

ISSUE NO. 20

17th August 1976

Phil Stutt pours coffee on it, Richard Bartle pours tea on it, and it doesn't bear thinking about what Will Haven manages to get on it.

Yes folks, we're here again to dominate your lives for the next 60 seconds or so until you despatch us to the bin to join the 19 issues that went before. You've probably guessed, but if you haven't I'll tell you, this is the 20th issue of the wonder-'zine (I wonder why I bother) Chimaera. It comes to you from the heart of England, where Robin Hood once roamed and if I were sitting on this same spot typing this a few hundred years ago, I'd probably frighten the Sheriff of Nottingham to death with the mysterious click-clicking of typewriter keys echoing around Sherwood. All of which is of absolutely no interest to anyone, except perhaps the Sheriff of Nottingham who'll now know what the clicking in the forest is. My name for those that don't know is Clive F. Booth and for those that do know, it's exactly the same. I reside at 71 Clara Mount Road, Langley, Hleanor, Derbyshire DE7 7HS, and this 'thing' in your hands is what is laughingly referred to as a postal game magazine. It has the distinction of having been voted 'best in Europe' and now adds to its growing list of awards (well?). the 1976 Calhame award for outstanding British 'zine, (Thank you, fans). The editor however, stresses that he will not allow this

success to change him and that you may still speak to him should you meet in the street. He would however, like you all to call in Sir when writing letters and to kneel in his presence, (that's his Christmas presence and birthday presence, which he hopes he'll be getting a lot of from his loyal fans.....)

Subscription rates to the so called magazine are 4p per sheet, or to put it another way for the people that are about as good with figures as I am, 3p for 8 pages. Hmmm, reasonable I suppose.

\*\*\*\*\*

Time to buy another load of paper for the magazine (I've gone through nearly 25 reams since going mimeo) and it should come as no surprise to you that the price has gone up. Ah, you're probably thinking, 'he's going to up the sub rates again!' but you're wrong! Fortunately, Chimaeras circulation has continued to grow and I reckon that the increase in paper cost will just about be covered by the extra subbers, hence it's no change as far as you are concerned.

As a footnote to this let me add that £98 worth of paper, ink, stencils etc., were ordered by me three weeks or more ago and that our wonderful rail services (God bless you, Dave Allen) lost them! They finally arrived the day before yesterday (Wednesday) .....with an extra carton that didn't even belong to me!! British Rail, I love you.

Now for a bit of bad news, with this issue the En Garde game finishes in Chimaera.....ahhhhhh. Now for the good news, it's become so big and so popular that I can no longer cope even with only the typing of it, and so from next issue Chimaera will carry its first sub-zine! Allan will type up all the stencils himself over in Belfast and then forward them to me for printing, collation and distributing. All Allan has to do is ensure an even number of stencils each time and we've got an En Garde mini-zine!

To the people that complained about the size of the En Garde section last time (both of you) and anyone else beside, you may if you wish take only Chimaera and miss out the EG section. Likewise, if you're playing in En Garde and don't want the rest of Chimaera (there's no accounting for taste), you may have only En Garde.....and at the same low price. Obviously I'm hoping that everyone will take both as it is a large circulation that helps keep the price down, but the choice is there if you want it.

I suppose now Allan will be wanting a name for his new mini-zine, if you've any ideas I've no doubt he'd be pleased to hear them.

\*\*\*\*\*

#### DIPLOMACY FEDERATION

No one as yet had the courage to join us in this venture, although there have been a few nice sounds made by editors both old and new. Evidently they must have read what I said last time which seems to be more than Pete Birks did. In his Greatest Hits editorial he says, 'The trouble with Clive is he never wants to do anything.....' and then he goes on to say that my own editorial last time finished with a plea for the Bullocks, Walkerdines and Pratts to do it all for me! Totally untrue of course, anyone that did actually read it would have seen that far from asking Mick Bullock etc, to do it, I was simply asking for their opinion and asking that they join our group. Where's the harm in that, Pete?

By 'Clive never wants to do anything....' I assume that Pete is getting at the fact that I find producing a zine quite enough involvement in the hobby and that I don't care to be the NGC diplomacy secretary, or run the variant bank, or even be a Mr. Big in the hobby. I'm quite happy as I am (I did in fact tentatively offer to run GO for the IDA anyway before Chimaera began to run rampant.)

More to come from Pete though who goes on to say he's pissed off with the whole hobby as 90% of the members seem to expect the other 10% to do all the work. Well? What's wrong with that? It seems a perfectly fair system to me, and it seems quite ridiculous that anyone should expect everyone to do their bit. It's only a hobby for all of us and because it's a hobby we each find that we are only prepared or even able to devote varying amounts of time and energy towards it. As an editor I probably devote more time than most, though I appreciate it's possibly not as much as Pete and the other people with posi-

tions in the hobby. Why should I do more? Why should I neglect my wife, job, garden, friends etc, to do more? We each of us have only a limited amount of time per week that we can devote to a hobby and by necessity those amounts of time vary. The person with only a couple of hours is happy to be just a player, the person with a bit more to devote might produce a sub-zine, the guy with a little more, a zine and it's just commonsense that the 10% of 'zine editors do the work for the 90% of players.

Fair enough that someone has got to do the other jobs, but the people that do them have obviously considered the implications before taking them on and know exactly what they're letting themselves in for. If they try to run a 'zine as well then they obviously have more time to devote to the hobby than I do. Either that or they just jumped in feet first without a thought in the first place. I can appreciate that circumstances can change during a persons term in office and that he may meet difficulties not even considered before, but what's achieved by becoming pissed off because everybody else isn't in the same boat?

If it came to the crunch and a vital position within the hobby could not be filled by another person, then I assure you that I would probably step forward myself to handle the job as best I could until a solution could be found. As it is I do my bit for the hobby in my own way, I have already rescued a magazine full of 'Frigate' orphans, and a Polaris Atlantica orphan, tried unsuccessfully to rescue an Enry orphan and Richard Walkerdine still has an open offer of mine. That I will still take more if necessary (i.e. if they can't be housed elsewhere). More in my present circumstances I can't do, well, maybe not 'can't do', 'won't do' would be better.

But now back to this DF thing, and I'm pleased to say that one or two editors did mention it in passing, most of them favourably and it bodes well for the future of the organisation. I don't see it as an alternative to the NGC and that is one of the reasons why I don't want to admit 'ordinary' players. I see it as a federation of 'zine editors dedicated to pursuing ways of furthering the hobby, making it more easily accessible to the thousands of games players that don't even know about it, and maybe even improving the lot of those that do. Advertising is an area that screams to be looked at. Last week I spent an afternoon in Nottingham during which I visited three games shops and inspected their stocks of Diplomacy. In all I inspected 8 or 9 boxes and I didn't find a single NGC flyer! How many prospective new members to the hobby are we missing this way? Remember, they're not going to buy a second Diplomacy set, so we won't get another chance, they've probably gone for good. Maybe somebody ought to write to Philmar, and that's got to be the NGC, it's their flyer. Perhaps they're aware of the situation already? Just to see how big this problem is, let's all of us have a look in the Diplomacy boxes the next time we go into a shop and see if we can't ascertain from exactly what percentage of boxes the flyers are actually missing. Let me know what you find.

Inspite of my saying last time that I had no desire for Chimaera to become the discussion point for DF related material, I still received quite a few letters. Fair enough, until there is some definite central point I won't object to printing views, but I would like to get a central point established as soon as possible.

Steve Pratt - I must respond to your comments on DF. Will asked me to join after the thing had been formed - I was a recipient of the infamous flyer. Frankly though, I don't want to become associated with the feuds that Will seems to enjoy. At the time, moreover, Phil and Jon both seemed to have an anti-NGC axe to grind.

Probably the most useful proposal is to insure the games - but I oughtn't the IDA to do this? If Japhidrew/Bellicus & LE folded would you run the lot?? Realistically you can only agree to move in necessary cases and as far as I'm concerned this should be a hobby wide co-ordinated service. As a member of the IDA I already intend to offer assistance to continue running games when 'zines fold - as far as I'm concerned I couldn't give a damn whether the original 'zine was DF, NGC or whatever.

As to other DF ideas: Joint advertising? For what? All Will intended to do was pull away some NGC members into Bellicus - and maybe Chim/LE and Japh and get you three to subsidise his effort. I certainly wouldn't be interested in the setting up of an alternative club - charging membership fees etc. If there is need for a club then I suggest NGC members work within it to move it in the direction they want it to go - and not cry about those who are getting elected to run it their way.

Basically I agree with your ideas as to what's needed, but I'm loathe to have a label stuck on it. The only use for a discussion 'zine is, as you say, to avoid proliferation of letters covering the same topics everywhere - but who would run such a 'zine.

\*\*\*\*\*  
Thanks Steve, I get the impression that you might come in with us once you've had your mind set at ease over some of the points you raise. A lot of them I think you'll find I've answered or tried to answer already and as to the others, well, Will Haven has had very little to say on DF affairs for several months now and in the organisation envisaged by myself and Bob Howes he would have no more, nor no less power than you and I. It certainly wouldn't be he at the helm.....not unless we'd put him there.

The IDA do handle orphan games I know, and I appreciate that Richard Walker-dime has been doing a good but no doubt thankless job of recent in trying to rehouse some of the old ones (I, myself, obtained the Frigate orphans through his services), but the fact remains that because of the delay in re-housing a lot of the games aren't going to get off the ground again and those that do will need more than a few stand-ins. Our system (Wills system) ensures no delay and a rapid changeover in the event of a fold with minimum inconvenience to the players. No weeks or months of waiting and wondering where the game is to come to rest. That a rapid, efficient changeover after a fold holds the players' interest is amply demonstrated by the very low number of drop-outs I received when taking the Frigate games.

A discussion 'zine is needed for the DF if we are to go forward in the way envisaged. If it is to be an editors' club I imagine there will be a good many 'players' that won't be all that interested in what goes on and it would be unfair to fill their 'zines with our discussions and consequently expect them to pay. Players with sufficient interest to want to be kept in touch could always be put on the circulation list. I have no intention of gagging any editor by telling him his comments must go only through the central 'zine, and I agree wholeheartedly that an editor should be allowed to say what he wants in his own 'zine, but would it be asking too much that he send a copy of the page containing the editorial or whatever to the central source so that the worthwhile bits could be extracted and published for everyone to read and comment on if they wished? If we carry on with the system as it is now it is quite possible that exactly the same thing could be being discussed in three or four different 'zines without any editor knowing of the others' existence. Does that sound like a good system?

#### WILL HAVEN

Your precis of DF is quite reasonable, simulated exactly my reasoning at the time, though I had of course hoped the three of you would also benefit, though to a lesser extent than Bellicus; at least enough to keep you happy. I reasoned it was only fair that I should get the lions share of new subbers, as I had put all the work into producing the flyer. As it happened you did not recoup as many as I thought you would. But you must not lose sight of the wider issue and the political effect of the flyer - I think it shook the NGC Committee out of its complacency and started it haltingly and fumblingly, on the road to greater co-operation with independants. This too was an important reason for the timing of the flyer when it came: it proved the independants could fight back if they wanted to, something they had never done before. In this sense I think it was a watershed, and I think, psychologically, all independant 'zine editors drew some strength from it.

You are also right when you say DF was Jon Lovibonds idea, and came after the flyer. All I contributed was the name, and the guiding princi-

ple - DF was an anti-organisation. DF consists of two parts: the guarantee side and the advertising side. The guarantee side is still in force, strong as ever - no bureaucracy or activity is needed until we fold. To the advertising, nobody has been inclined to advertise on a shared cost basis, so that's the end of that. Still I maintain that nothing else is required of any Dippy organisation (except a newcomers introduction service).

I see no reason for a monthly digest. Waste of money - anything I want to say I'll say in Bellicus, and anyone interested in Dippy politics gets Bellicus (the conceit of the man....)

++++++

I appreciate that the guarantee side is still in force Will, but I'd like to get it organised as to who is covering what games. If the first fold comes next week I don't want to be involved in horse-trading as to who takes what whilst the players look on awaiting their fate. That system is coming back to more or less the one in operation now.

As for advertising, maybe no one has bothered because we're still stinging from the last two efforts, the Jealous flyer, and the Games Day one. I'd be willing to pay my share towards an ad tomorrow, done the right way, and placed in the correct place. As to advertising in G&P I've said a little about a way we could do that cheaply on the back page of the other half of Chimaera.

Richard Nash pointed out to me the similarities between my DF vision and his UKDA one (which I accept) and then went on to volunteer his services as editor of the DF discussion 'zine. Another person who may be interested in editing the 'zine is Paul Segal who went to a lot of time and trouble to produce a 'Safeguard' flyer. What Safeguard appears to be is an attempt to put into operation a couple of the things I suggested last time as DF functions, namely pre-selected homes for every game in the event of a 'zine collapse, and a regular discussion mini-zine called 'Safeguard'.

It's a step in the right direction, but the last thing I want is another organisation springing up. Bring it into the DF and make it the central DF 'zine and I may be interested. But what about 'Unnamed'? Are you sure you could cope with two 'zines? Would you be prepared to give it up in favour of 'Safe-guard' if necessity demanded?

The other volunteer to produce a 'zine, Richard Nash, seems to have shelved his own plans to produce a Dippy 'zine and would therefore have no divided loyalties if we asked him to produce the 'zine for us. I think one of these Gentlemen should be allowed to take up the challenge for us, and the sooner the better. I have no desire to continually devote this much of Chimaera to a topic that is probably of no interest to the majority of subbers.

Just one last thing before we leave the topic altogether and that is an answer to Steve Pratts question about what I would do if LE, Bellicus and Japhi drew all folded at the same time. The answer is that one way or another I would cope with the games until new 'zines could be found for them, and I'm serious. I firmly believe that I have such a good bunch of subscribers behind me with Chimaera that if I put out an S.O.S. for temporary GM's, typists etc. to assist me through the response would be enough to enable us to get by. Let's hope though that it doesn't come to that!

#### THE DIPLOMACY-GAMES

#### ARGOS 1975FH AUTUMN 1905

ENGLAND (Bullock)	A(Wal)-Bel, F(ENC)-c A(Wal)-Bel, A(Edi)-Den, F(NWG)s F(Nwy), F(BAR)-StP-NC, F(Den)-Kie, F(Kie)-Hol, F(NTH) c A(Edi)-Den, F(Nwy) st.
FRANCE (Plater)	A(Bur)-Mun, A(Mun)-Ber, A(Pie)-Ven, A(Ven)-Rom, F(GoL)- WMS, F(Tus) s A(Ven)-Rom, A(Tun) = 2 pipes = 4 hogsheads.
GERMANY (Davidson)	F(HEL)-Den, A(Sil)-War.
ITALY (Cousins)	F(Tyr)-Rom, F(Gre)-stands, A(Tyr)-Tri sbv A(Ser).
RUSSIA (Lövibond)	A(Bul)-Con sbv F(AEG) & F(BLA), F(Swe)-Nwy; A(Bud)-Vie, A(Tri)-Ser, A(Bul)-Con, A(Fin)-StP, A(Syr)-Smy.
TURKEY (Pratt)	A(Arm)-Sev, A(Con) st., A(Ank) s A(Con).

Retreats: Russian A(Tri)-Alb or disbands. Turkish A(Con) annihilated.

## VI

Builds: ENGLAND Edi, Lon, Lpl, Bel, Hol, StP, Kie, Den, Nwy. = 9:N/C

FRANCE Bre, Par, Mar, Spa, Por, Tun, Ven +Ber, +Mun,

= 10:bu 3

GERMANY (Ber), (Mun), +War = 1: remove 1

ITALY Nap, Tri, Gre, Ser, (Rom). = 4:N/C

RUSSIA Mos, Swe, Bud, Rum, (War), (Sev), +Smy, +Con

= 8:build 1 or 0

TURKEY Ank, (Smy), (Con), +Sev = 2:N/C

\*\*\*\*\*

TAG HILL

Apologies for the cramped up game report, but I've just got to try and save space wherever possible. If you don't like it and find it difficult to follow, please say so.

Builds on file for France, no I tell a lie, two-thirds builds on file for France.

\*\*\*\*\*

BASILISK 1975FS AUTUMN 1906

AUSTRIA (Howes) A(Bud)-Tri, A(Vie) s A(Bud)-Tri, A(Ser) s A(Bud)-Tri, A(Bul)-Con.

ENGLAND (Meadon) A(Pru)-Ber sby F(BAL), A(Den)-Kie, F(HEL)-Hol sby F(NTH), F(Gas)-Spa-NC, F(Por)-s F(Gas)-Spa-NC, F(Bre) st., F(NAf)-WMS.

GERMANY (Lovibond) F(Bel)-Hol, A(Pär)-Bre, A(Bur)-Bel, A(Sil)-Ber sby A(Kie).

ITALY (Davies) F(BLA)-Con, A(Mün) st., A(Tyr) s A(Mun), A(Boh) s A(Mun), A(Mar) s F(Spa-SC), F(Spa-SC) st., F(Tun)-NAf sby F(Tun).

RUSSIA (Cook) A(Arm)-Smy, A(Sev)-Arm, A(Rum) st., A(Gal) s Austrian A(Vie).

TURKEY (Anarchy) F(Ank) st.

Retreats: English F(NAf)-MAO.

Builds

AUSTRIA Bud, Ser, Bul, Tri, Gre, + Vie. = 6:bu 2 A(Bud), 1: owed.

ENGLAND Edi, Lon, Lpl, Nwy, StP, Bre, Den, Por, Swe, +Ber, +Hol.

= 11:bu 2 F(Lpl), F(Edi).

GERMANY Kie, Ber, Par, (Ber), (Hol) = 3:lose 2 A(Bur), A(Sil) GM

ITALY Nap, Rom, Ven, Tun, Mun, Con, Spa, Mar, (Vie), (Smy) = 8:N/C

RUSSIA Mos, War, Sev, Rum, +Smy = 5: bu 1 F(Sev).

TURKEY Ank = 1:N/C

PRESS

SOMEWHERE IN TURKEY

"I'm sure this isn't Berlin you know, you must have made a mistake."

"Rubbish, it's just disguised, that's all!"

"Yeah? Then how do you explain that wierd Italian bloke with the ice cream? If you ask me, this is Rome."

MOSCOW

"I can't seem to find Ankara anywhere", said Ivan Armyofmyown, chief aide to the great leader. "I've looked at all the maps of Germany and there's no such village marked. Must get in touch with the map makers and see if they've got a more detailed one...."

\*\*\*\*\*

COCKATRICE 1975ID SPRING 1906

FRANCE (Scott) F(NAO)-WMS, F(NTH) st unordered, A(Par)-Pic, A(Mar)-Pie, F(WMS)-TYR sby F(Tun) & F(Tus), A(Pie)-Ven, sby A(Tyr).

GERMANY (Groom) A(Mun)-Kie, F(BAL)-Swe, A(Swe)-Fin sby A(GoB), A(War)-Liv, A(Boh)-Gal sby A(Sil).

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

RUSSIA (Nash) A(Bul)-Gre, A(Sev)-Rum, F(Rum)-BLA, F(Ska)-NTH, A(Fin)-Nwy, A(StP)-Lvn sby A(Mos), A(War)-Pru, A(Ukr)-War, A(Gal) s A(Ukr)-War.

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

Retreats: German A(Lvn) disbards, Italian A(Tri) disbards.

\*\*\*\*\*

## VII

Please note an error in the game report last time, in that as Russia was stood-off over Germany his builds were A(StP) and A(Sev) and not as reported. This does not affect the positions on the board, believe or not.

My thanks to Richard Scott for responding to my plea in respect of credit.

PRESS

VATICAN

"Help! That nasty Ruski is threatening now and he's coming this way!"

VATICAN-TURKEY

The only time I like you is on a plate at Christmas.

KREMLIN

Reports from our glorious undercover agents in Paris indicate that a variation of NMRitis has broken out. The cause has been 'credited' with a certain C.Booth, and has been diagnosed as NO MONEY RECEIVED.....

MOSCOW-TAG HILL (Friday)

Our press agent was shot yesterday when it was discovered that he had gone blind. He will be given a pair of spectacles at his funeral. It seems he was able to 'see' into the future so much, he actually believed he was a year ahead of everyone else....

MOSCOW-TAG HILL (Part 2) (Sunday)

Our press agent appears to be using his spectacles, for he rose again this morning shouting abuse at ~~fallacy~~ Tag Hill. He was very 'cross' about being shot: apparently Autumn 1904 was followed by a 'leap year' to Spring 1906 in issue 16, then Autumn 1906 was followed by an action replay in 18 & 19..... (Well, Commander Bond? Sorry?.....).

TAG HILL-MOSCOW

Oh, you noticed that did you? Yes, I'm sorry, ~~sorry the press agent~~  
~~Nasty created.~~

WARSAW-BERLIN

If you don't get ~~the~~ ~~me~~ ~~out of my way I shall be forced to eliminate you. You must really like being the ally getting no reward for all the work: while you keep me at bay for a while, France gains in strength.....call a truce?~~

KREMLIN

The Soviet deplores any use of subtlety and tact, we prefer truth.....

DAEDALUS 1976AO AUTUMN 1903

AUSTRIA (Thorby) A(Rum)-Ukr, A(Bud)-Rum, A(Bul) s A(Bud)-Rum, A(Ser)-Tri, F(AEG) s Italian A(Smy)-Con.  
ENGLAND (Howes) F(NTH)-Den, A(Lon) st., F(NWG)-Nwy, F(BAL)-GOB, F(Swe) s F(BAL)-GOB, A(Pic) s French A(Bel).  
FRANCE (Cook) A(Bel) ms A(Bur), F(ENC)-MAO, F(MAO)-WMS, A(Mar)-Pie.  
GERMANY (Ovens) F(Hol) s A(Ruh)-Bel, A(Ruh)-Bel, A(Kie)-Den, A(Mun)-Bur.  
ITALY (Lean) F(TYS)-WMS, A(Ven)-Pie, F(ION)ises, F(EMS)-Smy, A(Smy)-Con.  
RUSSIA (Barker) A(Fin)-Swe sby F(GOB), F(BLA)-Sev, F(Ank) s Turkish A(Con).  
TURKEY (Burton) A(Con)-Bul.  
Retreats: Turkish A(Con) annihilated.

Builds

AUSTRIA:	Tri, Bud, Vie, Ser, Gre, +Rum, +Bul	= 7:bu 2 A(Bud), A(Vie).
ENGLAND:	Lon, Lpl, Edi, Nwy, Den, Swe	= 6:N/C
FRANCE :	Par, Bre, Mar, Spa, Por, +Bel	= 6:bu 1 F(Bre).
GERMANY:	Kie, Ber, Mun, Hol, (Bel)	= 4:N/C
ITALY :	Ven, Nap, Rom, Tun, Smy, +Con	= 6:bu 1 A(Nap).
RUSSIA :	Stp, War, Mos, Sev, +Ank, (Rum), (Bul)	= 5:bu 1 A(War).
TURKEY :	(Con), (Ank)	= 0:OUT!!!!

\*\*\*\*\*

PRESS

SOMEWHERE IN EUROPE - LINDA POMEROY

I deny it all. Clive Booth was mistaken. It wasn't me, it was some other idiot. (What were you doing with the lawn mower anyway?)

SOMEWHERE IN EUROPE TO TAG HILL

Grr!

TAG HILL-SOMEWHERE IN EUROPE.

Sticks and stones..... I fink I love you too.

## VIII

### DOWN FROM THE SINGING MOUNTAINS 6

The boys were non-plussed.

"They look like balloons", said Gerwyn.

"Bloody expensive balloons at ten-pence a time", muttered Dai, "even if they are all in a pretty packet each."

"Think old Griffiths the Chemist was pulling your leg?"

"I expected they'd be pills or summat. You know, something to take...."

"You sure you asked him for precautions?", asked Gerwyn.

"Orointment, - summat to rub on your belly, or something...."

"I bet he misunderstood you!", said Gerwyn emphatically.

"Diew, no. He knew what I wanted alright."

"Why three of them anyway? Doesn't make sense.". They gazed at the three small square-shaped packets. "Funny looking precautions to me", said Gerwyn, perplexed. "How do you use them?"

Dai, the decision maker as ever, came to an emphatic decision. I'll find out tomorrow, boyo, at the pit."

So, Friday came, the day before the great adventure. After the day-shift the pit-baths resounded to the sounds of 'Cwm Rhondda' as the fortunate ones practiced the Victory Song which would carry the Welsh 15 home during the final ten minutes at Twickenham on the morrow.

It was Caradoc Price who found it. Amid the swirling steam, and in the corner by the entrance to the locker-room, - a small, sodden purple packet.

"Allo, 'allo, what's this, then?". He picked it up. "Well, well. It's a rubber!" Dai listening from his corner of the bath-house, agreed silently. Rubber it undoubtedly was.

