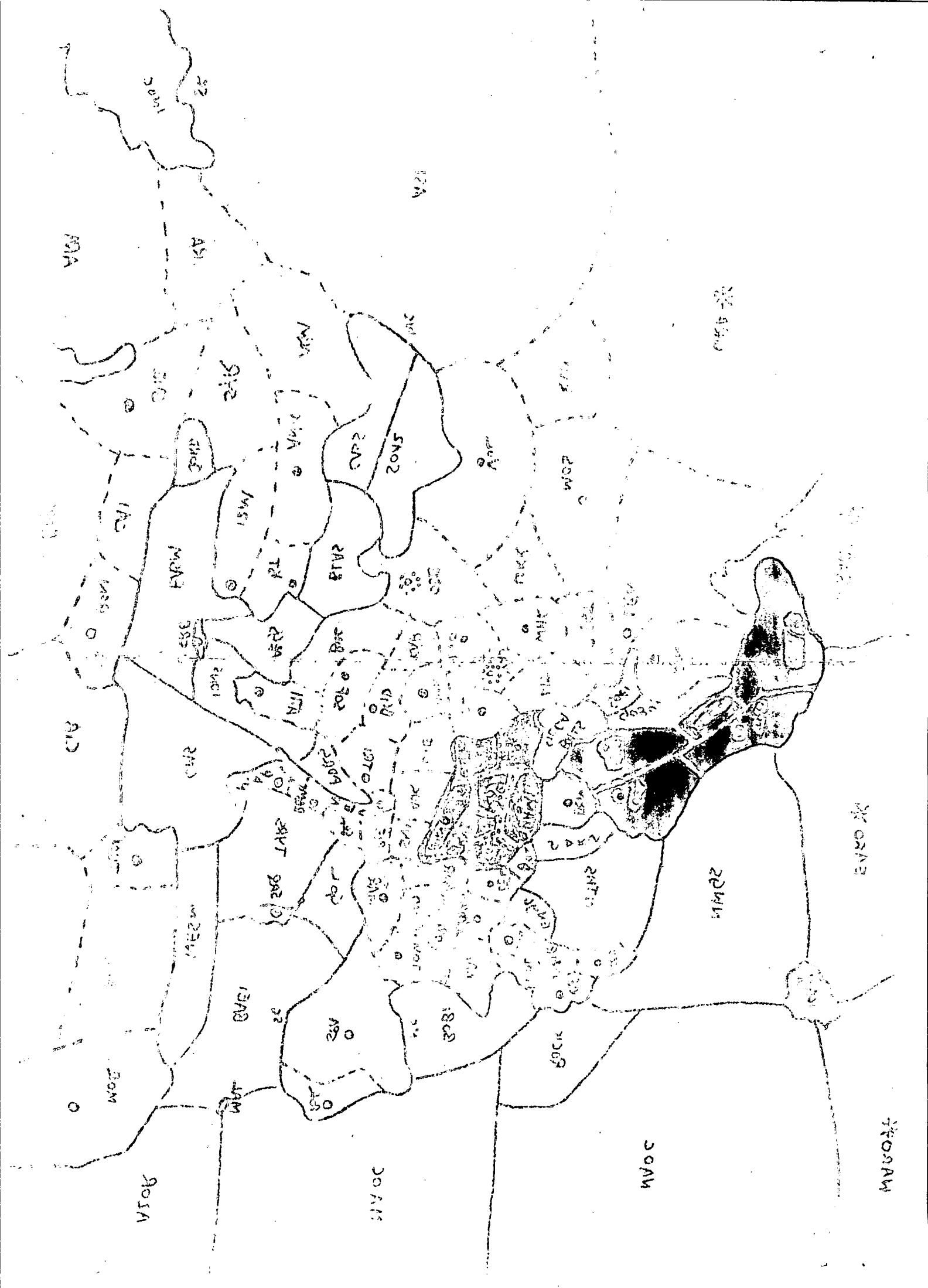
5. Players discovering America.

As all moves but those regarding America are published, players have no means of knowing how the GM has constructed America except by what he (or other players) tell him. The GM always gives the connecting areas' names to a player who is a unit bordering on America, and he is also told what order they are in. Thus a player can build his own map of areas he has come into contact with. The GM also tells of any conflicts that have resulted and gives nationalities, but in no order. Thus a player cannot distinguish between his enemies. Stand-offs do not count as entering a place. SC's must be distinguished as such.

6. Constructing supply centres.

In a build season, a player may, at the cost of one supply centre, build a supply centre in America (on land). The first of these becomes his home centre, and is available for builds the following year. If a player wishes he may disband a unit and build a centre in its place, but he may not do this to build a unit. As many centres can be built as a player desires, but as soon as his European homeland falls with all European centres lost, a players American units must hold for the rest of the game, the GM deciding on removals. The units are disbanded when forced to retreat, but may be supported by other units. If he wishes a player may





re-name his American home centre, but the name is revealed as changed in name if any other unit is next to it.

7. Orders.

All European orders (which means non-American orders) are published, but only supply centre numbers are recorded in America in the fall. Players are informed privately of any connections in America they are involved in, or which result in units occupying territory which a player has occupied.

9. Conversions.

A player may, in place of a move, convert a unit to the opposite type, provided that it does nothing else for that movement period (or build period), and also under condition that it is not attacked with more or equal support for the move in which it undergoes change. As an example, the German army in Iceland nearly always changes to a fleet during the first move. The order would read 'A(Ice)-ch F', which means that the army in Iceland changes to a fleet. This move is unstoppable, but if Scandinavia were to move (if it could) F(NWGS)-Ice, unless Iceland was supported, the change would not occur. The move after conversions the new unit acts as a normal unit.

10. Amalgamation.

Two units may amalgamate to form either an A/F or F/A. Amalgamations can occur in several ways:-

A: 2 units ordered to move to a single space and join.

B: A unit is ordered to the space of another which does nothing else and join.

C: The building of another unit in a space where a unit is already situated and which did nothing for the last movement season except join.

The forming of A/F's or F/A's must be specified by both units involved e.g.: Russian A(Vol)-Ode fm A/F with Turkish F(BLAS).

Note: The above situation could only occur in fall 2901 as mixed A/F's and F/A's are not allowed in supply centres in the Fall. If, however, they are forced to retreat there, the ownership of the centre does not change. A/F's can only be formed in coastal provinces, as can F/A's too, but the army part may be from a convoy.

11. Functions.

A/F's can move inland in the same manner as Armies. They act as a normal army except that they cannot be convoyed or form additional A/F/F's. They need 2 SC's to sustain them (one for each of the units and held by the appropriate player), although they only have a defensive value of 1. They can survive indefinitely in the same way as an ordinary army. The army player gives all the orders for the A/F.

F/A's act in the same way as fleets, but cannot convoy or form F/F/A's. A SC is needed per unit by the owning player and they have a defensive value of 1. They can survive indefinitely as a normal fleet. The fleet player gives all orders for the F/A.

12. Losses.

If the Army player in an A/F cannot sustain his army, or wishes to disband it to build in America, the F unit of the other player (or himself) is also lost. A F/A at sea loses the A if it is disbanded. Thus, a player with a SC lost may scrap his F from an F/A at sea and lose the A too, thus enabling him to build.

13. Disembarking.

On a coastline, either player in a F/A or A/F may leave the other. This may occur at the beginning or end of the move (not builds). If the former unit in the name (e.g. A in A/F) disembarks (dk's) the latter, then it must leave the area of the disembarkation the next movement phase. If the latter dk's the former (except where impossible, e.g. A in Mal) it must move away the next move. If both dk each other they must both leave. When leaving, if both moves fail, the A/F or F/A is reformed. A player may dk himself at the end of his move, in which case he need not move away. This is normally because the unit wants to convert the next turn. If it succeeds in doing so and the other unit fails to successfully leave the space, the other unit is dislodged. Reformation of failed leaving units must always be in the form in

which they were together last (if an A/F is reformed in the same season as it dk's, it cannot become a F/A), and if this space is not available, it may, if both units agree, re-form and retreat as a whole A/F or F/A, the former expressing preference in place.

14. Convoys.

Unlike normal Diplomacy, convoys may be 'cut' in the same manner as supports. Thus, a fleet is unable to convoy if it is attacked with equal or more support. The army does not reach its destination and returns to its place of departure. The fleet either remains the same or is dislodged. It is impossible for a fleet to convoy an army to sea and form a F/A with it, or to another fleet to form a F/A with that. F/A's may only be formed on the coast. If an army is ordered to a different space than that to which the fleet is ordered to take it, the convoy fails. This applies to all fleets in a line of convoys. Armies moving along the coast may not be convoyed. If there are two routes or more available for convoys, the one(s) which get the convoy through (in the event of one being 'cut') are taken.

15. Retreats.

After all conflicts have been resolved, pieces dislodged make their retreats. They can either be disbanded (which could mean the loss of an army if a fleet in a F/A is lost and vice versa) or can retreat to either an adjacent space, or, in the case of an army, via a fleet across one body of water. The fleet must express its willingness to convoy, as must the army to its destination. If destinations conflict, then retreat via the fleet is impossible. Players should send a set of retreat preferences with their orders, conflicting ones being disregarded if equal preference. They may be conditional on players moves for that year, as may builds.

16. Coasts.

On the European board there are only two provinces with two coasts - Spain and Asi. If an A/F dk's there, the fleet may be on either coast, but in a F/A it must be upon the one which it entered. F/A's or A/F's do not need to be on one coast to form. The provinces Ham, Len, and Den are passable by virtue of their waterways. Thus, the move F(SKA)-Ham-GODA is possible.

17. Victory criteria.

A player wins when he has captured 20 European supply centres and a specified amount (between $\frac{1}{4}$ and $\frac{1}{2}$) of the American centres built. This figure should be revealed by the GM at the start of the game.

18. Bad winters.

Several areas on the map have stars in them (and the GM will tell you if a North American one has one too.) These stars mean that the areas are susceptible to bad winters in the Fall. This means that no action regarding that area may be possible. The space (whether it is occupied or not) may not be entered, and a unit in it can only hold, change form, or form a F/A or A/F if a unit is built there in the Fall. Units can be built in affected areas if they are unoccupied, but this can only happen in N.America. The chance of a province having a bad winter is a 6 on a normal die (thrown by the GM). The GM dices for the following groups, the whole group being subject to the same roll:-

- A/ Baro, Bars, Kol
- B/ Gra, Sib, Ala.
- C/ Waro, Ice.
- D/ N. America.

The first fall, 2901, is always a bad winter. This means that if the Russians enter KOL, they will not be able to get out and that the German army in Iceland (which will probably convert to a fleet in the Spring) is also snowbound. From then onwards, it is by the random method described that all winters are affected.

19. Present day names are used in the game, to avoid confusion. Most should be obvious e.g. Col = Cologne), but some others I list here:-

Tro = Trondheim, NSW = North Sweden, Kui = Kuibyshev, Kol = Kola Peninsular, GoFi = Gulf of Danzig, GoFi = Gulf of Finland, WARO = West Arctic Ocean, Ira = Iraq, Izm = Izmir, Jord = Jordan, Lvo = Lvov, WhR = White Russia,

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Bgd = Belgrade; Car = Carpathians, Gen = Genoa, BaeI = Balearic Islands, Orl = Orleans, InOc = Indian Ocean, SPOc = South Pacific Ocean, Ura = Urals, Asi = Asia.

20. Examples of play.

A/ Russian A/F(Arm)-Ank dk Turkish A
Turkish A(Arm) dk Asi.

The Turkish A moves to Asia.

B/ Russian A/F(Arm)-Ank dk Turkish A
Turkish A(Arm) dk Asi, A(Asi) holds.
Balkan A(Ira) s A(Syr)-Arm, A(Syr)-Arm.

The Turkish A must retreat, but cannot so is eliminated. Were it not for the Balkans' move it would remain in Armenia.

C/ Russian F(Vol)-Asi fm A/F with Turkish A(Arm), A(Ura) s A(Vol)-Asi.
Turkish A(Arm)-Asi fm A/F with Russian F(Vol).
Balkans A(Ira)-Asi.

The A/F is formed.

D/ Russian A(Vol) holds and fm A/F with Turkish F(SOAZ).
Turkish F(SOAZ)-Vol fm F/A with Russian A(Vol).

The Turkish F returns to SOAZ.

E/ Russian A(Vol) chF.
Turkish A/F(Asi) dk Balkans A-Vol.
Balkans A(Asi) dk Vol.

The A/F is re-formed and the conversion does not occur.

F/ Russia: supply centres = 6, units = 7.
Lose F of F/A NAOC, build A(Qdd).

The A(Qdd) is built (in America), it could be built in Europe.

G/ Russian F(SOAZ) & F(BLAS) c A(Vol)-Ist, A(Vol)-ist fm A/F with Turkish F(Izm).
Turkish F(Izm)-Ist fm A/F with Russian A(Vol).

Balkans F(AEGS)-Ist fm A/F with Russian A(Vol).

The Balkan unit returns to AEGS and the A/F is formed between the Russian A(Vol) and the Turkish F(Izm).

H/ Russian F(Vol) s F(CASS)-Asi fm A/F with Turkish A(Asi), F(CASS)-Asi.
Turkish A(Asi)-Vol fm A/F with Russian A(Vol).

Although the latter part of the Russian A(Vol)'s order is invalid because illegal, the former is not, the Turkish unit retreats and the A/F is not formed.

21. Optional rules.

If so desired players may elect to have an 'uprising rule'. This means that if they are not at a supply centre at a certain Fall move before builds, they lose possession of the centre and it becomes a normal centreless province. The GM should decide by any random method which SC is in uprising, and at which date up until 2909. He should reveal these dates to all at the beginning of the game. He should also reveal a date by which all players should have a unit in their American home centres, including builds as units. This date also should be up until 2909. To have no unit present means that another home centre must be built if units are to be raised abroad. It is not recommended for the above date regarding the States to be earlier than 2903.

Another optional rule is building supply centres in vacant European states of any nationality, in the same way as building in America.

Yet another alternative is to also introduce Sth.America, Africa and any other land mass in the same way as America.

Lastly, players could re-name their provinces at the beginning of a game if they wanted for a bit of extra fun.

C Richard A. Bartle,
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Published in Tag Hill as a Chimaera supplement.

VIII

My thanks to everyone that responded to my plea about low credit levels last time by sending cheques.....a plague be on those that ignored it. I warned you didn't I, that I'd hoof you out regardless of whether you were in games or not if you didn't get your credit into the black, so I suppose that this issue it's goodbye to Andrew Waldie (-95p) and Richard Scott (-£1.06½). Pity really 'cos you were doing quite well in the games you were involved in. I think that with this issue I'll just give you NMR's.

Apologies to all the people that had difficulty in ringing orders through to me today, but even I have to work sometimes you know. I spent the whole day in my bosses office rather than my own (with him sitting opposite) and while I was happy to accept orders from, and chat to the first three or four that rang through it quickly got beyond a joke. There was one continual stream of telephone calls and it was proving impossible to get anything done. I haven't published a telephone number for umpteen issues and the GPO have changed it since I last did, but somehow you still managed to get through!

In the end I had to get the telephonist to intercept all calls but still Richard Sharp managed to get through! and Dave Allen! and even on one occasion a customer. As anyone who has rang me in the past knows, I am usually pleased to sit and chat for as long as you can afford it at the current telephone rates, but today it was just impossible. Apologies if I seemed brusque, but I hope you'll understand.

The telephone number is Ilkeston 322131, if you suddenly realise you've got to ring orders through or change some you've already written about I'll be happy to chat to you and take them from you, I'll even be pleased to have a good old natter if you ring up because you feel like a chat but please don't all ring at the same time, today was hopeless. If I'm not in the office, don't try to track me down, either ring back later or leave your number for me to ring you. OK?

DIPLOMACY SECTION

ARGOS 1975FH AUTUMN 1905

Error! In the last report the Russian A(Bud) appeared to be double ordered, but that's not the case. The order A(Bud)-Ser was in fact a typing error on my part for A(Bul)-Ser. No damage done, I think you should all have been able to work out that that's what it was.

I'm still going to have to hold the game over for an issue though to give Steve Plater time to get himself sorted out. It seems he left the last Chimaera in Cambridge and he's got the deadlines all around his neck. I've received his Soccerboss and Formula One orders today (sorry Steve, but they were GM'd a week ago) and a plea for me to let him have the up to date Argos position. That I can do and they follow here:

ENGLAND F's BAR,NWG,Nwy,NTH,Den,Kie,ENC A's Edi,Wal.

FRANCE F's GOL,Tus A's Bur,Pie,Mun,Ven,Tun.

GERMANY F HLG A Sil

ITALY F's TYR,Gre A Ser

RUSSIA F's AEG,BLA,Swe F Bud,Tri,Bul,Fin

TURKEY A's Con,Ank,Arm

Retreats: Italian F(Pie) disbands, A(Tri)-Tyr. Russian A(Arm)-Syr,Sev or disbands.

SOCCEROSS LATEST. 15 minutes played around the grounds and goals galore! Latest scores: Midweek - Bolton 0 v Man U. 2, Brentford 0 v Ipswich 2, Everton 1 v Newcastle 0, Watford 2 v Leeds U. 0, W.Ham 1 v Liverpool Y. 1, MPBU 2 v Peover 1, Ilford 2 v Derby C. 0, Sporran 0 v Luton 1, Allfrens 1 v Walton 0, Man U 1 v Watford 1, Derby C.1 Allfrens 0, Luton 1 v Workington 0, Walton 1 v MPBU 1, Peover 1 v Sporran 0, Satans 0 v Ilford 1.

COCKATRICE 1975 ID AUTUMN 1906

Should I let Richard Scott continue? Don't see why I should but fortunately for him I'm very kind hearted. This is definitely the last chance though. (See the top of page 8 if you don't know what I'm talking about, Richard.)

FRANCE (Scott) F(GÖL)-Tus, F(WMS)-Tun, F(Tun)-ION, A(Mar) stands, F(MAO)-WMS, F(NTH)-Nwy, A(Mun)-Tyr, A(Pie) s Italian A(Tri)-Ven.

GERMANY (Groom) A(Den)-Swe, A(Kie)-Mun, A(Boh) s A(Kie)-Mun, F(BAL) s A(Den)-Swe, A(Lvn)-StP, F(GoB) s A(Lvn)-StP, A(Sil)-War

ITALY (Canham) A(Tri)-Ven, A(Vie)-Bud.

RUSSIA (Nash) A(Rum)-Gal, F(BLA)-Rum sby A(Bul), F(Swe)-Nwy, A(Ukr) s A(War), A(Mos)-StP sby A(Fin), A(War) stands.

TURKEY (Haughan) F(ION)EMS, F(Nap)-ION, F(Rom)-Nap, A(Ven)-Tri, sby A(Bud) & A(Ser).

Retreats: Russian F(Swe)-SKA.

Builds

FRANCE Bre, Par, Mar, Spa, Por, Bel, Lpl, Lon + Tun = 9: bu 1 A(Par)

GERMANY Kie, Den, Hol, Edi, Mun, Swe, Ber = 7: N/C

ITALY Vie, (Bud), + Tri = 2: N/C

RUSSIA StP, Mos, War, Sev, Nwy, Ank, Smy, Con + Bul + Rum. = 10: bu 2 A(Mos), A(Sev).

TURKEY Gre, Ser, Nap, Ven, Rom, (Bul), (Tri), (Tun), (Rum), + Bud = 6: N/C

PRESS

THE VATICAN

"Well! We've tried everything else, now we start praying."

KREMLIN

The newly elected democratic parliament welcomes the offer assistance from the back six rows of the Reichstag; however, we do not believe that your armies will actually require to enter our homeland in order to put down the rebellion among capitalist agitators in St.Petersburg and Moscow. We would suggest that you refrain from any further aggression, since your last attempt ended in disaster at Stalingrad 35 years from now. If you want advice, look at Munich and head west.

MUNICH

Reports coming in from intelligence sources indicate that the attempt at a spring stab has now become an Autumn one. We thank our Russian allies for pointing this out. (Note that this Munich is of a Kremlin variety).

KREMLIN - VATICAN

While you have units on the board it may be your dateline, but unless you do as you're told it will soon be mine.....

PARIS

Sorry Michael, I just couldn't help it.....

MOSCOW - TAG HILL

I know that time is running short, but surely you are not a year behind in this game?

TAG HILL - MOSCOW

Nope, you're a year in advance.

SOCCKERBOSS Latest scores - 30 minutes played.

Mid-week

				Saturday		
Bolton W	0	v Manchester Utd	3	Ipswich	1 v West Ham	1
Everton	1	v Newcastle Utd	1	Leeds Utd	v Ley Everton	2
Ilford Town	3	v Derby County	0	Manchester Utd	2 v Watford	1
Spartan Acad	0	v Luton Town	2	Walton Clog.	2 v MPBU & BBLU	2
Allfrens Utd	2	v Walton Cloggers	0			

DAEDALUS 1976AO AUTUMN 1903

Sorry guys, but this game is going to have to be held over for an issue too. It seems that somewhere between Langley and Belfast, Allan Ovens copy of the last Chimaera came unfastened spewing forth pages in GPO sorting offices, trains, boats and maybe even planes. By the time it got to Belfast half of it was missing including the bit with Daedalus on. Allan received a replacement copy but as his time for diplomacy was then cut down to no more than a couple of days he asked for an extension, which was granted. Apologies to everyone for the delay.

FRIGATE 73/4 1973HB SPRING 1914

ENGLAND (Ball) A(Ukr)-Sev sby A(Mos) & A(Rum), A(War)-Ukr, A(Pru)-War, A(Den)-Pru cby F(BAL), A(Edi)-Den cby F(NTH), A(Sil)-Boh, F's Kie, Ber, GoB stand.
 FRANCE (Walkerdine) A(Smy)-Arm, F(ION)-AEG sby F(EMS), F(TYS)-ION sby F(Nap), F(Mar)-GoL, A(Vie)-Bud sby A(Tri) & A(Gal), A(Ven)-Apu, A(Pie)-Ven, A(Boh)-Vie, A(Mun)-Boh, A(Par)-Bur.
 ITALY (Sharp) A(Ser)-Bul, F(ADR)-Alb.
 RUSSIA (Cousins) A(Sev)-Arm, A(Bul)-Con sby F(BLA), F(Gre)-AEG.