Caradoc unwrapped the contents. "You lost anything, Tommo Evans?", he bellowed, "Can't have you getting young Angharad into trouble!". The local young stallion, - by reputation at least - laughed. "Not mine, boyo."

"Ah, well, then". And Caradoc proceeded to give a demonstration, which was what Dai had hoped might happen, strutting around the steamy bath-room like a male model displaying a new article of clothing to an admiring audience. Which, in a way, he was.

The admiring audience slipped away and reported to Gerwyn.

"Well?"

"You roll 'em on", he said.

"ROLL 'em?", said Gerwyn, incredulously. "How can you roll them on?"

Dai quietly explained, but felt it best not to demonstrate. After all, there were only two of the treasured Precautions left. One each.

### TAG HILL

Knowing of the Welsh origins of the author of that little piece, I'm often tempted to wonder if perhaps some of it isn't a little auto-biographical!!!!

### PARIS

O.K., then Lean, this time the receptions gonna be hot!

### NO DATELINE

Dai to Gareth: "Are you homosexual?"

Gareth to Dai: "Indeed no, but I've been to bed with a fellow that is."

### ROME-VIENNA

I suppose you now expect me to suggest all sorts of weird expansions for H.E.L.P.? Well, I cannot drum up any enthusiasm for it so Hard Effing Luck Pal.

### ECHO 1976AU AUTUMN 1903

AUSTRIA (Dove) A(Gal)-War, F(Gre)-ION, A(Ser) s A(Tri), A(Tyr)-Ven sby A(Tri).

ENGLAND (Pomeroy) A(StP)-Mos sby A(Evn), F(BAR)-Nwy, F(Nwy)-SKA, F(NTH)-HEL.

FRANCE (Sturt) F(Spa-SC) s F(GoL), F(GoL) s A(Mar), A(Mar) st.,

A(Par)-Ruh sby A(Bel), A(Pic)-Par.

GERMANY (Canham) A(Den) ms F(Swe), A(Kie)-Hol, A(Ruh) ms A(Mun).

ITALY (Lindsay) F's ADR, Nap A's Rom, Pie, Bur stand NMR!!!!!!

RUSSIA (Pringle) A's Ukr, Mos NMR!!!!!!

TURKEY (Nash) F(Tun) s Austrian F(Gre)-ION, A(Sev) s A(Rum)-Ukr,

A(Rum)-Ukr, F(BLA)-Bul-EC, F(Con)-AEG.

\*\*\*\*\*

## IX

Retreats: Russian A(Ukr) & A(Mos) annihilated.

Builds

AUSTRIA	Vie,Bud,Tri,Ser,Gre,+Ven,+War	= 7:bu 2 A(Vie), A(Bud).
ENGLAND	Lon,Lpl,Edi,Nwy,StP,+Mos	= 6:bu 1 F(Lon)
FRANCE	Bre,Par,Mar,Spa,Por,Bel	= 6:N/C
GERMANY	Kie,Ber,Hol,Den,Swe,+Mun	= 6:bu 1 A(Ber)
ITALY	Rom,Nap,(Mun),(Ven),(Tun)	= 2:lose 3 A(Bur),A(Pie), F(ADR)
RUSSIA	(Mos),(War)	= 0:OUT!!!!
TURKEY	Con,Ank,Smy,Bul,Rum,Sev,+Tun	= 7:bu 2 A(Con), F(Smy).

\*\*\*\*\*

Press

ENGLAND-TURKEY

I say old chap, bit of a bad show this isn't it! Fancy the Tsar declaring war on us. Talk about David taking on Goliath!! Have to teach this fellow a lesson. By Jove, the cheek of it, it's no wonder the peasants revolted.

ENGLAND-RUSSIA

To his most Imperial Highness

Don't you think you've been a little hasty declaring war on me? I am after all a lady of quality and we just don't do things like kill people. BUT as you forced the situation upon me by declaring war. What else can I do but lay on a special train for you to your Palace in EKATERING, where I'm sure you will enjoy a long and peaceful (hee! hee!) rest. Don't bother to send a postcard, I'll understand.

Love and Royal kisses,

LINDA

Queen of England (and Russia????)

THE KAISER KOMMENTS

It's nice to see the homeland secure once more. Our glorious land cleared of coloured infiltrators. As the National Front would say, 'Keep Britain Black!' ANKARA

The Sultan is pleased to report that the new type of NMRitis experienced last winter (No Bed Required) has been wiped out: though outbreaks are occurring in Paris - reportedly in the 'Games District'.....!

SMYRNA

The Sultan would like to echo (spot the joke Nicolas, No Brains Required - Nicolas was one short last winter....) the other participants best wishes for the Queens 21st.....birthday

CONSTANTINOPLE (N.P.C. fan club)

No Builds Received, No Moves Received, No Orders Sent, No Units Left.

Nicolas Parsons variations: Never been right (NBR); No mental reactions (NMR); Not only stupid (NOS); but Never utilises languages (NUL). Nicolas baiting session is now open.....

TAG HILL - CONSTANTINOPLE

Who is this Nicolas Parsons? He doesn't play in Chimaera although your descriptions to date could be of any one of half a dozen who do.

\*\*\*\*\*

FRODO 'WAR OF THE RING' TUILE 3021

Error! Although Mordor was due 6 builds last time, only 5 were published, sorry the missing one was A(BDu).

MORDOR (Drylie) 3A(Pel)-Leb, 2A(DMa)-EMu, 2A(Wet)-Ano, 2A(Isn)-GoR,  
2A(Mir)-Esg sby 2A(NWi), 2A(Beo)-Mir, A(BDu)-Udu, A(MMo) s A(Ith), A(Udu)-Dag,  
A(Ith) s 2A(Wet)-Ano, A(Har)-Pel, A(Umb) bu bb, A(Rhu) s A(Udu)-Dag, A(Mor)-Dun,  
A(Tha) s A(Mor)-Dun, A(MGu)-Ett.

ROHAN (Jones) A(Isn) s 2A(WEm)-GoR, 2A(WEm)-GoR, A(Wol)-EmM sby A(EEm),  
A(Rau) stands unordered.

MEN (Lean) 2A(WRh)-Dag, A(Esg)-WRh,

GONDOR (Kennedy) A(Dun)-Tha, A(Leb) ms A(MTi), 2A(Ano) s Rohan A(Rau)-Wet.

ELVES (Dove) 2A(DGu) st., A(Low) st.

DWARVES (Lindsay) A's ErL-II,TSh,Ere,SDo & 2A CDu stand - NMR!!!!!!

\*\*\*\*\*

Retreats. Men A(Esg)-Car, Gondor A(Dun)-Ened, A(Leb)-DAm, 2A(Ano)-EFo.  
Press.

GONDOR-ROHAN

Your L of D sounds right up my ally. How do you propose we go about it you nasty devil?

TAG HILL-GONDOR

It never rains.....

Please note a change of address for Bill Dove (Elves): 27 Davos Close, Woking, Surrey.

\*\*\*\*\*

GORGON 1976GB SPRING 1902

AUSTRIA (Batchelor) A(Ser)-Bul, F(Gre) s A(Ser)-Bul, F(Tri)-Adr, A(Bud)-Tri, A(Vie)-s A(Bud)-Tri.

ENGLAND (Quinton) A(Nwy) s Russian, F(GOB)-Swe, F(Lon)-ENG, F(NTH)-SKA, F(NWG)-NTH.

FRANCE (Humphries) F(MAO) st., A(Gas)-Bur sby A(Mar).

GERMANY (Davies) F(Den) s English A(Nwy)-Swe, A(Kie)-Hol, A(Hol)-Bel, A(Ruh)-Bur, A(Mun) s A(Ruh)-Bur.

ITALY (Bartle) A(Pie)-Tyr, A(Ven) s A(Pie)-Tyr, F(Tun)-WMS, F(Nap)-ION.

RUSSIA (Howes) F(GOB)-Swe, A(StP) st., F(Rum)-BLA, A(Ukr)-Rum sby A(Sev).

TURKEY (Young) F Ank & A's Bul, Arm stand NMR!!!!!!

Retreats: A(Bul) disbands.

Press

A DOCTOR

Well, I warned you didn't I? I told you to look out for the symptoms of NMRitis.....and look what you do! You took no notice of me at all. I honestly don't know what to do with you bunch of idiots. You make me ~~spew~~ very cross. I needn't have bothered coming in the first place, I would have done just as much good if I had stayed home beating my wife.

All I can say is '\*'/\*@&' to the lot of you and don't expect me to offer my services to you lot again.....I'm going home to mother and you can't do a thing about it.

WINDSOR 10'0'CLOCK PM

HELLO, my good friends, this is your monarch speaking from the depths of Windsor Castle. I've just had a quick snack and am at present standing in the beautiful gardens which surround this magnificent building. The only problem I have is that I am unable to see any of it.....oh, no, dear people, I am not blind, but the big fat bodies of my personal body-guards are in the way. These hulks are, I am assured by my advisors, essential to my well being, but present considerable problems especially when I go to bed since they are not allowed to ever leave my side.....lucky I'm not a queer! Well, that was a good bedtime story wasn't it boys and girls? You've all gone to sleep haven't you.... Oh well, anything to keep the plebs happy. Goodnight children!

PARIS

Monsieur Le Unigate felt a prodding in his back. "Come quickly, the Foreign Minister has had a mental relapse and as vice-secretary, you've got to take over!"

"But I've got my own job to think about", came Unigates reply, pointing towards the girl on the bed, shadowed by the outside red lamp. "I've got to think about my position", Unigate said.

"I can see that" said the messenger

"As Vice-Secretary I mean", retorted Unigate.

"I can see that as well", smirked the messenger. Almost at his wits end Unigate rushed out of the room and took the secret staircase to the War Room.

'God', he thought to himself, 'I'll have to get this war over and done with soon. That girl comes by the hour and she's got her meter running!'

THE HEIGHTS OF THE ALPS.

The consul looked out over the windswept, snow-covered valley in which he could see the Austrian invasion force. This would be a tough one, he had decided. For two months he and his men had traipsed across Tyrolia, searching relentlessly for the Austrians. Where were they? He gazed through the thick

mist that had suddenly appeared, but decided it was futile. Kicking his feet into the sides of his mule, he went forwards a couple of yards. Yes, there they were, trudging through the snow, cigarettes in mouths for warmth. The Consul was ready. He dug his stirrups into his mules soft belly, and went over to the big guns.

"Ready, Lieutenant?" he questioned.

"Si, Monsieur", answered the officer, obviously trying to disguise the fact that I can't speak Italian.

"Man the guns." The soldier beckoned to his men and they loaded the cannon. The consul bit his mules ear and it trotted him out of the way.

"How long before they're in range?"

"About a minute." The brief conversation ended.

The atmosphere grew tenser. A minute. One minute and all their dreams for the last two months would be fulfilled. One minute. Less now; why weren't they hurrying. Come on, surely the cannons can shoot now, no, out of range. Come on, come on. Eh? What? They're turning right! That's not supposed to happen! Oh no! The tremendous sigh/which went up nearly threw the consul from his mule. All that time, all those plans, shattered by a mere twist of fate (and a Naples style Rose and Crown in the distance). The consul felt lousy. But he must keep up... the troops' morale, or they might crack up. What to do? Wait! Inspiration!

"What's the difference between your flag and a dead leatherworker? A dead leatherworker is a battered tanner, and that's a tattered banner." The desired effect did not come. In fact by the groans and sarcastic howls of laughter it would be more accurate to say that the consul was about to be mobbed! Quickly, he dug his heels deep into his mounts flanks. There was one almighty bray and the consul found himself flying 20 feet through the air to land in a heap of snow upside down.

By this time I hope you've all gathered that the moral which I include here for your reading, Ready? It just goes to show that a mule and his funny are soon parted. Er.....sorry

#### NAPLES-LONDON

Pacifist? Me? Sorry that we've not got any Pacies here in Italy, but I'll send you a fist if you like. OK?

#### NAPLES-LONDON (again)

They say that the lousiest players write the most press (what am I saying?)

#### NAPLES-AUSTRIA

OK, I'm ready, I can take it.

#### NAPLES-FRANCE

Monsieur who?

\*\*\*\*\*

#### HYDRA 'MERCATOR III' FEBRUARY 1890

ARGENTINA (Fisher) A(Bue)-Uru, F(SAO)-Nig, F(CRS)-Tah,  
 AUSTRIA (Neuman) F(Alb)-Gre, A(Vie) s A(Cl)u-Gal, A(Ser) s Turkish F(BLA)-Rum, A(Tri) s A(Vie), A(Cl)u-Gal,  
 BRAZIL (Canham) F(CAO)-Mor, A(Ama)-Gui, A(Bog) st.  
 CHINA (Roberts) A(IMo)-Man, F(Pek) s A(IMo)-Man, A(Sik)-Vtm, F(SCS)-For.  
 ENGLAND (Wakefield) A(Yor) bd F(NTH), A/F(NTH)-HEL, A(HEL) dis Kie, F(NWG)-Nwy, F(ROC)-Ice, F(Tha-EC) st.,  
 FRANCE (Morris) F(Cam) s English F(Tha-EC), A(Pic)-Bel, F(BIS)-Por, A(Gas)-Lyo, F(Spa-SC) st.  
 GERMANY (Porter) A(Kie)-Hol, F(Den) st., A(Tyr)-Kls, A(Sil) s Russian A(War)-Gal, A(Boh)-Vie, F(Tan)-GHS.  
 INDIA (Pratt) F(EIO)-Jav, A(Bma)-Tha, A(Clc) bd F(BOB), A/F(BOB)-And, A(And) dis Joh.  
 ITALY (Crisp) A(Pie) bd F(GOL), A/F(GOL)-TYR, A(TYR) dis Tun, A(Gen) bd F(TYS), A/F(TYS)-ION, A(ION) dis Cro, F(GOA)-Eth.  
 JAPAN (Waterhouse) A(KOB) bd F(ECS), A/F(ECS)-SCS, A(SCS) dis Can, F(SOJ)-Kar, F(CPO)-Phi.  
 RUSSIA (Segal) F(GOB)-Swe, A(War)-Gal, A(Cau) ffby Turkish F(BLA)-Rum, F(Sev) s A(Cau)-Rum, A(Ukr) s A(Cau)-Rum, A(Sib)-Man, A(OMo) s A(Sib)-Man, F(Vor) s A(Sib)-Man.

## XII

TURKEY (Dagger) A(Ira)-Cau, A(Bul), sIF(BLA)-Rum, A(Smy)-bd F(AEG),  
A/F(AEG)-SMS, A(SMS) dis Ben.  
U.S.A. (Num) F(HAT)-Azo, A(NeY)-Que, A(Clf) bd F(Cha), A/F(CHÄ)-CPO,  
A(CPO) dis Tok.

### Builds

ARGENTINA	Beu, San, Tuc, +Tah, +Nig, +Uru	=	6:bu 3 F(Beu), F(San), A(Men)
AUSTRIA	Vie, Bud, Tri, Clu, (Cro), +Gre, +Ser	=	6:bu 1 A(Bud).
BRÄZIL	Rec, Rio, Iqu, +Mor, +Bog, +Gua	=	6:bu 3 A(Lib), F(Rec), A(Rio)
CHINA	Shg, Pek, Han, (Can), +Vtm, +For	=	5:bu 1 A(Han)
ENGLAND	Lon, Edi, Uls, Lpl, (Joh), Nwy, +Tha, +Ice, +Kie	=	8:bu 3 F(Lon), F(Edi), A(Yor)
FRANCE	Mar, Bre, Par, Lyo, Sai, +Spa, +Por, +Bel, +Cam	=	9:bu 4 F(Mar), A(Bgy), F(Gas) A(Sai).
GERMANY	Tan, Ber, Pos, Mun, (Kie), +Hol, +Den	=	6:bu 1 A(Mun)
INDIA	Cey, Mdr, Clc, Del, +Bma, +Jva, +Joh	=	7:bu 3 A(Clc), A(Del), F(Mdr)
ITALY	Nap, Gen, Mog, Ven, Rom, +Tun, +Eth, +Cro	=	8:bu 3 F(Pie), A(Ven), F(Mog)
JAPAN	Kob, Osa, Nii, (Tok), +Kar, +Phi, +Can	=	6:bu 2 F(Osa), A(Nii)
RUSSIA	StP, Sev, Vla, Mos, War, Oms, Cau, +Swe, +Kor, +Man, +OMO	=	11:bu 4 A(Sib), A(Tur), A(Mos), F(Oms).
TURKEY	Ank, Smy, Con, Ada, Bag, +Rum, +Bul, +Ben, +Ira	=	9:bu 4 A(Arm), F(Bag), F(Con) A(Syr).
U.S.A.	NeY, Clf, Kan, Tex, +Que, +Azo, +Tok	=	7:bu 3 F(Ore), F(NeY), A(Clf).
NEUTRAL	Egy, SAf, Yem, Shk, Bör, Pth, Syd, Wel, Ale, Haw, Van, Cub, Lim, Mdg	=	14
			TOTAL 108

### Press

#### VIENNA

The Emperor strode through the door, dragging his Imperial purple cloak behind him. He kicked the aide and sat in his throne of starwood.

"Grunge! Get the maps out!"

The aide obeyed, unrolling two large pieces of paper onto the floor. They showed southern Europe, with various arrows showing the movement of various armies into the lands of the Empire.

"We must stop these invading barbarians!" the Emperor shouted as he beat his fist on the arm of the throne. "Grunge, take these orders down. We'll show these scum. Hah! People run shouting 'the Huns are coming'!"

"Yes, your most noble one...", said Grunge as he grovelled before the throne "you'll show them."

"They have incurred the wrath of the Hordes of the South. They shall pay for this." The Emperor picked up his staff of wizardry and hobbled out of the throne room into his laboratory. "Do you think the world is ready for the maser yet, Grunge?", he called out.

"No, Sir, they've only just got radio and you have not told them about television yet, so maser beams and fusion power are a little too advanced."

"Yes, I suppose you're right.....Ahh, it reminds me of the fact that I'll have to tell those people the mechanics of flying."

And with that, the Emperor set out to invent the hyper-space drive.

#### BUDAPEST-MOSCOW

When will the trans-Siberian railway be ready?

#### BUDAPEST-BERLIN

Pss ff

#### BUDAPEST-ANKARA

Yes?

#### BUDAPEST-THE WORLD

The Huns are coming!

#### B.B.C.-WASHINGTON

After your praise in the letter to the editor, I was expecting a queue of eager people to play in a Dippy game with me. Maybe they thought you were being sarcastic? As for Kedge, I don't even remember getting close enough to stab him, but then there is always Hydra. As we say in Brazil, "There's something Fishy close by!"

B.B.C.Beware! It might be a forgery!!JORIL-PARIS

Hands off my datelines.

JORIL-ST. PETERSBURG:

No! No! No! Anyway what was it that I was supposed to have agreed to?

JORIL-BEENOS AIRES

But why should I attack him when you don't keep your bargain?

FLASHMAN

Of course, this plan appealed to me like Ignatieff appeals to his own mother. If he had one....I was to be taken to board the Moscow - Berlin - Munich-Paris Express, (nowadays called the 'TransEuropa' railway) and journey to Paris on my mission. The plan I had in my mind tho', was rather different, Jump train in Berlin, hop across to Denmark and home from there. Simplicity itself, and I had a fancy to try some of those Danish woman that everybody talks about on the way.

Next day I was roused from slumber (after tumbling a serving wench the night before - damned hard work I can tell you - to see Ignatieff. I was led to his room, where I found him staring out of the window. Without turning his back he said: "Flashman! I have a little surprise for you. Your 'Nurse' to Paris has arrived. Would you like to meet him?"

Nurse? thought I. This is going to be a little more difficult than I think.

"Why not?" I replied.

"Come in, my friend," the Count called.  
And in, blow me came, STARNBERG!!"

"Hello, Harry...."

CONSTANTINOPLE-SINGING NUN

Eristic? Eristic? Who's bloody eristic? Look sister, I don't care if it will mean blood all down your best wimple. If you keep calling me names, I shall set Doug on to you. Two years of correcting Yule's spelling and you start sounding like an out of control Scrabble player.

P.S. And this time move your own pieces. I have quite enough to do looking after my own.

WASHINGTON

Told you so - second season and I'm still here. Unfortunately so are Morris and Wakefield. My plan to eliminate them in the first moves, by sending them an exploding model of Porter, doesn't seem to have come off. Hey ho! with my usual irrationality I shall now ally with one of them. The problem is which? Since they have both requested my help against the other. Hmmmm?

LONDON

Dear Tag Hill,

Would you please not publish my victory statement for a few seasons. Nunn is still in the game.

THE COMMODE OF THE FLEET (or 'The vicar goes to sea')

1. Said a young fellow called Doug  
(with visage incredibly smug)

When you notice the stink,  
Or he'll soon spread some over you,  
SON.

"After nine seven vee,

No one can beat me,

I shall sweep the rest under the rug

4. His command is a trifle effete,  
With brocade and an upholstered seat  
But don't let it fool ya,  
Ole Britannia will rule ya.

2. They've made me commode of the Fleet,

If you once turn your back, it's  
defeat.

(Old England will ne'er smell so  
sweet).

I shall now board my bucket

5. I suppose that old Kedge will be  
conned,  
By the things that Doug said when he  
phoned.

(God knows where he'll chuck it

But France must look out 'Allez  
vite!'

But Porter would never,  
move south for Doug's pleasure.  
The 'Cockpit' will not heed the 'Cess-pools' demand.

3. Doug's penchant is spreading

pollution

(on a blanket there is no solution)

So fellows please think,

SOME FURTHER REVOLTING ADVENTURES OF THE 'COMMODE OF THE FLEET'

1. Now the Commode has ideas a trifle bizarre.  
His bucket is fastened right up on a spar.  
To climb up on high  
While undoing his fly  
Is a trick that requires a most  
agile jack tar.
2. He was asked "Why's it up there, and shining so bright?  
You really can't call it a beautiful sight"  
'Oh, it's easy you see,  
the Csar's coming to tea,  
He will soon get the contents from  
a very great height'  
\*\*\*\*\*
3. Now you may think his planning is over-elaborate.  
But his next plot will soon round the planet reverberate.  
Our toilet-roll troubadours  
Taken off his paisley draws  
And disguised as a Fakir, is holding out his dirty paws.
4. For some backsheesh from India, who will probably tell All he knows of the rope trick (and support him as well)  
Our hero will next  
Climb up on pretext,  
And Pratt will be second to experience the smell.

ICARUS SPRING 1901

A few sets of orders missing, so obviously you've decided to make use of the double deadline offered. We definitely start next time though.

The military forces of France have been handed over to a new leader, and another lady one at that. She is Anne Forrest, 1 Rostulla Park, Jordanstown, Newtonabbey, County Antrim, N.Ireland. All correspondence that Richard Nash has received relating to this game has already been passed on.

Anne, welcome to Chimaera and the best of luck with the game. I'm seriously thinking of instigating a new house rule that says all female subscribers must forward a picture of themselves to the GM, so that I can see exactly how beautiful they are. I'm sure that both you and Jan Johnson would prove to be equally as enchanting as Linda.

Orders on file for Turkey, Germany and Italy. Apologies to Keith Ashbolt for my calling him Keith Asholt for about the last 4 months. Sorry, Keith.

FRIGATE 73/4 1973HB AUTUMN 1914

ENGLAND (Ball) A(Sev)-Arm, A(Mos)-Sev, A(Rum)-Bul, AUUkr)-Rum, A(War)-Ukr, A(Sil)-Boh, A(Pru)-War, F(Kie)-Hol, F(NTH), F(BAL), F(GOB), F(Ber) & A(Den) st.

FRANCE (Walkerdine) A(Smy) s English A(Sev)-Arm, F(AEG) s English A(Rum)-Bul, A(Apu)-Rom, F(Nap)-ION sby F(EMS), A(Tri)-Ser sby A(Bud), A(Mun)-Tyr, A(Ven)-Tri sby A(Vie), A(Bur)-Mun, F(GoL)-TYS, A(Gal) s English A(Ukr)-Rum, F(ION)-Gre.

ITALY (Sharp) F(Alb) s A(Bul)-Gre, A(Eul)-Gre.

RUSSIA (Cousins) F's BLA, Gre & A(Con) stand. NMR!!!!!!

Retreats: Russian F(Gre) annihilated.

Builds

ENGLAND Lon, Lpl, Edi, Den, Kie, Swe, Nwy, Ber, StP, Mos, Hol, War Rum, +Bul, +Sev

FRANCE Par, Mar, Bre, Spa, Por, Bel, Mun, Tun, Rom, Ven, Nap, Vie Tri, Smy

ITALY (Ser), (Bud), +Gre

RUSSIA Ank, Con, (Sev), (Gre), (Bul)

\*\*\*\*\*

A(Edi)

=15:bu 2 A(Lon)

A(Par)

=16:bu 2 F(Mar)

= 1:lose 1 A(Gre)

= 2:N/C

SOCCKERBOSS - half-time scoresDivision 1

Brentford	0 v Liverpool	Y 1
Ipswich Town	2 v Everton	1
Leeds Utd	1 v WestHam Utd	2
Man Utd.	3 v Bolton Wans	0
Newcastle Utd	1 v Watford	3

Division 2

Ilford Town	2 v Walton Clogs	0
Derby County	2 v Workington	2
Luton Town	1 v Allfrens Utd	1
Peover Celtic	0 v MPBU & BBLU	1
Satans Bastards	0 v Sporran Acads	0

FRIGATE 75/23 1975BK SPRING 1910

ENGLAND (Fisher) F(ENC)-Bel, F(ENC)-Bel sby F(NTH), F(NWG) s F(NTH), A(Pic)-Par sby A(Bre), F(Gas)-Spa-NC, F(Mar)-Spa-SC.

GERMANY (Ross) A(Mos)-Sev sby A(Ukr), A(StP) s A(Nwy), A(Nwy) st., A(Bur)-Mar, F(SKA) st., A(Kie)-Den, A(Mün) st., A(Bel) s F(Hol), F(Hol) s A(Bel), F(Ber)-BAL.

ITALY (Howes) F(GOL)-Mar, A(Ven)-Pie, F(Tun)-WMS, A(Rom)-Ven, F(ADR)-Alb, A(Bud) s German A(Ukr)-Rüm, F(IOS)-Gre.

TURKEY (Barker) F(Alb)-Gre, F(EMS)-ION, F(BLA) s A(Sev), A(Rum)-Gal, F(AEG)-Gre, A(Sev) st., A(Bul)-Ser, A(Ser)-Tri.

PressTHE KEFLAVIK FILE 17

With the mad, motorcycled Fisher about to hurtle into them, Lindsay and Sobieski calmly debated what they should do to avoid annihilation...

"Use your Dislocator!"

"...I can't, the battery must be flat..."

"Do something then. Quick!"

"Aha!" gasped the Lindsay, a grin flashing across his face, "If my memory serves me well, I've still got a spell left from that time I was a magic-user in a game of 'Dungeons and Dodos' - a 'timestop' one at that."

"Use it then!" urged the Pole.

"....er...like, freeze man..." mumbled the other, pointing towards Fisher who amazingly stopped as if frozen a foot away from the quivering Sobieski.

"It worked! But how long does it last?"

"About a minute I think. In the meantime, let's see if we can get the Dislocator to work." With this he fumbled inside his pocket for the spare 9 volt battery that he always had handy in the folds of his cloak....

"...won't he crash into us when the time is up?"

"Sure. Actually, the longer a moving object is subjected to timestop, the faster its velocity on resumption of movement. He should crash into us at about 1825 mph."

"What can I do to stop him?" said Sobieski, glancing at his wristwatch, noticing the second-hand was nearing 55 seconds since the spell had been cast.

"Step out of the way, dummy."

**WANTED, ONE HOLIDAY CHALET NEAR BLACKPOOL. WRITE "GANDALF", BOX 35, CHIMAERA.**  
\*\*\*\*\*

POLARIS 74/22V ATLANTICA MAY 1871

As a result of last times voting, I am pleased to declare this game over. England/Germany joint winners with Canada/Italy joint third. The rest nowhere. I'll try and get a supply centre chart together for next issue if I can coerce someone into giving me a hand with the earlier seasons, and a few words from the players would be appreciated too.

FRIGATE 74/13 1974DB FINAL STATEMENTS

My thanks to Mick Bullock and Andrew Waldie for providing the information I did not have.

Year	01	02	03	04	05	06	07	08	09	10	11
AUSTRIA	4	6	8	8	10	11	11	12	14	16	18
ENGLAND	4	4	5	7	8	8	8	9	9	10	10
FRANCE	4	5	3	2	-	-	-	-	-	-	=6th
GERMANY	5	7	6	8	9	10	11	10	8	8	6
ITALY	4	5	4	4	4	3	3	3	3	-	4th
RUSSIA	5	4	4	1	-	-	-	-	-	-	=6th
TURKEY	4	3	4	4	3	1	1	-	-	-	5th

AUSTRIA: Andrew Waldie, won Autumn '1911.

ENGLAND: Gus Ferguson, 2nd.

FRANCE: Bob Harris, d.o.02, Chas Bedford d.o.05, Steve Plater, out Aut '05.

GERMANY: Richard Sharp, 3rd.

ITALY : Les Pimley, res S'04, Pete Lindsay, out '10

RUSSIA : Conrad von Metzke, res A'02, Ron Fisher, out '05

TURKEY : Steve Doubleday d.o.A'01, John Hendry, d.o.A'02, Simon Rooke, d.o.'05.

MAGAZINES: Frigate until 1905 spring, Chimaera from then on.

Statements

AUSTRIA (Victor)

It's good to add another win to my total, especially having played one of the traditionally 'difficult' countries; Austria, but I'm afraid that I cannot claim to have won due to my diplomatic and strategic skill. Drop outs and missed moves had more to do with my win than diplomatic coups or tactical ploys. The drop outs can be listed: first Russia dropped out in 1902 to be replaced, but the interruption enabled me to secure the Balkans, then Turkey dropped in 1904 which gave me security to my rear, and allowed me to embark on a course of expansion which led to my win. Italy under Pete Lindsay put up a brave fight, all the more notable when one considers that Pete was a stand-by. He had to replace Les Pimley who of course had dropped out due to illness, and Les' tragic death adds a sad footnote to this game. Les was one of the hobby's real characters and friends. I'd like to take this opportunity to pay tribute to him.

There's nothing more to say, except to thank Clive for giving this and the other Frigate orphans 'a good home' and to commiserate with Gus Ferguson, who surely would now be celebrating a well earned three way draw were it not for Richard Sharps unfortunate NMR. Still, that's Dippy!

ANDREW WALDIE.

ENGLAND (2nd)

This game started with an initial alliance between England and Germany. Quite what the order of events was in the south east I am not at all sure. The passage of time and player changes have obscured matters. Enough to say that Austria became the dominant power in the Balkans whilst England and Germany prospered in the north.

The game was obviously heading to a three country showdown when Germany stabbed England. Unfortunately, the only effect of this was to provoke a revenge attack from England upon Germany and to allow Austria to wax even stronger.

As Austria approached the winning total England and Germany managed to reconcile their differences and set about the fairly simple task of baulking Austria at 17 units.

Thus, the situation as spring approached was Austria poised to take his 17th s.c. but with no prospect of any more whilst it is conceivable he could have eventually been forced to retreat. A three way draw was certain.

In this crucial position a certain Mr. Richard Sharp omitted to send in orders?????????????????

GUS FERGUSON

GERMANY (3rd)

This is the second most unsatisfactory game that I've been in.

My viewpoint on the strategy is easily summed up. Since the game would clearly be a three-way contest from an early stage, I allied with Gus on the familiar terms 'no English fleet in the North Sea, no German fleet builds'; and I formed a non-aggression pact with Austria. When it became clear that Turkey would drop out, giving Austria an enormous advantage, I was forced to attempt a premature stab; but the damage was done and Austria was able to secure a total stalemate with me while picking off Turkish centres with his free hand. This meant my agreement with Gus would favour him: he would be free to move round the Med and would eventually get a win, with myself 2nd. In accordance with my 'win only' principles I stabbed him too, in a small way, committing myself to a desperate fight on two fronts; I might have achieved something here by negotiation, but at this point the game (which I had agreed to play in on strict condition that it ran to 8-week deadlines) was reduced from 6 weeks to three; my frequent absences from home at that time plus Clives habit of sending Chimaera to the usually empty house next door meant it was as much as I could do to get orders in, and negotiation was simply not possible. In the end I did manage to contact Gus, and we were in a position to force a

draw, but neither NMR by me (carelessness this time) sealed the issue.

In my view the deadline should never have been reduced without the explicit agreement of all players: I didn't object to adjudications being made in consecutive issues when we had got orders in, but felt that seasons should not have been printed if one or more players had missed out, but should be deferred to the following issue in accordance with the original terms of the Game.

I also feel strongly that Andrew Waldies last set of orders should not have been accepted - I have myself given NMR's to people who forgot to renew their subs, after final warnings, and I would have thought this was standard practice. (Nothing personal of course, Andrew - it's not your fault that the game was a dud!)

All in all, I can only apologise to Gus for spoiling the draw....but if I'd been GMing it, it would have been a draw anyway.

RICHARD SHARP.

Now just a minute, Richard, we seem to have a misunderstanding here and Haven type logic to boot! Firstly, as far as I am concerned the deadlines were reduced with the approval of the players. If I publish a proposal from one of the players that they be brought into line with the other games, and you don't have reason or interest to even pass comment, then I can only assume you have no objection. Reasonable assumption, isn't it?

Secondly, as I understand it you are saying that if you had been GM you would have excused players lapses of memory in the case of NMR's but that I should have penalised Andrews lapse of memory in respect of his sub. Oh, come off Richard. I'm sorry the game was a dud and I sincerely hope that your next one in Chimaera will give you more satisfaction. Unfortunately, I appear to have 50% subscribers screaming at me because I'm too rigid and the other 50% because I'm too easy going. Wouldn't life be dull if we all saw everything the same way?

\*\*\*\*\*

#### DIPLOMACY WAITING LISTS

Regular 2-season (50p + £1 deposit) Richard Nash, Anne Forrest, Alan Watson, ONLY TWO NEEDED Peter Waldschmidt, Norman Nathan.

People wishing to play in Chimaera take heed, there won't be many more games starting and game starts will soon be fixed to game finishes, one for one. If you don't want a longish wait you'll have to get into the next couple of games.

DISCOVER I think is a little beyond my capabilities at the moment (time-wise) so I won't open a list. Those who expressed an interest to play may well have the opportunity to do so in the very near future when the designer, Richard Bartle brings out his own 'zine 'Sauce of the Nile'. More information as it's available, might even have a go myself.

#### LEMMING EXPRESS

Lemming Express is Chimaeras sister 'zine coming from the same DF family and for those of you wanting a bigger choice of games to play in than Chimaera can currently offer will find yourself well catered for. At the moment on the Dippy side there are lists for Abstraction, Mercator III, 1000AD, Terrorism, Formula One (Formula One? Dippy? No!) and an Amazon all ladies game, Vacancies in all the above.

On the non-Diplomacy side there's Formula One (that's better), Soccerboss, AH Stockmarket, Sleuth, Mastermind, chess, Scrabble, in fact you name and it's probably there. Available from Bob Howes, 180 London Road, Headington, Oxford, OX3 9ED.

#### CONGRATULATIONS.....

...to Martin Janta-Polczynski who's announced the date of his wedding to Mademoiselle Margarita Wolniewicz for the 25th September.

...and to Tony Ball for picking up the Calhamer award for the outstanding British player of the year.

# EN GARDE

GM'd by ALLAN J. OVENS.

Here we go again, the fantastic adventures of a bunch of deluded, semi-insane individuals who have secret fantasies wherein they take sword in hand and prick everything in sight. This is EnGarde written by Allan (please spell it right this time, Clive J. Ovens, c/o Supply Squadron, RAF Sydenham, BFPO 801. Telephone Belfast 58477 ext 420 (work) or Hollywood 4130 (home). ((Spell it right? Hit? It? How many ways are there?))

As you can see from Clives comments last issue he is worrying about the space taken by En Garde. I fully appreciate Clives point of view and as far as I am concerned what he says goes. I will compress the moves into a smaller space in the format suggested by Clive last issue. However, for reasons I have explained to Clive, I don't like abbreviations and will be using only obvious ones. I would appreciate your comments on which style you like the best, last issues chatty moves or this issues more efficiently written moves. The content for this issue will be of similar length as last, simply because in its present stage of birth and expansion there is so much to put in and I have even left out several things until next time. I sincerely hope Clive will print it all, I expect in the future it will tail off a little but I could be wrong. The postal version has been received so well that a quarter of Chimaeras readers are now playing and I hope that the vast majority of non-players are reading it with enjoyment. The excellent standard of press received reflects the interest and enthusiasm of the participants and I hope you will agree Clive, that in its early, it's got to be this big. ((I agree, it's just that I was taken completely by surprise with the response)).

An apology is due to Alan Watson alias John Woodhouse. Alan has just joined the game, but his name was incorrectly given last time as John Woodhouse, please amend your records. ((I think I prefer John Woodhouse, it sounds so much more cultured)). Rod Hunt also joined last time but his address wasn't given. It is: Rod Hunt, 7 Eden Park, Gainford, Nr. Darlington, Co. Durham.

There are 5 newcomers this time and we have our first female player. Calm down, Gentlemen ((Gentlemen? Who let them in?)), you'll all get your turn I'm sure! I've been toying with the idea of formulating a complete new set of rules for women players, where they can indulge in illicit relationships to their advantage etc., but it's likely to be a lot of work and it might not be successful. Anybody wishing to work on it, please do. Bill Howards wife Andrea has been almost talked into joining. Her excuse is a possible lack of lovers. I keep assuring her she'll have no problems in this direction, and I'm sure everybody would agree with me if they saw Andrea, but she's not quite convinced yet.

Anybody reading this who isn't converted yet, don't forget you can obtain EN GARDE for £2.00 from Simulations Publications UK, Crown Passages, Hale, Altrincham, Cheshire, WA15 9SP.

\*\*\*\*\*  
The new players this time are:

Ian R. McLaren: 156 Agar Drive, London N1 Tele:01-405-9222 (work)  
ROBERT DE PATE DE FOIS GRAS 01-267-1685 (home)

Initial Social level 4  
Strength 12 Constitution 17 Expertise 11 Endurance 204 Military Ability 2.

Robert de Pate Fois Gras is a gentleman, 4th son of a well to do father. Initial funds 250 crowns, allowance 50 crowns.

Pat Meara: 61 Borrowash Road, Spondon, Derby DE2 7QH ((That's what it was in No name yet! February 1975. I hope you've not moved, Pat!))  
Initial Social level 4

Strength 11, Constitution 10, Expertise 11, Endurance 110, Military Ability 6.

She is a Gentleman! 2nd son of a wealthy father. Initial funds 500 crowns, allowance 100 crowns.

Mike Mcara: Address as per above.

No name yet!

Initial Social Level 2  
Strength 13, Constitution 10, Expertise 17, Endurance 130, Military Ability 4.  
He is a peasant, 2nd son of a peasant. Allowance 0 crowns, Initial Funds 10 crowns. (You have a few problems, methinks)

Ron Canham: 48 High Street, Ipswich, IP1 3QJ

Francis Dashwood Initial Social level 4  
((Hi, Ron! I wondered how long it would be!))

Strength 12, Constitution 15, Expertise 14, Endurance 180, Military Ability 1.  
Francis Dashwood is the third son of a well-to-do gentleman. Initial funds 250 crowns. Allowance 50 crowns.

Clive Wardley: 93 Mortlake Road, Kew, Richmond, Surrey, TW9 4AA.  
REX VAN RYN

Initial social level 2  
Strength 11 Constitution 9 Expertise 11 Endurance 99, Military Ability 2.  
Rex Van Ryn is the bastard son of a small merchant. Initial funds 23,

Allowance 5 (Sorry about that abominable character)

JANUARY ((Have we decided on a year yet?))

Wk.	Action	Result	Cost	Status points
-----	--------	--------	------	---------------

FABIAN TITANIQUE/Bill Howard	SL5	Funds 95		
Resigns Red Philips, join Frog & Peach, Conspic Consum, Regt	17	+ 7		
1 Visit Frog & Peach, Carouse, take Gaston.	5	+ 1		
2 Guest of Benedict at Bothwells, carouse	12	+10		
3 Visit bawdyhouse, carouse, womanise.	10	+ 1		
4 Military duty. Inspects his privates!				
New Social level 6 Funds 49	44	+19		

PERCY FITZ-WILLIAM/Kelvin Randall	SL5	Funds 195		
Join Frog and Peach, borrow 500cr from shylock, Regt, support, Juliet Jerome.	42	+11		
1 Visit Bothwells with Benedict as guest.	Fails.			
2 Join Princess Louisa's Light Dragoons as Major	Fails			
3 Visit Juliette Jerome	Fails			
4 Practice with sabre		- 2		
Social level 5 Funds 753	42	+ 9		

Your Bothwells visit fails because Benedict D'Amber went in week 2. Your attempt to join Princess Louisa's Light Dragoons fails because there are no vacancies and a player character already holds an officer position. You lose your mistress in wk 2 to Noah Speke De English (What did you do recently to deserve this?)

ANDRÉ D'AVIDSON/Andy Davidson	SL 7	Funds 32		
Join Blue Gables, Miss Wiberforce, Regiment, Support	16	+15		
1 Practice with sabre				
2 " " "				
3 " " "				
4 " " " (You know have expertise 11 for sabre.)				
Social level 7 Funds 129	16	+15		

HARRY FLASHMAN/John Piggott	SL1	Funds 450		
Press and conspicuous consumption	3	+ ?		
1 Visit Bawdyhouse, carouse, womanise	2	+ 1		
2 " " " "	1	+ 1		
3 " " " "	1	+ 1		
4 " " " "	1	+ 1		
New social level 2 Funds 532.	8	+ 6		

BENEDICT D'AMBER/Pete Lindsay	SL12	Funds 144 (Taunton 88142)		
Join Bothwells, borrow 600cr from money-lender, support, press.	54	+ 9		
1 Join Dragoon Guards as Major	Succeeds. Commands			
2 Visit Bothwells, carouse. Guests: Fabian Titanique and Albrecht	B squadron.	711	+ 7	
		12	+ 3	

3 Visit bawdyhouse, carouse, womanise.

24 + 1

4 Practice with sabre.

Social level 12 Funds 135      801      +20

(You will notice that I am not now publishing transfers of money between players, although I am recording them on the accounts. Clever players may be able to work out who has paid what. If you think somebody is coming as a guest but the adjudication doesn't mention it, the 'guest' hasn't told me.)

ALBRECHT VON WALLENSTEIN/Stephen Hatfield SL5 Funds 479

1 Joins Frog and Peach, Regt., Lady Constance, support, press. 20 + 9

1 Visits Frog & Peach with Lady Constance

+8

2 Guest of Benedict at Bothwells

+6

3 Guest of Charles-Hercule at Hunters

+6

4 Attempts to court Lucy Belinda

24

New social level 6 Funds 364      44      +23

(You were noticed by Francis Dashwood in your courtship of Lucy Belinda)

FRANCIS DASHWOOD/Ron Canham SL4 Funds 250 tele:0473-51988

Borrow 400cr from moneylender. Join Red Phillips, Conspic Cons. 17 + 3

1 Court Lucy Belinda

Succeeds 16 + 6

2 Join Crown Prince Cuirassiers as Subaltern

uses class 3 favour from mistress.      Succeeds (in troop) 205 + 4

3 Visit Frog & Peach with Lucy. Carouse

8 + 1

4 " " " " & press

8 + 2

New social level 5 Funds 446      254      +16

NOAH SPEKE DE INGLISCH/Alan Watson SL10 Funds 675 (Darlington 65609)

Join Hunters. Borrow 300cr from money-lender, support. 40 + 6

1 Join Cardinals Guard as Major

Succeeds. Commands

2 " " " 3rd squadron 741 + 8

3 Courts Juliette Jerome

Succeeds 27 + 2

4 Visit Hunters, carouse

10 + 1

5 Visit Hunters with Mistress, carouse

20 + 1

Social level 10 Funds 250      838 + 18

(So we have the first of the baddies who are joining the hated and despised Cardinals Guard)

REX VAN RYN/Clive Wardley SL2 Funds 23

Support, borrow 200cr from moneylender. 4

1 Join 27th Musketeers as Capt.

Join 4th Arquebusiers as Capt.      Fails

2 Visit Bawdyhouse, carouse

2 + 1

3 " " " and womanise

2 + 1

4 " " " 4

12 + 3

Social level 2 Funds 216      12 + 3

(Your attempts to join the regiments failed because you haven't enough money to join and buy a horse)

JULES BARRAMOIR/Martin Rundle SL5 Funds 44

Borrow 500cr from moneylender, support. 10

1 Join 69th Arquebusiers as Major

Fails

Join Gascon Regiment as Major

Fails

(Fail for same reason as Rex Van Ryn)

2 Volunteer for service on frontier.

1

(This would normally fail since volunteering for frontier action takes up the entire month in fighting. However, as you have messed up your other orders consider yourself in a frontier regiment. Your rank is private. Incidentally, for the purpose of frontier regiments, campaign seasons are 2 months in length commencing from January/February. So you can't resign until the end of Feb)

Your frontier regiment is serving in Austria (see later). Your regiment was fighting a defensive battle which was inconclusive. You survive with no wounds and receive no plunder. However, surprise, surprise, you are promoted to subaltern. Congratulations.

Social level 5 Funds 44

FIGARO SPEACH/Rod Hunt SL4 Funds 250  
 Borrow 200cr from shylock, join Red Phillips, support  
 1 Visit Red Phillips and place 9x10cr bets. lose 4, win 5 (- 6) 2  
 carouse.

2 Court Theresa Contella Fails 18

3 Apply for captaincy in Grand Duke Max Drgs. Fails

4 " " " " " " " " " " Fails Lack of female companionship 2

New social level 3 Funds 475 25 2

Your attempt to join the Grand Duke Max Dragoons failed because a player character, Albrecht, is already a member of the officer class and there are no vacancies due to resignation or battle.

CARLOS DE SIGUENZA Y GONGORA/Peter Charlton SL5 Funds 546  
 Conspicuous consumption, club, Madam Disasteux. Borrows 37cr. 46 7

1 Take mistress to club, carouse 10 1  
 2 Join Royal Marines as Major, uses class 2 favour of Madame Disastreux. Succeds. Commands 3rd squadron 621 5

3 Practice with sabre 8

4 " " Social level 5 Funds 0 693 13

TOULOOSE LALOT/Gus Ferguson SL10 Funds 250

Joins Hunters. Borrows 800cr from moneylender. Conspic. Consump. 50 7

1 Join Dragoon Guards as Major Succeds. Commands 3rd Squadron.

2 Court Madam Sophia Fails 39

3 " " " Succeds 39 4

4 Practice with sabre 839 18

Social level 10 Funds 261

GASTON FANCIER/Gary Porter SL4 Funds 550 (01-681-7521)

Conspicuous consumption 12 1

1 Visit Red Phillips as guest of Fabian Titanique and carouse. 5 3

2 Join Grand Duke Max Dragoons as major Fails

3 Visit bawdyhouse, carouse, womanise. Fails 8 1

4 Visit bawdyhouse, carouse, womanise. 25 5

Social level 4 Funds 635

You failed to join the regiment for the same reason as Figaro Speach.

CHARLES HERCULE DE THINGY/Charles Vasey SL10 Funds 178

Club, regiment, support, press 33 13

1 Court Lady Jane Grey Fails 51

2 Visit bawdyhouse, carouse, womanise 20 1

3 Take Albrecht to Hunters 1 1

4 Visit Hunters 104 15

Social level 10 Funds 129

You failed with Lady Jane Grey because it is impossible for a man of social

level 10 to woo a wealthy mistress of social level 17.

LLOYD BARCLAY/Dave Allan SL3 Funds 500

Join Red Phillips, conspicuous consumption. 14 3

1 Court Irma La Duce Fails 27

2 Visit Red Phillips and carouse 3 1

3 Practice with Sabre 12

4 " " " 12

Lack of female companionship 68 2

New social level 2 Funds

Don Diego was present when you attempted to court Irma, and as it happens,

so was that romeo Antoine Giscard Bücheron Fou!

DON DIEGO DELEVEGA/Clive Booth (the Big Bad Editor) ((Careful! I'm not averse to fighting the King! Come to think of it, the way this game's going, I think I am anyway)). SL6 Funds 312 Club, support, Irma La Douce, press

Enlists as editor 43 9

1 Visit Frog and Peach with mistress, carouse 12 1

At this point you lose Irma to Antoine, see later

2 Join Grand Duke Max Dragoons as Capt 15 Fails to obtain 10

You fail for same reason as Figaro Speach

3 Visit Frog and Peach, carouse 6 1

4 Visit Frog and Peach, Social level 6 1

Social level 6 Funds 291

ANTOINE GISCARD BUCHERON FOU/Richard Bartle SL7 Funds 71

Support, club, regiment, press.