 Retreat: Russian A(Sev) annihilated.

FRIGATE 74/13 1974DB AUTUMN 1911

Ah well, if I've given in to Richard Scott I suppose I'll have to let Andrew Waldie carry on too. It seems a little hard to take victory from his grasp for the sake of a pound or so even though there's no reason now why he should ever bother sending it. I'm counting on you having a conscience, Andrew.

AUSTRIA (Waldie) F(Tun) stands, F(ION) s F(Tun), F(Gre)-AEG, F(ADR) s F(ION), F(Tus)-Rom, A(Rom)-Nap, A(Pie)-Mar, A(StP) stands sby A(Lvn), A(Bud)-Rum, A(Ber) stands sby A(Pru), A(Boh)-Mun sby A(Sil) & A(Tyr).
 ENGLAND (Ferguson) F(AEG)-Con, F(TYS)-Tun, F(NAf) s F(TYS)-Tun, A(Mar)-Pie, A(Bur) supports German A(Mun), A(Gas) stands, F(MAO)-Spa-SC, F(Bal)-Ber, F(ENC)-MAO, A(Yor) descends on Amersham cursing and swearing profusely.
 GERMANY (Sharp) A(Mun) s A(Den)-Kie, A(Ruh)-s A(Mun), A(Bel)-Hol, F(Hol)-HLG, A(Nwy)-StP.

Builds

AUSTRIA Vie, Bud, Ser, Tri, Gre, Bul, Rum, Mos, Sev, Smy, Ank, War, Rom, Nap, Ven, (Con), + StP, + Ber, + Tun. = 18: bu 2 WINS!!!
 ENGLAND Lon, Lpl, Edi, Mar, Bre, Par, Spa, Swe, Por, (Tun), + Con = 10: N/C
 GERMANY Kie, Hol, Nwy, Bel, Mun, Den, (StP), (Ber). = 6: N/C

So, Andrew Waldie emerges victorious as another of the Frigate games bites the dust. Perhaps we could have a victory statement for inclusion in the next issue along with a few words from the losers? If someone will be kind enough to provide information relating to the earlier seasons I'll draw a supply centre chart.

Well done Andy, condolences to the others.

SOCCERBOSS - 45 minutes played, latest scores.

Mid-Week	Saturday
Pentonville OB's 0 v Satans B's 1	Ipswich Town 2 v West Ham Utd 3
Bolton Wand. 1 v Manchester Utd 3	Liverpool Youth 2 v Bolton W. 0
Brentford 0 v Ipswich Town 3	Newcastle Utd 0 v Brentford 1
Everton 2 v Newcastle Utd 1	Derby County 1 v Allfrens Utd 1
Sporran Acads 2 v Luton Town 2	Peover Celtic 3 v Sporran A's 1
Allfrens 3 v Walton Clogg. 0	

POLARIS 74/22V ATLANTICA MAY 1871

Dum-de-dum, this becomes the third game to be held over this issue, not a bad record is it? This time the reason must be put down to bad communications between England and Rhodesia. I have no orders for Duncan for this season, but I have received an air-mail letter from him ordering them for last season, the one in which he received a NMR. I can't alter that now, but the letter does raise a couple of points that need clearing up before we continue.

One is that in the last build chart I credited NeY to England when it was in fact Boston they had captured. New York is still controlled by Canada.

Secondly, Duncan claims that he controls Man but on checking back to the last build chart in the last Polaris, Man is credited to the Union. That is all I have to go by and I must accept it as being correct, if it is incorrect I think something should have been said before now, after all it is 10 months ago!

Thirdly, as I'm not crediting Man to Canada, Duncan has 8 units on the board for only 7 centres and therefore has removed F(Dav).

Fourthly, you may well have ordered A(Ont)-Man Duncan, but I've had a clear out since then and cannot check! It doesn't matter if you did though for both Ont and Man are in the grip of winter and the move would have failed anyway.

Don't forget to vote on the concession to England/Germany with your next orders.

FRIGATE 75/23 1975BE AUTUMN 1909

ENGLAND (Fisher)	F(Edi)-NWG, F(NTH)- <u>Den</u> , A(Lon)-Bre cby F(ENC), F(MAO)-Gas, A(Pic)-Par, F(Mar) st.
GERMANY (Ross)	A(Mos) s A(Gal)-Ukr, A(StP) s A(Nwy), A(Nwy) st., A(Gal)-Ukr, A(Bur)-Par, F(Swe)-SKA, A(Kie)- <u>Den</u> , A(Mun)-Bur, A(Bel) ms F(Hol), A(Ruh) s A(Bel)
ITALY (Howes)	A(Pie)-Ven, F(ADR)- <u>Tri</u> , A(Bud)-Rum, F(ION)-Gre sby A(Ser), F(Tun)- <u>ION</u> , F(TYS)-GOL
TURKEY (Barker)	A(Sev) s A(Rum), A(Gre)-Ser sby A(Rum) & A(Bul), F(Alb)- <u>Tri</u> , F(AEG)-Gre, F(EMS)- <u>ION</u> , F(BLA) st.

Retreat: Italian A(Ser) disbands.

Builds

ENGLAND-Lon, Lpl, Edi, Bre, Spa, Par, Mar = 7:N/C

GERMANY Kie, Mun, Ber, Hol, Den, Bel, Par, War, Swe,

Mos, StP, Nwy. = 12: bu 1. F(Ber).

ITALY Rom, Nap, Ven, Tun, Vie, Bud, Tri, (Ser), + Ven = 7: bu 1. A(Rom).

TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, (Ven), + Ser = 8: N/C

PRESS

THE KEFLAVIK FILE 16:00 18/09/75

Huddled together in the middle of the stadium, our heroes looked on as the absurd drama of human roulette continued. Sobieski, however, soon became bored as orange garbed, rock-jawed Americans were progressively (?) torn to pieces by their ferocious Japanese opponents.

Suddenly, before he could be restrained, Fisher decided to take part in the cyclic action and mounting a vacant motor-cycle he sped onto the track. At first nobody noticed the demon cyclist as he casually mowed-down the players. Soon, though, their ranks began to thin and an order went out to get rid of this imposter. As roller-skated avengers swooped onto Fisher, Sobieski turned to Lindsay and said, "Hadn't we better get out of here before they turn on us?" "What about Fisher?" "At this point, I don't know what to do." At that moment the roar of "Fisher! Fisher!" started to resound around the stadium as Lindsay and Sobieski noticed a lone motorcyclist

hurtling straight at them.....

REALLY? VOTE KEFLAVIK FOR DEAD THORBYS.

ROME-ANKARA

Let's call the whole thing off.....What say, let's be buddies.....
...you tak the High Road, and I'll tak the Low Road.....and all that.

***** HYDRA 'MERCATOR III' JANUARY 1890

ARGENTINA	(Fisher)	F(San)-CRS, F(Bue)-SAO, A(Tuc)-Bue.
AUSTRIA	(Neuman)	F(Cro)-Alb, A(Vie)-Gal, A(Bud)-Ser, A(Tri) st., A(Cluj)-Rum.
BRAZIL	(Canham)	F(Rec)-CAO, A(Rio)-Ama, A(Iqu)-Bog.
CHINA	(Roberts)	A(Han)-Sik, F(Can)-SCS, F(Shg)-Pek, A(Pek)-IMo.
ENGLAND	(Wakefield)	F(Lon)-NTH, F(Edi)-NWG, F(Uls)-Roc, F(Joh)-Tha-EC, A(Lpl)-Yor.
FRANCE	(Morris)	F(Mar)-Spa-SC, F(Bre)-BIS, A(Par)-Pic, A(Lyo)-Gas, F(Sai)-Cam.
GERMANY	(Porter)	F(Kie)-Den, A(Ber)-Kie, A(Pos)-Sil, A(Nun)-Tyr, A(Sax)-Boh, A(Tan) unordered.
INDIA	(Pratt)	A(Clc)-Bma, A(Del)-Clc, F(Mdr)-BOB, F(Cey)-EIO.
ITALY	(Crisp)	A(Ven)-Pie, F(Gen)-GOL, A(Rom)-Gen, F(Nap)-TYR, F(Mog)-GOA.
JAPAN	(Waterhouse)	F(Kob)-SOJ, A(Hii)-Kob, F(Tok)-CPO, F(Osa)-ECS.
RUSSIA	(Segal)	F(StP-SC)-GOB, A(Mos)-Ukr, A(War)-Gal, F(Sev)-Rum, A(Cau)-Sev, A(Oms)-Sib, A(Sib)-OMo, F(Vla)-Kor.
TURKEY	(Dagger)	A(Con)-Bul, F(Ank)-BLA, F(Smy)-AEG, A(Bag)-Ira, A(Ada)-Smy. F(NeY)-HAT, A(Tex)-Clf, A(Kan)-NeY, F(Clj)-CHA.

TAG HILL

Before we get into the press, just a few points that you've raised over the past few weeks. Firstly, we are playing on the new maps that were circulated with the last issue, don't get them confused with the old ones as there are some changes. Note also that on the new maps the province names, Can, Joh, and TAS have been omitted, please fill these in.

I see no reason to allow armies to be disembarked onto fleets in TS3.

PRESS

THE B.B.C. (BRAZILEAN BEAN COMPANY)

Latest prices: 16 Bushels of finest: £2.16s 6d.

10 Bushels of medium: £1.12s11d

Any countries wishing to open a trade agreement, contact the Brazilian authorities.

ENGLAND - BRAZIL

I find your suggestion at best amoral, at worst a trifle Fisherian.

PARIS - ST. PETERSBURG

Yes, yes, yes!

WASHINGTON

Get used to the idea chaps, Nunn is here to stay. Why, I've played more of these Mercator things than most of you chuky young whipper-snappers have had lollipops from the tuck-shop. Morris and Wakefield are bad news so you can count on my attacking ~~Russia~~ them. In the meantime the lovely dagotypes may rely implicitly on my goodwill (Har, har)

FLASHMAN IN CHIMAERA

I've been a lot of places in my time and travelled far, but the most obnoxious and uncomfortable trip I ever made was that journey to Moscow. All the way from Sevastopol the wide, empty spaces. And all through the journey that fiend Ignatief with his troop of Cossacks barring any form of escape.

"Moscow, Flashman!"

"Huzza!" I cried in a feeble voice. Much as meeting the Czar is an honour I had the feeling that, once again, it was old Flashy's skin on the line.

As we dismounted from the carriage outside the Winter Palace - which is, incidentally, characteristic of all Russia; cold, draughty and the lavatories

XIII

stink. Anyway, we got out and a liveried flunkey met us.

"You are to be conducted to the Czar immediately!", he commanded.

"What? Good man, we've just travelled all the way from Sevastopol. I'm tired and dirty." One can at least try.

"The Czar commands your presence!"

"Lead on, MacDuff."

And lead on he did. Through halls and corridors, rooms and courtyards. Not one other person did we meet. Then, two large double doors were flung open and we marched in to face the Czar of all the Russias. Czar Paul III.

"Aaaah, Flashman. I have been waiting for you. Has the count here (he pointed to Ignatief) told you what is required?"

I shook my head.

"Good, I shall explain myself. You may perhaps have heard of a certain Prime Minister of England, Prime Minister Wakefield. He, as a pastime, a passing whimsy, designed a game called Mercator III. When he designed this game a jewelled set was made for him by a skilled craftsman by the name of Doubleday. This set is quite excellent in form and colour, with each country represented by different coloured Gemstones. Into the story comes a spy of mine, who happened to come into possession of a copy of the Anglo-French Treaty. A treaty that I would give much to see. My spy was caught, but before that he managed to hide the copy in the base of the MIII set."

"This is all very interesting, but....."

"What as it got to do with you? Well, this set was given as a present, in honour of the treaty, to the Emperor of France."

"MORRIS?" I shouted. "I'm not going there, oooh no, not to France. Steal the crown jewels, assassinate Victoria, but not, please, try to steal something off...no, it's too awful to think of!"

"Flashman, tell me, what would your reputation be in England if the story of your cowardice in respect of the incident with the young woman near the Arrow of Dagger?"

"What? I'd be....well....I'd....ostracised....you wouldn't...."

"We would. Do you agree to do it?"

I had the feeling of being bent over a barrel, with a Knout just about to be applied to my back. Taking the philosophical view.... "Alright, where is this Mercator III set?"

"Paris. This is what you shall do....."

(Follow the exploits of Flashman in the next exciting instalment of -

FLASHMAN IN CHIMAERA)

MOSCOW

Baruk Khazad! Khazad Aimenis!

VLADIVOSTOCK - PEKING

Sorry, I've lost Clives 'phone number.

LONDON

A bulletin from the Commodore of the Fleet.

The emptying of buckets is a British prerogative in the English Channel.

A LETTER TO THE EDITOR from Pete Nunn.

I hope you have all been studying 97v or 137v. If you have you will have discovered that the press in these games consists, in large part, of letters to the editor. Additionally, these letters are usually forged. To help you along, it is most simple to forge letters from Peter Nunn (like this one?). As you become more advanced you will of course wish to forge letters from other players and since I am a friendly fellow I thought I would give you a run-down on one or two of them that I know (or don't know).

Ron Fisher: A fine, rare fellow (in the sense of underdone) perhaps we should correct this:

Kedge Neuman: Enjoys bloody endings.

Ron Canham: For this information I am indebted to Kedge. Ron is an extremely reliable ally.

Mike Roberts: The famous Kidderminster Kid. Don't go for a draw with him, he's fast.

XIV.

Doug Wakefield: Who?

Duncan Morris: The Flonde DaDa. Specializes in big, jolly bear hugs.

Gary Porter: Think I remember seeing him in pre-war 'B' movies - at least he's not running for President.

Stepen Pratt: Editor of Ad Nauseous. Is a force to be reckoned with, so if you can persuade him to ally with someone else you might last longer.

Bernard M. Crisp: I found out what the M stood for and the poor devils got Italy too.

Clive Waterhouse: The unknown quantity XXX. Ah so desuka.

Paul Segal: 'Cherchez la femme'. The Latin lover playing the Russian bear. 'What next - ?'

Stuart Dagger: The 'Jerk with the Dirk'. An eristic fellow, and my old friend 'seedy'.

Pete Nunn: Keeps forging letters from himself. Tries hard to please. Worth getting rid of early, (to stop the blasted letters).

FRODO 'WAR OF THE RING' YAVIE 3020

MORDOR (Drylie) 3A(Pel) s A(Ith)-MTi, 2A(DMa)-Ith, 2A(EMu)-Wet, 2A(Gor)-Isn, 2A(Beo)-Mir, 2A(Esg)-Dal, G2A(MGu)-Beo, A(Umb)-Har, A(Ith)-MTi, A(Dag)-Rhu, A(Ere)-Tha.

ROHAN (Jones) 2A(WEm) s Ent A(MiM)-Isg, Ent A(MiM)-Isg, A(Wet) s Gondor, 2A(Ano)-Ith, A(EEm)-Wol.

MEN (Lean) A(Dal)-Esg, 2A(WRh) s A(Dal)-Esg.

GONDOR (Kenney) 2A(Ano) s A(MTi), A(Leb) s A(MTi), A(MTi) st., A(Ene)-Dun.

ELVES (Dove) 2A(DGu) st.

DWARVES (Lindsay) 2A(For)-CaD, A(Bre)-SDo, A(Shi) st.

Retreats: Mordor 2A(Esg)-NW1, Rohan A(Wet)-Rau.

BUILDS Hrive 3020

Mordor MtG, Mor, Udu, BDu, MMo, Umb, Riv, Ith, NW1, Dag, (Isg), + Fel, + Isn, + Rhu, + Beo, + Har, + Thar, + Mir = 17: bu 6 A(Mor), A(MMo), GA(MGu), A(Udu), A(Umb).

Rohan WEm, EEm, Edo, Fan, + Isg = 5: bu 1 A(EEm).

Gondor DAM, MTi, Ano, (Pel), (Isn), + Dun = 4: N/C

Men Dal, (DGu), (Rhu), (Shi), + Esg = 2: N/C

Dwarves ELu-II, Ere, Bre, + Shi, + CDu. = 5: bu 2 A(Elu-II) A(Ere)

Elves Lor, (Mir), (Esg), + DGu. = 2: bu 1 A(Lor) l owed.

Neutral Wld

= 1:

Total 36

PRESS

Of course, the problem with writing messages etc., on both sides of the same sheet is that I don't always remember to turn over when I'm rushing. That's the reason why some of the press didn't get completed last issue, to continue.....

PRESS

ON THE PLAIN OF NURN

The thoughts of each man was interrupted by a deep, distant groaning. The tracks shuddered and the men walked into the field a little way to let the massive machine pass. The noise grew louder and the mass of metal, fire and steam rolled past them, vomiting smoke high into the air and rattling under the strain of 50 wagons of grain. Dronlik grinned and watched his brainchild puffing past him. This had to be the factor that would enable the Dark Lords inevitable victory to be soon. Many men throughout Saurons realm were thinking similar things about their own inventions. Few saw the danger of being clever, that Sauron would use their ideas and destroy the men before they could be a threat to him. The greatest strength of the Dark Lord was that foolishness of men. That would be the reason for his ultimate victory.

GONDOR - ROHAN

Enough of the soul-searching questions, I don't know why I do what I do, but I'm bloody well going to do it all the same, so send help.

ECHO 1976AU SPRING 1903

AUSTRIA (Dove)	A(Tyr)-Ven, A(Tri) s A(Tyr)-Ven, A(Ser)-s A(Tri), A(Bud)-Gal, F(Gre)-ION.
ENGLAND (Pomeroy)	A(StP)-Lvn, A(Fin)-StP, F(BAR) s A(Fin)-StP, F(Nwy) st., F(Lon)-NTH,
FRANCE (Sturt)	NMR!!!!!! F's Spa-SC, GOL. A's Mar, Par, Pic, Bel stand.
GERMANY (Canham)	A(Ber)-Mun, A(Kie) s A(Ber)-Mun, A(Hol)-Ruh, A(Den) ms F(Swe).
ITALY (Lindsay)	A(Mün)-Bur, A(Ven)-Pie, F(ADS)-Tri, A(Rom)-Ven, F(Nap)-ION.
RUSSIA (Pringle)	A(Ukr) ms A(Mos).
TURKEY (Nash)	F(ION)-Tun, F(BLA)-Con, F(Rum)-BLA, A(Bul)-Rum, A(Sev) s A(Bül)-Rum.

PRESS
LONDONA special message from Her Most Royal Majestys' Consort

Her Highness will attain the grand old age of 21 on the 27th. By Royal Command all Chimaera subscribers are to celebrate the occasion by drinking her health 21 times in the nearest hostelry - and then going home to write their orders for the autumn!

TAG HILL

.....Happy birthday dear Linda, Happy birthday to yoooooooou!
THE KAISER KOMMENTS

This long, hot summer we welcomed the Ifalian Ice Cream sellers in Munich, but they abused our hospitality and deflowered the flowers of German society. They can never be forgiven. I urge all leaders of decent, righteous, peace-loving countries to join me in putting down these barbarians, before the world is over-run with little spaghetti eaters.

MOSCOW

The Tsar announced today through his military attache that Russia had been forced to declare war on Turkey and England. This situation had been caused by repeated border infringements over the last year, the attache explained.

ANKARA

Despite the denial last Autumn of the reappearance of the NMR disease, a fresh outbreak occurred in the Sultan's palace during the winter. While the epidemic is now under control, stricter measures (such as finding out whether Echo is a 2 or 3 season game.....) will be taken to halt further outbreaks. Said the Sultan after the experience (and also about the NMR disease): "It certainly was something which I would not like to go through again unless I was prepared for it. And even then I do not think that I could mount up enough energy to fight ~~her~~ it off."

SMYRNA

Confirmation arrived today that Turkish shipyard workers have been on strike during the winter due to lack of pay; however, they were all shot and have been replaced by Russian slave labour. It is hoped next winter to have the building programme completed on time.

SALE OF THE CENTURY DEPT.

Recent report in the Daily Mirror newspaper on the most hated TV personality resulted in Nicolas Parsons receiving his only award in a glittering career of one failure after another. Commenting on the fact that he received more hate letters than runner-up Jimmy Hill (in fact more than the 'top 5' put together), Nicolas said: "It only goes to prove that hard work, a great personality, tremendous ability and an adoring fan club are things that I shall have to aim for in the rest of my career". Nicolas is 37.

ST.PETERSBURGH - LONDON

Most Gracious Queen we thee implore,
 To go away and sin no more.
 But if the effort be to great,
 just go away at any rate.

GORGON 1976GB AUTUMN 1901

AUSTRIA (Batchelor)	F(Alb)-Gre, A(Ser) s F(Alb)-Gre, A(Vie)- <u>Tri</u> ,
ENGLAND (Quinton)	F(NWG) c A(Edi)-Nwy, A(Edi)-Nwy, F(NTH)- <u>Bel</u> ,
FRANCE (Edwardes)	A(Par)-Gas, A(Mar) st., F(Bre)-MAO.
GERMANY (Davies)	A(Kie)-Hol, F(Den)- <u>Swe</u> , A(Ruh)- <u>Bel</u> .
ITALY (Bartle)	A(Pie)- <u>Mar</u> , A(Ven)- <u>Tri</u> , F(ION)-Tun.
RUSSIA (Howes)	F(Sev)-Rum, A(Ukr) s F(Sev)-Rum, A(Mos)-Sev, F(GOB)- <u>Swe</u> .
TURKEY (Young)	NMR!!!! A's Bul, Arm & F Ank stand.