1 Court Irma La Douce 15 10

Takes her away from Don Diego and Lloyd Barclay

2 Visit Blue Gables, bet 50cr 50 -1

3 Visit bawdyhouse, carouse 7 1

4 Practice with rapier 10

Social level 7 Funds 62

ROBERT DE PATE DE FOIS GRAS/Ian McLaren SL4 Funds 250

Enlists as private in RNH Border Regt. This unit is fighting a defensive engagement in India. Without any trouble you break up and scatter the enemy and survive, which is lucky considering you only needed 6 to be wounded

see later You are promoted to subaltern and grab 450cr in plunder.

Social level 4 Funds 750

JUSTIN THYME/Hartley Patterson SL2 Funds 49

Joins Frontier Regiment fighting in Spain (same one as Pigtrotters). Fights

defensive battle, which is inconclusive but because of your own personal bravery

in rescuing your superior officer under heavy fire, you receive a mention in

despatches and three extra status points for the first three months you aren't

campaigning. You don't receive a medal.

\*\*\*\*\*

There now follows the Social League Table which I have extended to save you

time and effort in looking through back issues for information

Regt Rank Strength Con Exp

12	Benedict D'Amber	(Pete Lindsay)	DG Maj	11	11	16
10	Noah Speke De English	(Alan Watson)	CG Maj	15	14	14
10	Toulouse Lalot	(Gus Ferguson)	DG Maj	11	10	14
10	Charles Hercule	(Charles Vasey)	ALC Maj	13	12	11
7	Antoine Giscard	(Richard A. Bartle)	ALC Capt	13	6	10
7	Andre D'Avidson	(Andy Davidson)	ALC Maj	8	15	10
6	Fabian Titanique	(Bill Howard)	RM Sub	10	12	11
6	Albrecht Von Wollenstein	(Stephen Hatfield)	GDM Capt	11	14	9
6	Don Diego Delevega	(Clive F. Booth)	-	11	9	14
5	Carlos De Siguenza	(Peter Charlton)	RM Maj	9	10	8
5	Jules Barramoir	(Martin Rundle)	Frnt Sub	9	9	12
5	Percy Ffitzwilliam	(Kelvin Randle)	PLD Capt	17	11	8
5	Francis Dashwood	(Ron Canham)	CPC Sub	12	15	14
4		(Pat Meara)	-	11	10	11
4	Robert De Pate	(Ian McLaren)	RNH Sub	12	17	11
4	Gaston Fancier	(Gary Porter)	-	16	16	11
3	Figaro Speach	(Rod Hunt)	-	9	13	10
3	Justin Thyme	(Hartley Patterson)	PM Capt	10	18	9
2		(Mike Meara)	-	13	10	17
2	Lloyd Barclay	(Dave Allan)	-	10	10	12
2	Rex Van Ryn	(Clive Wardley)	-	11	9	11
2	Harry Flashman	(John Piggott)	-	17	10	10

I hope all the above adjudications are correct, although I do know I have not charged some people for upkeep of horses. I have to get this to Clive now so you're lucky this time. Below are the mistresses still without masters and a few new ones.

17	Lady Jane Grey	Beauty/Wealth	17	Countess Isabella	Influence/Wealth
12	Mademoiselle Lutia	Influence	9	Fifi Le Bonbon	-
11	Annabel	-	14	Madame Pompadour	Beauty
6	Teresa Contella	Beauty	9	Florence Quasimodo	Beauty
15	Maria De Estrada	-	12	Tess Tickall	Influence
11	Mrs. Paget	Influence	8	Joan of Versailles	Wealth

\*\*\*\*\*

Officer positions are open in the following regiments only:

ROYAL FOOT GUARDS, KINGS MUSKETEERS, CROWN PRINCE CUIRASSIERS, 13TH & 53RD FUSILIERS, 27TH MUSKETEERS, 4TH & 69TH ARQUEBUSIERS and THE GASCON REGIMENT. Join up now lads for a franc a day ((Hmm, I might have lost Irma but I'm not desperate/to turn to Frank just yet, sweetie.))

#### PRESS

#### AT THE SIGN OF THE BLUE PARAKEET

"Are you sure this is the right place?" I queried.  
"Indubitably." With an epicene gesture, my companion lifted his flask to his lips and took a brief swig. When he lowered the flask back to his hips I could see flecks of milk dribbling from the ends of his waxed moustache. "Hmnuuuh!" he exclaimed after this brief pause. "Can you doubt my judgement? We are here to encounter our worst enemy, a poxy, fat-bellied old knave with the manners of a grampus, who has but one eye, a pair of carriage doors in place of ears and a deformed hairline."

"A what?"

"A deformed hairline. Hmnuuuh! His parents disowned him--there's a big sign outside their chateau saying, 'Here's two votes to bring back scalping' And God wouldn't answer his prayers. 'Please, God,' he said, "please give me a normal hairline," and what do you think the answer was?"

"I have no idea," I said guardedly. I noticed my companion had relinquished his hip-flask of milk and was now peeling a banana, which he gave to me.

"Begone, you deformed little creep. Sick him, Gabe!" And he subsided into giggles.

"Are you addressing me, sir?" came a voice. I turned--and lo, out of the east rode Charles-Hercule de Sannterre, Chevalier de la Ferte de la Sainte-Nectaire and Bronze Medallist in the Half-Legged Race at the 1644 Olympic Games! He motioned with his hook, and the couple of Igor-figures carrying his sedan-chair set it down with a crash.

Nonchalantly I finished peeling my banana. "Undress you, sirrah? Not I, sirrah. A man of my wealth and position could not risk a scandal."

"Hmnuuuh!" broke in my companion. "We have no truck with incompetent poltroons who maim themselves practising with the rapier." (For this, as I discovered later, was how the noble Chevalier had come by his disfigurements).

"Sir, you are impertinent!" hissed our adversary.

I suppose it was sheer bad luck on his part that his peg-leg landed on my banana skin. As the knave sprawled in the gutter amidst the rats and the swine, Andre D'Avidson (for it was he) and I departed in high humour to bait a few more fatties at Bunters--tuckshop to the aristocracy.

#### PARIS

Noah Speke de Inglisch, holding a good position, offers the extension of his hospitality to any gentleman to join him next month at Hunters - for a fee of course..... And Gentlemen - hands off Juliet Jerome!

#### LES AVENTURES D'UN QUARTE FILS

ou MARQUES SUR LA SANGLANTE GUERRE CIVILE EN ANGLETERRE ET LES VICTOIRES DU ROI.

par un gentilhomme de France dernierelement retourne.

Noble reader, your humble author wishes to apologise in advance for

the stories he must relate in this narrative. No apology can, of course, be sufficient to atone for this gentlemans actions, if indeed he can be called a gentleman after carrying out his self-set tasks in England. By way of excuse he will point out that his actions were done in the name of the church and of Kingship and of Civilisation. Even so, disgust caused his retreat to the Hospice at Nimes for eight months to meditate and fast, and he cannot yet bring himself to set down the record of his deeds under his own name.

Howsoever, this is the tale. It starts as the writer descends from the Mail Packet 'Rose Higginbotham' at the coastal port of Dover in England. In his hand, a pass-port from the rebel commander the Earl d'Essex in the name of Robert Potted-Meete, a provisioner to their cowardly army. Yes, Gentle Reader, your suffering correspondent was commencing his career as a spy!

In future chapters will be revealed the secret of Miss Wiberforce, the exiling of 'Percy' Fitzwilliam and the horrible deeds of the 'Spaniard' Don Diego Delevega. Also a diary of the nefarious activities of a number of mercenaries from our own France and an account of how your humble servant came to have.....

#### GENTLEMEN...

The Chevalier de la Ferto de la Sainte-Nectaire was sadly moved by the death of young Pigstrotters and intends to ride to Catalonia and thrash the Dons, he will be riding with his squadron of the Archduke Leopold Cuirassiers. True sons of chevalric should ride with him, his creditors will be saddened to know, he will not be leaving a forwarding address. Deus le veult.

#### LORD FOPPINGTONS GAZETTE. (Page 1)

I' faith the death of a young peasant caused little interest in the city, De Senneterre is rumoured to have sworn the great oath to defeat the Spaniards but with great cunning he swore it in private. Rumour has it the nobleman is in sore straits with his bankers, though this does not prevent his wearing the best clothes and regularly attending at Hunters. Perchance he hopes for a rise in his station as he rides against the Dons, young gentleman are warned not to join the squadron of so desperate a chevalier!

It is sad to note the number of young men frequenting low dives, apart from a party at Hunters most characters were forced to dine at some very unfortunate places. Percy Fitz-William foolishly visited Blue Gables and could not restrain his amorous nature long enough to spot that fine old Castilian noble Don Diego Delevega was escorting the young lady, blood will glow! ((Then again, maybe not. The man's a coward, sir!))

#### LORD FOPPINGTONS GAZETTE (Page 2)

#### BENEDICT D'AMBER MARQUIS DE OEUFS SPEAKS OUT!

Benedict D'Amber prospective Press Baron and Cad spoke confidentially to Lord Foppingtons reporter Sven de Borlisover in his exclusive residence. Benedict is known to most folks as the man who thinks eleven times eleven equals 176 (look at his endurance). Ah well a title is more than enough for intelligence! Benedict revealed interesting opinions over the rabble who dwell below his red boot heels. He scorned the other nobles, Toulouse Lalot - a person of small means and even smaller legs, of Scots extraction but they should have extracted him more! De Senneterre - rumoured to be taking a post in the Fleet prison, whether as an occupant or Governer was not revealed! A certain gentleman of mysterious name and North English address but with an endurance of 210 was wittily parodied as a muscle-bound wood-mouse! From here Benedict went on to chat about the lower nobles, though the above are unspeakably low, he jested. He pointed to the emaciated Boucheron-Fou as willing to serve under one of an unfortunate accident at birth, he referred of course to André Davidson. His laughter became manic over Don Diego Delevega, he told me the amusing story of how Pigstrotters had fallen foul of the Spanish regimant 'Daygos Delavego's' rumoured to be the property of our noble lords brothers. His remarks on those of lower birth were in a similar vein. He spoke highly of Harry Flashman as a man of considerable possibilities. He thought his private agreement with Gaston Fancier had possibilities, but no more details were given. Clearly Benedict is going to be a popular guest at many clubs this spring.

PARIS PUBLIC LIBRARY

Would Andre D'Avidson please return his book on VD. If he is that worried he should visit the medecin whose address is found in the pissoir, not go chattering to the King (who is an acknowledged expert anyway).

L'OEIL CONFIDENTIAL (January issue)

The new year is bringing the expected crop of new faces to the big city, every social station has its representatives here to try their luck at the great game of swings and roundabouts. Therefore it seems to your humble correspondant that this is an excellant time to announce the 'Grovel of the Year' competition. Entrance is free and open to all, the prize being a full length review of your deeds during the year in this column. What more could you want?

To keep interest alive during the ensuing months there will be regular progress reports compiled by myself 'with a little help from my friends', but to ensure that no one is missed out I will gladly post a small reward for 'information recieved' from anyone who cares to enter, or further the campaign of, one of his friends. Contributions should be sent via His Majesty and payment will be made as soon as your contribution is published.

And now for a look at some of the first contestants:-

Don Diego Delevega

Don Dago has already attracted some attention to himself in several fields, however the charges were quashed when he agreed to leave home for Paris just before Christmas. On his arrival he found the strain of the weeks of forbearance demanded by his journey north becoming too much for him and he made a bee-line for the well known courtesan Irma La Douce and, thrusting a large purse of gold into her hands, dragging her from the arms of Antoine Boucheron-Fou (Chopper to his friends) who was in the process of winning her favour, and dragging her to her private chambers. On emerging some six days later with the exhausted Irma, Don Dago headed for his club (Frog & Peach) where he held a celebration to mark his arrival in Paris. Irma, having accompanied him, was looking rather pale I noticed and spent much of her time out of the room. Don Dago eventually thought to inquire of his partner and on being told that she had gone to seek some fresh air, went to look for her.

He was most surprised to find Percy Ffitz-William soliciting attending her health and infact behaved in a most ungracious manner despite the fact that Porky had succeeded in restoring the hue to her normally rose checks. Apparantly a 'meeting of honour' is to follow.

Don Sago has also managed to alienate my friends in the 13th Fusiliers by his antics at their barracks. It would seem that still inebriated after his visit to the Frog and Peach, he forced his way into the Colonels office and insisted that he should be accepted as a major in the regiment. On persuading the Colonel that he was Gods gift to the regiment (Irma assures me that Don Dago has a very agile tongue), he was making to leave when he was asked when he would bring his horses to be inspected by the regimental vet. "Don't be shilly", he slurred, "inf'ry don ride!" On being informed that majors did he became abusive, then threatening as he tried to regain his purchase money which he did, and then escaped through the stables loosing his pursuers in the back streets about the barracks.

As the 13th is still looking for him he has spent some time recently secluded with his fencing master, but I look forward to hearing about his next sortie into the public gaze.....

PIP PIP!

This public spirited person is offering to run a press column within the game. Contributions, anonymous or otherwise. Because he intends among other things to slander everyone in sight he wishes to remain anonymous himself. Anybody wishing to contribute, send your press marked: 'L'Oeil Confidential' with your orders to me and I'll forward it on. By mistake I revealed this persons name over the 'phone to another player; he is ordered to silence by the King, or else.....

((Of course I'll recognise who it is from the style of typing and type-face, won't I? After all how many subbers has Chimaera got that type with their big-toes whilst blind-folded?))

DON DIEGO DELEVEGA....

.....is pleased to announce his engagement to the beautiful Irma La Douce. The wedding will take place in the second week of February with a reception held at the Frog & Peach. All of Don Diego's many friends will be welcome at the feast and all those wishing to attend are requested to contact him as soon as possible with details of the value of the presents he and his bride might expect for entertaining at their club. (Please, no electric toasters).

That was the shortest engagement I've ever seen!

(Ha, bloody ha. Still as I've ordered all the food I see no point in putting the do off. All my friends are still invited along to hear me describe the way in which I cut up that cad Antoine Giscard Bucheron Fou, even now the name leaves a bad taste in my mouth.))

CHATEAU FOU

The mad axeman cast a sorrowful look into his brandy glass, aimlessly swirling the milk of magnesia from side to side. This time Irma La Douce had better not lose her face mask when kissing him. He looked out of the window in his Foster Grants. Dare he risk a visit to the club? Of course, the difficulty he experienced last time about the refusal to scrub his crowns clean had been cleared up. He had his own in silk bags all ready to lose and win back. Luckily for us, the mad axeman didn't pause to consider which part of the silk worm the silk had come from.

But the real difficulty was the bawdyhouse-visit which he made a point of every month. Would Irma refute him, forcing him to take a wench? He laughed and then nearly threw up, as he was gargling T.C.P. at the time. What if those lackeys were to attack him again? Could he fend them off with his crutches another time? He shuddered and held his distilled water bottle closer. He would need practice to defeat them. Hmmm, yes, he could get his rapier sterilized by the end of the month. That would show them all. He raised his hand in the air in an imaginary salute to the millions he foresaw praising him, just as his manservant Pierre entered, carrying a steaming poultice in a tray. If he had been looking where he was going, then he wouldn't have had the task of bandaging the mad axeman in the rather sensitive place the poultice landed when he was punched in the groin by the axeman's fist. Still, poultices are supposed to help the digestion and the gallons of water the Mad Axeman drank after peeling the cloth from his tongue must have done something.

MAD AXEMAN-DON DIEGO DELEVEGA

Ah all oo you ind

DON DIEGO-MAD AXEMAN

I beg your pardon?

DIARY OF ALBRECHT VON WALLENSTIEN

January 6th: Today I accompanied Lady Constance to my club. She is indeed a charming woman but I feel she is a trifle common - a little beneath me, she mistook the partridge for pheasant! Perhaps it would be better if I left her for another woman?

January 9th: A letter from Benedict D'Amber arrived today inviting me to dine at his club. I feel I must accept as he is a Marquis....

January 10th: Yesterday was so nice that I agreed to lend Benedict some money.

It seems he has fallen on hard times. I also gave him a present of 50 crowns - I hope he appreciates the gift, it was in the shape of a.....

January 15th: Yet another invitation, truly I am feted, the letter came from a Major Hercules - a jovial fellow but inclined to overindulge himself - he ate three roast ducklings and a rice pudding. I like and enjoy his company though.....

January 23rd: Today I met one of the belles of France, a Lucile Belinda - she is a charming, beautiful piece, perhaps I should now leave Lady Constance... /Don't bother, she doesn't like you/

January 30th: As I look back on my first two months in this land I can only reflect on my luck in finding such charming companions - I feel to be gaining in social acceptability constantly - I wonder if my luck will

continue.....

/For a small fee.....7

NO DATE LINE

"Welcome to you my fine friends, rakes and connoisseurs of wine and women! It is with great pleasure that I have heard of various clubs forming in fashionable London. "For example I have heard of the Mohawks who specialize in crushing the noses of people they meet in the streets.

"The Blasters who show themselves naked to passing girls.

"The Sweaters who would draw their swords and surround some passer-by and then order him 'not to turn his back on a gentleman'. Any gentleman standing behind him would prick him in the seat of his pants, thus he was kept constantly spinning around.

A favourite trick of the Fan Club is to nail a nightwatchman in his sentry box and roll it down an hill.

What has all this to do with you, I hear you ask! Well, I propose to start a club that will put all these to shame. It will be called the Hellfire club, dedicated to Black Magic, sexual orgies and political conspiracies. Who then will join me....Francis Dashwood and found this club, the greatest of all clubs."

((I don't mind, though as I'm not interested in the black magic and political bits, do I get a reduced fee?))

\*\*\*\*\*

CAMPAIGNS

This subject is still bothering me, despite discussions with several people in an attempt to find the best way to treat it. Gary Porter, who is just starting an En Garde game in Leviathan, has suggested that campaign seasons from both games be made to coincide and the combat reduced to a more personal level. This may be a good idea, and we will continue the discussions and it may come to pass if a suitable method is found. However, until this time I must proceed on the assumption that it will not. So the following is a revised procedure for the whole business of campaigns. The idea for different areas comes once again from Bill Howard. Many thanks.

France has many enemies in this troubled age and our gallant soldiers can be expected to be despatched to the far corners of the empire at a moments notice to crush rebellions, or perhaps to gently instruct our loyal subjects in the error of their ways. The possible areas of conflict, together with alterations to normal personal outcomes, because of the nature of the enemy are below:

<u>Country</u>	<u>Personal outcome</u>	<u>Country</u>	<u>Personal outcome</u>
Italy	MA+1 for everybody	Switzerland	8 sided die for plunder
Spain	Normal	India	Death -1
Austria	Mention -1, Promotion +1	Africa	MA+1, Death -1
Egypt	Plunder -1	Germany	MA -1
Russia	Death -1, Promotion -1	Balkans	Death -1, Plunder +1

Please note that the above are modifications to the table, not to the die roll.

Every month I will roll a die and on a 1 or 2 there has been an uprising and a small force is needed to quell it. This is over and above the frontier regiment stationed in the troubled area. I shall roll a 10 sided die to see where the fighting is, and another die to see which one brigade will be sent to deal with it. If a Minister of War exists he will decide who goes. The brigade will go to war in the following month and will stay for two months, suffering battle results each month. All participants will be able to make liaisons as described below.

During the summer campaign season the rules as per the book will apply except that the actual fighting will be done in June and July. August will be a normal month.

The above will bring the right balance of war v. peace into the game, I hope. Players are at liberty to criticise or suggest other ideas, but it would have to be good to alter them again. I fully realise the chance of death is now increased for certain poor plebians not sufficiently high in the services. To ease your worrying the possibility of being wounded is hereby introduced.

## XXVIII

Should anybody make the exact die roll he requires for death, he will be badly wounded instead. He shall be returned home immediately and gain 2 extra status points for the next three months, as well as being excused all military duties. His endurance shall be reduced to 25% of normal, recovery as per the rules. He unfortunately will not be strong enough to indulge in female company the month following his wounds, but will not suffer the normal loss in status points.

As a matter of interest, I just rolled a 2. This means that an extraordinary frontier uprising has taken place and help is needed. Exactly who goes and where is described later. Anybody getting sudden cold feet please remember that in times of war one is often inconvenienced. You can resign if you wish as detailed later.

My apologies to anybody who's carefully laid plans have gone astray with the change in campaign rules, but that's war.

On these local uprising mini-campaigns it will be possible to apply for the following military appointments: Aide to the Brigadier, Regimental Adjutant, Aide to Lt General, Division Adjutant. Any status points which go with the positions will be credited to the holder for the next 12 months unless he resigns or is promoted.

### SALE OF COMMISSIONS

When a player joins a regiment and buys a commission the money is split in the following way: Regt funds 75%; Col of Regt 25%. The colonel also gains one status point at the time an officer joins.

When a player resigns from a regiment, most of the cut he gets for selling his commission goes in Admin expenses and for an almighty binge to celebrate his going. He ends up with only 25% of the price he paid to join, but he and all other officers in the same regiment and any other officer he specifically names as invited gain one status point for attending the party. The Colonel loses a status point everytime a player character resigns (in other words he has a net change of 0). The party is not an action requiring a week. If a character resigns the month before going on campaign he receives no money and holds no party. You can't resign when campaigning.

Resigning a commission is an action requiring a week to accomplish.

### MEDALS

Another from Bill Howard - does the guy ever sleep?

Every time a player is mentioned in despatches a six-sided die is rolled. If a 5 or 6 appears a medal is awarded. Another die is rolled to determine which of the following:

<u>Medal</u>	<u>Pension</u>	<u>Medal</u>	<u>Pension</u>
1 Légion d'honneur	10cr	4 Croix de Guerre	5cr
2 Star of France(1st class)	10cr	5 Knights Cross	5cr
3 Star of France(2nd class)	5cr	6 War Cross (WC)	3cr

The second and subsequent times the same medal is won, a bar is awarded and 50% of the normal pension granted. The pension is monthly.

### MISTRESSES

Dave Allen suggested extending the courting table upwards. I have turned this down on the theory that no 17SL woman would even look at a 3rd level man, (not in public anyway). Thanks all the same, Dave.

### LIASONS (Dirty Weekends) by BILL HOWARD

All players, including those on active service, may optionally have a temporary liaison. It has been assumed that even when they are on activeservice, soldiers can have the odd weekend off on compassionate grounds. The liaison lasts only for the weekend and must be with another player characters mistress. Each player is allowed only one such liaison per month.

For each of the mistresses a die is rolled this gives the mistresses loyalty and is known only to the GM. To affect a liaison the player writes to the mistress enclosing a gift. This cost of the gift is crowns to the value of the mistresses social level or double cost to give +1 to the die roll. He then rolls a die and on equalling or exceeding the lady's loyalty a weekend is arranged. On a throw of 6 the die is rolled again and if another 6 is obtained the weekend is so torrid that both forsake their old loves and a permanent

relationship is formed.

After a dirty weekend the seducer has a number of options open to him:

1/ Say nothing. He gains no status points but the rumour gets about that the lady..... So her lover loses 1 point.

2/ Reveal he has had a weekend but not say the ladies name. He gains a point and her lover loses one.

3/ Reveal all. He gains 2 points while her lover loses two.

In cases 1 & 2 letters to the young lady could be the subject of a press release. In case two who seduced who would only be in doubt in the weekends where multiple seductions took place.

The likelihood of a young lady revealing the name of her companion for the weekend would be 1 in 12 as she stands to lose as much as anybody. (Perhaps 1 in 6 if unsuccessful).

The advantages of the above rule changes are:-

1/ It makes the game more interesting for campaigners.

2/ Allows players to interfere with anothers plans secretly.

3/ Seduction letters should give good press releases.

4/ Mistresses will develop personality (e.g. flighty, loyal, etc.).

5/ Campaigners have less to lose than stay at homes as they don't need women.

\*\*\*\*\*  
Question and answer time again:

Richard A. Bartle: How do you go about challenging folks?

The answer lies in the bits and pieces from Chimaera 16 onwards. However, I have just remembered that the challenged person traditionally has choice of weapons. (How could I have forgotten one may ask, but don't ask within hearing distance of the King or I shall slap you in the Bastille). Accordingly the basic actions involved are repeated below with a slight amendment. I won't repeat the bit about orders for daggers, throwing daggers and non-acceptance of surrender etc., because I'm recompiling all additions to the rules and everybody will get a copy before the next issue or with it. Ever player is required to let me know (with your next orders please) what weapon he wishes to use should he ever be challenged. This may be conditional on the challengers strength or endurance etc. When I receive notification of a challenge I will write to the challenger telling him which weapon is being used and requesting sequences (48) actions. I will also ask the challenged to submit 4 sequences or refuse.

In the event somebody doesn't notify me of the weapon he wishes to use, I shall nominate his regimental weapon, or if he isn't in a regiment, I shall nominate the foil.