Builds Winter 1901.

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

TAG HILL

Martin Edwardes has expressed a wish to leave this game as he feels he is too committed in other areas to give it the attention it deserves. Can I therefore please ask Paul Humphreys or Albert Ross of 27 Furrowfelde, Kingswood, Basildon, Essex to submit standby orders.

PRESSA DOCTOR:

After a recent outbreak of NMRitis in Echo I have been sent many letters asking whether it is contagious and after consultation with a Harley Street specialist I have come up with the answer: Yes.

The disease has now spread to Gorgon and other games have been warned to watch out for the symptoms of this disease (which can prove fatal) in their own areas. These are,

1. lack of communications.
2. never replies to letters.
3. no press in the game.

So take my advice: **WATCH OUT:**

THERE'S AN NMR ABOUT!

BALMORAL:FRIDAY AFTERNOON

Well, here I am again, your one and only king and known throughout ~~the world~~, Europe, England, London, Buckingham Palace as the postal dippy super hero. O.S. (Order of the Stab) etc., etc.

The weather up here is fine and I have just beaten Parker by 27 strokes on the old golf course and as I write this am viewing with disinterest the most boring polo game in the world.

This match of course is an international challenge match between France and the rest of the World (the latter are at present 39 goals in the lead following the decision by the French captain to put down his sticks and have a quick unofficial strike.

All for now fans but next week I am going on an impromptu visit to one of my satellite states: watch out Turkey/Germany/Italy etc., etc., etc., it may be you!

LONDON - FRANCE

Aaaargh! Keep away!

LONDON-RUSSIA

I would like to extend the hand of friendship to your great freedom loving nation (?).

LONDON - TURKEY: Are you stupid and don't know what's going on?
LONDON - TURKEY: Are you an idiot? I'm not! (?)
LONDON-NAPLES: Are you a pacifist or is it an ugly rumour?
LONDON-GERMANY: Ich bin sehr aygeregt über unsere Koig. Nicht Wahr?
LONDON-AUSTRIA: Wake Monsieur Martin up please!
ENGLAND, AUSTRIA, FRANCE - NAPLES: Up yours!

SCENE 1

A dark and dismal cave in a dark and dismal mountain on a dark and dismal island. Two sisters sit around a fire warming their hands. They are untidy, unkempt, have fearsome visages and snakes on their head.

1st Sister: How now, what didst thou sister to set thee in such straits?
Straight I ask such.

2nd Sister: Have you been on the Shakespeare again? How many times have I got to tell you, he had witches in Macbeth, not Gorgons.

1st Sister: My, we are stoney faced today. What's got into you?

2nd Sister: If you must know, I washed my snakes last night and I can't do a thing with them.

(The third Sister enters stage left, clutching a copy of Chimaera)

1st Sister: What light through yonder window breaks?

3rd Sister: I didn't come here to break windows. I've got some news. There's this guy called Clive Booth....

2nd Sister: Lovely boy, I knew his sister, Psychiatric.

3rd Sister: Don't interrupt, this is important. You know what is written in letters of fire on the stone at the entrance to our cave?

2nd Sister: No milk today please?

3rd Sister: Not that stone, the other one.

2nd Sister: Oh, you mean the poem that Perseus wrote.

"When seven play a game called Gorgon

In the rated best 'zine of year type organ,

And if Will Haven hasn't even been rated

Then you will be liberated."

3rd Sister: Rotten rhymers he was.

1st Sister: Oh, I don't know, I thought he was rather sweet.

2nd Sister: We all know that you lost your head over him - it still comes loose if you nod too hard.

3rd Sister: Will you two stop interrupting, I haven't finished yet. What I was going to say was, it's happened. Everything in that poem has come true! We're free, free, free at last.

2nd Sister: You mean there's someone called Will Haven running a 'zine? I don't think I want to be free.

3rd Sister: Don't be silly there's a whole world out there just waiting to be turned to stone.

1st Sister: Plastic now, it's all plastic and we've got to keep abreast of the times.

2nd Sister: Rubbish! The Times isn't a titty magazine.

1st Sister: Ooh, no culture. Come on!

(Three sister exit stage left. Ring curtain for scene change)

NAPLES ON A RAINY DAY

The Consul of Italy drew his collar up about his ears and pulled his hat over his face. Those oafs at the hospital had let him out a day earlier than expected, so there was no state band to welcome him, no royal coach to take him to his palace, and no telephones to ring the palace up (remember this is 1931 Fall - and that means you, Martin). So he had a whole day in Naples to himself, free from the taxing demands of Consulship, free from the thousands of admirers, in fact a whole 24 hours to himself. But why was the Consul upset, I hear you all ask. Well, the sky, despite being bright blue and cloudless, was letting forth in gay abandon a shower of rain right on the Consul's head.

XVIII

Everywhere else was as dry as a bone, but the Consul was soaked to his skin. No matter where he went, no matter how fast he ran, the same downpour drenched him. The Consul looked about him at the vast throng of people going to Naples beach, all naked to the waist, deep brown tanned, the women not wearing any SLKBAAAGH!!!! Ooops, sorry about that. "Look on the bright side" he told himself, "This time tomorrow they'll all be peeling with the exposure to the sun." Then he realised that he'd probably die of exposure before them. Suddenly, without warning, the Consul bolted for a nearby shop window, and threw himself through it. The rain, apparently uncertain as to whether to risk cutting itself on the shattered remains of glass, hovered about outside, menacingly. The Consul got up and staggered to the counter. The shop was a tailors and the proprietor presently arrived. "Good Morning, sir, can I help you?"

"Well as a matter of fact you can. I'm being followed by some cloud of rain and I was wondering if I could purchase an overcoat."

"A cloud of rain?" asked the owner, sceptically.

"Yes, someone has a grudge on me, and there's this stupid cloud following me."

"Rain?" asked the man still unconvinced.

"Yes, you know, hot snow."

"Oh, well in that case you can go outside again and stop dripping on my carpet." With this the Consul found himself hurtling through the air at a high velocity and landing with a crumpled thud in the high street. The cloud eagerly followed and gleefully recommenced raining on him even more ferociously.

Two hours later the Consul found himself wandering down the back streets of Naples, passing the many 'Rose and Crowns' fabled to exist there. Suddenly, in one of the more expensive areas of the shanty town, he espied a note: 'Perucci Fiddoli, Weather Forcaster Extraordinaire.' (Of course it was written in Italian, but I'd hate to embarrass you by translating it back to the original lingo). With at last some hope, the Consul went up to the door with the note nailed to it and knocked. From inside he heard a scuffling noise as the oaken portal opened up. Inside there was a little gnome-like man, who accompanied the Consul to a room full of maps, charts and other things generally associated with ~~weather~~ being a weather-man. The Consul introduced himself "I am the Consul of Italy."

The man looked at the cloud above his head before answering, "I suppose you must be a raining monarch then, eh?" Sickened by this pun, the Consul began to tell the man his story. After several minutes the little idiot consulted his weather book (Whether it's going to rain or not! were the exact words), and after 5 minutes of dubious mutterings the reply came back. "Throw yourself into the fountain in the town square." (In Rome he would have had a wish if he'd taken some money with him). The Consul thanked the man graciously, and left without paying (all the ink on his money had run). He ran to the fountain. Yes, there it was, 50 metres, 20, 10, here goes.....he hurled himself into the cool waters. At once the rain stopped! Saved!

When the first thunderbolt hit, I cannot quite capture the Consul's exact phrase.....

NAPLES-PARIS

You awake?

SOCCEROSS - latest scores '60 minutes played

Chimaera Super Cup - Pentonville OB's 0 v Sporran Acads 2

Division 1

Mid week

Bolton Wands 1 v Manchester U. 4

Brentford 4 v Ipswich Twn 4

Watford 3 v Leeds Utd 0

Division 2

Mid week

Ilford Town 3 v Derby County 1

Allfrens Utd 4 v Walton C. 1

Saturday

Luton Town 2 v Workington 0

Walton Cloggers 3 v MPBU & BBLU 2

BASILISK 1975FS SPRING 1906

Firstly a correction to the build chart published last issue. Russia had 4 centres but only 3 units so builds another army in Warsaw.

AUSTRIA (Howes) A(Bul)-Con, A(Tri)-Vie sby A(Bud), A(Grc)-Ser.
 ENGLAND (Meadon) F(Den)-HEL, F(Swe)-BAL, A(Lon)-Den, F(NTH) c A(Lon)-Den,
 A(Lvn)-Pru, F(ENC)-Bre, F(MAO)-Gas, F(NAf)-WMS,
 F(Por)-Spa-SC.

GERMANY (Lokiond) NMR!!!! F(Bel) A's Par, Bur, Kie, Sil. stand.

ITALY (Davies) F(BLA)-Con, F(GOL)-WMS, F(Tun) s F(GOL)-WMS, F(Spa-SC) s
 F(GOL)-WMS, A(Mar) s F(Spa-SC), A(Vie)-Tri, A(Boh)-Tyr,
 A(Mun) stands.

RUSSIA (Cook) A(Mos)-Sev, A(Sev)-Arm, A(Rum) s A(Mos)-Sev, A(War)-Gal.

TURKEY (Anarchy) F(Ank) stands.

Retreat: Italian A(Vie)-Boh.

NEW GAME START2 Season/year Regular DiplomacyCHIMAERA DESIGNATION: ICARUS

AUSTRIA Doug Pringle	42 Stewartville Street, Glasgow G11 5PL	(-£1.15 ¹ ₂)
ENGLAND Lee Johnson	59 Hillview Avenue, Hornchurch, Essex RM11 2DN	(-£2.81)
FRANCE Richard Nash	3 Fort William Drive, Belfast 15, Northern Ireland	£7.76
GERMANY Clive Wardley	93 Mortlake Road, Kew, Richmond, Surrey TW9 4AA	£ .98
ITALY Keith Asholt	37 Hamstel Road, Southend on sea, Essex	£ .15 ¹ ₂
RUSSIA John Bull	8 Bellvue Road, Hornchurch, Essex	£ .15 ¹ ₂
TURKEY Jan Johnson	59 Hillview Avenue, Hornchurch, Essex RM11 2DN	-

The figures in the right hand column are your credits after deduction of the 50p game and £1 deposits. Figures in brackets signify you're out of credit with me and that renewals would be appreciated. The £1 deposit will be refunded to you at the completion of the game or on your elimination, whichever comes first. If you drop out you forfeit your deposit.

As usual you may have a double deadline for initial diplomacy if you require it. Should there be seven sets of orders here though by the next deadline we'll start then.

A special word of welcome for Chimaeras second lady player. You'll see I've billed your game fee and deposit to Lee, hope that's OK. Good luck, I hope you wipe the floor with the fella's.

OUTDOOR SURVIVAL

Maps go out to the players with this issue and we commence with the next. I hope you've all been doing the exercises, 'cos if you ain't fit you've had it. It seems that we've stumbled across a very good line up for the game with a lot of you at each others throats even before we start! I reckon there's going to be some very mysterious deaths out there in the wilderness!

SOCERBOSS - latest scores 75 minutes played

Mid-week Saturday

West Ham Utd	1 v Liverpool Y.	2 v Liverpool Y.	3 v Bolton W.	1
MPBU & BBLU	3 v Peover Celtic l	Manchester Utd	3 v Watford	2
Ilford Town	4 v Derby County l	Derby County	1 v Allfrens U	2
Allfrens Utd	5 v Walton Cloggs l	Luton Town	4 v Workington	0

SUPER SOCCEROSS Mk.1
THE ORIGINAL Soccerboss

Week 11 Transfers:

West Ham to Ilford: Callaghan(F) on loan for 1 week for £7,000, into team at no.8. Colour...

Brentford to Ilford: Paul(F) on loan, into team at 10. Colour...

Ilford to Brentford: Fleming (HB) on loan, into team at 4. Colour...

Everton slip a backhander of £85,000 to T.G.Jones and his grievances with the club just disappear.

Liverpool are reported to have made a six figure bid for the transfer listed Luton midfield player, Groves. The offer is said to have been turned down as the Luton manager was unhappy to part with the player for the trial period requested. Speaking to our reporter he said "I need all the good players I can get and I need the cash - now!"

Miscellanea

NMR's from Watford, Newcastle, Leeds, Workington, Satans Bastards, Peover. Transfers may not be made conditional on players colours, otherwise why keep them secret in the first place?

Liverpools McColl is on loan to Workington for this week. Because of late arrival of orders the deal wasn't finalised until after last weeks matches.

Liverpools Gibbons will be fit from next week.

Brentfords Bett trades his shirt in for one with a 5 on.

Lutons manager was correct in respect of Baynham, I was wrong confusing Bingham with Baynham when I altered my records earlier on.

Reserves to 1st XI.

Everton: Lawton to 8, Jones to 5, Kilpatrick moves to 7. West Ham: Sachs to 1, Jays to 9, Allfrens: Kennedy to 7, Thomkins to 1. Walton: Devonshire to 6. Sporran: Weller to 7. Satans: Sherlock Holmes to 5 (GM). Derby: Koch to 5.

Unsettled reserves seeking transfer.

<u>Watford</u> :	Downes (F)	Scouts report: Blue.
<u>Peover Celtic</u> :	J.Niggleford (HB)	" " Green.
<u>Manchester United</u> :	Upjohn (B)	" " Blue.
<u>Satans Bastards</u> :	Count Jim Moriarty (F)	" " Red.
<u>Bolton Wanderers</u> :	Wright (GK)	" " Green.

Players on offer from non-league clubs

0 Yellow: reserve price £115,000

1 Red : " " £ 75,000

2 Blue : " " £ 75,000

0 Green : " " £ 25,000

Please mark bids for Blue players a or b.

The price of blue players may never rise higher than that of a red (reserve price that is) so in the event that the blue continues to rise faster the red will simply be carried along with it.

Now for the results, and the first one in is that mid-week replay of a Chimaera Super-Cup match:

Pentonville OB's (G)	(0) 0 v Satans Bastards(35)	(1) 2 - 12,000
	Chas Bedford.	

Neddy Seagoon 32, Manfred Von Richthofen

60.

So the last of the non-league clubs exit the cup, having never really made an impression on this game and never looking like scoring. Satans Seagoon had a poor game -1.

Mid-Week results.

League Division 1.

Bolton Wanderers (38)	(1) 1 v Manchester Utd. (46)	(3) 4	45,000
Dave Tant	Allan Ovens		
Rimmer 40	Mansley 12, Bates 15, Raymond 27, Harrison 52.		

Manchester United took another step towards the championship with this game which they dominated from start to finish. Mansley once again proved himself a good buy for United scoring his fifth goal in 3 games since joining the club from Brentford. Boltons Rimmer (-1) had a hard time in the middle of the feild that wasn't compensated for by the goal he volleyed from one of Boltons few corners.

Brentford (38)	(0) 0 v Ipswich Town (49)	(3) 4	30,000
Steve Pratt	Ron Canham Beaumont 7, Bertschin 6, Scanlon 34, Osborne 47.		

Ipswich, quick to shake off the shock of their 1-4 home thrashing by Derby County in the Cup last week-end returned to the sort of form they began to show in the earlier match against Liverpool. Two goals up after only 7 minutes Ipswich found this match much easier than they could have expected and it was no surprise when they went even further ahead later in the match. Beaumont (+1) had a good game for them but the game was marred by an ugly incident in the second half that resulted in the booking of Brentfords Kerr.

Everton (42)	(2) 2 v Newcastle United (34)	(1) 1	24,000
Bob Howes	Steve Plater		

Dean 2, Latchford 33 Barroclough 23.

Not a spectacular match, just about the standard one would expect from two middle of the table teams. It was decided in the first half at the end of which Everton had managed to get their noses in front by two goals to. Newcastle tried to attack in the second half, but they lacked players of enough ability to make any headway against the hard Everton defence. Even after Evertons T.G.Jones had been sent off mid-way through the second half for throwing the linesmans flag into the crowd after a bad off-side decision, Newcastle found it no easier against 10 men. Jones is suspended for 3 weeks.

Watford (33)	(2) 4 v Leeds Utd. (35)	(0) 0	18,000
Pete Cousins	Tony Sturt		

Butler 2, Greenhaugh 14,

Scullion 49, Jenkins 83.

The bottom of the table battle involving the two favourites for relegation. Watford, who haven't won since the second game of the season really shone in this match and one could have been excused if they'd thought they were playing a non-league club in a practice game rather than a first division side in a struggle for survival. Watfords West was stretchered off in the 41st minute after colliding with Leeds Sargent and as they had no substitute available it was Garner who had to go into goal as they finished the game with 10 men. West will be out for 2 weeks, Sargent was stunned but otherwise uninjured.

West Ham United (46)	(1) 1 v Liverpool Youth (45)	(1) 2	39,000
Richard Walkerdine	Mick Bullock		

Bader 12

Hamilton 13, Ustinov 64.

What's gone wrong with West Ham? That's the question that manager Richard Walkerdine must be pondering over tonight. After an unbeaten league run extending right back to the beginning of the season they have now lost their last two matches. The defeat against Manchester United was perhaps expected, but this one certainly wasn't. Little to choose between the performances of the two teams, but for West Ham it was a return to their old problem of poor finishing in front of goal.

Midweek results
League Division 2

MPBU & BBLU (41)	(2) 3 v Peover Celtic (42)	(1) 1	39,000
Paul Cook	Howell Davies.		
Knight 4, 9, Scott 64.	Charles XII 15.		

MPBU, eager to erase the memory of their humiliation at the hands of bottom of the table Luton last week-end decided to vent their wrath on Peover and they began the game looking as if they were going to run up a score of double figures. By the time the game was nine minutes old Knight had had the ball in the Peover net twice and the game looked to be over but Peover showed great spirit and began to gradually come more into the game. Maybe they didn't deserve their goal in the 15th minute when Charles XII latched onto a poor back pass, but it certainly opened the game up for the remainder of first half. In the second half MPBU came out to play a different, more solid type of game and Peover never again looked to be troubling them. MPBU's Scott and Worst played exceptionally well together (both +1), while Peovers Gino Washington had his worst game for a long time (-1).

Ilford Town (45)	(3) 4 v Derby County (47)	(0) 1	30,000
Laurence Parrott	Andy Davidson		
Haskall 2, 64, Cook 14,	Donald 58.		
Schwarz 16.			

Goal chances galore in this game as Ilford and Derby County, two of the most improved teams in the league tried to out gun each other. Both have, during recent weeks, experienced runs of success that have lifted them from the lower reaches of the second division to a position from which they can both start thinking about promotion. Both needed to win this game badly, and both went out with every intention of doing so. Ilfords Beaufort and Cook had poor games in comparison to their usual standard (both -1), but the difference between the two teams proved to be top league scorer Haskall, who the Derby defence just couldn't handle and the limping off of Derbys Kevin Hector after 35 minutes with a badly bruised foot. News is he will be out of the game for 2 weeks. Penny substituted (B).

Sporran Academicals (37)	(2) 3 v Luton Town (39)	(2) 2	9,000
Ian McLaren	Michael Groom		
Jaggers 41, Flint 42,	Verge 11, Morton 30		
Weller 84.			

For Luton this was their chance to prove that their victory over league leaders MPBU last week was not the fluke everyone claimed it to be and for 40 minutes they looked like proving it as they completely dominated the game and coasted into a 2 goal lead. Then though, disaster struck and all the old faults began to show. They conceded a good goal after 41 minutes but instead of just getting on with the game they let their heads drop and had conceded another one a minute later. No doubt team manager Michael Groom had something to say to them at half time for they played much better after the restart although never being able to attain the standard of that first 40 minutes. The game looked for all the world to be heading for a draw until Sporrans Weller slipped the Luton off-side trap six minutes from time to slide the ball past Baynham. Sporrans Gargery and Slumkey had poor games, both -1.

Allfreens Utd. (45)	(3) 6 v Walton Cloggers (45)	(0) 1	30,000
Les Kennedy	John Meadon		
Mills 15, Wells 26, Kennedy 33,	Lehman 57.		
Beard 55, Mills 63, Dougan 83.			

After dropping three points in their last three matches Allfreens promotion chances were no longer looking as assured as they were a few weeks ago. They needed to win this game to maintain their lead over their rivals and they did it in a fashion that must have worried every other team in the league and Cup. Thomkins had a good game in the Allfreens goal against the few Walton chances there were (+1). While Waltons Ampersand and Brandon never got into the game, both -1.

Team amendments etc., prior to Saturday matches.

Watford: Andy Rankin to 1 (GM), Derby County: Cusson to 11. Everton: Newton to 5. The following players are +1 for 5 goals: Bertschin/Ipswich, Latchford/Everton, Barroclough/Newcastle, Bader/West Ham, Knight(Mrs)/MPBU & BBLU, Donald/Derby, Morton/Luton, Lehman/Walton.

The following player is +1 for 10 goals: Haskall/Ilford.

Saturday matches

League Division 1

Ipswich Town (50) (2) 3 v West Ham Utd. (46); (3) 4 30,000
Osborne 29, Talbot 38, Jay 24, Copperfield 33,
Beaumont 78, Lane 39, Copperfield 80.

Ipswich, the strongest team in the league on paper and showing vastly improved form looked bankers for victory in this game but unfortunately for them they came up against a West Ham side humbled in their last two games and determined to show that they weren't past it. It was a clean, open game which suited West Ham and after 24 minutes they got the important first goal to go ahead. Ipswich weren't going to be beaten easily though and within 5 minutes they were level as Osborne headed past the clutching hands of Sachs. At this time West Ham were having 50% more of the play than Ipswich and it seemed certain that more goals would follow, they did and by half-time West Ham had got ahead by 3 goals to 2. In the second half Ipswich came more into the game but West Ham were feeling confident. Ipswich did manage to get level after 78 minutes, but West Ham soon restored their lead, scoring on their very next attack. ***

Leeds Utd. (35) (1) 1 v Everton (38) (2) 2
Carmichael 28 Latchford 20(P), Kilpatrick 29.