It is hereby noted that Antoine Giscard Bûcheron Fou challenges Don Diego Delevega to a DUEL for 'the contamination of Irma La Douce and because he gave her more expensive flowers than me'. ((You mean Irma La Douce has a contamination? Yeeceargh! You could have had it without challenging. Perhaps it came from you in the first place, Romeo?))

The weapon nominated by Don Diego is ((Feather Dusters at forty yards?)) the CUTLASS. Please let me have your sequences, or refusal as soon as possible. ((That routine is OK, Richard)) ((Oh, by the way Antoine, I'll say farewell now, if you want a new character to take the place of the soon to be deceased Romeo, then send another 50p game fee to Allan. Even if you do survive the duel (unlikely), I'll have chopped so many pieces from you you'll be no use at all to Irma.))

In duels do you publish the actual orders given or just the results?

/A short narrative and the result/

On campaign do you get any spare time?

/Only for 'liaisons'/

Gus Ferguson: /I don't understand your question about Pigtrotters death Gus, can you elaborate?/

Stephen Hatfield: Are you doing military appointments this month?

/See 'appointments' and the rule about campaigning in this issue/

Can one break favours down?

Yes. See Errata. 2 level 3 = 1 level 4, 2 level 7 = 1 level 8 etc. 7  
BITS AND PIECES

The positions of Brigade Major for the regiments containing player character majors in December are below:

Archduke Leopold Cuirassiers: Charles Hercule de thingy with the aide of a class 3 favour supplied by Noah Speke De English courtesy of Juliette Jerome.

I will determine the others in February, anybody wishing to influence the result with a favour may do so.

Brigade majors retain executive command of their Sqn at home, but lose it temporarily to perform an adjutants job on campaign.

Charles Hercule is refunded 11cr wrongly deducted for practicing with his regimental weapon. /Feather duster wasn't it?/

The brigade travelling to Germany to quell the uprising mentioned previously is the 2nd Brigade of Foot. Nobody has joined so I won't elaborate. Positions in this regiment are closed for the next two months.

I have been pretty slack on the rule requiring duels when the opportunity arises, or suitable loss of status points. I have continued in the same vein this time because you are all just starting out. However, I will enforce it from February's actions onwards.

Coming in the future... Those Navy rules, Killing of horses, formation of Free Companies, Clap and more. Perhaps somebody might like to work on artillery ((Artillery? That should make for interesting duels when we use the regimental weapon!)), Pioneer Corps, Duels with Pistols or anything else.

Orders from the following people arrived 1 day after the deadline: Clive Booth, Gary Porter, Martin Rundle, Clive Wardley, Andy Davidson. Orders from Hartley Patterson arrived two days late. For the umpteenth time of asking will you please note that mail usually takes at least one, sometimes two extra days to reach me. Because the deadline was on a wednesday I was able to accept the late orders this time, but next time? I do not get a Saturday post, if your orders are late you've had it and your character will drop 1 SL. ((Yes, sir. Sorry, sir. It won't happen again, sir))

DEADLINE As Soccerboss.

Warning to prospective GM's of postal En Garde: reconsider. I've just taken 16 solid hours to produce this, and poor old Clive still has to type it. I will now limit the game to 30 players, so those of you who are dithering, make up your mind up quick.

ALLAN J. OVENS

\*\*\*\*\*

Just before we finish on En Garde can I just ask, why does everyone hate Don Diego so much? I'm really not that bad, but I'll fight the lot of you if necessary. Just let the fate of Antoine Giscard be a warning that I'm not a man to be meddled with! Actually Allan, Don Diegos fame is so wide spread, witness the press releases this time, that I reckon it ought to be worth a rise in SL or at least a few extra points.....?

SORCERER

GM'd by KEDGE NEUMAN

When the board is laid before you the first thing to strike you is the difference in the initial placings. The two extremes are next to each other. On one hand we have Richard Bartle, who has confined himself to the edge of the board and on the other we have John Rayns who has spread his forces over the whole area. He even put one sorcerer in the top corner to astound everyone. Most have been conservative and kept in the defensive position, but Andy Davidson has made a move to get a hold on the middle of the board with his two sorcerers. Certain people will have noticed changes in their positions, but this is to comply with the placement rules. Also.....there is NO rule 29.

There isn't much to report yet, but the action will begin next move. I

should like orders from Pete Lindsay as soon as possible, preferably the day after you read this, but I must have them by the Soccerboss deadline. Let the bloodshed commence.....

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

.....who'll be first to send in some press?

\*\*\*\*\*

### PASSWORD

Game 1 Game 2 Game 3

Mick Bullock	NMR	NMR	NMR
Greg Hawes	X	OX	O
Bob Howes	-	OO	XXXXX!
J & L Johnson	XXX	X	lpt
L.Kennedy	X	OO	000
Mike Lean	OO	X	X
R.Bartle	-	OX	00

I.McLaren R.Nash J.Piggott S.Pratt D.Tant D.Thorby

Game 1 Game 2 Game 3

O	X	O
OX	00X	00X
OX	XX	-
XXX	-	-
XX	OX	-
-	lpt	-

\*\*\*\*\*

At the suggestion of a couple of players we are switching to the scoring system now used in Mick Bullocks 190laat. That is, 1 point each to the first player or players to guess a word, two for the second, three for the third and so on. Dave Thorby gets 1 point for his successful guess at word three, Jan and Lee also get one point (their guesses arrived shortly after distribution of the last Chimaera along with a s.a.e.) and Bob Howes gets two points for finding it this time.

Dave Thorby/Bob Howes: You may be joking in what you say, but there seems to be a lot of co-incidence in relation to the third word. If I find proof of any abnormalities in your guesses or even if my suspicions are not put at ease I will eject you from the competition. You have been warned!

\*\*\*\*\*

### RICHTHOFENS WAR

After months of hurtling around pursuing shadows over the Somme, the two sides have decided to call this game a draw and have returned to base. Sorry, Jon, you've already had your game feedback and Carl I don't think you even paid one. I reckon we're all square.

Now Carl, what about this postal 'Fight in the Skies'.....?

### OUTDOOR SURVIVAL

GM'd by CARL JENNINGS

Has everyone been trying to find the index for 'rough terrain'? Yes, well I missed it off, although when your maps reach you again you should have it on, that is to say, it is better than having it off. Mmmm, yes.

Anyway seriously, 'rough terrain' will now be



in red.

#### Optional rules

Bows and arrows using sinews from animals will take 3mp.

Water-bag for containing water will take 1mp but only lasts one turn, if not used water evaporates or leaks or something.

Willy Haughan also asked about water-skins, same thing applies Willy.

Dave Allen. Sorry Dave, had to change your map after many mistakes. Bet you think it's one of those perfumed sheets. Actually, after a nice bawdy night out I was sick all over the damned lot! That explains the horrid brownish splash down the centre of yours. ((He's not joking, Dave)).

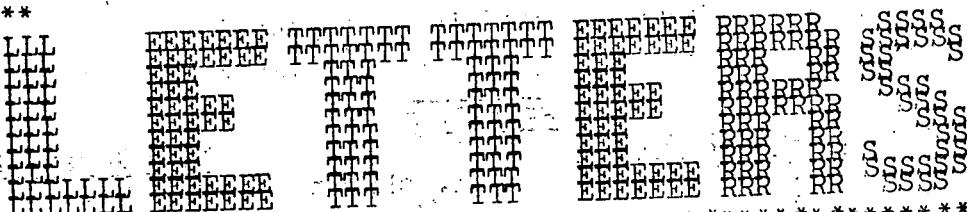
Findlay Mabbott. The victor in any fight may loot the body of the vanquished.

All other questions relating to the game I understand Carl has answered directly. Maps with your new positions are enclosed with this issue.

NMR's (already?) from Dave Tant, Adam Quinton and Mike Webster. Your food and water indexes have just dropped 1 level.

FERNETIC SKRAEL

This game looks as if it could be dying on me. I have no play from Paul Cook and a play but no card from Chas Bedford. Do you want to go on or is the novelty wearing off?



\*\*\*\*\*  
147. Richard Nash (in reply to Richard Bartle 142)

I have only had 4 free issues, no's 8, 11, 17 & 18. For Formula One postal rules, L'attaque review & postal Risk rules, a CA review and a Sixth Fleet review. The UKDA proposals - remember them? (I hope not...) did not earn a free issue, nor did an Exploraton review in 13. It is up to Clive to decide where free issues go, and if he is willing to give one for reviews or articles, I am willing to write them. I would do it anyway, free issue or no free issue and have already told Clive that.

Anyway, I intend to step up my contributions to 1 review & 1 set of rules or article per issue: perhaps if you let me know your favourite topics I could write something for you? How about it Richard? By the way, I liked Re-Discover and wouldn't mind putting my name down on the list.

Yes, that's right, I know you'd do them for nothing but I feel I must offer some incentive, not for you but for the others who have to be goaded into producing articles. Checking back to issue 13 though, my file shows that you did get it F.O.C.

148. Phil Stutt

Perhaps Allan Ovens was not the only one to receive Chimaera with sheets missing? Would it be possible for you to arrange things so that Chi could be divided into two pieces? Part of the reason why Japhidrew appears in two pieces is so that the staples will not give way under the inevitable pressure they have to sustain in GPO sorting Offices up and down the country.

One or two other subbers also commented along the same lines and as it seems a very good suggestion it is one that I am pleased to follow.

149. Alan Watson

Why don't you staple down the spine instead of across the corner you know it makes sense - so WHY DON'T YOU DO IT?

I did once, but you just want to try folding it in half with two staples down the side. It's not easy!

150. Alan Watson

So what's all this fuss and back stabbing at poor old Chimaera - smacks a lot of immature youths who can't take class competition or maybe they are simple as one such admits? I have only recently become a subscriber, but both as a games magazine (by definition) and entertainment value, it is first class. Keep up those humorous anecdotes and 'Letters that Cross' - they made my day.

Always encourage amateurs to write for you - that way you will get honest views and quality articles - even if they are rough round the edges - that's your job as editor, to tidy up. Certainly that was my policy with Sword & Lance which in two years evolved from a club magazine into the third largest in the pro. magazine business in Britain and overseas and my writers ALL wrote for free and we expanded by reputation alone - the proof of the pudding you might say. Unfortunately, I've dropped it last month as it was becoming too big to produce as a hobby - so be warned about coming too professional in circulation.

When you've been in the hobby a little longer, Alan, you'll realise that the 'fuss' and 'back-stabbing' is all part of the game. I used to think I was too nice for it, but I'm learning. Thanks for the copies of Sword and Lance and may I take this opportunity to recommend it to all Chim subbers that are interested in military aspects, and I've no doubt that that is a good many (see page A9, for details of prices etc.)

151. Alan Watson (yes, the same)

In answer to the letter from Alan Watson when he asks what's all this criticism about Chim then? Well, for a start, it has made my En Garde character go astray somewhere down SaHft in Wogga Wogga land; it has given me a split personality as I don't know if I'm John Woodhouse or Alan Watson (which one am I, I asked myself, will the real one stand up and I couldn't raise the effort in either name....) and thirdly, you rival our old magazine for the number of deliberate mistakes in spelling..

I notice that Will Haven has the old complaint of 'eye' trouble- 'I did this', 'I did that', 'I am the greatest'.....

Speling misteaks? Who me? your joking. Sorry about sending old Noah Speke de Inglish down to Wogga Wogga land, but the only way I'm going to survive more than another couple of months in the game, even with such a super swordsman as Don Diego Delevega, is to get everyone posted out there, up the jungle.

152. Alan Watson

..... I'm a Police Inspector too.

Oh dear, will the people that had the dinner services from me that were so hot they took the varnish off the table please keep it quite for awhile. Also I've got no more of the £10 stereo outfits left and I never even had any in the first place, I don't know what you're talking about.

153. Will Haven (the man himself)

I find it curious for Paul Cook to comment on GMing errors in Bellicus, particularly bearing in mind his abortive attempt at 'zine production ended in Orbit 5 with Mick Bullock wondering 9 months later whether another one was coming. As for errors I must admit that Orbit had few that I could find, but then I couldn't find the games either..... It is unfortunate that people pick on Bellicus for GM errors. I make a habit of declaring in each issue any correction or clarification I deem necessary because a player has written to me. I have found (by playing in other 'zines) that this is not always the case and that many editors simply inform players by post of errors never mentioning them in the following issue, and therefore rendering to the general public an erroneous view of their GMing abilities. But who am I to expect justice in this world off you lot.....

As to Kedge Neumans letter, I published it as a letter, hence an opinion, which as editor, I do not necessarily subscribe to. I printed in good faith without checking figures. One point: 5 Bellicus' in 161 days, not 4, means that there weren't 2C to 1B in this period; 3-2. Your service?

Hi Will, nice to hear from you again in the pages of Chimaera, at least it will show the others that we do speak to one another and that we don't really hate the sights of one another as soom think. My service then, ready?

I must agree that 5 Bellicus in 161 days is 32.2 days per issue, which would indeed be 3 Chimaera to two Bellicus, but the truth of the matter is that in the period quoted by Kedge, January 19th to June 28th there were only four issues, those being 31, 32, 33 and 34. If you want to count issue 30 which was dated January 19th and was used only as a starting point, then you must count also Chimaera 13 which was also dated for the starting date. That way we come to a figure of 32.2 days per Bellicus and 17 days (silly isn't it?) per Chimaera, still as near enough as damn it to two Chimaera per Bellicus. Who cares anyway? When I made the remarks they were correct, and as it happens they're still correct now. Go on, admit it, just to please me.

Yipee! I served an ace! Is this a three or a five set match?

Strange that you should mention Paul Cooks 'Orbit' at this time for it's a problem that has been on my mind a fair bit of recent. I didn't find out what exactly had gone on until a couple of weeks back, and when I did I found it difficult to equate the eager Chimaera subscriber with the affair. I still do and I'd welcome a few words from Paul as to exactly what goes on. The story as I have it now is that Paul started up a 'zine a year ago, produced three issues and then disappeared leaving the games and players to fend for themselves. True or false, Paul?

Other editors have done the same thing in the past, I know, but Paul is something of an exception in that rather than just disappearing altogether he has remained active in the hobby.

I can understand that folds are often necessary, no doubt one day even Chimaera will go under, but surely a person that has time and interest enough to remain in the hobby could have devoted just a little time to helping in the re-housing of the games and general tidying up after the fold. Paul did nothing. Chimaera must condemn this

sort of action and although I wouldn't do anything drastic in respect of this new light in which I see one of my most involved subscribers (like black-listing for instance), Paul may consider himself severely reprimanded and can be assured that I will view him in a different light in future.

Am I being unfair, Paul? Have I got hold of the wrong end of the stick? I'd be pleased to give you space to reply in the next issue and maybe even to apologise for some of the inconvenience caused.

Just a few final words to Will before moving onto the next letter. You may not be the only GM to make mistakes, God knows I make enough myself, but from my experience in Bellicus, yours are always the best. Where else could a fleet convert to an army while standing in Belgium and remain that way until the end of a game inspite of being pointed out by two players? Or orders accepted not only after the deadline but after publication too, when the players had chance to see what everybody else has done? Never change, Will, it just wouldn't be Bellicus.

#### 153: Kedge Neuman

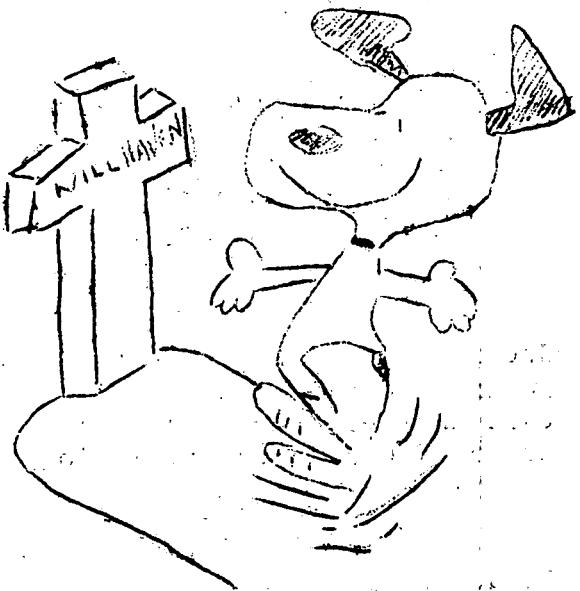
Where can I get hold of Chainmail and Greyhawk and how much will they cost. I will also repeat my request to have a copy of Chim 12...

Greyhawk and Chainmail, see page A8. No Chim 12's remaining I'm afraid, oops yes there is, it's enclosed with this 'un. Why do you want Chim 12 anyway, I can't find anything special in it? Have it for free, I'm feeling kind. Other back issues available are 12, 13, 14, 15, 16, 17, & 18 all 10p each + postage. Nowt before I'm afraid, Ron Canham and Alan Watson have just had the last two real old 'uns.

#### 154: Paul Barker

Do you have to use those confusing Roman numerals (you know, the ones were if you put your 'X' before 'L' it gets taken off, but when you put it after your 'L' you're allowed to keep it)?

No, I don't have to use them, I just like using them for the sake of the wonderful sarcastic comments they from time to time bring from people who for the life of them can't work out how they operate. Looks like I'm going to have to bow to popular demand though and switch to plain old Arabic 1, 2, 3, 4, 5, 6 etc. You wouldn't like the rest of the text in arabic as well would you? At least I, II, III, IV is european.



## 154. Linda Pomeroy

Dear Chimaera reader, today's off

I had a letter from the one that sent me the little letter. I think it was very sweet of you to write such nice things to me. I would love to consider coming to live with you, only one problem, I don't know who you are or where you live. Well, I do know you live in Middlesex, course that was the postmark, so don't be shy REVEAL all of yourself to me or phone me and tell me a bit about yourself (Rhu 753). But I warn you I won't give you a second thought if you aren't a Diplomacy or Mastermind player.

Lots of love and Kisses,

LINDA

XXX XXXX

P.S. A message for you from Wink... THUMP!!!!

I know who it was Linda, I know but I'm sworn to secrecy not to reveal that it was the man from K.B.A.L.S, Nuthatch, Dave Thorby. Oh dear, it slipped out.

## 155. Dave Thorby

Booth, you're a fink! Booth, you're a fink!

All you had to do was say you didn't recognise the handwriting; as it is a certain Scots gentleman is now after my blood for writing nicer love letters than he does.

Booth, you're a fink! Booth, you're a fink!

Heh, heh! I say Wink, can I have the ticket concession for when you and Dave meet at Mid-Con? You are going to meet at Mid-Con aren't you? Oh, Goody!!!

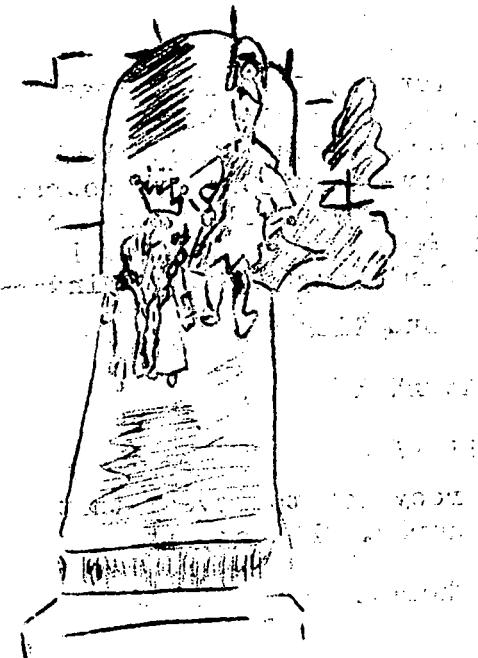
The above isn't the only letter received from Dave 'Nuthatch' Thorby during the last couple of weeks, in fact I've been bombarded by them. I keep getting these funny little blue cards you see, that say nothing on them. I've steamed them, heated them, boiled them, rubbed lemon juice on them etc., etc., but they refuse to yield their secret. What am I supposed to do with them, Dave?

## 156. George North

Whilst at Games Centre I purchased 4000AD, it looks playable by post. After studying 'Escape from Colditz' (I already have the lesser game and have now seen the real one) it made me appreciate the article by Richard Sharp in Games and Puzzles 50. It was brilliantly written and very funny. I missed the point at the first reading because I hadn't seen the play. Now I know better.

4000AD playable by post? It most definitely is not and I speak from experience having played two, no three, extremely boring games to abandonment in Wills' Bellicus. It just takes too long to develop for it to be a good postal game.

'Escape from Colditz'? Isn't that the game where one has to escape from Raquel Welch on a Greenland glacier? Yes, Richards articles are extremely entertaining and are recommended to anyone that doesn't get G&P already. Don't know why Richard bothers there though, I'd gladly print the articles for him... George goes on in his letter to talk about the possibility of including a photograph of subbers in with Chimaera, an idea also voiced by Richard Bartle but unfortunately outside the technical abilities of the zine at the moment. Other good and feasible ideas mentioned were a limerick competition and a find the caption competition. I reckon we might just try both, perhaps George or someone would like to come up with the first couple of lines of a limerick for next issue and then we'll throw it open to everyone for completion. As to the find the caption competition, we'll start that right now. I'll dig out a little cartoon from somewhere and include it over the page, all you've got to do is guess at the caption. I'll give 10 points to anyone that comes up with the correct caption and 11 points to anyone that comes up with a funnier one. After saying that, I hope the cartoon is going to come out all right. This first one is easy, just for a starter to whet your appetite.



Guess the caption.

Answer next issue.

typewriter is @ for army, £ for fleet, (and it's easy to remind readers that @rmy and Ffleet.)

I rather fancy the idea of names for all the units Martin, particularly in respect of games that generate a lot of game related press. How much nicer it would be if the 3rd French Atlantic fleet sailed into the English channel whilst the English 'Dreadnoughts' steamed south from Edinburgh at full speed to intercept. Much more colourful don't you think? Mind you, it would take a pretty brave GM to try it.

#### 158. Dave Thorby

You never realised it was Fireball 45? You're a fool, Booth, you know that? I bet you don't even know what Venus is a doctor of, do you?

Er,...No.

Yes, thought as much, if I still had my TV comic annual I'd be able to prove it, but you'll just have to take my word for it that she was a Doctor of Space Medicine. Right, next question:- What was Matt's full name (including his title)?

Matt? Who's Matt? And where does Steve Zodiac fit into this? Just a minute, let me think.....er, was it Dillon? and was he a marshall?

By the way, I didn't file your cartoon in the bin, I filed it in the file WHICH ONLY LOOKS LIKE A BIN and it will make its appearance soon.

#### 159. Richard Bartle

...And now, En Garde, this is really a great game, although duelling is better FtF. However I have an unbeatable routine that is totally ruthless and superb.....

We shall see.....

#### 160. Les Kennedy

I've just got hold of En Garde. One thing puzzles me though, I can't make head nor tail of the duelling rules. Do you have to rest between routines? Do I have the complete duelling rules in this little booklet?

Pleased to hear that you had trouble too, Les, I was beginning to think it was just me. Stick with it though, the fog will clear. Yes, that little book is all of it and no you don't have to rest between routines. Are you going to join in? I reckon it will take about 5 months for me to see off the peasants that have insulted Don Diego to date, but then I'm going to need some new

#### 157. Martin Janta-Polczynski

The system of representing units that I proposed was not mainly designed for representing moves in a 'zine (here Walter Luc Haas's system approaches perfection), but to help readers, i.e. players, to have a more powerful means of expression to refer to units. Its essence is to represent units by name, type, nationality designator, (& space they're in for confirmation) - not only type and space. The point of my notation is its adaptability; of course the nationality designator can be omitted when units of one power are grouped together. The units name will usually be a digit (8...= 8th Army), but in some kinky variant with a patient gamesmaster, units could have full blown names, like Armada for the Spanish fleet; Par 1, Par 2 for the 1st and second French armies raised in Paris, or even To-Mos(cow) for a German unit raised in Berlin. The only thing that my notation requires is to use 2 special signs for army and fleet, these could be anything, but I hope some preferential patterns will emerge. I suggested ":" & "/" but you're right is not very fortunate. The best I can see on an English

opponents.

\*\*\*\*\*  
DUNGEONS AND DRAGONS IN LONDON

by RON CANHAM

If you play or don't play or don't play but wonder what it's all about and can find yourself in London once a month, your problems are over.

One Saturday, about every four weeks in the depths of the Red Light district, a shop with the unlikely name of Knight Games turns into a battleground of men and dragons, zombies and all the horrific monsters you can imagine.

As you wander down Old Compton Street, London W1 from Charing Cross Road or from Shaftesbury Avenue, passing reluctantly from window to window you come to no. 33. If you are looking for inflatable women try over the road because here is a shop that caters for the pleasures of the mind, not the body.

Derick Knight is one of the most likeable chaps I have met and is devoted to games, though he always seems to busy to play them. He is constantly allowing the back room and basement to be taken over by gamers of all descriptions. So once monthly you will find Clive Wardley, Eric Willis, Gary Porter and myself, plus many others who are coming regularly, exploring the depths of somebody's dungeon.