With this win Everton crept a little closer towards a place in Europe. They are truly an outstanding team for without a particularly talented playing staff they have been able to put up a good show for themselves that as left them as the losing side in a league match on only two occasions this season. This game was tight and there was little to choose between the teams, one gets the impression that if Everton hadn't scored from the penalty for hands after 20 minutes this would have been yet another draw for draw specialists Everton. ***

Liverpool Youth (45) (2) 4 v Bolton Wanderers (37) (0) 1
Walker 80, Ustinov 37, Higgins 74
Di Plomacy 39, Hamilton 70(P)

Liverpool showing all the confidence they gathered after beating West Ham at Upton Park mid-week set about Bolton and completely demolished them with a brilliant display of football that approached exhibition stuff at times. Liverpool are now up to third position in the league only two points behind West Ham. Bolton Banks and Lee had poor games, both -1. Raymond & Harrison both +1. ***

Manchester United (46) (2) 4 v Watford (32) (1) 2 36,000
Joyce 6, Mansley 16, 61, Scullion 10, R. Jenkins 67.
Say 82.

After completely destroying the team at the bottom of the second division in the Cup last week-end, Manchester United this week-end set about the team at the bottom of the first, it proved a much more difficult task. Watford are a very much improved team of recent and they put up a very good show for themselves, right up until the time they conceded the penalty in the 61st minute of the match it looked as if they might be able to provide an upset by snatching a point. Manchester have in the past though proved themselves to be a team of stamina and the longer the game went on the more their superiority showed. That man Mansley turned up again to snatch two goals giving him 7 in 4 games since joining the club. Man Utd Raymond & Harrison both played well +1. ***

Newcastle United (35) (0) 1 v Brentford (38) (1) 1 30,000
Bert O'Reilly 88 Finch 35

An unbelievably scrappy game in which there were only three genuine goal chances

throughout, 2 to Newcastle, one to Brentford. Finch took Brentfords single chance shooting in off the post and it looked for a long time as if that would be enough to win them the game. Two minutes from time however, Bett slipped as he went to intercept a through ball intended for Finch and Finch was left with the easy job of chipping over the goalkeeper. This was the only good thing Finch did through-out the match and he is +1.

League Division 2

Derby County (45)

Begg 14, Donald 86

(1) 2 v Allfrens Utd. (46)

(1) 2 39,000

Tuite 40, S.Kennedy 72.

For Derby County this was their chance to prove they were more worthy of the promotion place they're trying to take from Allfrens. It didn't work out that way though for in the first half Allfrens were by far the better team and Derby can be thankful that they didn't go in a goal or two behind. In the second half the story was just the opposite, it was Derby who dominated the game while Allfrens struggled but just like Allfrens in the first half they were unable to turn their superiority to goals. In the end a draw seemed a fair result, but Allfrens must remain favourites to finish above Derby. Allfrens Tuite was the most outstanding player on the field and is +1.

***** (1) 4 v Workington Town(37) (0) 0 12,000

Gregory 11,75, Bingham 73,

Cummins 49.

If Luton are to avoid relegation they have got to start turning in some good results quickly and consistently. Their supporters know this and after seeing them beat MPBU in their last home game they feel that they may at least have a chance. Not many of them had seen the mid-week fiasco at Lochilgarriside and they were in good voice as their team to the field. It was a hard match but at least Luton didn't show their old fault of fading from the match for long periods to let their opponents in. They played steadily and soundly throughout and steadily took Workington apart. Lutons Bingham and Workingtons Algernon Alport both fell heavily and awkwardly after going up together for a ball in the 83rd minute. Both were helped off and news from the hospital is that Bingham will be out of the game for 1 week and Alport for 4. Groves substituted for Luton, Workington had not bought a sub with them so finished with 10 men.

***** (2) 4 v MPBU & BBLU (44) (2) 2 30,000

Toynbee 1, Cartwright 16,53

Booth 2, Truman 13.

Toynbee 82.

Something is wrong with MPBU, though it's difficult to put ones finger on what it might be at the moment. They have now lost two of their last three matches and both of them to teams from the lower levels of the division. In this game they held their own for the first half but came out for the second totally disinterested in the proceedings, it is difficult to recall their even creating a single chance in the second half and if Toynbee had not put his 47th minute penalty wide of the post their defeat would no doubt have been larger. Waltons Devonshire injured, out 2 weeks - Goldwater subs.

***** Peover Celtic (41) (3) 5 v Sporran Acads (36) (0) 0 21,000

Charles XII 7,44, F.Rouhan 78,

Iveagh 34,79.

After losing mid-week, Peover needed a win here to stay with the promotion candidates. They didn't mess about and they gave no quarter to Sporran who must have left wondering what had hit them. Peovers Deakin was booked for kicking the ball. Sporrans Weller played well in attack (+1) but with 75% of the play being in the Sporran half of the field there was little he could do.

***** Satans Bastards (35) (0) 0 v Ilford Town (44) (1) 1 18,000

Paul 12.

Satans Bastards, recently developing into something of a cult team with a growing following outside the game, once again failed in front of their home

crowd. It was a scrappy game, only two scoring chances being created throughout, both in the first half and both falling to Ilford. One wonders how Brentford manager Steve Pratt will react when he receives news of this game for it appears to be a mixed blessing for him. Paul, the player he loaned to Ilford at the beginning of the week scored the only goal of the match giving him five for the season and +1, but then after 21 minutes he got himself injured in a tackle and was carried off. He will be out for 4 weeks. Diamond was sub.

The following players are +1 for 5 goals:

Beaumont/Ipswich, Lane/West Ham, Cartwright/Walton, I'veagh/Peover, Paul/Brentford.

Leading scorers

11 goals: Haskall/Ilford.

9 goals: Begg/Derby County, Mansley/Man.Utd.

7 goals: Hamilton/Liverpool Youth, Joyce/Man.Utd, Raymond/Man.Utd.
Truman/MPBU, Say/Man.Utd.

<u>League tables</u>						<u>Goals</u>									
Division 1		Goals				Division 2		P	W	D	L	F	A	P	
P	W	D	L	F	A	P	P	W	D	L	F	A	P		
Manchester U.	12	11	1	0	46	16	23	MPBU & BBLU	12	9	0	3	29	17	18
West Ham Utd.	12	6	4	2	33	22	16	Allfrens Utd	12	7	3	2	31	16	17
Liverpool Y.	12	6	2	4	25	22	14	Ilford Town	12	6	2	4	24	18	14
Everton	12	4	6	2	14	16	14	Peover Celtic	12	5	3	4	24	20	13
Brentford	12	4	5	3	20	25	13	Derby County	12	5	3	4	25	24	13
Bolton Wand	12	4	2	6	16	22	10	Workington R	11	4	2	6	25	25	10
Newcastle U.	12	4	1	7	15	18	9	Satans B's	11	4	2	6	15	21	10
Ipswich T.	12	3	2	7	21	26	8	Walton C.	12	4	2	6	21	28	10
Leeds Utd.	12	3	1	8	14	26	7	Sporran A's	12	3	2	7	15	32	8
Watford	12	2	2	8	12	23	6	Luton Town	12	2	1	9	16	21	5

Bank accounts for wk. 10

	Opening Balance	Running costs	Trnsfrs	Other costs	Gate 10 recpts	Trnsfrs	Other income	Balance end 10
Allfrens Utd	158,800	15,900			20,000			162,900
Bolton W.	37,100	10,000		20,000	18,000	10,000		35,100
Brentford	24,200	10,000			25,000	105,000		144,200
Derby County	114,400	11,400			26,000			129,000
Everton	66,000	10,000			6,000			62,000
Ipswich Town	173,800	17,400	150,000		32,000			38,400
Ilford Town	104,200	10,400			34,000			127,800
Leeds Utd	74,200	10,000			20,000			84,200
Liverpool Y.	181,100	18,100	150,000		17,000			47,000
Luton Town	(-37,000)	10,000			29,000	32,000		14,000
Manchester U.	105,900	10,600	105,000		56,000			46,300
MPBU & BBLU	91,400	10,000			20,000			101,400
Newcastle U.	74,300	10,000	32,000	19,000	19,000			41,300
Peover C.	105,900	10,600	122,000	24,000	60,000	40,000	(- 2,700)	
Satans B's	168,500	16,900			18,000	60,000		169,600
Sporran A's	(-31,800)	10,000			22,000	6,000	25,000	11,200
Walton C	42,300	10,000			27,000			49,300
Watford	700	10,000			12,000			2,700
West Ham Utd.	42,100	10,000			17,000	12,000		49,100
Workington R.	136,500	13,700			4,000	25,000		151,800

Well, with West Ham's faltering of recent I can't see any-one stopping the Manchester machine. It looks like the league championship for them for certain but will they make the league and cup double? In the second division it's building towards an exciting finish to the season with any two of the top five looking to have a chance.

Training incidents

Everton: Creswell looooo form -1, West Ham: A continental club offer you a total of £330,000 for Adams, Taverne and Moonglow. It is up to you whether you accept or not. Decision by the next deadline. Liverpool: You make a small profit of £15,000 on a short Euro-tour. Watford: No incident. Bolton: No incident. Newcastle: Sellers disciplined, suspended 4 weeks. Ipswich: Fined £5,000 by the league. Leeds Utd: Dean injured-out 4 weeks. Brentford: Ormandy off-form -1, Man Utd: Key selected to represent his country +1. Workington: Ground upkeep costs £10,000. Allfrens United: Develin loses form -1,. Walton: Hartnell injured out for 1 week. Sporran A.: Gargery shows improved form +1, Satans: No incident, MPBU & BBLU: No incident. Derby County: Renton injured- out 3 weeks. Luton: T.Wilson injured - out 4 weeks. Ilford: Diamond shows improvement +1. Peover: Charles XII selected to play for Sweden +1.

Maybe I didn't mention it at the time but it seems that a lot of you have noticed anyway. For those that haven't let me point out that for the last three issues training incidents have been affecting reserve staff as well as first team players. Someone did suggest it some while ago and well, it does seem logical.

PRESSBOLTONS TOP-SCORER TRANSFER LISTED!!

Freddie Hill, currently Englands' right half (genuine Yellow: proof provided if required) and the clubs top league scorer with 4 goals, has been transfer listed. Manager Dave Tant, with tears in his eyes, said, "It's the same old story of mounting debts for a small club. We've made a good start to the season but have to sell our best player to keep going. If we get any offers over £100,000 we'll have to let him go."

OLD TRAFFORD

For sale: Erskine, an England forward and rated as a yellow player. No tricks, no deceptions. Will supply for one weeks loan to prove his worth. Cost of one week loan £7,500 - Cost of transfer £145,000.

Rumours that an offer has been made for Workingtons McAggro remain unconfirmed. Although the United trainer was overheard to say, "With a name like McAggro, he sounds as though he could do well here."

BINSTEAD REC.

Dear Mr. Booth,

I can see that the money has now run out as we have started losing. I therefore enclose £50,000 to renew your, er, contract.

Luv,
GEOFF NEALE (Mrs).

TAG HILL

Dear Mrs. Heale,

You forgot to put the cheque in the envelope. See Saturdays result for proof. Luv,
CLIVE BOOTH. (Mr.).

LUTON

Must sell to keep the bailiffs out.

Whitefoot (HB)	£24,000	Goodman (HB)	£64,000	W.Gray (F)	£24,000
Charles (F)	£80,000	Groves(HB)	£120,000	- regular first XI player.	

All offers to Clive Booth.

POOLS NEWS

Michael Groom 7/10, L.Parrott 6/10, R.Nash 5/10 (6/10 mid-week), B.Howes 5/10.

So, no jackpot winners again this week, I had all that sweating for nothing. I'm becoming quite confident now that none of you are ever going to find nine or ten correct forecasts so I'll offer the prize again of a free issue of Chimera to anybody that does and then rest secure in the knowledge that my money is safe. Next weeks fixtures are over the page:

XXVII

Mid- WeekDivision 2

Workington Reds v Satans Bastards.

SaturdayDivision 1

Brentford	v Liverpool Youth
Ipswich Town	v Everton
Leeds United	v West Ham Utd.
Manchester Utd	v Bolton Wanderers
Newcastle Utd.	v Watford

Division 2

Ilford Town	v Walton Cloggers
Derby County	v Workington Reds
Luton Town	v Allfreys Utd
Peover Celtic	v MPBU & BBLU
Satans Bastards	v Sporran Acads.

FORMULA ONE

Turn 21. Start New
speed speed Move

			Tactic	Penalty	car state	TW	BW
Y. Howes	120	120	F61, G62, D63, C64-2	-	-	5	3
Bu. Taylor	160	160	C57-64	-	-	4	1
Bk. Nash	120	120	E57-58, F59-61, PITS	-	start speed 20	0	0
R. Groom	100	140	E49-56	-	-	5	0
O. Canham	60	120	B48-53	-	-	5	2
G. Crun	120	120	C33-38	-	-	4	1
<u>Turn 22</u>							
Haycart	120	100	B3-7	-	-	5	3
Blue streak	160	140	B1-6, C7	-	-	4	1
Concorde	0	120	F63-68	-	-	0	0
Red	140	140	E57-63	-	-	5	0
Orange Flav	120	120	B54-C59	-	-	5	2
Green	120	100	C39-40, B41-43	-	-	4	1
<u>Turn 23</u>							
Blue streak	140	120	B8-11 spin-off point	spin-off	-	4	1
Haycart	100	80	B8-11	-	-	5	3
Red	140	140	E64-6	-	-	5	0
Concorde	20	60	F64, E1-E3	-	-	0	0
Orange flav.	120	120	C60, d61, E62, F63-64, PITS	Faulty tyres after Abbey Curve.....	-	5	2
Green	100	80	B44-47	-	-	4	1

Below, for interested non-players in this game is a schematic representation of the cars in relation to each other as they move into the third lap of the five lap race:

YELLOW RED BLACK ORANGE (GREEN on this scale would
BLUE be halfway across the next
PRESS page!!)

YELLOW HAYCART SPECIAL

Tell me, whar be this Abbie Curve? Oi believe our milkmaid, Abbie, be up to no good, 'cos me cows ain't been milked fer days. Prob'ly gettin' into mischief wi' that 'Enry Loiterin' Crum, loike she did in t'Copse on t'Corner at Brands 'Atch. 'Orter be drummed out of t'Roy Agriculcheral Club, 'e'ort. Bliddy varmint.....orter keep his 'ands orf young innocent gals....Bliddy dangerous too, all that one-'anded droivin'....If oi lap im, oi'll give 'im a tow, - a wun-tow, roit in the kisser.

BOB 'PARSNIP' HOWES

Oi dunno. Oi keep on bollockin' um, wi moi sooperior tacticke skill, an' they keep on comin' on, just loik a pack o' Lemmings!

CONCORDE TAG HILL

Only 3 laps to go - what's the betting? Care to give odds for the rest of the subscribers to take up? Like 10-1 Concorde, 1000-1 Henry Motoring Crun?

TAG HILL - CONCORDE

Would you trust me not to, er, influence the dice rolls if I looked like taking a heavy loss? Just for fun: 'Aycart 5-4, Concorde 2-1, Blue Streaker 2-1, Red 3-2, Orange 3-2, Green 25-1.

KINGMAKERTurn 12.

NMR's from 2 players. Steve Doubleday sadly leaves the game and his nobles etc., are returned to the crown pack.

Holland becomes Bishop of Carlisle (GM), it was he who stayed at Kimboulton with Grey last time, not Howard.

You may transfer ships, towns and mercenaries but both nobles must be together in the same space when the transfer takes place. Titles and offices may not be transferred in this way.

BEAUFORT	Duke of Somerset , joins Talbot and Howard for a soaking on board Le George.
BERKELEY	moves to the countryside around Wallingford.
BOURCHIER	Earl of Worcester, Admiral of England, Bishop of Norwich moves to l w of Fotheringham - it is impossible to move directly from there to Grantham.
CLIFFORD	helps Percy chop Stafford into little pieces as revenge for Grey-stokes early demise. There's something about that faction they don't like! They then move to l w of Salisbury.
COURTENEY	goes with Berkeley to the area around Wallingford (Earl of Devonshire, Marshall of England, Bishop of Lincoln.)
CROMWELL	dies in a hunting accident at Tattershall.
FITZALAN	Earl of Arundel, Chancellor of the Duchy of Lancs., Archbishop of York joins Berkeley and Clifford on the journey to the Wallingford area.
GREY	stays in Kimboulton with Holland.
HASTINGS	moves to the Warwick countryside.
HERBERT	dies in his sleep at Llanstephen.
HOLLAND	Earl of Westmorland, Bishop of Carlisle stays in Kimboulton with Grey.
HOWARD	joins Beaufort and Talbot for a salt water bath.
MOWBRAY	Duke of Norfolk joins Hastings in the Warwick countryside.
NEVILLE	Earl of Warwick goes with Bourchier to l w of Fotheringham.
PERCY	Earl of Northumberland, Bishop of Durham moves with Clifford to l w of Salisbury.
POLE	Duke of Suffolk in a drunken state goes walking on the battlements of Wingfield. He slips and falls to his death in the moat below.
ROOS	dies of food poisoning at Helmsley.
STAFFORD	Duke of Buckingham, Chancellor of England is killed by Percy and Clifford.
STANLEY	is getting a nice tan in Douglas. The skipper of Le Rose is getting browned-off!
TALBOT	Earl of Shrewsbury, Warden of the Cinque Ports glances out of the window and notices the rain has stopped. With a loud "Aha!", he struggles into his suit of armour and summoning the others (Beaufort and Howard) they board Le George only to find it so grossly over-loaded it sinks deeper and deeper into the water and they all get a soaking. They come ashore wringing their clothing and sit on the harbour wall. Mrs. Beaufort, oblivious to the goings on on the other vessel, sails in Le Trinity to l s of Rye.
LE CHRISTOPHER	Le George dries out at Corfe.
LE LUCAS	LE MARGARET stays at Boston.
LE MICHAEL	LE ROSE stays in Douglas.
LE SWAN	LE TRINITY sails to l s of Rye.

Not a single battle this issue, how boring.

End of turn action

Storms at sea - Le Trinity puts into Rye.

Plague strikes Norwich and Lincoln - no effect.

Piracy! - Fitzalan rushes to Arundel, Beaufort, still dripping sea water, jumps off the harbour wall and runs up the hill back to Corfe castle leaving damp little footprints all the way.

Nobles appearing next time

Faction?

Scrope at Masham.

Greystoke at Appleby.

Audley at Tickhill.

Herb^t at Llanstephen.

Still lots of things left in the crown pack for next time including the growing sons of Stafford, Pole, Cromwell, Roos.

No battles, no press! What's this game coming to I ask myself.

'Perfidious Albion' the serious wargaming 'zine of Charles Vasey carried a few Kingmaker rule amendments by Paul Blackwell in the last issue. Such things as bodyguards for Royal pieces, Sea battles!, and sieges. Anyone wanting a copy send 14p to Charles at 5 Albion Terrace, Guisborough, Cleveland. TS14 6HJ.

News to of a new Kingmaker magazine to be called 'Herald' and to be published by Robin Hood (Honestly!), 16 Rousden Street, Camden Road, London NW1 0SU. Game fee to be £1.50.

CHIMAERA FANTASY SECTION

THE EMPIRE OF THE PETAL THRONE

TEKUMAL

Part Six.

The party walked down to the point where the collapse of the ceiling had taken place and on reaching it were surprised to feel the touch of fresh, cool air against their skin. The smoke from their torches spiralled up and disappeared into the hole above. Hailmhüling unhitched all of his cumbersome equipment and weapons, heaping them in a neat stack by the passage wall. He kept his dagger and slipping it into his belt he began to scale the rock-slide. It proved much easier than he had anticipated and he easily picked his way higher and higher. The higher he got, however, the more difficult it became to see footholds as the torches with the party way down below cast long, black flickering shadows. Eventually he made it to a point where he could reach the ceiling and he could feel the cool draught against his skin and the fresh air in his lungs. He reached up and pushed the surface above....it moved!! Not a lot, but there was a definite indentation when he exerted pressure. He tried again.....yes, there it was, definite movement.

He clambered down again to the party and reported what he had found, Smid^e unhitched most of his cumbersome equipment, hooked his huge sword to his side and then after Hailmhüling had rested for a couple of minutes the two of them set off back up the rockfall. On reaching its peak Smid^e prodded the ceiling with his sword and felt it give a little. He tried again and a few pieces of rock fell away and tumbled to the passage below. No one was hurt by the fall but Hailmhüling called down for them to get out of the way before they tried again. This time he too struck the ceiling with his sword in unison with Smid^e and more of chunks of rock fell away. Again and again and again they

eventually with a mighty crack the whole ceiling split, sending rocks, soil, boulders, grass and the like cascading into the passage below. Sunlight flooded in, so bright that it stung the eyes of the fighting men and high above white clouds bobbed across a blue sky. gingerly Hailmhaling edged higher assisted by Smide until he was high enough to look out of the hole they'd created. To the west he could see the City of Jackalla and beyond it the grey, blue sea. To the north where the ruins of the Temple of Hyashra through which they had made their entrance to the underworld. Hailmhaling soaked up the sun for a minute or two looking around and getting his bearings, before clambering back down to the party below. When he reached them he found that they had things of their own to interest them and that his information as to where they were in respect of the surface would have to wait.

Ukshen had in his hands a small plastic box and he and Dyogheykh along with Qysha were busily inspecting it looking for the way in which it could be opened. Hailmhaling gleaned from Auvoi, who was himself struggling to see what was going on, that the box had come crashing to their feet with the rock and soil when they'd forced their way through the ceiling. Plastic was a rare find on Tekumal and this box was now intriguing the party as none could identify the substance in which it was made. Ukshens efforts to open it were fruitless and eventually he passed it on to Dyogheykh who set about the lock with his axo. It was atough job, but after several minutes of feverish hammering which echoed along the passage, the lid was finally forced back. Inside were two time worn scrolls and a key of silver. Qysha picked out the first of the scrolls and untied the blue ribbon that secured it, he didn't actually untie the ribbon, for as he pulled against it it just disintegrated from age and flaked to his feet. The scroll when unrolled (with greeat care) proved to be a map, and a rough one at that, of a small island, which, according to the latitude and longitude marked on it, was situated south of Tsolyani in the deeps of Chana'ga. Various things were marked on the map, but as it bore no key Qysha had no idea of the meanings of the symbols. The second scroll when unrolled proved to be part of a diary covering a period of 14 days some 400 years earlier and was signed by Chayau'dlang'ush which Qysha recognised as being the name of a particularly notorious pirate that had more or less ruled the seas around Tekumal until being captured, and publically decapitated in Jackalla. The text of the scroll was difficult for Qysha to read, for although written in Tsolyani, the language had evolved sufficiently in the years between writing and reading for some sections of it to become totally indecipherable. What Qysha could gather from it though was that it had been written when the Imperial Tsolyani Navy where closing in on Chayau'dlang'ush, and he knew that his days were numbered. All the treasure he had remaining from his numerous raids over the years had been hidden on the island shown on the other scroll, or so the text said.

Qysha gave the others in the party a quick resume of what he'd learnt from the scroll and as he did so he was already formulating in the back of his mind, plans for an expedition across the sea. How the scroll and map had come to be deposited in the ruins of an old temple not more than two miles from the site where Chayau'dlang'ush met his end, Qysha had no idea, but he was certain in his own mind that the documents were genuine. All he wanted to do now was get this current expedition over with and get back to his home to plan the big one to the island. It would cost a good deal, he'd need a ship and crew along with several fighting-men of proven ability. They'd be sailing far out to sea, away from the sight of land, a very rare occurence on the planet these days, and warriors, sailors and the like wouldn't be easy to find once they realised that.

Qysha was ready to get out of the underworld now, but the rest of the party, flushed with their success at picking up so much treasure so quickly and easily during the last hour and a half, talked him into trying just one more door before they retired.

They moved down the passage to the door just south of the roof-fall and there Hailmhaling and Smide listened to see if they could discern any sounds from the other side. They could, heavy regular breathing as if someone or something were sleeping, and an occasional shuffling as if something dry and light were being dragged along the stone floor.

They tried the door and it opened first time into a large room, 55' by 25' and inside the room were 7 Mr'ur. 4 sleeping and the other three shuffling aimlessly about. As the door opened they all reacted quickly and the active ones rushed down the room at the party, with the sleeping ones, now wide awake, not very far behind! Hailmhüling and Smidē stepped to one side inside the door of the room to make way for Qyshtā to cast his spell. The one he'd chosen was 'Control Underworld Creatures' and he incanted it quickly in the direction of the Mr'ur. To the surprise of all concerned nothing happened: The leading Mr'ur now had the two fighting-men pinned against the walls on either side of the door and in trouble. The giant Smidē cursed Qyshtā loudly asking where he'd studied magic in a sarcastic tone, and then he swung his sword, sending it whistling through the air until it stopped with a loud 'THWOON' as it buried itself at the junction of shoulder and neck in one of the Mr'ur. The battle raged furiously as the other two fighting-men, Dyogheykh and Atvoi, pushed their way into the room to help their companions. Smidē was cursing loudly and heaving the body of the dead Mr'ur from side to side as he struggled to disengage his sword from its flesh. As he struggled though he had little protection from the other Mr'ur and he fell silent and dead as one of them got past his shield to force its sword through his heart. The death of Smidē bought home to the others the gravity of the situation and the danger they now found themselves in. Qyshtā acted quickly casting a 'cloak of invisibility' spell over the three remaining warriors. It helped in that they were no longer such clear targets for the Mr'ur, but the Mr'ur were used to fighting in the dark passageways where it is impossible to see opponents and they were able to keep the three fighting-men pinned, backs to the wall. Two of the Mr'ur left the fight and moved towards Qyshtā, Ukshen and the two slave boys who were watching from the door. At this Qyshtā panicked a little and hurriedly threw a magic circle around himself and those nearby that was impervious to all blows. Hailmhüling had by this time killed another of the Mr'ur, but it was obvious that the party were getting the worse of the exchange. Qyshtā was running out of ideas and for the first time in a good many years he was becoming genuinely worried.

That's all folks, you'll have to wait until next issue to see whether or not they expire in the dark and dank underworld. Be a pity if they did wouldn't it, having just found the treasure map and all.....

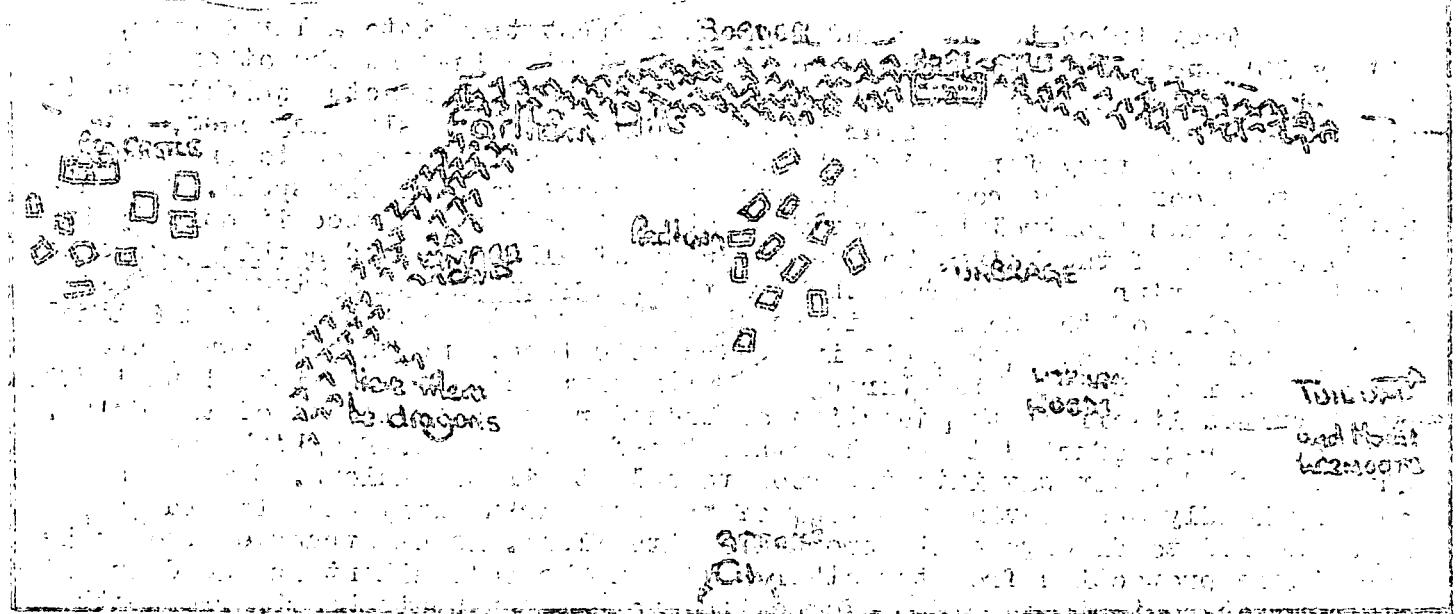
Next on the Fantasy agenda is.....

DUNGEONS AND DRAGONS

.....but before we start, it's reminded me of something that happened a few months back. This is a terrible area for games players but one Sunday lunch-time we were coming back from a football match when we stopped at a little pub in a little village in Derbyshire. Behind the bar was a board, and on the board it said 'D & D meeting, Thursday 7.30p.m.'. Well, what's one supposed to think when they see a sign like that? Dungeons and Dragons in Derbyshire seems highly unlikely but what's one supposed to do when presented with positive proof that it does exist? Fortunately I was saved the embarrassment of asking when a couple of old timer came in and commented that "It looks like another of them Darts an' domino does on Thursday".....

.....but then you're not interested in that are you? Let's get on with part II of Paul Cooks article otherwise we'll be up all night.

Over the page is a map of the area surrounding Hope Castle. All of the area is hazardous, it has been known for the great Red Dragon to come down from Mt. Leemore and destroy the villages in the area. Falham Hills are inhabited by Hill Giants, and it is not unknown for Griffons to be seen



around. Lithium Woods are inhabited by Elves, and some say that they have seen tree-like creatures moving about. There is, of course, lots more!

Hope Castle, being on the borders of a hostile country is liable to attack by raiders at any moment, it is simply my interpretation of the angry villagers rule. If a player gets to stroppy or annoys me too much, I simply set a thousand or so raiders onto him!

Of course, discipline is lax and a player is quite likely to get away with murder without any repercussions. The Empire is currently ruled by Emperor Orweelia VI, who is insane and has no children. The country is really held together by a set of loyal nobles, who have built up their own private armies to ward off the threat of invasion. Of course, the nastier nobles use press-gang tactics to enlist volunteers, which is yet another way of getting rid of troublesome players.

On the road through the vampire caves to Red Castle, there are two huge statues blocking the roads. It is said that anyone passing under them, rather than around them, will be cursed with bad luck and die or else become incredibly rich - all within a year.

Greenlat City is heavily guarded and it is not unusual for visitors to be detained for up to three days before they are allowed to enter the city walls. Currently there is an epidemic of Bubonic plague with an unusually high mortality rate. Players entering also suffer this peril.

Not only is the Emperor mad, his advisors are terrible generals. The best example of this was when a guard of 10,000 was organised to escort an almost unknown official to the city, while a mere 400 men were sent to deal with a raid of well over 7,000 from the hostile country of Phillemoort!

Players can attempt to get up a friendship with the Emperor, and use his name to gain power and influence, but beware of the jealous nobles!

And that's most of the outside, the rest is on a much smaller scale, one thing I haven't got is Outdoor Survival, I took one look at the game and the price, and decided I would have much more fun designing my own outdoors. I still feel I was right.

One thing that surprised me is the lack of D & D players outside the Isle of Wight, Martin Hammon informs me that he has a lot of trouble organising a game in London. In Ryde, the only trouble is finding accommodation to fit 16+ people, many of whom possess D & D rules themselves! But I digress.

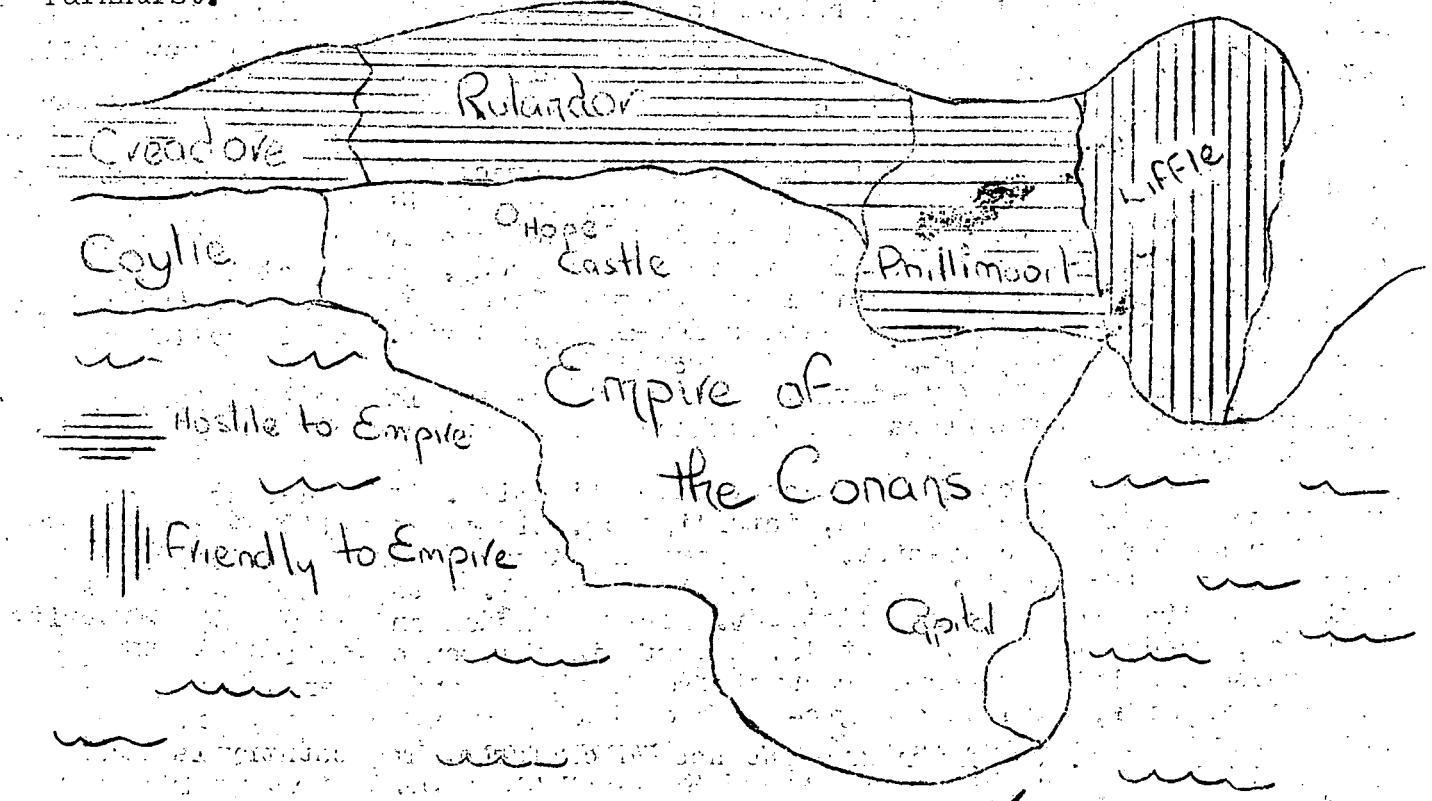
A general map of the entire empire would look something like this... ((well, maybe not like this, maybe something like the map over the page))

You can see that the Empire is in quite a state. In addition Caylie is a desert land occupied by nomads and so is of little or no use as an ally.

Rylandor is the most powerful of the hostile nations, desperately wanting territory to go along with their power. It seems only a matter of time before the Empire is carved up.

PAUL COOK

Thanks for that, Paul, but 164 people regularly for Dungeon adventures? I'd never realised there were that many on the Isle of Wight if you discounted Parkhurst.



INTO

THE

NGC

DUNGEONS

Escorted by DAVE TANT.

No, this isn't a cautionary tale to persuade members to cough up their subs: it's the story of my party's adventures in the postal game of 'Dungeons and Dragons' run for the club by Graham Buckell.

Some 15 of us started in the game last August, and I gather I was the first to finish a few weeks ago. This wasn't due to any expertise on my part (I was the original 'innocent abroad') but owed more to the fact that there were no deadlines and I wrote orders often twice a week. To his eternal glory, Graham often answered by return of post!

Anyway, to briefly set the scene, Graham allowed players to choose a fairly powerful party up to a total of 400,000 experience points, with 1500 gold pieces to buy equipment (explanations in due course for people who haven't played before). He also wanted the players named for ease of identification, so my party eventually consisted of:-

- i/ Percy, a human patriarch (8th level)
- ii/ Egbert, an Elven warlock (8th level)
- iii/ Claude
- & iv/ Clarence, human champion paladins (7th level) and sons of Percy.
- v/ Herbert, a Hobbit sharper (6th level)
- vi/ Dagbert, a Dwarf warrior (2nd level)
- vii, viii, ix/ Faith, Hope and Charity, three lowly human veterans (1st level).

Characters in D & D belong to one of three alignments:- Law, Neutral, or Chaos. Obviously my party was lawful, containing as it did a patriarch and two paladins. A doubt might be cast over Herbert, but Graham decided that although thieves were normally chaotic, a patriarch should be able to command his loyalty to a lawful purpose.

The other main distinction between character is in their class. The four main classes are:- Fighting men, Magic-Users, Clerics and Thieves. Characters in these classes have their levels decided by the sum of their experience points earned (or in this case purchased). Thus a cleric with 100,000 experience points (xp's) is of the 8th level and is called a Patriarch. A Magic-User can be 8th level with as few as 75,000 xps, and is called a warlock at that level, etc.

One important sub-division of fighting-men, is the paladins, who have to have a high charisma. Paladins have their drawbacks however, of which more later.

One last necessary explanation - abilities. It is necessary at the outset to determine the strength, intelligence, wisdom, constitution, dexterity and charisma of each character. This normally done by rolling a die, but Graham gave all characters average abilities of 11. These could be raised by paying xps from the initial allotment. Percy's wisdom and charisma, for instance, needed to be at least 18, Egbert's intelligence similar and so on. Each class has it's own prime requisite or ability, and other points need to be borne in mind, such as a magic-users dexterity to get off a quick spell, or a lowly fighting-mans intelligence to report accurately on what he sees.

To continue with the adventure, however, (O.K., to start it then) my party, suitably equipped arrived at the double doors guarding the entrance, set in a hollow beneath a low cliff. Two of the veterans pushed the door open, and metal spikes were hammered beneath to hold them open. Meanwhile others were detailed to keep watch and I had to remember the constant need to specify who was doing what.

Behind the doors was a large chamber with a passage to the left, from which a bobbing light approached. A large crash sounded to the right, and directly in front a sliding door started to open and shut irregularly, revealing glimpses of a second room with a large chest in it.

Percy didn't fancy investigating the crash, and couldn't work out the timing of the sliding door very quickly, so he waited to see what the light heralded. Three magic-users appeared from that tunnel, all carrying sacks, and one a lantern as well. They brushed past Percy's party and left the dungeon, halting only on Percy's hail.

Percy endeavoured to extract information from them, but without success, and indeed nearly went too far by ordering Egbert to blast them with his 'Wand of Fireballs'. Fortunately the other three produced wands of their own first, before Egbert had a chance to act, as the three strangers spoke law. Had Percy ordered an attack on them this would ostensibly have been an unlawful act, upon which his own paladin sons might well have attacked him! (You have to be careful with paladins: They will only consort with lawful characters and will instantly attack evil ones.)

As the three magic-users were only prepared to give information in return for magical items, Percy gave up and his party moved off along the passage. After an uneventful few minutes they emerged into another chamber with an evil looking black pool in the centre. Keeping to the walls, they started walking round, looking for another exit, when a 9-headed hydra appeared and launched an immediate attack.

Egbert's wand crippled three heads before the monster reached them and Claude, Clarence and Dagbert formed a front rank behind which the others

sheltered... Clarence had a 'Rod of Lordly Might!', a magical weapon with variable settings, which he switched to 'spear' and Charity, who also had a +1 spaar, was able to lend a hand. Herbert had a long-bow and, as I had paid for 18 dexterity for him, was naturally a good shot. Between them the Hydra quickly lost all its heads with little damage to the party.

According to the rules, hydras can be expected to be found guarding treasure, so Percy and his men pushed on, now looking for the hydra's lair as well as a passage. They could see what appeared to be a passage on the other side of the chamber, but kept to the wall as they still weren't keen on the pool. However, they had almost worked their way around to it when four giant ticks dropped on them from the roof. (I still reckon that this was a bit of a cheat, as Percy himself was watching the roof for just such an eventuality, but Graham told me he must have missed them!)

Poor old Hope was killed outright (he and Faith had one damage point each - luck of the dice), and Herbert suffered considerable damage before all four ticks were killed. It was here I made perhaps my worst mistake, or to be more accurate Graham did, although to be fair I think he tried to make up for it afterwards. Percy had told Charity to lunge at one of the ticks with his magic-spear, and Charity missed! I still don't see how that could happen - it's not as if he threw the thing! Anyway, I made some comment to Graham about 'barn-doors', and this lodged in Grahams mind as a criticism of Charity's fighting ability by Percy! From then on there was continued wrangling between Charity and Percy and his sons about the counter-merits of swords and spears, and in the end Charity marched off in a huff.

Claude and Clarence suggested he be allowed to go, but Percy wasn't having any, as the miscreant was by then carrying a magic sword as well as his spear, plus several hundred gold pieces. Clarence was therefore sent to bring him back, Charity broke into a run and they both disappeared back towards the entrance at top speed.

Percy and the others continued the search for the hydra's 'treasure', eventually dismembering the corpse, but without success, while Herbert drank a 'cure wounds' potion and Percy cured some light wounds with clerical spells. Hearing nothing further from the missing two, Percy finally decided to investigate. Back at the entrance they found Clarence's shield and hand-axe, and, when they left the dungeon and climbed back out of the hollow, Egbert (with his keen Elvish eyesight) saw five figures about $\frac{1}{4}$ mile away, with three standing together separately. While they watched, one of the two charged the three, waving something which seemed to be on fire (deduced to be the 'Rod of Lordly Might' on 'Flaming Sword' setting) (good weapon, that!). One of the three raised something, a horn rang out, and five figures appeared from nowhere to attack the figure, whom one assumed to be Clarence. This seemed to indicate the use of a 'Horn of Valhalla', which can summon 2 - 8 Beserker Warriors or Swordsmen, depending on type. Percy felt that his son, armed with a flaming sword should be able to take care of them, but decided they had better get closer to see what was going on. Leaving all the heavy equipment with Dagbert and Faith, Percy set out towards the action with Egbert, Claude and Herbert.

In due course Egbert reported the defeat of the beserkers, but then cried out that Clarence had fallen when one of the other three pointed a stick at him. The remaining separate figure also fell, the three figures moved around both bodies, and then withdrew about a hundred yards. Finally, Egbert felt he recognised the three as the magic-users encountered back at the beginning of their adventure.

Percy now had to consider whether there was any way he could cause harm to the three magic-users, while remaining out of range of their wands. I see I neglected to mention before that clerics have their own spells, some of them similar to magic-users, although generally of more peaceable nature (curing wounds, dispelling evil and the like). He had with him a potion of growth, but while Graham agreed that this could affect the drinkers equipment and weapons as well as his body, so that Herbert could fire enormous arrows over long distances (which would probably be easy to dodge), it could not affect magic-users weapons, thus spoiling my plan to have Egbert's wand turned into something like the Enterprises 'phasers'!