You don't have to know how to play to take part so drop Derick a line to find out the next meeting. Oh! and his games and games equipment is reasonably priced too. See you there,

RON

P.D. The next session at Dericks is Saturday the 21st August.

\*\*\*\*\*

RAILWAY RIVALS

The report for this game is on page A1, but it is mentioned again here as Dave had forgotten to include the first three throws. They are 3, 4, 5.

Fast running out of space now, so I'll have to hold over for an issue the 'letters that cross', a report on Pete Dorgans DipCon, and Paul Cooks D&D continuation.

Other items planned for the next and future issues are:

A Kingmaker variant from Richard Nash (and a possible postal game start).

A Middle Earth Diplomacy variant from Kedge Neuman.

An Oil War review from Duncan Morris.

GOAL MINE! a soccerboss based variant from Richard Nash.

An Armageddon review from Anne Forrest.

Umpteen reviews from Richard Nash.

Dashing Don Diego Delevga cutting his way through society.

And lots, lots more

\*\*\*\*\*

I've just read through the Con report mentioned up there and I see that it ends with a mention of a postal 'Petal Throne' game to be started in Leviathan. O.K. fellers, roll me a character.....

What else can I say to fill this page up wuth? Well it's about 5.00pm on Sunday so it looks as if this issue is going to be a few days late again, may have to drop in another 4 week deadline.

1901 and all that arrived yesterday, with Top O' the pile, Micks supplement carrying all the different rating systems and how all the players fair in each. Price 2p + postage from Mick Bullock (why do you want it spelt without an o, Mick?) 14 Nursery Avenue, Halifax, West Yorkshire. Why don't I get a mention? I've actually managed to go through two games start to finish.

Lemming Express also arrived Friday, though I haven't had time to really look at it yet. I noticed though that Bob was commenting on the 'expensive' sub rates to Paul Humphries 'Albatross' which are the same as Chimaera. I wondered how he was going to do it that cheaply without the circulation of Chimaera. Wonder if Bob Howes realises that with the size of Albatrosses currently produced the LE price method would be 266% more expensive!

At last the last page, and all that is left to do is the index.

Argos.....	5	Icarus.....	14
Basilisk.....	6	I'd like to introduce myself.....	A9
Brietenfeld.....	A2	Kingmaker.....	A21
City Page.....	A23	Letters.....	32
Cockatrice.....	6	Outdoor survival.....	31
Cover.....	1	Password.....	31
D & D in London.....	37	Polaris 74/22V.....	15
Daedalus.....	7	Railway Rivals.....	37 & A1
DF.....	2	Richthofens War.....	31
Down from the singing mountains.....	8	Snoopy.....	34
Echo.....	8	Soccerboss half-time scores.....	14
En Garde.....	18	Soccerboss.....	A15
Formula One.....	A20	Sorcerer.....	303
Frigate 73/4.....	14	Kingmaker.....	A21s
Frigate 74/13.....	15	Tantalus.....	24
Frigate 75/23.....	15	Tekumal.....	A3
Frodo.....	9	The Games Centre.....	All
Games and Puzzles.....	A24	The Pits of Gil.....	A4
Games Shop.....	A7	To see ourselves.....	A11
Gorgon.....	10	Waiting Lists.....	17
Guess the caption.....	36	Who said that?.....	A13
Hydra.....	11	You are here.....	38

Another big issue this time, but hopefully the last for a while. I hope to be back to a reasonable size for next time.

This issue F.O.C. to Richard Nash, George North.

DEADLINE FOR ISSUE 21 IS, LET'S SEE, I'VE STILL GOT TO DUPLICATE THIS SO IT COULD BE WEDNESDAY OR THURSDAY BEFORE IT GOES OUT, BETTER MAKE IT FRIDAY 10TH SEPTEMBER TO BE ON THE SAFE SIDE. SOCCEROSS/KINGMAKER/FORMULA ONE ONE WEEK EARLIER.

Deadlines: Dippy, etc Friday 10th Sept 1976  
Soccerboss, Kingmaker, Formula One Friday 3rd September.

Hope you enjoy this issue, if you do say so, it helps.

Bye.

PRINTED PAPER Reduced Rate  
Reduced Rate PRINTED PAPER

Don't look

This is the 20th issue of Chimæra, the wonder 'zine of the wonder 'zine Chimæra, bought to you by courtesy of the Post Office.

It has come from

Clive F Booth,  
71 Clara Mount Road,  
Langley,  
Hearne,  
Derbyshire.  
DE7 7HS  
UNITED KINGDOM.

Walt Buchanan

RR3  
Box 324

Lebanon

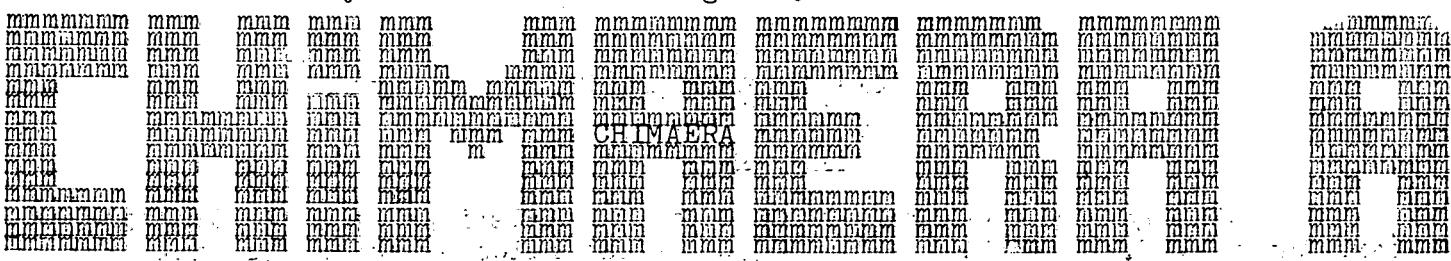
Ind 46052

USA

Danger: This magazine can become addictive.



Well, this when it's finished will be Chimaera 20A and I'll have naerly a whole week to myself before starting 'B'.



It's just struck me, but by splitting Chimaera in this way (see elsewhere for explanation), I'm effectively producing 2 'zines! That being the case, which part do you traders want as a trade and which part do you want to pay for?! Ooooh, I am nasty aren't I? You're probably wondering now whether I'm joking or whether I mean it. Well, don't look at me, I'm not letting on.

\*\*\*\*\*

All of my old subbers will remember that in the early days we used to run a column called 'TO SEE OURSELVES AS OTHERS SEE US', which, after a very promising start, died due to falling off of interest. Well, we've now got a lot more subscribers and a lot more personalities to go at so I'm going to make an attempt to revive it. For the people that weren't here before I'll explain exactly what the column was, and it was in fact nothing more nor less than an opportunity with each issue to give your honest opinion of one of your Dippy acquaintances, anonymously if you wish. This is when the truth comes out, folks!

To start the ball rolling again I'm nominating the first person up as young RICHARD BARTLE. How do you see the young man? Remember no holds barred and if you ask I'll print your contribution anonymously. Oooh, this is going to be fun!

#### RAILWAY RIVALS

Station-master

DAVE WATTS

The starting positions for RR05J are as follows:

Tony Ball	Red	Leeds
Dave Tant	Green	Preston
Ian McLaren	Brown	Wakefield
Dave Thorby	Blue	Bury
Richard Bartle	Orange	Sheffield
Mike Lean	Black	Warrington.

Curiously, four players chose Bury as no.1, but significantly it was Tony Balls sixth choice. Mike Lean omitted to submit a list of preferences and so was given Warrington which was the only one left. Curious that, I reckon that being midway between Manchester and Liverpool, it's a good spot.

Moves to Clive for turn the ten days before the diplomacy deadline for forwarding to me, or direct to me one week before.

DAVE WATTS,

Dave has the following games on special offer until September the 3rd.

KINGMAKER £4.20

DIPLOMACY £3.50

These will be forwarded post-free if a 43p 'Railway Rivals' kit is ordered at the same time. Also available now is the 'touchdown' vinyl in 4 widths and costing less! For RR games prices are as follows: A 35p, C 29p, B,F 25p, DEGJ 36p, H 23p, 2A 53p, 3A 44p, 3B,3C 50p. To buy by the metre, 25cm 18p, 33cm 24p, 50cm 36p, 101cm 72p.

Write to Dave at 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY for details of the other products he can offer.

"IMPOUNDERABLE"

Thank you.

BREITENFELD  
SPI - March 1976  
 a review by  
RICHARD NASH

This game was designed to fill a long existing gap - the Thirty Years War period. Basically a simple game - the rules are on a par with Napoleon at Waterloo - it is an attempt to recreate battle between the Imperialist forces under Tilly and the Swedish and Saxon army under Gustavus Adolphus.

The general rules on movement are the same as in other games: each unit has a combat strength (same for attack and defense) and a movement allowance, and the units are moved in sequence to be followed by combat.

Artillery plays a major part in the game despite the fact that they cannot move: they have an infinite range, though anything over six hexes is very hard to hit. Artillery cannot eliminate units, merely disrupt them. The disruption element is an attempt to simulate the confusion that may arise after a unit has been under constant bombardment, in that discipline may weaken a little and the men break ranks: disruption is shown by turning the unit over. The value on its back is the new combat strength and it may only move two hexes. If a disrupted unit is disrupted again, then it is eliminated unless it has been hit by artillery fire.

Movement is the same as for all SPI games with the usual zones of control applying, except that a unit in an enemy zone of control is compelled to attack. Artillery may not be eliminated, but may be captured and recaptured as actually happened in the battle. An attempt is made to simulate control on the battlefield by using 'leader' counters. These are counters that have a combat strength of 1 or 2 which can increase the odds of an attack or help a defending unit. They also help to undisrupt units in the 'disruption removal phase'. In this phase all face down units are thrown for: a 5 or 6 and they are back to normal. The leader aids his strength to the die roll.

Army demoralisation is simulated by allowing a certain number of combat points to be lost before the army becomes demoralised and routs. Initial Swedish level is 75 points, the Imperialist 45.

Cavalry play a useful part in the game in that their large movement allowance enables them to get behind enemy units easily. The zones of control do not compel units to stop on entry, so rear attacks are quite common. The cavalry are normally used to attack units disrupted in the artillery fire phase, which comes before movement and infantry/cavalry combat. A special Swedish cavalry rule allows players to double their combat strength before a charge; however, all attacking units become disrupted no matter what the result of the attack is.

A movement restriction on the initial turns is to simulate the level of slowness with which the battle started. Weather and fog is also taken into the rules. All in all, though a very simple game, Breitenfeld is an enjoyable game and one with lots of room for variation. A definite must for the imaginative, but not for those who like everything done for them in the way of variation written into the rules! One other plus factor is that for the first time SPI are using colours on their maps; woods are now a lovely shade of green.

RATINGS: (S 7.1, P 8.0, E 7.9, C 7.0, D 7.0, A 7.8, R 7.8, V 7.8)

Complexity	7	Overall value	8
Enjoyment	8.9	Adaptability	7
Playability	9	Action/Excitement	6
Postal playability	8	Length of game	8
Skill	5		

TOTAL RATING: 7.44

If it's enjoyment you're after and you have an inventive mind, then BUY this one....

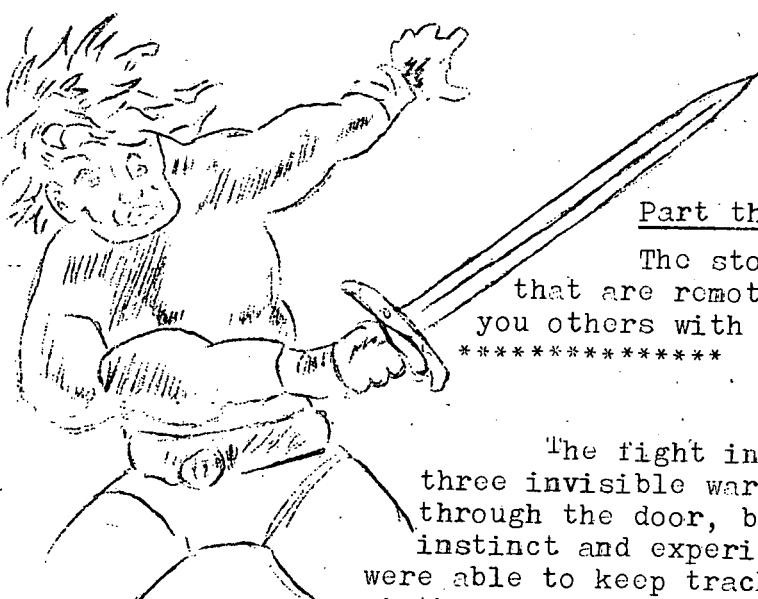
# TEKUMAL

THE EMPIRE OF THE PETAL THRONE

Part the seventh.

The story so far is well known to all those that are remotely interested so I won't bore all you others with the details.

\*\*\*\*\*



The fight in the room raged frantically on as the three invisible warriors tried to force their way back through the door, but the Mr'ur, now fighting through instinct and experience gained in the black corridors, were able to keep track of their positions as if by some sixth sense. The two Mr'ur that had left the fray earlier to threaten Qyshū, Chago, Evyōi and Ukshen had given up their futile attempts to break through the magic circle and were now heading back into the room to join the other three. Qyshū was quick to see the danger to his three fighting men and he dredged around in the back of his mind for some spell that might help in their present predicament. He had plenty of spells remaining, but many of them he dare not use for fear of striking the wrong target in the tight melee. Quickly he raised his hands as an idea struck and holding his palms open, facing towards the dead Smide, he incanted a spell of necromancy, reanimating the body. The massive frame of Smide stirred where it lay and then rose to its feet, a blank expression on the face. More hurried words from Qyshū, and the re-animated form of the warrior retrieved its sword from the floor and once again joined the melee.

The balance swung back towards the party, but the Mr'ur showed no sign of weakening. Both the warriors and the Mr'ur were taking heavy damage in the fight and Qyshū was relieved to see two more Mr'ur go down to the flashing sword of Hailmhüling. Smide was hit several times, possibly because off the four fighting men he was the only one visible and he once again quickly succumbed and slumped back to the floor. Not before he'd done a lot of damage in cutting up the Mr'ur though, and it wasn't long after his second 'death' before Dyogheykh and Hailmhüling had despatched the remaining Mr'ur to the grave. The battle over they counted the cost, Smide was dead, Auvoi was so badly injured he could hardly remain on his feet, and Dyogheykh and Hailmhüling were also much the worse for wear. The party, which only ten minutes before had been rejoicing at its success was now reduced to a level at which any further encounters might well mean the end of it. Qyshū was well aware of this, and he made no secret of the fact that he wanted to be out of the passages as soon as possible.

He hurried the three remaining fighting-men out of the room where the battle had taken place and forced them up the corridor a little way before he'd let them rest. He was worried and his preference would have been to press on until they were right out of the place, but the others were in such a state they couldn't go too far without rest and attention to their wounds.

They slumped against the wall whilst Qyshū tended the wounds as best he could, but there wasn't a lot he could do. For fifteen minutes they stayed there with the slave-boys watching the corridor in both directions and with Qyshū worrying more with every second they remained in the place.

Dyogheykh and Hailmhüling climbed to their feet and helped Auvoi to his ready for the climb out. Just as they did so though, a shout from Chago drew their attention to the rockfall at the top of the passage. There, clambering half around and half over it was the dark shape of a Ngayu! (a flattish crustacean creature with six legs and powerful claws) Even before the party had time to move the Ngayu reacted by squirting a slimy secretion in their direction, hitting Dyogheykh full in the chest and running down the breast-plate of his chlen-hide armour.

Its damp touch against his skin told him it had permeated but apart from his discomfiture there appeared to be no other adverse effects to the secretion. The Ngayu moved down towards them and they backed away, Hailmhaling loading his crossbow as they did so. The Ngayu kept coming and Hailmhaling released the bolt in its direction, only to see it crash into the rockfall beyond the creature. He set about reloading, but as he did so Qyshu pushed past him with arms raised incanting a further spell. This time he'd chosen a 'plague' spell and it stopped the Ngayu dead in its tracks as it was overcome by the terrible, rotting disease. It became still but even so it was some while before the party felt brave enough to risk approaching it and pushing past to reach the exit. Eventually their courage returned sufficiently for them to edge past the rotting corpse, one by one with their backs pressed hard against the wall. Once past it they hurriedly scaled the rockfall and emerged into the late afternoon sunlight. Atvoi was quickly whisked along to the physician Hnègh'makh where everything possible was done for him before he was despatched to a ward, where he would be allowed to rest and recuperate. Qyshu and the others returned to his mansion where they ate well before retiring in the early evening for a good night's rest.

Dyogheykh had received a further shock when he stripped off his armour in that the two 'eyes' he had been carrying with him on the expedition had dissolved, or at least the metal parts had, into a grey, gooey mass. Obviously the Ngayu secretion that had hit him had had more effect than at first thought!

On the following morning the four of them from the mansion, Qyshu, Ukshen, Hailmhaling and Dyogheykh set off for the city with the necklaces they'd found and were happy to exchange them for 9000K. The total of the booty was then shared out between the survivors, Atvoi, recovering well in the hands of Hnègh'makh received 610K, Ukshen 600K, Dyogheykh and Hailmhaling 900 apiece with the balance going to Qyshu.

Once that was sorted out Qyshu got to thinking about other things, "Right", he said, "let's get down to the harbour and see if we can't do something about hiring a boat and crew. I know just the fellow to help, my old acquaintance Ghresl hi Fropnoi Jakallayani!"

Ukshen glanced up sharply when he heard the name, hadn't he come across it somewhere before?

\*\*\*\*\*

And that's where we leave our brave young heroes. I shall pursue the adventures of Qyshu and company a little further for my own interest, just to see if Dyogheykh and Hailmhaling do get that citizenship, but as far as the Chimaera is concerned it is unlikely if they will appear again. We don't want too much fantasy in the pages and what we do need will be well met by Dave Tants new D&D game. Which reminds me, I haven't drawn up my party yet, maybe Qyshu, Ukshen, Hailmhaling, Dyogheykh and Chago would like to try their hand at taming Dave's dungeon.....?

Talking of Daves dungeon, pass that lantern and here we go...

#### THE PITS OF CIL

(Being the Chimaera game of Dungeons and Dragons)

Dungeon Master DAVE TANT

Firstly, anyone (no better make that the first one) who can tell me where 'CIL' comes from, gets a free game. ((Cilly question, the Cilly Isles of course! I've got a free game haven't I Dave? 'Ay Dave, Ay! Have I got a free game? How many experience points for that then?))

The first ten players on the list were C.C.Rick, Martin Rundle, Gary Porter, Ian Jones, Clive Booth, Bill Howard, Dave Allen, Les Kennedy, Laurence Parrott and Clive Wardley. Ron Canham was eleventh on the list, his request arriving in the same envelope as Clive Wardleys but as luck would have it Clives was the first to be read. ((Never mind Ron, you can have Dave Allens place when he misses the first two deadlines. He always does!))

Would these 10 players after sending Clive their 40p game fee, send me details of their party of characters. The chief character in each party MUST bear the name of the player, and there must be not fewer than four nor more than 20 characters in each party. Each character must be named (no numbers or letters) and should be selected by reference to the following tables, showing the experience points for each level in the four classes:-

<u>Fighting Men</u>	<u>Magic-users</u>	<u>Clerics</u>	<u>Thieves</u>
Veteran	1,000	Medium	1,200
Warrior	2,000	Seer	2,500
Swordsman	1,000	Conjurer	5,000
Hero	8,000	Theurgist	10,000
Swash-		Thauma-	
buckler	16,000	turgist	20,000
Myrmidon	32,000	Magician	35,000
Champion	64,000	Enchanter	50,000
Superhero	120,000	Warlock	75,000
Lord	240,000	Sorcerer	100,000
		Necro-	
		mancer	200,000
		Wizard	300,000

N.B.

THERE ARE SOME AMENDMENTS FROM PREVIOUSLY PUBLISHED RULES.

You may wish to alter the abilities of your characters. Each has 6 different areas of ability:- Strength, Intelligence, Wisdom, Dexterity and Charisma, and each ability may be as strong as 18 or as weak as 3, except strength, which may go up to 24. All will start with an average figure of 11, and these may be amended as follows:-

To decrease, gain 100 experience points for each level dropped.

To increase, pay 100 experience points to increase from 11 to 12, 200 to increase from 12 to 13, 300 from 13 to 14 etc., until 17 to 18 700 and 700 each level increased thereafter.

Non-human characters cost nothing extra provided they come under the three basic character types listed under that heading.

ABILITIES

Strength: Prime requisite for fighters. Will help others in opening doors etc. Fighters with 18 level strength merit an additional throw with percentile dice to determine various considerable benefits in scoring hits, doing damage, carrying weights and opening doors.

Intelligence: Prime requisite for magic-users. Will also help determine whether subsidiary characters report accurately, react sensibly, and learn additional languages. As well as their own, characters may learn one additional language for each intelligence level over 10. Helps magic-users with difficult spells.

Wisdom: Prime requisite for clerics, and also acts for other characters (as intelligence) in determining reaction to situations,

Dexterity: Prime requisite for thieves. Also helps others to fire weapons, use wands etc. Fighters with dexterity of greater than 14 are better able to dodge and parry attacks.

Constitution: Combination of health and endurance. Influences number of hits taken and ability to resist being paralysed etc. With constitution 18 character has 100% chance of surviving spells, (note that the spells must first be countered, however.)

Charisma: Combination of appearance and personality. Governs number of followers, hirelings etc. a character may employ. Charisma of 10-12 allows 4 to be employed, 16 - 17 allows 6, but 18 allows 12. Will also assist in attracting monsters to service.

Fighters with charisma 17 or 18 may be PALADINS, if LAWFUL from commencement. Paladins may cure wounds or diseases (2 points of damage per charisma level over 16 per game turn) merely by 'laying on of hands', and are not themselves susceptible to disease. Paladins will only associate with

ALIGNMENT

Before commencement, each party must decide on its alignment, which may be either lawful, neutral or chaotic. Monsters of a different alignment will always attack, but may not if of the same.

CHARACTER TYPES

Players may select whatever types they like, but only Men, Elves, Dwarves and Hobbits escape heavy costs (no half-Elves allowed.)

Men: May be of any alignment and any level.

Elves: May not be clerics, may not progress beyond 4th level fighters or 8th level magic-user, but as far as they like as thieves. They are more able to note secret doors and speak languages of Orcs, Hobgoblins and Gnolls.

Dwarves: May not be magic-users or clerics. Can advance as far as they like as thieves, but not beyond 6th level fighters. They add 4 levels when rolling saving throws against magic, note slanting passages, traps, shifting walls and new constructions. They also speak the languages of Gnomes, Kobolds and Goblins.

Hobbits: May not be magic-users or clerics. Can advance as far as they like as thieves, but not beyond 4th level fighters. They have the same resistance to magic as dwarves, but have deadly accuracy with all missile weapons.

Other types: If players wish to be monsters, or include monsters in their parties, they should apply to me for a quote. There is nothing available under 200,000 experience points, however.

RESTRICTIONS

Fighting men: may use all magical weaponry, but only a limited number of magical items of non-weapons variety. They cannot employ spells. Fighters may be of any alignment.

Magic-users: may use all magical items save arms and armour of fighters, but may only arm themselves with daggers. In addition they may learn spells as explained in the tables below. Each spell is 'forgotten' when used, so to use one twice they must learn it twice.

Clerics: may use magic armour but only non-edged (no arrows) weapons, magical or otherwise. They have their own tables of spells, but unlike magic-users do not have to learn them. They are considered as knowing all clerical spells, but are restricted to the numbers they can use. They can be either lawful or chaotic, and in the latter case many of their spells are reversed. Lawful clerics gain considerable powers over the 'undead', while chaotic ones do not.

Thieves: either neutral or chaotic, but lawful characters may hire them for basically lawful missions. Have fewer hit dice but can employ magic daggers and swords, but only non-magical weapons of other types. Can only wear leather armour (no shields). Cannot learn spells or read magic scrolls unless 10th level or higher, but 3rd level and above can read 80% of languages and maps. Can cause greater damage by 'striking from behind' and can climb sheer walls with little chance of falling.

PREPARATION

With the above in mind players should now choose their parties. They may use up to 400,000 experience points, 40,000 of which may be used to purchase magical equipment from the following table. Don't forget that the payments for changes of abilities must come out of this.

MAGICAL EQUIPMENT

I have been quite generous with the distribution of magical items in the dungeons, but you may, of course, have to fight for them.