While still pondering, Percy and the others reached the two bodies. They were indeed those of Clarence and Charity, both apparently dead and covered with frost, and minus all weapons and treasure. The three magic-users were standing in front of a pile of sacks and equipment, about 100 yards away.

Convinced now of their true chaotic nature, Percy was no longer constrained from attacking them. Whispering instructions to the others, he cast his 'Insect Plague' spell, surrounding the magic-users with a cloud of insects, under cover of which he (armed with a war-hammer as a cleric may not use edged weapons) and Claude charged. Herbert sent a stream of arrows into the thick of the cloud until forced to stop by the proximity of the others, after which he chased after them with his sword, and Egbert prowled the fringes of the battle, looking for targets with his wand. Shortly after Percy entered the cloud it suddenly cleared. The magic-users had used a 'Dispell Magic' spell. The three of them in a line were about 10 yards from Percy, who immediately felt a wave of cold break over him! Poor old Percy had a harrowing few minutes after that. He was hit twice more by bolts from the 'Wand of Cold', fortunately making his saving throw all three times; was enveloped in spiders webs, and could see that Claude and Herbert were both down. He cast his 'Hold Person' spell, managing to hold two of his opponents, but was cast into a maze in another dimension by the third. Egbert rescued him with a 'Dispell Magic' spell, and he returned minus the webs but with the two magic-users recovering from his 'Hold'. By this time he was down to his last damage point.

In despair, for he had wanted to avoid damaging the magic-users' treasure and equipment, Percy called out to Egbert to blast them with his 'wand of fireballs', only for Egbert to shout back, "It doesn't work!". One of the magic-users later turned out to be using a 'wand of negation'.

All Percy could do was try his 'Hold' spell again. It worked on the magic-user in the middle, the one with the 'wand of cold'. Joy! Percy ordered him to attack the magic-user to his right, who appeared to have a 'staff of Wizardry', judging by the wands. The magic-user turned somewhat ponderously, raising his wand and the threatened magic-user seized it. The two grappled together, while the third started to move towards them. Using his last but one spell, Percy 'Held' him too. Success at last!

Ordering the third magic-user to assist the first, Percy soon had one dead and two docile magic-users! Now it was only a matter of clearing up.

Working quickly before his spells could wear off, Percy questioned his captives about their clothing, equipment and treasure, and had them remove one or two booby traps. They were then stripped, bound and gagged. Egbert was sent to fetch Dagbert and Faith, and Percy used his last, carefully saved spell to 'Raise from the Dead' his eldest son, Claude.

Going through the loot they found over 4,000 gold pieces, several gems, four pieces of jewelery, three wands and the Horn mentioned above, plus three scrolls, a 'Decanter of Endless Water' and one or two other odds and ends. In all a fair return.

The party could, of course, have returned to the dungeon, but all Percy's spells were exhausted and, with only one damage point remaining, this would have been foolhardy. Besides Claude was in need of rest and recuperation, and they wished to carry the bodies of Clarence and Herbert with them for Percy to 'Raise' the next day.

So, bowed down with their loads, they set off for town, leaving the magic-users with the comforting news that there were a dagger and 25 foot of rope within 25ft of them, so all they had to do was find them!

Clive has kindly said that he can spare a couple of pages for a postal D & D game in Chimaera, so I'd like to run one based on a similar format to the above (choose your own parties from 400,000 xps with 1500gp's for equipment). I think I'd better limit it to ten players, as I want to try having inter-player reaction with the action being reported in these pages.

I should want players to send their orders to me by the Soccerboss deadline, with a s.a.e. if they want a reply, and would publish the results here. We needn't bother with deposits. If a player misses orders twice running

this party fends for itself and a new player can come in with a new party. The same can happen if a player decides he has as much treasure as he can carry, and decides to leave. I think a game fee of 40p will do.

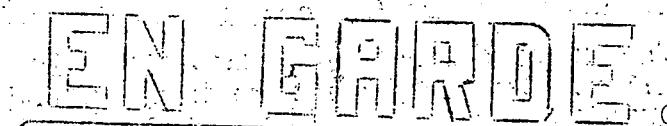
Ideally of course, players should have the full rules. I gather that these can be obtained for £5.80 (plus £2.90 for the Greyhawk supplement) from Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland. Send all monies to Walters English agent Dave Watts, 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY, Wales dropping a line to Walter advising him that you've done so.

I will give sufficient of the rules to enable you to choose your parties next time, however, and if you decide to muddle on with frequent queries to me, I'll be happy to help. I would only say that Percy would have been dead several times over if I hadn't been able to check the effects of various spells, and the powers of magical items!

WILL THOSE WISHING TO PLAY PLEASE CONTACT CLIVE.

Dave Tant.

Thanks, Dave. Room for 9 more people in the game, one of the places has been taken already, and there are no prizes for guessing who by. The other nine places will be distributed on a first come, first served basis so don't hang about if you want to get into the game.



GM'd by ALLEN OVENS

The month is December, the year is as yet undecided. The following is the summary of En Garde players actions in the France of many years ago. It is compiled by Allen J. Ovens, c/o Supply Squadron, RAF Sydenham, BFPO 801, Telephone Belfast 58477 ext 420 (work until 1830) or Holywood 4130 (home). Please note that mail takes at least one extra day to reach me, sometimes two.

Firstly let me point out Clive's big cock up from last time. It wasn't until the day of the deadline when I was talking to Bill Howard over the phone that it was pointed out to me my BFPO number had been printed wrongly. Please note it is BFPO 801, not BFPO 1. I don't know where the exact location of BFPO 1 is, but it's definitely outside Europe. When some foreign postman eventually decides Sydenham doesn't translate into Chinesé or Malayan I will probably receive all these letters which have been incorrectly addressed. But unfortunately the immediate result is several NMR's and I should think a few disappointed and frustrated sword carriers. My apologies to all of you thusly affected and I won't penalise you by dropping your characters social level through failing to make the necessary status points. I will consider for this turn only all characters without orders to be in a temporary state of temporal rigidity, i.e. you stay the same. If any press is included in the missing letter I will print next time. ((Oh dear, my apologies too to everyone concerned though I know for certain that two of the NMR's weren't due to that! Don't worry I won't let on to Allan just yet which two of you it was, but you can expect a letter from me during next week demanding a few Crowns or else....)).

Before we continue a word about brackets ((a wo((rd))). Clive uses () to tell everybody he is interrupting. Since I expect he will interrupt En Garde often ((No I won't)), I will be using / \ .

NEWS FROM THE FRONT:

The following has just been received from one of our reporters currently attached to one of the frontier regiments.

"All has been quiet for some time now in the continuing war against our aggressive enemy Spain. No major battles have been fought for over 2 months and yesterday saw the first action of any kind for three weeks."

Unfortunately it wasn't anything spectacular, one of our foot

patrols was ambushed as they were trudging back to camp through the first snows of winter. The patrol, some 20 strong, had little difficulty in extricating itself from their unfavourable position against superior odds, but one of the band had stopped to answer a call of nature. Caught as he was, with his trousers down and sword hand occupied, there was little he could do as the enemy pounced and proceeded to use him as a pin-cushion. His body has not been recovered and nobody seems to know much about him, even his name, as he had only just joined the regiment.

Thus I can only announce that some undistinguished peasant from the Green Frog part of Paris has been killed in action. His name was reputedly something like Pigtrotters."

So gentlemen we have our first fatality of the game. More about this later. Right now I have the characteristics of another 6 players. This game is growing in size all the time, not that I'm worried, the more the merrier. Anybody else wanting to join just get in touch with me. For a suitable fee (real money, not Crowns) I might be bribed to give you a good character.

When we get to over 30 (if we get to over 30) I'll think about splitting you up into two countries, then you really will have to watch your step when you go on campaign.

The new players are:

Stephen Hatfield: 19 Eastbourne Road, Hornsea, Humberside HU18 1QS
NAME (see later) Initial social level 4

Strength 11 Constitution 14 Expertise 9 Endurance 154 Military Ab. 6
He is the bastard son of a very wealthy father, and a gentleman to boot ((arf!)) His initial funds are 675 crowns with an allowance of 112 crowns.

Richard A Bartle: 6 The Crescent, Hornsea, East Yorkshire, HU18 1SW
(His middle name is Allen, obviously a man of some quality!)

ANTOINE GISCARD BUCHERON-FOU (Alias THE MAD AXEMAN). Initial Social level 7
Strength 13 Constitution 6 Expertise 10 Endurance 78 Military Ab.

Antoine Giscard Bucheron Fou is a nobleman, the second son of a wealthy Baron. His allowance is 100 crowns and his initial funds are 500.

Pete Lindsay: 20 Bloomfield Close, Taunton, Somerset.

BENEDICT D'AMBER Initial social level 12
Strength 11 Constitution 11 Expertise 16 Endurance 176 Military Ability 6

Benedict is the first son of an impoverished Marquis. His father met with an unfortunate accident last year and upon his release by the police, Benedict assumed the title of Marquis. His initial funds are 144 and his allowance is zero.

John Woodhouse: 38 Hummersknott Ave., Darlington, Co. Durham.
No name yet Initial social level 10

Strength 15 Constitution 14 Expertise 14 Endurance 210 Military ability 3
He is a nobleman, the bastard son of a very wealthy count. His initial funds are 675 and his allowance is 113 crowns.

Rod Hunt: Address unknown

No name yet Initial social level 4

Strength 9 Constitution 13 Expertise 10 Endurance 107 Military Ability 6
He is a gentleman, the third son of a well to do father. His initial funds are 250 and his allowance is 50.

Gus Ferguson: 37 Inch Crescent, Bathgate, West Lothian EH48 1EU

TOULOOSE-LALOT Initial Social level 10

Strength 11 Constitution 10 Expertise 14 Endurance 110 Military Ability 3
He is a nobleman (yet another!) the third son of a well to do viscount. His initial funds are 250 and his allowance is 50 Crowns.

That completes the new player list for this issue. There are a few more noblemen appearing than I would have liked, but I don't feel it's fair to fiddle the die rolls, even though I have a divine right! Of those above Stepen Hatfield has payed me with a postal order, perhaps you would transfer credit for the rest Clive. ((OK))

DECEMBER ? ? ? ? ? (Any suggestions for the year?)

?
John Piggott

John Piggotts character, (nameless) has enlisted himself in afrontier regiment. As described earlier he had rather an unfortunate accident. The details are:

<u>Field Army</u>	<u>Position</u>	<u>MA</u>	<u>Die Roll</u>	<u>Battle result</u>
	Divisional Commander	3 (Modified)	3	4
	Adjutant	6		
	Brigade Commander	6	4	3
	Adjutant	5		
	Colonel (Regiment)	2 (Modified)	4	3
	Adjutant	4		
	Major (1st Battalion)	2	6	3

Personal Outcome Death 11, Mention in Despatches 9, Promotion 3 Plunder 4
So Pig trotters dies in combat.

Now the above is a little bit unlucky for John, to be killed on the first turn and it also presents 2 problems for me. The first is his new character. I've rolled a fresh set of characteristics but it's a little difficult to prejudice the die rolls to give him a social level less than 2, (although it is possible) so I've decided he is to be a peasant and rolled for Sibling rank and fathers position without restriction. However, his social level will be 1 regardless. The second problem is his name. Both John and Stephen Hatfield have come up with the same name, Harry Flashman. Obviously we cannot have two people of the same name, because of the possible confusion. So I have decided he gets it. Because John was one of the first to sign up, I'm deciding in his favour, so his new character is called Harry Flashman, and would you send me your second choice please Stephen.

HARRY FLASHMAN Initial Social Level 1
Strength 17 Constitution 10 Expertise 10 Endurance 170 Military Ability 4

Harry Flashman is the second son of a wealthy merchant with initial funds of 450 crowns and an allowance of 90.

JUSTIN THYME

Hartley Patterson Initial Social level 3 Initial funds 36
Borrows 300 crowns and joins Red Phillip Club at cost of 5 crowns. Receives 2 status points for club. Cost of Support = 6 crowns.

Week 1 Visits Red Phillips and carouses. Cost 3 Status 1

" 2 Applies to join Picardy Musketeers as Captain. Fails.

Week 3 Applies again to join Picardy Musketeers as Captain. Succeeds. Status 3
Cost 170 = 100 for horse + 5 for support and groom.

Week 4 Visits Bawdy House. Cost 3

Justin Thyme commands E Company in the Picardy Musketeers. His funds are 336 - 287 = 49 crowns. Status points gained 6, Social level is still three.

ANTOINE GISCARD BUCHERON-FOU

Richard A. Bartle Initial Social level 7 Initial funds 500
Antoine indulges in conspicuous consumption, cost 21, status 1 and joins Blue Gables. Dues 15, Status 4.

Week 1 Court Irma La Douce. Die = 3, fails. Cost 27

Week 2 Visit Blue Gables, taking along Stephen Hatfields unnamed character who gives him 40 crowns as a gift, 1 status point. Carouse at cost of 7 Crowns, status 1. Antoine indulges in a little gambling, loses 3 bats @ 50, wins 1 gains 1 status point for gambling 200 crowns, overall loss -1 status point.

Week 3 Joins Archduke Leopolds Cuirassiers as Captain. Cost 230 + 105 for horse, support and groom. Status +5

Week 4 Visit Bawdyhouse and carouse, cost 7 status +1. Also visit lady in the oldest profession, cost 7. On way back through the red light district he was set upon by footpads but he had no money left! Additional status point for press release.

Antoine commands F troop in Archduke Leopolds Cuirassiers. His remaining funds are 71. Please note you don't get paid in the month you join a regiment, but you do receive your monthly allowance during this first turn

XXXX

Status points gained 14, Social level 7 (still)

Stephen Hatfield

Initial social level 4. Initial funds £75
He indulges in conspicuous consumption, cost 12, status 1 and joins Red Philips,
cost 5, status 2.

Week 1: Attempts to enlist as captain in Royal Marines. Fails.

" " " " " Grand Duke Max Dragoons. Successful,
cost 190 + 105 for horses, support and groom. Status 4.

Week 2. Visit Blue Gables as guest of Mad Axeman, give him 40 crowns for the
pleasure! Cost 7, status 4 / I round fractions up. Carouse; cost 7, status 1.

Week 3. Visit Red Phillips and Carouse. Cost 4, status 1. Indulge in a little
gambling winning two bets of 50 and cutting one. +1 status for betting 150

Week 4. Court Lady Constance. Succeeds. Cost 15, status 2. Receive 2 crowns from
Lady C. He commands E troop of GrandMax's Dragoons.

Remaining funds 479 Status gained 17, so + 1 level to 5!

GASTON FANCIER

Gary Porter NMR Social level 4

Dave Allen

NMR Social level 3

CARLOS DE SIGUENZA Y GONGORA

Peter Charlton Initial Social level 5, Initial funds 550
indulges in conspicuous consumption, cost 15, status 1. Joins Fro & Peach, cost
10, status 3.

Week 1 Fails to join Marines as Major.

Week 2 Visit Frog and Peach and carouse. Cost 5, status 1.

Week 3 Court Madame Disastreux. Cost 84. Succeeds. Status 3.

Week 4 Indulges in conspicuous consumption. / I have noted this above Pete.
Conspicuous consumption is not an action requiring a whole week to complete. It
just means you eat and drink more expensive things and dress in dearer clothes.
Characters do not need to state that they are paying for normal support. Unless
specifically instructed to the contrary I will always deduct sufficient money
from a character to pay his support costs.

Final funds 546, Status points gained 8, Social level still 5

DON DIEGO DELAVEGA

Clive F. Booth Initial social level 6 Initial funds 36

Borrow 400 crowns from Shylock and join Frog and Peach. Cost 10, status 3.

Week 1 Courts Irma La Douce, successful. Cost 135, status 5. / Methinks you
overspent a little Clive. Remember that no matter how much you spend, your lady
will always reject you on a roll of 1 / ((Me? Rejected? No chance! Still your
comments are noted))

Week 2. Escort Irma to Frog and Peach to carouse. Cost 15, status 1 / I am
charging you for Irma's carousing which isn't covered in monthly maintenance.
Incidentally, I am not charging anybody maintenance for a mistress in the month
you successfully get her into bed for the first time / ((9 Crowns for Irma's
carousing! She only had one tomato juice all night, I knew that bloody bar
man had short changed me))

Week 3 Attempt to join the 13th Fusiliers as major. You pass the necessary
interview with the commanding officer and he tells you you're in and can he have
his 250 crowns purchase price. Downstairs he offers you three horses for 300
crowns. You recoil in horror, not realising you had to have horses as well!
((Christ! I don't do it? Oh, Hell)) A quick mental calculation and 35 minutes
later you realise that even another trip to the shylock won't get you enough
money. After holding your rapier to the Colonels' throat you get back your
joining fee but it would be unwise to visit the vicinity of the barracks again.
Week 4. Practice with rapier. cost 14.

Final funds 312 Status points gained 9 Social level still 6

/ Antoine Giscard might like to note that had he been successful in courting
Irma La Douce, then nobody would have got her. She would have enjoyed a good
time and been unable to decide. However, if you are so inclined, I can't think
of a better reason for a duel / ((Stirrer!))

ANDRE D'AVIDSON Andy Davidson Initial social level 7 Initial funds 675.
 He engages in conspicuous consumption. Cost 21, status 1.
Week 1. Attempts to join Archduke Leopold's Cuirassiers as Major. Fails
Week 2 As week 1, but successfully, cost 370 + 311 for horses, support and groom. Status 6.
Week 3 Court Miss Wilberforce, cost 30 fails.
Week 4 " " succeeds, status 5. Receive 6C from Ms. W.

Final funds 32 Status points gained 12 S.level still 7.
 He commands the 3rd Squadron of Archduke Leopold's Cuirassiers. / This looks interesting because that means Antoine Giscard is under the command of Andre Davidson. For everybody's information cavalry squadrons are numbered 1, 2 and 3 within a regiment. Troops are numbered A through F with AB belonging to the 1st Sqn and CD the 2nd. Sqn and EF the 3rd Sqn. A similar system exists for the infantry, except that the lower formation is a company and the higher a battalion.

CHARLES-HERCULE DE SENNETERRE, CHEVALIER DE LA FERTE DE SAINT NECTAIRE Charles Vasey Initial Social level 10 Initial funds 40.
 Borrows 800 crowns from a money-lender (only those below noble rank borrow from shylocks). Joins Hunters, cost 20, Status 6. Cost of support 20.
Week 1. Joins Archduke Leopold's Cuirassiers as Major, cost 370 + 311 for horses etc. Status 6.

Week 2. Court Miss Wilberforce. Cost 30, fails
Week 3. Visits Hunters with Percy Ffitzwilliam and Fabian Titanique as guests, receives gifts of 20 and 80 crowns respectively. Costs nothing as you're not carousing. Status 2. / Since this is supposed to be a Christmas Party and your two guests are carousing like mad, you can't be enjoying yourself/
Week 4. Practice with Sabre. Cost 11. Additional s.p. for press release. Lose 2 sp's for not having had a woman. / You only tried with Miss Wilberforce, must have been to much Champagne/
 Commands 2nd Sqn Archduke Leopold's Cuirassiers / This regiment is getting crowded.

Final funds 178. Sp gained 13. SL still 10 up to 10. Cost 105 for horses etc. Status 6.

PERCY FFITZ-WILLIAM Kelvin Randall Initial Social level 4 Initial funds 500.
 Indulge in conspicuous consumption, cost 12, status 1.
Week 1. Joins Princess Louisa's Light Dragoons as Captain. Cost 150 + 105 for horse etc. Status 2.

Week 2. Courts Irma La Douce. Fails, cost 54 crowns. / It just so happens that you are courting Irma La Douce in the Blue Gables (or every time she comes out as you'd have difficulties getting in with your social level). Of course, accompanying Irma is her present lover Don Diego Delevega, who I daresay may have an objection to raise, but that's up to him/ ((Hah, I suppose I'd better fight the scoundrel! I reckon you're trying to get me killed, Allen.))
Week 3. Visit Hunters as guest of Charles Hercule and hold Christmas party in his honour. Give him gift of 20 crowns. Cost of carousing 10 Status 8
Week 4. Court Juliette Jerome successfully, cost 54, status 7.

Percy commands F Troop in P.L. Dragoons. Final funds 195 Sp gained 18 SL up to 5.

FABIAN TITANIQUE Bill Howard Initial social level 4 Initial funds 250.
 Indulge in conspicuous consumption, cost 12, status 1 and joins Red Philips, cost 5, status 2.
Week 1: Visits Bawdy House, carouses and spends a hour in bed with the local whore, cost 8, status 1. / Which reminds me, please state if you are indulging your carnal appetite when visiting a bawdy house and remember it costs extra money.
Week 2. Joins Red Philips / Please note this is not an action requiring a week to undertake.

Week 3. Visit Charles Hercule at Hunters and give him 80 crowns. Status 7, cost of carousing 10, status 1.

Week 4. Attempt to join Crown Prince Cuirassiers as a subaltern. Fails

Joins Royal Marines as subaltern, cost 90, status 3. / You are lucky your initial application failed as you haven't enough money to foin the Crown Prince Cuirassiers and purchase a horse! ((Tsk, how dumb can you get?)) Fabian is a subaltern in B company, Royal Marines.

Initial funds 95, SP's gained 15, SL up to 5.

After all the action for the month of December has taken place, the social league table looks like this:

20	Manchester United	(Allen Ovens)	5	Percy Ffitzwilliam	(Kelvin Randall)
12		(Pete Lindsay)	5	Carlos De Siguenza..	(Peter Charlton)
10		(Gus Ferguson)	5		(Stephen Hatfield)
10	Charles Hercule...	(Charles Vasey)	4		(Rod Hunt)
10		(John Woodhouse)	4	Gaston Fancier	(Gary Porter)
7	André D'Avidson	(Andy Davidson)	3	Justin Thyme	(H. Patterson)
7	Antoine Giscard...	(Richard Bartle)	3		(Dave Allen)
6	Don Diego Delevega	(Clive F. Booth)	1	Harry Flashman	(John Piggott)
5	Fabian Titanique	(Bill Howard)			

PRESS ADVERT

Young Bougeous and Gentlemen of means frequently find, upon arrival in Paris, that they are set upon by vulgar brawlers or, sad to say, by members of the nobility to whom fortune and primogeniture have not been kind. Such persons may seek to extract Louis d'Or by threatening to fight the young visitor, tch, tch, a wise person may avoid such unpleasantries by being seen in the company of a skillful fighter and noble. I offer my services both as protector against unprovoked sallies, and as a doorway to the higher reaches of society. I am a fine fighter (endurance 156), a noble (noblesse de l'epee of course), and well practiced in the arts and the classics. Of course I could not accept payment for my services, but unsolicited gifts may be agreed upon by private treaty! Contact me now, you know it makes sense. Charles-Hercule de Sennterre, Chevalier de La Ferte de La Sainte-Nectaire at the sign of the Blue Parakeet. Creditors and varlets seeking employment should contact me at the Sign of the Saucy Sausage!

CHATEAU FOU

The sun shone brightly down onto the Chateau on the Loire. Gracefully the swans swam around and did their thing (not that) on the still waters. Inside the elegant building the gay chirruping of the woodland birds was clearly audible. Suddenly, from behind a mosquito net, the pleasant sounds are interupted: "Pierre? Pierre? Shut those infernal buzzards up, I feel a pressure mounting in my ear drums". Then as the sound of gunfire died away, the Mad Axeman laid still, wondering if his calling had exacerbated his laryngitis.

Peirre entered, wheeling the trolley of medicines which the Mad Axeman needed to survive (with his constitution, he couldn't take any chances). Weakly he asked Pierre, "What's the Pollen count like?"

"3, sir."

"3?! Good God, fetch me some snuff!" Whilst Pierre went for the snuff, the Mad Axeman commenced his orange and milk diet. 'What would he do this week?' he wondered, absently gnawing at the peel. Irma La Douce was getting specially disinfected for him, so it must be her. He put his hand in his doublet pocket, taking care not to cut himself on the edge of the card he withdrew. It was his application for the army. Dare he send it? He sprayed it in spa water, and replaced it. Pierre entered with the snuff. "Here, sir", he said in an impeccable French accent, "I personally dusted each piece of powder for you." The Mad Axeman slid out of his bed and took the snuff in its silver case in his silk gloves. He was in mid snuff when he noticed the sudden whiteness of Pierre. "What's up?", he asked.

"N-N-Nothing, sir", stammered Pierre and ran out of the nearest door. He had become strangely aware that the snuff had somehow got into a salt-seller.

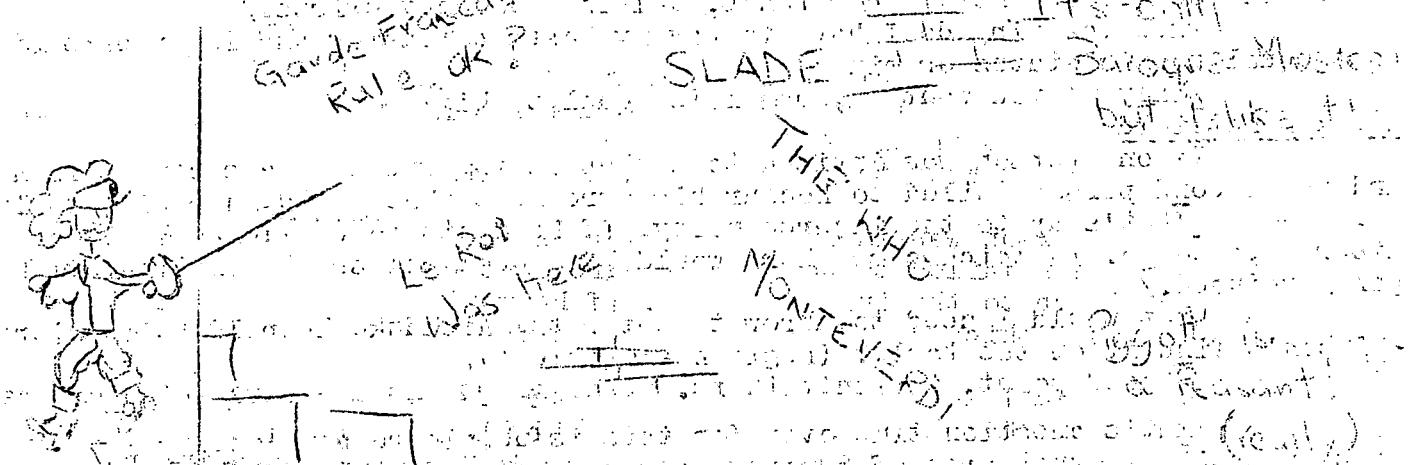
DEAR LOUIS

You really are the son of a bastard, I tell you who I want as a mistress and you make her unapproachable. Wait till I tell Josephine about your amours. Herc Josie, Josie, Josie. What do I have to do to reach your ear, Stro?

VILLA SAN MIGUEL

Did you know that Charles-Hercule de Santerre, Cholalier de la Ferte de Saint is an anagram of 'Dave Allon sleeps through AGMs' and them asks us to vote him in as General-Secretary? Well neither did I.

GRAFFITI SECTION



Now, it's question and answer time. First up is Peter Charlton.

Is there anyway of increasing endurance?

Yes, look at practice. You can improve expertise by practice, exchange expertise for strength at 5-1 and subsequently increase your endurance.

If ones social rank falls below the rank required for army appointment what happens?

See 'Promotion'.

Does courting count as having female companionship?

Only if you are successful. If you are not, you'll probably end up a lot more frustrated than if you'd had no female companionship at all, and you'll lose two status points for being seen to be unsuccessful with all women that particular month.

Visiting Bawdyhouses for the sake of females, no status points?

That's right. There is no real status involved in knocking off a local whore, after all it's available to everybody and is reasonably cheap. If you are seen to have female companionship (or to be rebuffed as above) then people start wondering about you and you lose those two status points.

If one is away campaigning one can't have female companionship; the rules appear to be crossed.

See 'Campaign'.

Should press releases be sent to you or Clive?

Me.

Must one still score status points while on campaign, for pay for ones keep?

See 'campaign'.

When attending a bawdyhouse must one pay twice ones social level? (Admittance + se booze).

The admittance fee equal to ones social level automatically covers booze. However, if you want a woman you pay another equal amount.

Does one pay for ones keep after the month is up?

No, during the month, so it's based on your initial social level, not your final social level.

Kelvin Randall

After purchasing a captaincy, must one be promoted to a majority or can one purchase it?

You can purchase a majority only if a vacancy in such a position exists. You can of course purchase a majority in another regiment, resigning your commission in the original one. It has been proposed that one should be able to sell one's commission rather than just resign. I am agreeable up to a certain point. Would somebody like to work out rules for this? I'm thinking of something along the lines of the purchasing price being split between the resigning officer and the regimental commander, with a weighting towards the commander. And also perhaps a possibility of offending the public and incurring a penalty or penalties.

Please remember that you can't buy into a regiment that already has player characters in the officer ranks, unless a vacancy exists.

When toadying do I have to pay my hosts carousing and is my carousing cost equal to his status or mine?

Only if you want to, and it's equal to his

Stephen Hatfield

If one person was invited to a club as the guest of a second person and the second person failed to honour his agreement what would happen? A duel?

That's up to the injured party. If he wants to challenge he is at liberty to do so, in which case there would be a duel unless the challenged party refused.

What would I need to throw to enter the Archduke Leopold Cuirassiers - I can't find it on the table? (Regimental table A).

A good point, it isn't there. Treat as Queen's Own Carabiniers

That's question time over for this issue. There now follows a short space wherein lie the names of 5 more mistresses. Incidentally, if somebody has some good names for a Mistress (not that kind) please let me know them. You can't imagine the difficulty in thinking of 15 mistresses names.

Annabel	11	
Mademoiselle Lutia	12	Influence
Lady Jane Grey	17	Beauty/Wealth
Madame Sophia	13	Influence
Lucy-have a good time-Belinda	8	Beauty/Influence/Wealth.

Another rule clarification. 'Campaign Outcome' states - "Officers commanding a battalion of infantry or sqn of cavalry and commanders of higher units exercise a sufficient amount of initiative that their actions affect the outcome of a campaign!" The example following the statement promptly contradicts it by not allowing influence below the level of regimental commander. We shall be going along with the statement rather than the example.

Regimental Organisation

shall be determining the brigade as per the method in 'Regimental Organisation' next time. Any of the majors, or anybody else even who wishes to use a favour to influence the result let me know with your next orders.

Various rules amendments, clarifications have now been spread over 4 issues. I will try and find some time in the future to consolidate them all and publish them as an integral package

I thoroughly enjoyed myself last weekend when I took part in an orgy of D&D. Two of the other participants were Bill Howard and Andy Davidson. In between killing monsters and throwing flasks of oil, we discussed En Garde and the various possibilities for expanding it. Andy has promised to draw up a set of rules for a navy. Other suggestions were rules for balloon corps, the church and a few others which I've unfortunately forgotten. If anybody fancies taking one of these ideas and working on it please do, or think of another and

work on it.

When you send in your orders, don't bother trying to keep a rigid account, it's too variable. However, when you pay money or earn status points, even if on a conditional order, please note them down as it makes life easier for me.

A drawback to player interaction, and there could be a fair bit of this, is the short deadline. We can't do much about this because of geographical distance between Clive and myself. To offset it a little, perhaps you would like to give me your telephone numbers for publishing to make life a little easier for yourselves?

So once again we come to the end of my ramblings. I hope I haven't given you too much, Clive((see later)), but my ultimate aim is to crowd everything else out of the magazine and take over.

DEADLINE AS SOCCEROSS. Good luck.

STOP PRESS Yet another player!

JULES BARAMOIR

Martin Rundle, 37 Park Hill Rd., Croydon. Initial social level 5
 Strength 9 Constitution 9 Expertise 12 Endurance 81 Military Ability 6
 Jules Baramour is a gentleman, first son of an impoverished father. Allowance 0
 Initial funds 44.

Thanks very much for that, Allen. You put a lot of work into it and it's looking good.....but it's toooooooo long. You'll have noticed I've left out Bill Howards rule additions for this issue (sorry Bill, but I really couldn't afford any more space) and I'll include them next. Rule clarifications etc., will I know die away in time thus cutting back on a page or two, but do you think it would be possible to do something in respect of player actions too? Do we need all the details to be published? (You'll see I've chopped some of them this issue to shorten them). Maybe a system of abbreviations would be the answer, resulting as below. But I'm not sure about that.

<u>Week</u>	<u>Action</u>	<u>Result</u>	<u>Cost</u>	<u>Status points</u>
1	Act Irma la Douce	Success	135	+5
2	Vst F&P with Irma, crse		15	+1
3	Jn 13th Fus. as major	fails	-	-2
4	Prctce with Rapier		14	-

I think that's pretty understandable to everyone, and even more so when we've got a system of standard abbreviations to follow. Something has got to be done, it's taken me hours to type the report as it was, I'm up to page 46(!) and I've still got the letters and a few other bits and bobs to do!

PASSWORD

	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
M.Bullock	X	OX	O	I.McLaren	OX	-	00
G.Hawes	NMR	NMR	NMR	R.Nash	X	00	OX
B.Howes	X	O	OOX	J.Piggott	O	X	OX
J & L Johnson	NMR	NMR	NMR	S.Pratt	O	XX	O
L.Kennedy	OX	-	OOX	D.Tant	O	OX	-
M.Lean	O	X	X	D.Thorby	X	O	XXXX!!!!
R.Bartle	O	-	OOX				

Well, well, well. Did Dave Thorby get lucky or is he really as brilliant as he appears? Answers please, on a postcard to: Nuthatch, 200 Lavender Hill, Enfield, Middlesex. EN2 8NJ.

Dave Tants NMR last time wasn't really that, it's just that I'd misplaced his guesses, his scores were: OX - OX.

FERNETIC SKRABBUL

Neither player has submitted orders for this issue so the game is going to have to be held over. I have a challenge from Dave Tant to Ian McLaren too and although I can't start the game at the moment I'll review the situation in an issue or two. OK?

RICHTHOFENS WAR

This time it's the turn of the Red Baron to be missing from the front and so it's impossible for the game to be continued yet again. May I make the suggestion that this game be declared a honourable draw and forgotten about? If you want to carry on, orders by next issue otherwise it's all over.

SORCERER

Kedge Neuman now has six players for this game so we're off with the next issue. The game won't be carried directly in Chimaera but each player will receive a game report in the magazine (hence, I'll want six copies Kedge). If Kedge would care to write up a brief report of the turns occurrences for each issue it will keep the rest of us informed as to what's going on.

PLAYERS: Blue/Pete Lindsay, Green/Ron Canham, Yellow/Andy Davidson, Orange/Richard Bartle, Red/Gray Boak, Purple/John Rayns. In order of play.

RULES: Placing of forces.

Each player has three single colour Sorcerers, one (4) Fortress and seven human infantry.

Blue: Fortress within three hexes of 1521, human infantry within three hexes of fortress and/or in 1722. i.e. Humans in 1722 even if fortress is not within three hexes.

Green: Fortress within three hexes of 1205, humans within three hexes of fortress.

Yellow: Fortress within three hexes of 0416, humans within three hexes of fortress.

Orange: Fortress within three hexes of 2015, humans within three hexes of fortress and/or in 2017. i.e. Humans in 2017 even if fortress is not within three hexes.

Red: Fortress within three hexes of 0507, humans within three hexes of fortress.

Purple: Fortress within three hexes of 8180, humans within three hexes of fortress.

NO placing requirement for sorcerers.....heh, heh. All orders to be at my house by Soccerboss deadline (10 Burton Road, Hornsea, E.Yorks, HU18 1QY). If no orders are received GM will place forces with due consideration. i.e. How he would have placed them, tough on you if you miss.

Victory conditions. As in (15.0) rules, page 8. Judged after 10 game turns, or when demand says we stop. Please note 15.25. Will you designate which is your prime sorcerer when handling placement of units. Identify by name.

Well, I don't seem to have anything left out apart from the fact that I would like to leave out optional rule (24) unless most of the players object. Please make this clear. I think I'll leave out rule 29 too.

Good luck all, and let the battle commence the next ish!

KEDGE NEUMAN

RAILWAY RIVALS

GM: David Gwyn Watts

Players: D.Tant, T.Ball, M.Lean, D.Thorby, I.McLaren, R.Bartle.
1. Game is designated RR05J

2. Starting positions are Preston, Warrington, Bury, Sheffield, Wakefield, Leeds.

3. Send preference lists so that start towns may be allocated.
4. Deadline as Soccerboss.
5. Orders to David Gwyn Watts, 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY or to me for posting on. The game is 'J'.

WILLIS CON REPORT

(2nd-4th July)

by CLIVE WARDLEY

The stage was set for one of the years main events. The location was the George in Lewisham, the local pub of that notorious stabber and Dungeon Master, Erric Willis. Intrepid games players made their way to the centre of alcoholic beverage throughout the evening.

One of the main topics of conversation was of course the new 'zine 'Leviathan', all the editorial group being present at the Con. Flyers were circulated and arms twisted etc. - in fact the response was very good.

Steve Pratt made the Faux Pas of the evening by revealing the identity of Hassan the Assassin the mysterious character who had challenged Andy Burke to an intimate Diplomacy game in Jigsaw. No, it wasn't Ian Pringle or that notorious frequenter of ladies loos, Gary Porter, but old stabber Willis! surprised Andy?

The bizarre Tony Wilson arrived late in the evening looking like an Angolan mercenary and shooting his camera at everyone and every thing.

Everyone then adjourned to 30 Blagden Road where Dungeons and Dragons was the first game to start, Ron Canham opening his gates at 11 o'clock. Eric also opened his dungeons for a brief spell before the effects of conspicuous consumption came upon him.

Saturday morning saw the continuing campaign in the Canham dungeons and the announcement that he was intending to set a world continuous Dungeon-Mastering record. Such characters as Gary Porter, Carl Edward Royston Scherman, Andy Carter and others had been playing all night.

A game of election was played Saturday morning - participants were myself, Steve Pratt, George North, Jeremy Maiden, Martin Rundle and Laurence Parrott. It was GM'd by Dave Ross. I believe Pratt won with the Liberals but I know I finished last with Labour.

Saturday afternoon was notable not only for Wimbledon/Mens singles final, but also for the arrival of Roy Taylor and Gary Brittain plus Steve Whitby. Roys parking has to be seen to be believed! Richard Walkerdine also made a brief appearance on Saturday afternoon. Thanks for the help with Leviathan, Richard!

Election was played again Saturday night. I think Laurence won this one by keeping a low profile throughout the game. It was rumoured that Eric Willis was playing the independant parties assisted by Martin Rundle; however, very little activity was observed in this quarter and they subsequently came last.

10 o'clock Sunday morning saw the end of the Ron Camham Dungeon-Mastering World Record attempt - an amazing 26 hours - with only 35 minutes break throughout. This surely must have been an historic moment.

7 o'clock Sunday morning saw Roy Taylor gathering together a golfing party consisting of Eric Willis, Steve Pratt, Laurence Parrott, Alf Cohen, Alan Kay, Dave Ross and Martin 'Super Golfer' Rundle. The sight of these lunatics playing on the 9 hole course at Addington would seem to have been the cause of a sudden cloud-burst. No doubt they appeared to be doing a rain dance. Roy Taylor was rumoured to have gone round in 80, though perhaps they meant twice around?

Sunday was dominated by En Garde as Gary Porter conducted some campaigns for his postal game soon to begin in Leviathan. This game is proving as popular as D & D at the moment.

Sunday evening finished with a D & D game in the land of the ancient Anubians (i.e. the Wardley Dungeons). Participating were Eric Willis, Ron Canham, Paul Willis, Steve Whitby and late arrival Pete Dorgan

- I think I've mentioned everybody and everything, except for Steve Pratt waking up on Saturday morning with the cats plastic mouse in his ear. Anybody that I've forgotten, it's your own fault for keeping such a low profile. Thanks for the Con Eric, it was even better than the last one. Apologies to Eric's wife Helen for any inconvenience. See you all at the next Con.

CLIVE WARDLEY.

* *****

LLL EEEEEEE TTTTTTTT TTTTTTTT EEEEEEE RRRRRPSSSSSSS
 LLL EEEEEE TTTTTTTT TTTTTTTT EEEE EBBR RRPSSSSSSS
 LLL EEEEEE TTTTTTTT TTTTTTTT EEEEEE RRRRRPBP SSSSSSS
 LLL EEEEEE TTTTTTTT TTTTTTTT EEEEEE RRRR RRR SSSSSSS
 LLL EEEEEE TTTTTTTT TTTTTTTT EEEEEE RRRR RRR SSSSSSS
 LLL EEEEEE TTTTTTTT TTTTTTTT EEEEEE RRRR RRR SSSSSSS

* *****

135. Doug Pringle

Would it be possible for you to let me know the price for which Walter Luc Haas sells his D&D and if he sells supplements (e.g. Greyhawk etc.) at similar discounts.

136. Walter Luc Haas

I just got your excellent Chimaera again; thanks. There is only one small point in which I don't agree with your policies: it is nice that you mention my address (Ch 18.20), but of course nobody will order from a foreign address, if they don't get to know in the same time that my prices are cheaper!

I don't only offer ALL TSR-games/rules (the others only seem to offer parts of it), I also offer some other games/rules too.

I suppose that offering the games/rules for the same price as you would get them directly from the USA (some even lower, since postage might be higher), I feel that I also am doing something for the hobby - and I hope you may inform your readers accordingly.

My prices are inclusive of postage too and if you compare the list in Bumm 16,2 with G&P 49 or O&W 17,12 you will easily see that there really are differences (cf e.g. Empire of the Petal Throne £16.75 - my price £14.00. Dungeons and Dragons £6.75 - my price £5.80.....) The price for Dungeon! (£8.50, in Bumm 16 £7.40) will get even lowered in Bumm 17, Dungeon! will cost only £6.50! - but please check in Bumm 17, where all the new prices will be given according to the £ devaluation.

The answer to your question then, Doug, is 'Yes, Walter does stock all TSR products and at prices lower than those that you would find in this country'. Unfortunately, I can't find my Bumm 16 at the moment but I'll print an up to date price list immediately Bumm 17 arrives from Walter. By that time he may even have available the new Dungeons and Dragons Supplement III, Eldritch Wizardry. I know it's on the way to him and that it contains new outdoor encounter tables, new monsters, psionic powers and abilities and a new class of cleric - the Druids.

137. Mick Bullock

Why not use XL for Roman 40?

'Cos I didn't know that's what it meant, see. I will in future. All these years and I never realised it was Fireball 45.

138. Dave Thorby

Since you refused to print my anti-Boot cartoon last time.

What anti-Boot cartoon? Either you forgot to send it or Boot ate it before I got the mail. I never saw it, honest.

139. Dave Tant

Linda. - The only person who's written to me is..... Linda, who sent me a very nice card which my wife confiscated, and a photo of her?self standing by a dented car.

Look dear - Haven't forbid, I'd ever be rude to a lady, but - have another look at the photo. You honestly can't tell, can you? Trousers, a long baggy anorak with the hood up....it could be anyone! Actually it looks awfully like Patrick Moore.

I suppose I must concede that Linda is a girl bearing in mind the latest Victor Ludorum cover. In that case, I figure John Piggott wins the prize!

One free issue on the way to you then, John, and without really trying as well. Tough luck, Linda. Second, but no prizes for that, maybe a photograph in a bikini next time? or something a la Playboy's centre page spread?