To start off with, you may ask for the following:- Magical swords @ 2000 xps, Wands, rods or staves @ 4000, Rings @ 3000, Scrolls @ 2000, Potions and miscellaneous weapons @ 1500, Magical armour @ 2000, other items @ 3000. I will roll dice to determine what you actually get within those classes (no items of wrong alignment).

ORDINARY WEAPONS AND EQUIPMENT

Finally, you will have to equip your party with weapons, armour, packs, ropes, lanterns, provisions etc., You have 1500 gold pieces to buy it with, from the following table which also gives weights:

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
Dagger	3	20	Hand Axe	3	50	Leather armour	15	250
Mace	5	50	50ft of rope	3	80	Chain mail	50	500
Warhammer	5	50	1 10ft Pole	2	100	Plate mail	100	750
Morningstar	6	100	12 iron spikes	2	30	Helmet	10	50
Flail	8	100	3 stakes and			Shield	10	150
Battle Axe	7	100	mallet	3	40	Large sack	2	*
Sword	10	50	Lantern	10	40	Small sack	1	*
Two-handed sword	15	150	6 Torches	2	25	Leather		
Spear/Javelin	2	100	Flask of oil	3	50	backpack	5	*
Quarterstaff	2	100	Flagon of oil	4	50	Scroll	n/a	20
Halberd/Pike etc	7	150	Chalice of water	2	50	Piece of		
Lance	5	150	Iron ration for 1 person/l week	15	60	jewellery	n/a	20
Short Bow	25	50	Empty water skin	4	10	*****	*****	
Long bow	40	50	Potion	n/a	30	Items marked *	weigh	
Light crossbow	25	75	Wand in case	n/a	100	nothing empty. The unit		
Heavy crossbow	50	100	Staff in case	n/a	200	of weight is one gold		
Quiver of 20 arrows	10	50	Steel mirror	5	20	piece. They will hold		
Case of 30 quarrels	10	50	Silver mirror	25	20	items to the following		
Bundle of either 1 silver tipped	5	25	Wooden Cross	2	20	weights:-		
Sling and sack of projectiles	2	50	Bud of garlic	5	10	Large sack	300	
Fire bomb	5	25	Bunch of belladonna	10	20	Leather backpack	300	
			Bunch of wolfsbane	10	20			

All characters are assumed to wear leather belts, from which all manner of equipment may be tied, slung or stuck through (beware of losing loose equipment!) They are also assumed to carry flint and tinder, but tobacco has not been discovered.

O.K. I think that's enough to choose your characters, amend their abilities and decide what magical items you want, all within the 400,000 experience points allowance. Send your choices to me, with names and I'll tell you next time what you get in the way of items, plus hit resistance. AS ALWAYS I MUST HAVE A S.A.E. IF A REPLY IS REQUIRED.

Also in the next issue I'll give details of movement, weight which can be carried at various speeds, the all important Spells Tables and explain about the languages your party can learn. I suggest you wait to see what magical items you get before spending your gold pieces on equipment - time enough for that later.

DAVE TANT  
32 Nursery Avenue,  
Bexleyheath,  
Kent.

\*\*\*\*\*

Well, since typing that up I've had a further letter from Dave, in which he extends the size of the initial parties to include 12 players instead of 10. That being the case, the second paragraph of the report above becomes nonsense and Ron Canham is welcomed to the game. Filling the second new place is Allan Ovens.

\*\*\*\*\*

#### GAME SHOP

Last issue I promised to include a list with this issue of the many games that are available from Walter Luc Haas in Switzerland at prices considerably cheaper than those at which they are available over here. That list follows now and when you've decided what you want send the cash to Walters English agent Dave Watts, 32 Eastleigh Drive, Milford Haven, Pembs SA73 2LY

along with a note to Walter at Postfach 7, CH-4024 Basel 24, Switzerland and your game will be on the way. Easy isn't it? And look at what you have! (No, I'm not on commission).

#### FANTASY/SCI-FI

Dungeons and Dragons	£6.10
D & D supplements, Greyhawk, Blackmoor, Eldritch Wizardry	£2.90
Gods, demi-gods, heroes (supplement IV to D & D)	£2.90
Chainmail	£2.90
Empire of the Petal Throne	£14.00
War of the Wizards	£ 4.45
Dungeon! (12 player, family board version of D & D)	£ 6.50
White Bear & Red Moon	£ 5.20
Battle of Helms Deep	£ 1.95
Siege of Minas Tirith	£ 3.60
Battle of 5 Armies	£ 3.05
Citadel (Miniature/Fantasy rules)	£ 2.70
Royal Armies of the Hyborian Age (Miniature/Fantasy rules)	£ 3.80
The Ythri (SciFi game)	£ 5.00
Warriors of Mars (SciFi game)	£ 2.90
Starprobe (SciFi game)	£ 3.60
Star Empires (part 2 of Star Probe; out Sept/Oct).	£ 3.60
Starguard (SciFi rules)	£ 2.40

Empire of the Petal Throne posters 17½ x 22½ - 6 colours	£ 1.80
Character Archaics (playing aids for D&D, EotPT, etc.)	£ 1.80
Character encounter records etc.	£ 1.80
Polyhedra Multi-dice (20, 12, 8, 6 and 4 sided dice)	£ 1.80
Percentile dice (red and white 20' sided)	£ 1.20
Star Raider (SciFi game)	£ 3.90
Fomalhaut II (SciFi game)	£ 4.50
Alien Space (SciFi game)	£ 3.15
Empire One (SciFi game)	£ 3.60
Starlords (" " " ")	£ 3.35
Rift Troopers (SciFi game)	£ 5.20
Space Patrol (SciFi game)	£ 3.35
Star Command (" " " ")	£ 2.75
Triplanetary (" " " ")	£ 5.20
Dragon (Fantasy game)	£ 5.20
Ringbearer (Fantasy game)	£ 2.25
Monster, monster (Fantasy rules)	£ 3.90
Tunnels and Trolls " game	£ 2.25

#### OTHERS

Fight in the Skies ((WW I aerial))	£ 6.10
(Recommended, CFB))	
Little Big Horn (Sioux/Custer simulation)	£ 6.10
Ancient Conquest (Biblical time simulation)	£ 7.30
Siege (Medieval simulation)	£ 3.60
Wargamers guide to Stalingrad (articles on AH game)	£ 3.20
Cavaliers and Roundheads (rules) (Eng. Civil War)	£ 1.80
Tricolour (Napoleonic rules)	£ 2.90
Panzer Warfare (WWII rules)	£ 2.40
Tractics (WWII rules)	£ 6.10
Don't give up the ship (sail rules)	£ 2.90
Boot Hill (Wild West rules)	£ 2.90
Classic Warfare (Ancient rules)	£ 6.10
Air Power (WWII, plane to plane rules)	£ 2.00
Gladiators (Roman rules)	£ 2.70
Legion (Roman rules)	£ 3.30

#### DIPLOMACY (US version)

	£ 7.70
Russo-Jap War (game)	£ 6.90
Their Finest Hour (game)	£ 8.65
Chaco (game)	£ 4.50
1815: Waterloo (game)	£ 6.30
Manassas (game)	£ 5.15
Coral Sea (game)	£ 5.15
Viva! (game)	£ 3.40
Battle of Chicamauga (Flying Buffalo, not SPI) (game)	£ 3.40
Imperialism (game)	£ 5.80
Nuclear Destruction (game)	£ 3.90
Kasserine Pass (game)	£ 5.95
Bar-Lov (game)	£ 5.95
Jerusalem (game)	£ 5.25
Cromwell (game)	£ 4.50
Battle of Britain (game)	£ 6.05
7th Cavalry (game)	£ 4.50

\*\*\*\*\*  
And even this isn't the full extent of the games available from Walter! these are just the ones he stocks and can give quick delivery on, there are many others available too with slightly longer delivery periods that Walter would be pleased to quote you for, but please see below.\*\*\*\*\*

These prices are low, so low in fact that they will not allow Walter the luxury of corresponding with you (acknowledging orders etc.), but if you want a reply or information on any of the games please forward Walter an International Reply Coupon.

This is going to be a much, much larger than usual game shop (it is already), but I've a list of items from Alan Watson that he'd like to dispose of. Not enough space to include them on this page though so I'll just have to keep talking....or typing until the end of the page comes up and hope that...

Phew! Made it!

Right, on with the list.....

A9

Skirmish Wargames - Colonial period	£1.00	Royal Armies of the Hyborian
Citadel - quest for Wizards Tower (Fantasy Games unlimited)	£2.75	Age (Fantasy Games Unlimited) £2.75
Gladiators (Simulation Rules) (Fantasy Games Unlimited)	£2.25	Legion - Ancient Rules (Fantasy Games unlimited) £3.00
Lou Zocci's Battle Manual for Alien Space	£1.25	Battle for Hue - boardgame SDC pouch series £3.00
Strategy and Tactics World War 1 with unused game	£1.25	Miniature Wargaming - American comprehensive rules for miniatures £1.50

\*\*\*\*\*

All items except 'Miniature Wargaming' include postage, MW + 48p postage.

Also available SWORD & LANCE magazine, all back issues except 1, 2 & 9 available. 35p per issue including postage - pro-printed and excellent value - isn't it Clive and Allan Ovens? ((My copies were! and at 35p the others are too!)). You may even twist my arm to sell White Bear & Red Moon- the most fantastic game I've seen for a mere £5.00 inc. postage. This is not a sell out merely a change of direction in future interests.

\*\*\*\*\*

Alan also asks me to let you know that he has books (new) also available at very competitive prices and that you should write to him for the book list. His address is 38 Hummersknott Avenue, Darlington, Co.Durham.

Talking of 'fantastic games', did I tell you I'd actually got rid of Creature Features? Folks around here, will buy 'owt, heh, heh.

I'D LIKE TO INTRODUCE MYSELF  
MY NAME IS....  
The column that fills in on the names

This issue for your enjoyment and enlightenment I present.....  
THE HORNSEA MOB!

Name: Richard Allan Bartle

Date of Birth: 10th January

Occupation: Occupied

Education: Hornsea school & primary

Levels reached: 0 levels in Maths,  
English, English Lit, TD,  
French, Spanish & Sciences.

Hobbies: Playing Dippy, writing novels  
(3 at present)

Favourite Groups: None really

Favourite authors: Asimov, Booth,  
Tolkien, me; Shakespeare, me.

Zines received: Chimaera, Rats, 1901,  
Toad and Dolch, Tinamou.

Marital Status: Single

Languages spoken: Spanish, French,  
English.

I.Q.: about 130

Drinks: Cider, I puke up at owt else.

Special Abilities: Genius at games,  
esp. Dip

Name: Kedge Neuman

Date of Birth: 20th-23rd July

Occupation: Still at Nursery school

Education: Mother Maceyes school of  
Dancing.

Levels reached: None

Hobbies: sucking thumb, trying to swear.

Favourite Groups: Josey and the Pussy-  
cats.

Favourite authors: Enid Blyton Rules of

Zines received: Bellicus, Chimaera.

Marital Status: Widower

Languages spoken: Double Dutch, Baby  
talk.

I.Q.: 23

Drinks: Milk, Nesquick.

Special Abilities: Can tie his own  
shoelaces.

Description: Has a humped back with  
inbuilt fat. One side of his face is  
disfigured and he drags his foot as he  
walks. His breath smells perpetually  
of guano and his hair is held on by

Description: Average height and build,  
fairish hair, brown eyes. Right handed.  
Not bespectacalled or such. No out-  
standing birthmarks except for a red  
blood clot visible in corner of right

eye. Size 9 shoes, size 14½ collar and One eye blue other green. as for hat ????

TAG HILE - ALAN WATSON

Mean anything?

Politics: Hates communists, more Liber- Politics: Is all for Childrens Lib. al than Tory.

Pet hates: left handedness, communists, Pet Hates: Dogs, cats, bulldozers, ink, bad wit Americanisms, pathetic TV shows (Star Trek), complaints at writing ((I suppose you must get a few))

Place of Birth: Ripon, Yorks

Current address: 6 The Crescent,  
Hornsea,

Yorks HU18 1SW

Favourite films: Blazing Saddles,  
Monty Python & the Holy Grail.

Favourite TV shows: M.A.S.H., Fall of  
Eagles.

Favourite 'zines: Chimaera, Bellicus

Relations: 1 brother, 4 grandparents,  
2 parents, 1 Uncle, no Aunts.

Ambitions: To start a Dippy 'zine, get rich quick, live a life of luxury, die at 105 when shot by jealous husband, keep on winning games.

Dippy acquaintances (in person): Kodge Neuman, Stephen Hatfield.

Favourite country: England.

Favourite variant: RE-Discover

Services to Dippy: Invented a variant, wants to start a 'zine, regular contributor to most of the 'zines subscribed to, writer of brilliant press etc., etc., etc.

Success rate in games: 75%

No. of postal games at present: 3

Unfavourite Dippy country: Italy

\*\*\*\*\*

Thanks to Richard Bartle for that information (I sincerely hope that you're bigger than Kedge, otherwise 'get well soon'. Oh yes, the third member of the Mob, Stephen Hatfield.....

"I was going to send you an auto-biography, but I can't have everyone knowing that I was born on 3-4-59 and have just left school. Also that I don't know what my IQ is but it must be up in the thousands and that I incline towards socialist views and that at the moment I'm out of work (damn). And if someone found out that my hobbies are Diplomacy, Military History, Fantasy, Science Fiction and reading strip cartoons in the Daily Mirror ((you mean Boot?!!)), and the Daily Mail ((not Fred Bassett, surely? Yeuch)), I'd be very shy to tell them I only have 40 levels (and equivalent) at the moment (though when this years results are published.....). So please don't print that."

Don't worry Stephen, I won't reveal a word of it. And that folks is the Hornsea Mob, next week it's Harpo, Chico and Groucho. Look out for it!

You have just been reading CHIMAERA, a three weekly or perhaps nearer four, excuse for a gaming magazine. The management hope that you are enjoying your journey through these pages and that you will join us a little later for the continuation. First though a word from our sponsor.....  
.....IMPOUNDERABLE. Thank you.

All

Welcome back. What's the significance of IMPOUNDERABLE, you're all thinking, well, just sit back and I'll tell you. Oh, here's George North with his first Chimaera article, I'll tell you later.

THE GAMES CENTRE  
by GEORGE NORTH

The trouble with the large chain store that spreads itself all along the High Street is that it is there to make money, and in the toy department, how better than to stock up with established games that the 'once a year' customer will plump for when buying young Willie a birthday present. If he, the customer, has imagination and wants something different he is lumbered. All he can do is look for an attractive box and hope to cunningly break the sellotape and raise the lid in order to get a quick peep at the contents. It takes a thick skin indeed to stand and read the rules. What happens is that the customer must make a quick assessment during that brief glimpse inside the box and he must decide whether to purchase or leave well alone. That the rules are a complicated mess and don't work out, he discovers two or three days later when he tries to play. That pieces are sometimes broken or missing is also a fact.

Well, we in the NGC don't have to worry about being 'caught', nor do we have to fret about not seeing the game of our choice on the shelf in the chain stores. Haven't we been told, time and time again, that there is a games centre in the very heart of London? In the monthly magazine, Games and Puzzles, this centre is advertised and praised to the skies. You can even cut your magazine up and take a voucher along and get 40p knocked off any one game! In our own 'zines the address is also widely advertised so it must be marvellous to simply pop up to London, especially on a Saturday, when it is open all day and games are often played in the back room.

Tell the truth and shame the devil - I am a sucker for gimmicks. I believe anything. I pictured a larger version of our own Keddie Stores situated in the Romford precinct, but showing all the best games instead of the usual commercial ones. I thought how gratifying it would be to spend an afternoon opening up the boxes and inspecting the working parts, reading all the rules and generally making myself at home. My hope was to purchase Dungeons and Dragons or some such game.

So on Friday I had the London A-Z road map out and I should have been prepared because Hanway Street was just about half an inch long and hidden under the red lettering of Tottenham Court Road. Well, it was easy enough to find. Cross the road from the station, turn left past the sex shop, and first right into Hanway Street. Imagine if you can the two mighty main roads and and then the dirty little back double running across the corner from one main road to the other, and there you have Hanway Street. A narrow little backchat that never saw the sun because of the high buildings on both sides. Except for delivery vans, traffic was non-existent. Halfway down is the Games Centre.

Inside there were games from floor to ceiling, and half a dozen customers. Surprising really, in such a pokey little hole, but news of the place had obviously spread. You could hardly stumble upon it by accident so I assume each and every customer is there by design. The whole front room was smaller than my council house living-room! Still, the games were many and varied, and catered for almost every taste from roast beef to tapioca pudding. I spotted Kingmaker and Diplomacy immediately. I browsed around and was delighted to be able to open up boxes and look inside, and it was also possible to read the rules without some burly shop assistant pointing you to the exit.

Then I spied a box marked 'Dungeons and Dragons', and it was marked up £10.50. Inside this small box were three booklets of rules. Rather startled by the price I approached the young man in charge and asked if I could see the bits and pieces to the game. I was amazed to hear that there was no such thing in existence. "It is a fantasy game," the fellow told me, "you have to provide your own dungeons and your own dragons." So then I showed him the contents.

Three paperbacked books of rules only, and I suggested that £10.50 was surely a bit steep? I mean you can get a hardback copy of 'Exploration in the Outer Hebrides' for less than half the price of one rule book! Well that was the price and there was little the assistant could do about it. "It comes from America," he explained, for what difference that makes.

Then, after some more browsing around and a good hard look at Throne of the Petal King which is similar fantasy game but possessing maps and cardboard pieces as well as a rule book. Eventually I said I would take just one D & D rule book and got my £3.50 ready. The three books were all necessary for a game and I would need to purchase the set if I bought them at all.

"Look," I exclaimed in desperation, "Would you pay £10.50 for just three paperbacks?"

The assistant sympathised and agreed it was asking a bit much. He told me that if I had entered the shop waving a copy of Dolchstoss or Victor Luborum around, the price would have been around £7.50. He didn't say whether it was the same rules and I didn't ask. I was too busy wondering why the price went down instead of up for people who read such stuff. He hadn't heard of any of the other 'zines I mentioned and he said he knew nothing about the NGC anyway.

Well, as far as I was concerned it was a wasted afternoon, although I did buy a couple of games to try and make the journey worthwhile. I considered again the Throne of the Petal King with its maps and rules, but after the disappointment of D & D this seemed to be rather scraping the barrel.

I asked if he had a supply of rules I could look at. No particular rules just a pile I could look through in case anything took my eye, but no joy there either. As for the back room, and the chance of playing a few games, well, if you believe that you'll believe in Father Christmas.

The best I can say for Games Centre is that if you live under half a mile away and the weather is right, then you will get a fair do with your choice of games and a chance to give your selection a good hammering before you take it away. Me now, I am the unlucky one. I purchased two games on speck. In the game 4000 AD, which was sealed down with Sellotape and difficult to get at, I found when I got home that I had two bags of green pieces and the yellow ones were missing. I give up. Alice in Wonderland isn't in it when I go shopping.

#### GEO.

\*\*\*\*\*

Many thanks for that article, George and may I add that I know exactly what you mean about 'Games Centre'. I too was expecting a big, plush store and I must have walked past Hanway Street a couple of times looking for it, not believing it could be situated on such a dingy little back street. Didn't see the Sex Shop though, obviously my mind must have been on higher things. I left without buying anything and did my shopping at Hamleys, just down the road, where they were still selling AH bookcase format games for £5.50!

---

TALES FROM THE CRYPT  
alias  
I SAY, I SAY, I SAY.

O.K. you fifth level clerics, dust down that 'Raise Dead' spell, cast it in this direction and we'll resurrect a few more of those golden oldy jokes.....

..... jokes like:- A friend of mine is afraid to fly, so he took a train and a terrible thing happened.....  
..... a plane fell on it.

Or even:- Tel Aviv, 1988: After years of stockpiling tons and tons of heavy armaments from the United States and Russia, the Middle East problem was today settled.....

.....both Egypt and Israel sank into the Red Sea.

Right, now it's your turn...

BILL DOVE: Paddy comes back from the supermarket with 36 bottles of Guinness and a loaf of bread. "Heavens" says Michael, "What are going to do with all that bread, Paddy?!"

RICHARD NASH: A man walked into a Belfast pub with a monkey on his shoulder. "Where on earth did you get that?" asked the barman.

"I won him in the raffle" the monkey replied.

Many a wise man has come from Ballymena.

They'd have to be stupid to stay there.

KEDGE NEUMAN: Sheik and King talking.

"Have some wine, Sheik."

"A thousand pardons great ruler, but I do not drink so that my body will remain pure."

"Have some figs then."

"I'll take the wine."

ADAM QUINTON: An Irish pumpkin was showing a Yank some of his marrows. The Yank said, "Gee, back home we got gherkins that big"

Then Paddy showed him some large cabbages. "Gee, back home we got bigger brussel sprouts. Our cabbages are at least 3ft in diameter!"

Eventually the American pointed to some gasometers and said, "We haven't anything like that in the States. What are they?"

Paddy replied, "They be OIRISH saucepans. We cook American cabbages in them"

RON CANHAM: Chimaera readers follow the exploits of your heroic editor in the all publishers game in Leviathan.

DAVE THORBY: Dave Thorby.

\*\*\*\*\*  
Some of you, oh all right then, most of you will no doubt be pleased to hear that I am rapidly approaching the bottom of my stock of Chimaera jokes. PLEASE SEND MORE, those of you who like chestnuts.

\*\*\*\*\*

#### WHO SAID THAT?

being a column of quotes from famous people.

KELGE NEUMAN: Spike Milligan: Beauty is in the eye of the beholder. Get it out with Optrex.

MARTIN EDWARDES: Groucho Marx: It takes me all night to do what I used to do all night.

"I'm a Baron, my father was a Baron and my Grandfather was a Baron.

Mae West: Pit, your mother wasn't too bad.

Tallulah Bankhead once said "I'd rather die than be in Philadelphia."

W.C.Fields tombstone reads: I'd rather be in Philadelphia.

Enough of this frivolity, I've a contribution now from Phil Stutt that takes the form of a letter:

'I am hooked on quotations, I adore them. It seems a very sad commentary upon the human race that the quotations that range down the years are not great phrases of huge monument but humorous quips. Groucho, Shaw, Coward are people who spring to mind. Did you realise by the way how such famous people repeated quotations like you and I trotting out all those glib phrases with which we litter our conversations? For example do you remember the quotation by Groucho about the child of four. (a couple of issues ago)?

Well, although it was a 4 year old then, it started life as a quotation with a five year old in the film 'Duck Soup'.

I believe that authors, decent authors, tend to provide some of the most impressive quotations, often encapsulating an amazing amount of knowledge. Can I give you some quotes?

1. Jean-Paul Satre: I hate victims that respect their executioners.
2. " " : When one does nothing, one believes oneself responsible for everything.
3. " " : An American is either a Jew, or an anti-Semite, unless he is both at the same time.
4. " " : At the same time, I learnt that you always lose. Only the bastards think they win.
5. Virginia Woolf : 'So that is marriage, Lily thought, a man and a woman looking at a girl throwing a ball' To the Lighthouse
6. " " : On the outskirts of every agony sits some observant fellow who points.
7. F. Scott Fitzgerald: She's got to be a loyal, frank person if she's got to bitch everyone in the world to do it.
8. " " : When he buys his ties he has to ask if gin will make them run.
9. " " : She had once been a Catholic, but discovering that priests were infinitely more attentive when she was in the process of losing or regaining faith in Mother Church, she maintained an enchantingly wavering attitude. This side of Paradise - What else do you need to know about her character?
10. John Steinbeck: Man, unlike any other thing organic or inorganic in the universe, grows beyond his work, walks up the stairs of his concepts, emerges ahead of his accomplishments. The Grapes of Wrath - of course
11. Hemmingway: A serious winter is not to be confounded with a solemn winter. A serious winter may be a hawk or a buzzard or even a poppingjay, but a solemn winter is always a bloody owl.
12. Huxley: Past time is only evil at a distance.
13. " : We participate in tragedy; at a comedy we only look.

There are so many. The last must be, as I am not going to write much more, this gem from Huxley, in 'Island', I believe:

"Armaments, universal debt and planned obsolescence - those are the three pillars of Western prosperity."

I tell a lie, the last one comes from Lenin: "A social democrat must never forget that the proletariat will inevitably have to wage a class struggle for Socialism even against the most democratic and republican bourgeoisie and petty bourgeoisie."

\*\*\*\*\*  
Thanks, Phil, interesting but I wonder why it is that humorous quotations are the ones that everyone remembers? But then, isn't it the same with everything that the light-hearted or humorous moments remain? In the Montreal Olympics everyone will remember the streaker long after they've forgotten the memorable feats of athleticism they saw in the competitions. I suppose it's just human nature.....that, and the fact that 'ordinary' people just don't like thinking too much.....