140. Martin Edwardes

Chimaera 18 was up to its usual standard, although I noticed one or two gaps. Where are the jokes wot used to be in? And why had Haven-baiting season ended? (Blood, blood) What I say is let's bring bitter recrimination back into the hobby.

The last Chimaera was 46 pages long that's why your jokes etc., weren't included. The Humor Post Office are very friendly but one day they're going to drop one of these on the scales and all hell will let loose over the 8½p stamp! Allans 'En Garde' has put me miles behind schedule with this issue and top side the 50 page mark already, it's going to be late, that's obvious so I may as well make it a little bit later by including the usual articles... Will baiting? I closed the season because I wanted to be friends and reopened it because he didn't.....which reminds me.....

141. Paul Cook

Oh, so you've opened the Will baiting season again have you? Actually, 'Bellicus' is ver funny, there's the bits which are particularly amusing, one's called 'Editorial' and the other was something like 'Games'. The latter is a scream, last time it repeated a joke called 'GM errors' over and over again!

I don't know about the GM errors, Paul, my sight's nowhere near good enough to break up his game reports to make them legible, but I know what you mean about the other funny bits, one of them was a letter from Kedge Neuman that was really funny (and I mean funny, queer). It said:

I have been thinking about the subject that crops up between you and Clive Booth as to how many Chimaera you get to each Bellicus. I have some facts on the subject:-

Chimaera: issue 13 dated 8th Mar. 5 deadlines later we have issue 18 of 18th June. That is 5 deadlines for 102 days. Thus the average time between deadlines is $20\frac{1}{2}$ days.

Bellicus: Issue 30 was Jan 19th, 4 deadlines later we have issue 34 of 28th June. That is 4 deadlines for 120 days. Thus the average time between deadlines = 30 days.

Therefore, if Chimaera deadlines are 20 days apart and Bellicus 30 days apart, you get 3 Chimaera to 2 Bellicii.

Well, I think that the first point to make about this is that 'the subject that crops up' that Kedge refers to, cropped up 3 or 4 months ago and at the time I made the statement, 2 Chimaera to every Bellicus, it was in fact true. If it hadn't been true, I wouldn't have said it, my name's not Haven! So, we have the situation were Kedge is trying to win an argument by using figures that don't relate to it. Nice one, Kedge! who'd you learn that from? Will?

Even so the figures he quotes have just got to be commented on. Er, Kedge, nip to the play room and fetch your beads, we're going to do some sums.

Got them? Good, no don't put them in your mouth, recite this little rhyme with me. Ready?

L

All the rest have thirty one,

Excepting February alone which has 28 days clear
and 29 in each leap year.

There, now you must have heard that before, Bellicus issue 30 deadline was Jan 19th. Right.....

Jan	19th	until Jan 31st is 12 days (check it with
Feb	"	Feb 29th is 29 days the beads,
Mar	1st	Mar 31st is 31 days Kedge.)
Apr	1st	Apr 30th is 30 days
May	1st	May 31st is 31 days
Jun	1st	June 28th is 28 days

TOTAL 161 days

So just how the blazes did you arrive at 120, Einstien? I didn't take wind velocity into my calculations I must admit, perhaps that's were the discrepancy arises?

Since January the 1st this year there have been 5 Bellicus and 9 Chimaera, I consider that's near enough to the figure I quoted, though what it matters to anybody, I can't imagine. Oh, and another thing Kedge, 4 Bellicus issues in 161 days is 40.25 days per issue which just happens to be two Chimaera for every Bellicus. Dummy.

I would like to take this opportunity to congratulate Will Haven on his editorial policy and careful vetting of contributions. You're supposed to be an editor you know. I take it that you and Kedge will get your heads together before next issue and organise the publishing of a correction. Thank you.

142. Richard Bartle

All these free issues must be getting you bankrupt. Richard Nash never has to write more than one article an issue to get it free, when folks like me aren't even interested.....

.....Oh and if you give out free issues for articles, then why didn't Ron Canham get one last time? Eh? Eh? Go on, answer me that?

He didn't get one last time, I no longer have the courage to reckon up how much Chimaera costs, hence I never think about bankruptcy. Anyway I like surprises.

143. Gary Porter

Glad to see you'll be joining the pubbers game in Leviathan.....

Who me? Can't you really find someone better? For those of you who keep wondering what this Leviathan is that keeps getting mentioned every so often through the 'zine it's the new game magazine of Ron Canham, Eric Willis, Andy Burke, Clive Wardley, Gary Porter and Colin Hinds. There's a flyer going out with this issue for interested parties, i.e. people who I think won't have one before.

144. John Woodhouse

The thing which sets Empire of the Petal Throne apart from D&D is the society and the potential it offers, in "classical" D & D there is next to nothing outside the dungeon and no real rationale for why there is an underground complex there in the first place. After all, when D & D characters get really powerful are they going to mess about with pot-holing - surely if you're above 4th level you'll get some lads together, burn the village, levy taxes, annex Austria, liberate.....

Fair enough a D&D ref can build a society, but it will be very piecemeal Middle Earth-Middle Ages-Classical Mythology and unless there from the start will be difficult to work in. The Petal Throne society really interests me - the idea of the Gods of Evil and Law (Strength and weakness) living side-by-side is challenging, very different from western style society. I suppose Hnalla and Hry'y represent rigid conservatism and ruthless selfishness, respectively. Karakan and Vimulha are very similar, Ksarul and Thumis are again similar, one would think Ksarulian ideas would

be original but twisted so as to cause unrest, whereas Thumis would be more plodding with a stern code of ethics. I'm trying to say I think, that if an Earth observer went to Tekumel he wouldn't identify with either side, thinking both had failings and went to extremes, either too left or too right wing.

.....having a number of Gamesmasters integrate their games together would be good, just seeing evidence of players you've never met and occasionally scheming against them would give a further nice feeling of uncertainty.

Well, D&D players what do you say to that? Have we yet got any other PT players on the Chimaera lists who would be interested in integrating with John? At last I've managed to get a campaign of sorts going but it's set on an island far to the south of Tsolaynu. Eventually I'm counting on the players getting wander-lust and moving across the sea to Jakalla where we'll be able to commence a full game and maybe integrate with others?

All you fantasy gamers existing down there in the smoke (and it must be a terrible existence), John would like to make contact with you, particularly Petal Throners. His address is 60 Holders Hill Road, Hendon, London NW4 1LR.

145. Dave Thorby

OK, admit it. This is the first letter you've got back in response to Chimaera 18, isn't it?

Five hours before I posted it? It just got to be!

146. Richard Nash

I was glad to see that Graham and Andy agreed with my assessment of CA; my reason for being hard on it was because my reviews are intended to advise people on the games to buy for lasting enjoyment and those not to buy. Granted as an introduction to wargaming CA is quite good - I can't dispute Grahams statement - but with regard to a game of lasting enjoyment and interest CA is pathetic. That is why it only received a mark of 1.78.

One other thing; I am considering organising a Dip-Con in the Autumn over here in Belfast, and was wondering if you could let the fans know as I want to see how many people would be interested in coming over here. It isn't as risky as it seems - more people die on the roads over here than get killed anyway. Take my word for it - it is safe. Anyway, sometime in the Autumn, preferably a weekend. Fuller details later, once I know who would be interested in coming.....

Richard has asked me to compile a list of all interested parties so as to ascertain whether it would be worthwhile or not, so let me know if you're interested. If Richard says it's safe then I'm sure it must be, just imagine, REAL wargames on the doorstep!

And that, I reckon is about it for letters....

NEWS & ODDS & ENDS

Stop press

For the first time ever, issue 19 of Chimaera was late.

ALBATROSS from Paul Humphreys, 27 Furrowfields, Kingswood, Basildon, Essex.

Issue number one of this magazine arrived during last week with a threat that it is to develop along the lines of Chimaera. I shouldn't let that put you off though. Paul is a disciple of my old mate Will Haven which may explain why, at the top of page two, he says I promised him a bad review. I did no such thing and I challenge him to prove it or apologise in the next issue! Game openings in Kingmaker (£1 deposit), Formula One (50p deposit), a 1st World War aerial combat game and several others. I believe Paul said he was limiting circulation, so you'd better get in early!

LEMMING EXPRESS from Bob Howes, 180 London Road, Oxford.

Also arriving during last week was this magazine from Bob Howes

which dragged the hobby to a new all time low by the printing of smutty seaside postcards (And he complains about my jokes!). Inspite of two price increases in as many issues (joke, Bob), the magazine continues to entertain and is by far the one I enjoy reading the most (even more than Chimaera). Developing along Chimaera type lines LE has openings in umpteen games. As usual I can't find it but seem to recall, Soccerboss, Formula One, Wff'n'Proof, Diplomacy, AH Stockmarket game and many more. Your best bet is to send two or three bobs worth of stamps to Bob for a sample copy, take my word for it you won't be disappointed.

Congratulations to two more Chimaera readers on their becoming wedded. Willy Haughan on July 3rd and Bill Dove on July 10th.

BELLICUS from Will Haven, 14 Victoria Street, Chorley, Lancs also made one of its occasional appearances last week and although it breaks my heart to admit, it was once again quite good. If only he could do something about those game reports..... It contained the usual excellent article from George North, part 7 of Wills 'Memories of an old soldier' in which he relates his experiences in an old Courier game, a variant from somebody called Bartle, a SF quiz from Adrian Attwood with a prize of £1! Lots of anti-Chimaera banter, a silly letter/Kedge Neuman and lots more. By the way, Will, in printing that silly letter from Fudge I reckon you dropped your service game and I'm claiming the point. I lead 3-1 in the second set and by one set to love. OK?

LETTERS THAT CROSS

Quite a few 'letters' this time from different people but because of shortage of time and space, I'll hold most of them over until next issue. I'll print a couple here, just to keep the ball rolling:

First Adam Quinton,

Dear Marg,

Sorry my Brian couldn't come to your Terry's birthday party but as you may have noticed he still sent him a few presents. I hope he was pleased with the new additions for his chemistry set I sent: I know he loves playing with chemicals and since Fred had just knocked off a been to a chemists I thought I'd send him the sulphuric acid.

Auntie Agnes has just had.....

Yours,

DORIS.

Dear Doris,

Thanks for the lemonade you sent my Terry: he's taken it to school and says he will share it with all his friends.....

Yours,

MARGE.

And one from me (after all I started it so I reckon I've a right...)

Sir,

Remember me? I'm the guy that came along to see you for an interview about a month ago. You know, the one you said you'd contact within 10 days to let know whether he'd got the job or not.

Well, your 10 days is up, and the next 10 and the next and I've heard not a word from you. Obviously I have not been successful in my application for the position in your "friendly" company (your word), but it strikes me as gross ignorance and inconsideration that you did not have the courtesy to inform me of the fact instead of just leaving the matter be. That sort of attitude I hate and I certainly wouldn't wish to work for any sort of company that adopted it. My impression of the company in general during my short visit for the interview was not much better. I was disgusted by the way I was received by your receptionist and thought that your own interviewing technique left much to be desired. For a man in your position with the company I find that pitiful in the extreme and would suggest that the next job you advertise is your own. Don't worry, I

won't apply, I'd rather make a living collecting driftwood from the beach than work for your organisation.

DAVID H. MCKAY.

Dear Mr. McKay,

Have I had a job finding you! I recall you said you'd changed your address recently and by some slip of the memory when you filled out the application form, you used your old address! I wrote to you within 3 days of the interview expecting you to reply within the week, but of course, I heard nothing at all. Then last week I was in the vicinity so decided to call round to see why you'd apparently changed your mind after being so keen during the interview. Surprise, surprise!! I rang the bell and the door was opened by a little old lady who said you'd moved on and she didn't know where to. She gave me my letter to you back, still unopened!

Anyway, I've found you now and I'm pleased to offer you the position as discussed. The starting salary is.....

yours, BOB CHESSBOROUGH

Anybody else got any they'd like to add before the next issue, perhaps even a few real life ones, it must have happened.

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

The column that fills in on the names

Because of circumstances this column too must be shortened, but we'll squeeze one or two in, chosen at random. Ready?

LINDA POMEROY

I was born on July 27th 1955, 21 years ago. Boys don't forget to send me a card, all those that do will get a birthday kiss when I see them, calm down, Bob!.

I had a usual childhood filled with girlish pastime, regular beatings for my baby brother (I regret it now that he's 6' 3"), rearranging my Scalex-tric track, tying my baby sisters to my railway track, maiming friends during hockey matches. Anyway, present occupatio, first assistant in a shoe shop and a mistress. Hobbies: Hot air balloons, miniatures which I make myself. Cooking, my speciality is 'Love making ala Bed'. Seriously though my speciality is Fruit Gateux and occasionally I play Diplomacy!!! The rest of my time is spent tidying Winks never ending War games and that's all there is to know about me.

And after that, how abot the other half of the double act.....

WINK THOMPSON

Age.....Old 27 years.

Sex.....Likes it where he can get it.

Colour Hair..Depends on what's on special in Boots colouration section.

Eyes....Shifty

Hobbies...Stupid question. GAMES, GAMES, GAMES, LINDA!, New Scientist.

Bad Habits..LINDA

Good Habits..LINDA

Spacefillers..LINDA (double beds have a lot of space!)

Job....CIVIL SERVANT. What job? He eats peanuts in an office all day and ocassionally yells "Work you dogs" as he cracks his whip over seven draughtsmen.

Marital status...Married, but not for much longer. As it was so nicely put in 'Ellie', "Shacking up with Linda".

Other bad habits...Whisky & Lemonade, Martini, taking me to Dip Cons.

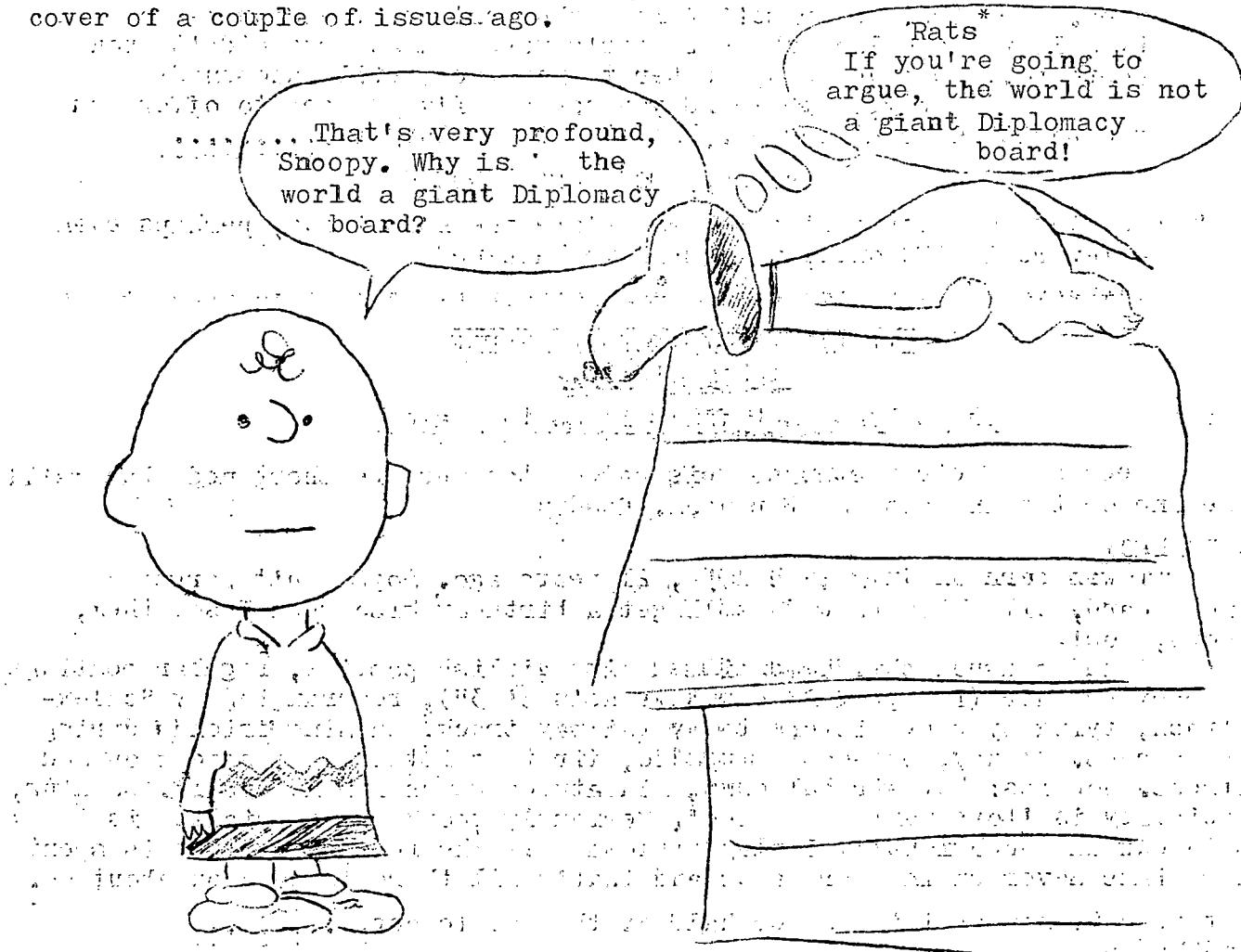
Education...Nothing he wishes to boast about, mainly dimly lit alleys with the girl next door!!!!

MIKE LEAN

After the autobiographies of the last issue, I thought I'd better write my own properly.

I am 26 years old, married with a baby daughter (born in May). I have a degree in ~~maths~~ mathematics ~~but~~ I ~~cannot~~ add up. I now work as a Computer Manager for a group of companies which sounds more impressive than it actually is. At heart I am a lunatic but I suffer from severe bouts of seriousness which unfortunately seem to grow longer as I grow older. I'm mad keen about SF (especially Moorcock) and playing games. My political inclinations are towards Mec Vannin, but as that will not mean anything to anyone, I will not mention it.

***** Mike included the following cartoon as a response to Dave Thorby's cover of a couple of issues ago.



* Advert.

I SAY, I SAY, I SAY

Or....I don't wish to know that, kindly leave the stage.

These are the jokes, folks. By popular request we once again go down in to the catacombs to fetch up and dust down a few more incredibly old jokes. One day I suppose we may be lucky and find one that no-ones heard before..... though I doubt it.

NEWS FLASH!! LONDON When questioned about the recent spate of bank robberies Premier James Callaghan said "Well, it does seem to show a renewed confidence in the British pound".....

BILL DOVE The telephone rings in Paddys home and he goes to answer it, the caller who is also Irish says "Hello, is that Double Three, Double three?"

Paddy: No, it's treble three, three.

Caller: Oh, I'm sorry to have bothered you.

Paddy: That's alright, the phone was ringing anyway.

PETE LINDSAY

A cabbie is driving a U.S. citizen i.e. Yank, on a tour of London, and of course the Yank is saying how much better Yanks are at everything.

"Gee, what's that?"

"St. Pauls mate, took fifty years to build that did!"

"Gee, that long? Would have taken us six months, What's that?"

"Entrance to Victoria Underground, mate, took five years to build that did."

"We'd have done it in three months", points to Houses of Parliament,

"What's that?"

"Dunno, mate, weren't there this mornin'..."

What's the difference between a magicians wand and a policemen's truncheon?

One is for cunning stunts.....

MICHAEL GROOM

A Lancashire lad goes to the vet. "I've come with me cat - it's poorly!"

"Is it a Tom?" asked the vet

"No, I've got it with me."

Landlord knocks at this Irish fellows door. "I'm going to raise your rent" he said.

"Thank goodness for that", replied Paddy, "cos I can't".

There was this Irish fellow who escaped from Wormwood Scrubs recently and was thought to have made it back to Ireland. So Scotland Yard sent a mugshot (l right, l left side, l full face) to the police in Ireland. They heard nothing and so decided to phone up and see if any progress was being made, only to be told "We've got two of them but we're still looking for the other one."

BILL DOVE

Paddy gets picked to play Long John Silver in the local dramatic Society's version of Treasure Island, so he goes to the pet shop to buy a parrot.

"Well, sir", says the pet shop man, "We have some stuffed parrots which are ideal for you play"

"No" says Paddy, "it must be a real one."

"Well sir, I haven't got a real one in stock, but if you come back Tuesday, I can give you one then,"

"Oh no, that's no good. Could you make it Wednesday, only you see I'm having me leg off on Tuesday."

And that's the lot for this issue. Don't look at me, I did warn you before you started reading!

GAMES SHOP

Adam Quinton would like to obtain either Panzerleader or preferably Panzer-blitz. If anyone has either of the games they'd like to dispose of, please contact Adam at 61 Barroon, Castle Donnington, Derby DE7 2PF, to sort out prices etc.

Carl Jennings, 32 High Street, Henor, Derbyshire would like to contact other 'Fight in the Skies' players. If you know the game, please contact Carl.

Anyone else with games to sell, or wanting to obtain games or information why not give 'games shop' a try. It costs you nothing and you never know who might read it. Wherever possible, please try and state prices if you're selling games.

Still lots left out, but I'll try and catch up a little next issue.
TANTULUS returns next issue too.

Now, for the dull blighters that don't want to leaf through it all, there follows
an index.

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Still more articles wanted about all aspects of gaming, and don't forget there's a free issue for everyone published. This issue free to Dave Tant, Paul Cook, Clive Wardley, Richard A. Bartle.

DEADLINE FOR ISSUE 20 IS FRIDAY 13th AUGUST 1976.
SOCCERBOSS, KINGMAKER, FORMULA ONE WEDNESDAY 4TH AUGUST.

Watch those dates particularly the Soccerboss one. This issue has taken longer than the usual weekend to produce and I anticipate that that may happen with increasing regularity now, particularly if Allen can't cut down on En Garde, so don't start panicking if it's a bit late. The longer deadline this time is 'cos I'm on holiday.....

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Reduced Rate PRINTED MATTER



Better late than never,
this is Chimaera issue
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