PETE LINDSAY: Dylan Thomas - "Who are we to comment on other peoples trivia?"  
Unknown Wit - "Depends on the size of your trivia I suppose...."  
(From a certain student union bog wall.)

\*\*\*\*\*  
Can I have some more quotations for next time please, including your favourite 'serious' ones. Keep the humorous ones coming though, it could get terribly boring without them.

And now our sposer has something to say: "IMPOUNDERABLE". Thank you.

SUPER SOCCEROSS Mk.1.  
The ORIGINAL Soccerboss

Week 12 Transfers

Red non-league player to Derby County for £126,000. Name C. George (F) into team at 10.  
 Satans Bastards to Brentford: Count Jim Moriarty (F) for £80,000: into team at 9. Colour:  
 Bolton Wanderers to Ilford Town: Freddie Hill (HB) on LOAN for 1 week at £7,500, into team at 6. Colour:  
 Bolton Wanderers to Ilford Town: Edwardes (HB) on LOAN for 1 week at £5,000, into reserves. Colour:  
 (Figures quoted by the two managers as 'option to buy' Edwardes do not agree!)  
 Liverpool Youth to Workington: McColl (GK) for £95,000, into team at 1. Colour you know.

\*\*\*\*\*

Miscellanea

NMR's from Watford, Leeds Utd., Satans Bastards, MPBU & BBLU, Luton, Peover.

West Ham United reject the continental clubs offer of £330,000 for three of their star men.

Players may only add +1 to their values at the time the bonus is awarded and may not save them up for a rainy day (even if it's +1 for 5 goals). There was no non-league Yellow player on offer last time.

Brentford try to borrow Manchester United's Erskine for the week, but Manchester omit to tell him about it and he turns up at Old Trafford as usual.

Ilford try to borrow Rawlinson from Brentford, but he says he's too busy playing for the Brentford 1st XI.

Ilfords Fleming and Diamond turn up at Brentford thinking they've been loaned to the club for a week, but the Brentford directors deny all knowledge and send them packing with a flea in their ear. ((Methinks there's some confusion in the Ilford board-room))

Well done, Dave Tant. If I believe everything I see before me, you sold Freddie Hill 3 times to different people last week!

Liverpool's Vick exchanges his shirt for one with an 8 on.

Brentford's Finch " " " " " " " " 11 on.

Manchester United and MPBU & BBLU have now gone 5 matches with unchanged teams. The solution to the success?

Sporrans Pocket is one level lower than their manager thinks.

Is the Newcastle manager aware that McDonald has been playing reserve football for a good many weeks?

\*\*\*\*\*

Reserves to 1st XI

West Ham: Callaghan to 9. Liverpool: Gibbon to 7. Bolton Wands: McKinley to 6.

Newcastle: Nulty to 4. Leeds Utd: Elworthy to 4. Brentford: McLean to 4.

Workington: McColl to 1, Dominic to 8, Ogilvie to 2. Allfrencs: Neeskens to 6.

Walton Cloggers: Goldwater to 9, Reed to 6, Fitton to 10. Derby: Penny to 3.

Luton: Grey to 7. Ilford: Holland to 8, Winkle to 11 (GM).

\*\*\*\*\*

Unsettled reserves seeking transfer

Workington Reds:	Rogers	(GK)	Scouts report: Blue
Leeds United :	Jones	(F)	Scouts report: Blue
Walton Cloggers:	Euston	(HB)	Scouts report: Blue
Ilford Town :	Diamond	(HB)	Scouts report: Blue
Allfrencs United :	Osborne	(HB)	Scouts report: Blue

No wonder they're all looking for transfers, feeling as 'blue' as they must be, Ilfords Diamond and Allfrencs Osborne both handed in transfer requests to their respective managers after learning that they had been dropped from the substitute position for this week's match.

Players on offer from non-league clubs

O Yellow: reserve price £115,000  
 O Red : reserve price £ 80,000  
 O Blue : reserve price £ 75,000  
 3 Green: reserve price £ 25,000

Please label bids for green player either A, B, or C.

\*\*\*\*\*

And now it's results time, first the MID-WEEK one.....

Workington Reds(40) (0) 2 v Satans Bastards (35) (0) 0 18,000  
 Willy Haughan Chas Bedford

R.Knee 63, Dominic 90

Workington had to work hard in this game and the win wasn't as easy as it should have been. McAggro and Buzzard both had poor games (-1), whilst Satans Uncle Tom Cobley was booked for pushing the ball into the Workington net..... along with the Workington goalkeeper, fullback and centre half.

Amendments prior to Saturday games

Workingtons Ron Knee is +1 for 5 goals.

Week 12 Saturday matches

Brentford (37) (0) 0 v Liverpool Youth (46) (1) 1 36,000  
 Steve Pratt Chas Bedford and Mick Bullock

Liverpool dominated this game from the start and it is only thanks to Brentfords goalkeeper Warren (+1) that their win margin was not greater. Liverpools Hamilton had a poor game at the centre of the attack (-1).

\*\*\*\*\*  
 Ipswich Town (49) (2) 3 v Everton (41) (1) 1 27,000  
 Ron Canham Bob Howes  
 Talbot 6, Scanlon 24, Portnoy 35  
 Foley 60.

For the first 45 minutes Everton fought it out with Ipswich blow for blow and were perhaps unlucky to go in for the break just the odd goal behind, In the second half though it was a different story and the final result never looked in doubt as Everton struggled to contain a team clearly a class or two above them. Only Evertons third defeat of the season and the points Ipswich gained have lifted them a little further from the relegation area. Eccles, Suncliffe and Latchford had poor games (-1). Ipswichs Osborne injured, out for two weeks. Ipswich had not nominated a sub and so finished the game with 10 men.

\*\*\*\*\*  
 Leeds United (36) (1) 2 v West Ham United (48) (2) 3 30,000  
 Tony Sturt Richard Walkerdine

Leeds United are now in very serious danger of relegation and they played this game with a tenacity that suggests they won't accept it without a fight. Two goals behind after 19 minutes they fought back to level the scores midway through the second half, only to see West Hams superior class grab the winner 12 minutes from time. Leeds Carey and Rawlings had poor games (-1). Scorers: Leeds - Carmichael 22, Sargent 64. West Ham - Callaghan 7, Kelly 19, Bader 78.

\*\*\*\*\*  
 Manchester United (48) (3) 4 v Bolton Wands (33) (0) 0 39,000  
 Allan Ovens Dave Tant  
 Dennison 24, Joyce 38,  
 Say 42, Harrison 84.

The largest crowd of the day watched Manchester United stop off on their way to the league championship just long enough to destroy Bolton. Boltons defence played well, particularly Higgins and McKinley (+1) but they were unable to stop the progress of the Manchester machine, and this defeat means that they are dangerously close to relegation. Manchester need only 4 points from their last five games to be sure of lifting the title.

## A17

Newcastle United (38)	(0) 1 v Watford (32)	(1) 3	18,000
Steve Plater	Pete Cousins		
Gowling 67	Garner 32, Horsfield 71, Goodeve 81.		

Watfords late season improvement continues and this win was enough to lift them off of the bottom of the league for the first time since February 15th. Newcastle on the other hand have picked up only 1 point from their last 7 matches and are now amongst the favourites to go down. Watfords first goal came from a penalty. Their no.9, Jenkins had a poor game and is -1.  
\*\*\*\*\*

DIVISION 2

Ilford Town (41)	(2) 4 v Walton Cloggers (40)	(0) 0	27,000
Laurence Parrott	John Meadon		
Leighton 1, Winkle 32, Peart 50, Hill 84			

It took Leighton only 60 seconds to put Ilford ahead and ensure that they kept in touch with the league leaders and hence their outside chance of promotion. All the boardroom confusion about exactly where in the country a lot of the players should be was forgotten as they tore into Walton. Waltons Wheatley was injured when he fell awkwardly and will be out of the game for 4 weeks. Scarman (F) subbed.  
\*\*\*\*\*

Derby County (45)	(2) 2 v Workington (39)	(2) 4	21,000
Andy Davidson	Willy Haughan		
Begg 17, Searle 22	R. Plant 26, Buzzard 27, 68 Whackett 79		

The shock result of the day (particularly because I'm the GM!) and this one could be the end for Derbys promotion hopes. They completely outplayed Workington during the first half and at one stage were two goals ahead and looking assured winners, but then Workington struck to snatch 2 goals in two minutes from their only two chances of the half. The effect on Derby was shattering, after that they never again got into the game and Workington went from strength to strength. They only created 4 chances throughout the whole game, but their superb finishing ensured that every one was converted. Derbys Hawkins was injured and will be out for two weeks. Marple (GK) subbed.  
\*\*\*\*\*

Luton Town (39)	(1) 3 v Allfreens Utd. (48)	(1) 5	24,000
Michael Groom	Les Kennedy		

Luton still haven't given up their faint hope of escaping relegation, and for long periods of this match it looked as if they might provide another major upset by toppling Allfreens. Allfreens stamina proved to be the deciding factor though, and they were able to come from behind in the closing stages to snatch the victory that keeps them firmly on the road to Division 1.  
\*\*\*\*\*

Peover Celtic (43)	(0) 0 v MPBU & BBLU (44)	(1) 1	39,000
Howell Davies	Paul Cook Knight 40		

Peovers late promotion challenge looks to have ground to a halt with this defeat. They were completely outplayed by MPBU and can think themselves fortunate that they did not suffer a much larger defeat.  
\*\*\*\*\*

Satans Bastards (35)	(0) 0 v Sporran Acads (37)	(0) 1	12,000
Chas Bedford	Ian McLaren Buffin 85		

A scrappy game befitting two struggling second division teams. Satans had the chances but couldn't put them away, even so it was still a surprise when Sporran, who hadn't troubled the Satans goalkeeper Biggles, all afternoon, nipped in with only 5 minutes left to play to grab the winning goal.  
\*\*\*\*\*

Luton /Allfreens scorers, omitted above:- Luton - Morton 18,58. Brown 59  
Allfreens - Tory 33, 55. Law 72, Neeskins 82, Tuite 88.

Late news of the Peover/MPBU and Satans/Sporran matches: Peovers Ward had a poor game (-1). MPBU's Diplock injured, out 1 week.

Satans Hugh Jampton injured, out 1 week. Sporrans Weller sent off for abusing the referee, suspended 3 weeks.

\*\*\*\*\*

The following players are +1 for 5 goals:

Foley/Ipswich, Callaghan/West Ham, Dennison/Man Utd, Hill/Bolton, Plant/Workington, Tory/Allfrens.

The following player is +1 for 10 goals:

Begg/Derby.

\*\*\*\*\*

#### Leading scorers:

11 goals: Haskall/Ilford.

10 goals: Bogg/Derby

9 goals: Mansley/Man Utd.

8 goals: Joyce/Man Utd., Say/Man Utd.

7 goals: Harrison/Man Utd., Hamilton/Liverpool, Law/Allfrens, Morton/Luton, Raymond/Man Utd, Peart/Ilford, Truman/MPBU.

\*\*\*\*\*

#### League Tables

Division 1	Goals						Division 2	Goals							
	P	W	D	L	F	A	P	P	W	D	L	F	A	P	
Manchester U.	13	12	1	0	50	16	25	MPBU & BBLU	13	10	0	3	30	17	20
West Ham Utd.	13	7	4	2	36	24	18	Allfrens Utd	13	8	3	2	36	19	19
Liverpool Y.	13	7	2	4	26	22	16	Ilford Town	13	7	2	4	28	18	16
Everton	13	4	6	3	15	19	14	Workington R.	13	6	2	6	28	27	14
Brentford	13	4	5	4	20	26	13	Peover Celtic	13	5	3	5	24	21	13
Ipswich T.	13	4	2	7	24	27	10	Derby County	13	5	3	5	27	28	13
Bolton W.	13	4	2	7	16	26	10	Satans Bstrds	13	4	2	7	15	24	11
Newcastle U.	13	4	1	8	16	21	9	Walton Clegg	13	4	2	7	21	32	10
Watford	13	3	2	8	15	24	8	Sporran Acads	13	4	2	7	16	32	10
Leeds Utd.	13	3	1	9	16	29	7	Luton Town	13	2	1	10	19	26	5

\*\*\*\*\*

Well, the fight to avoid relegation is hotting up just nicely, and it will be interesting to see how it develops over the next few weeks!.

\*\*\*\*\*

#### Bank accounts for wk 11.

	Opening balance	Running costs	Trnsfrs	Other costs	Gate 11 recpts	Trnsfrs	Other income	Balnco end 11
Allfrens U	162,900	16,300			33,000			176,600
Bolton W.	35,100	10,000		34,100	41,000			32,000
Brentford	144,200	14,400			30,000			159,800
Derby Cnty	129,000	12,900			36,000			152,100
Everton	62,000	10,000			23,000			75,000
Ipswich T.	38,400	10,000		5,000	30,000			53,400
Ilford T.	127,800	12,800	7,000		26,000			134,000
Leeds Utd.	84,200	10,000			20,000			94,200
Liverpool Y.	47,000	10,000			35,000		15,000	87,000
Luton Twn.	14,000	10,000			11,000			15,000
Manchester U.	46,300	10,000			39,000			75,300
MPBU & BBLU	101,400	10,100			36,000			127,300
Newcastle U	41,300	10,000			28,000			59,300
Peover Celtic(-2,700)	10,000				27,000			14,300
Satans B's	169,600	17,000			16,000			168,600
Sporran Acad	11,200	10,000			13,000			14,200
Walton Clegg	49,300	10,000			30,000			69,300
Watford	2,700	10,000			24,000			16,700
West Ham Utd	49,100	10,000			36,000	7,000		82,100
Workington	151,000	15,200		10,000	4,000			130,600

\*\*\*\*\*

Training incidents

Everton: Alan Ball in his first training session since injury pulls a thigh muscle and will be out for another week. West Ham: Copperfield selected for international duty +1. Liverpool Youth: Gibbons disciplined by the club after swearing at a lady spectator during the Brentford game, suspended 2 weeks. Watford: Goodeve loses form -1. Bolton: No incident. Newcastle: Cassidy injured, out for 2 weeks. Ipswich: Sivell loses form -1. Leeds Utd., Rawlings injured, out 4 weeks. Brentford: A continental club offers you £270,000 for Count Jim Moriarty, Finch and Warren. The decision whether or not to sell is yours. Please let me know by next deadline or the offer is withdrawn. Man Utd: A different continental club offer you £270,000 for Harrison, Bates and Say, see Brentford above. Workington: Fined £10,000 by the league for arriving late at Satans Bastards ground. Allfrens Utd: No incident. Walton: No incident. Sporran: No incident. Satans B's: No incident. MPBU: Knight injured, out 2 weeks. Derby County: Whitlock loses form -1. Luton: Pacey selected for international +1. Ilford: Fields loses form -1. Peover: No incident.

PRESSUPTON PARK

Grand autumn sale! Blue players in all positions for sale. Any offer over £50,000 considered. One week loan for £4,000 if required. Full details from R.J.W. Genuine offers only please. No kinks.

CLASSIFIED AD.

Bk 1 VGd Cndn. Nm BURLEY. Col Rd. £150,000 ono.  
Aply IPS TWN T/M R.Canham.

ILFORD

For sale: Holland(F)Blue - £250,000  
For sale: McMillan (F) Green £15,000

Just bid with your next orders, I'll ask Clive to take the highest bid over the reserve price. Loans as arranged.

TAG HILL

I'm becoming perturbed about all this loaning of players that's going on. Firstly because it's making it very difficult for managers to employ underhand tactics and screw an opposing manager for a few thousand quid extra and secondly because it plays havoc with my book-keeping. In future then, just to make you think twice about doing such a thing I am introducing a new rule that says, 'Players loaned by managers to other clubs may become very worried about their future in the game and the psychological pressure could result in them losing form'. Just what the chance of that happening is, I'm not saying, you'll find out.

Duncan Morris is still trying to find himself a management in the Soccerboss league if anyone is interested in resigning. No? Oh, well. For extra realism though how would you like to consider the following rule addition.

'At the start of the game every manager has a confidence rating from his supporters and board of '0'. This confidence rating is then adjusted after each match according to the results achieved. Good results bring a +, bad results a -. At any time during the game anyone can apply to the GM for the management of a club and there is a % chance of them being appointed by the board in direct relation to the managers confidence rating. For example, let's assume that Idi Amins all stars have been going through a bad patch and that the managers rating is -5. This could mean, say, a 40% chance that the club would out him & appoint the new man in his place, it all being settled by a roll of percentile dice. The confidence rating of each manager would be known only to the GM.'

Oh what fun it would be, managers coming and going just like the real thing!! And Duncan would get his chance that way too, along with one or two others. Of course managers rejected by one club could bounce straight back by applying for a position in another, but a limit of one application per week.

POOLS NEWS

Richard Nash.  
Bob Howes 4 from 10, Allan Ovens 3 from 10, 6 from 10, Richard Bartle 6 from 9 (you forgot to forecast the Ipswich/Everton game, Richard.)  
Laurence Parrott 7 from 10.

So Laurence is the winner this week but still doesn't find quite enough to hit the jackpot of a free issue. For that you need 9 or 10. Nevertheless, well done, Laurence. Next weeks fixtures are listed below, I hope you'll all try again along with anyone else that fancies their chances, Soccerboss players or not. A free issue for 9 or 10 correct solutions, (league games only).

MID-WEEK

## Division 1

Bolton Wands v Ipswich  
Everton v Brentford  
Liverpool Youth v Leeds United  
Watford v Manchester Utd.

SATURDAYChimaera Super-cup, quarter finals

Allfrens Utd v Brentford  
Ilford Town v Liverpool Youth

Division 1

West Ham Utd v Newcastle United

## Division 2

MPBU & BBLU v Derby County  
Workington v Ilford  
Allfrens Utd v Satans Bastards

Division 2

Bolton Wanderers v Derby County  
Satans Bastards v Manchester Utd.  
Walton Cloggers v Luton Town  
Sporran Acads v Peover Celtic

\*\*\*\*\*

And that's about it for Soccerboss for another three weeks (two weeks for you, 'cos I'm typing this a week before you'll see it. If anyone's interested, it's taken almost 11 hours to GM and type and that's faster than usual. Oh, MPBU & BBLU for the person that asked, stands for Mothers Pride Bakers Union and Binstead Bearded Ladies United. I thought everyone knew that.

One last bit of, er, press.....

HORNSEA

BASTARDS ROOL, BASTARDS ROOL, BASTARDS ROOL!!!!!!

Brmmmmmm, brmmmmmm, brmmmmmm, it's.....

FORMULA ONETurn 24 Start New

	speed	speed	Move	Tactic	Penalty	car	state	TW	BW
Y. Howes	80	100	B12-16			5	3		
B. Taylor	80	60	B12-14			4	1		
R. Groom(NMR)	140	80	D7,C8,D9-10			TW3	BW2	8!	2
Bk. Nash	80	140	D4,C5-10					0	0
O. Canham	80	60	F2,E3,D4			Faulty tyres.		0	0
G. Crum	80	140	B48-54					4	1

Turn 25

Haycart	100	100	B17-21	TWL		6	3		
Blue Streak	60	120	B15-19x	Spin off		4	1		
Concorde	140	120	B11-16	TW 2		2	0		
Red	80	80	B11-14			8!	2		
Orange flav	60	120	C5,B6-10			0	0		
Green	140	140	B55,C56-61	TWL		5	1		

Turn 26

Haycart	100	80	B22-25			6	3		
Blue Streak	0	60	E20,C21,B22			4	1		
Concorde	120	120	c17-22			TW2		4	0
Red	80	80	B15-18			8!	2		

Orange Flav. 120 120 Blx!  
 Green 140 140 C62-4  
 \*\*\*\*\*

Spin Off 0 0

5 1

PRESS

CONCORDE

I must state that I had an NMR last time:- Niggling Motor Regenerated (Sorry.....)

CONCORDE-TAG HILL

Since naturally you cannot take the bets yourself, how about operating a bookmakers for the subscribers - they can throw their money away against each other? Or even how about a Formula One bourse?

NEWSFLASH

EDITOR OF EUROPES NO.1 'ZINE DIES OF IDEA POISONING: He hadn't the correct 'formula' for the computation of Bourse into his memory banks..... (money bank...?).

NO DATE LINE

The orange flavour cars driver had his fortune told during his brief stop at the pits. She warned him to beware of rubber and religious curves. So he thinks 'Don't rely on the contraceptive when making it with that nun after the race!' (Little does he know).

TAG HILL-BLUE STREAKER

Don't you get dizzy with all this spinning off?

TAG HILL-PARSNIP

Isn't it about hay-making time? Who's looking after the farm?

KINGMAKER

Turn 13.

But before we start, congratulations to Andrew McNiel the inventor of the game on its being voted 'best new game of the year' at Origins II in the States.

To Paul Cook: Your letter arrived today 5/8/76 although being postmarked 31st July 1976. Too late to do anything with the soccerboss orders I'm afraid, but under the circumstances I'll accept the Kingmaker. P.S. Thanks for the £50,000 note, but the man at the bank thought it was funny when I tried to change it for 1's. When I persisted he threatened to call the police. I wonder why?

AUDLEY	stands, probably forgotten at Tickhill (How do you find out if a girl is ticklish? Give her a test Tickhill. BOOM, BOOM.)
BEAUFORT	Duke of Somerset stays in Corfe.
BERKELEY	goes with Courteney to Farnham.
BOURCHIER	Earl of Worcester, Admiral of England, Bishop of Norwich moves to Tutbury.
CLIFFORD	full of battle lust moves to St. Albans and gets a surprise on the way - see below.
COURTENAY	Earl of Devonshire, Marshall of England, Bishop of Lincoln ambles down to Farnham Castle for a snooze, and a look at the papers to see if anyone's answered his ad for a fourth at bridge. On the way there he meets trouble - see below.
FITZALAN	Earl of Arundel, Chancellor of the Duchy of Lancaster, Archbishop of York kicks his heels whilst torturing pirates at Arundel....or was it kicking pirates and torturing eels? I can't remember. stays at Kimboulton.
GREY	moves to Lw of York.
GREYSTOKE	joins Mowbray for a trip to Usk.
HASTINGS	rides like the wind to Usk castle.
HERBERT	Earl of Westmorland, Bishop of Carlisle stays in Kimboulton with Grey.
HOLLAND	goes to Corfe castle where he joins Howard.
HOWARD	Duke of Norfolk goes with Hastings to Usk...or was it with Usk to Hastings? What's a matter with me today?
MOWBRAY	

NEVILLE Earl of Warwick goes with Bourchier to Tutbury.  
 PERCY Earl of Northumberland, Bishop of Durham goes with Clifford to St. Albans.  
 SCROPE joins Bourchier and Neville at Tutbury.  
 STANLEY has been out in the sun too much and his doctor tells him to go on a cruise. So he climbs the cliff overlooking the harbour and starts performing contortions with a pair of flags ((and gets arrested)). The first mate sees the semaphore and translates, 'Captain of Le Rose, if you have had enough and wish to transport me to Preston, I am willing to board.'  
 TALBOT Earl of Shrewsbury, Warden of the Cinque Ports wanders up to Corfe castle where he joins Beaufort and Howard.

\*\*\*\*\*

SHIPS

LE CHRISTOPHER stays at Penzance.  
 LE MICHAEL stays at Milford Haven.  
 LE SWAN stays at Colchester.  
 LE GEORGE stays at Corfe.  
 LE MARGARET stays at Boston.  
 LE ROSE starts to raise a bit of cash by taking holiday-makers for trips around the harbour, but the port authorities ensure it's on a long hawser.

\*\*\*\*\*

BATTLE!! ((Hooray! Blood, blood, BLOOD.....

Just outside Farnham Castle Percy and Clifford heading east with their forces bump into Courtenay and Berkeley heading south with theirs. A brief battle ensues in which casualties are light and then the two forces continue on their way. ((Boo! We want a re-match!)).

\*\*\*\*\*

End of turn action

Plague strikes at Southampton, Cardigan and Swansea, all with no effect. The Scots cross the border to raid the northern lands but nobody cares. The King receives Embassys from the King of the Scots and the Duke of Burgundy but he doesn't smoke.

There is a big peasant revolt in the north (6' 13" if he's an inch) and also lots of people go rushing up there to see the fun. Neville to Raby, Scrope to Masham, Mowbray to Wressle, Fitzalan to York, Courtenay to Wakefield.

\*\*\*\*\*

Nobles appearing next time:Faction

Pole at Wingfield.

Roos at Helmsley.

Cromwell at Tattershall.

Stafford at Leeds.

Still three cards remaining in the crown pack, a ship, a town and some mercenaries.

\*\*\*\*\*

+++++=+++++=+++++=+++++=+++++=+++++=+++++=+++++=+++++=+++++=

PRESSSOMEWHERE IN ENGLAND

Yet again, from all walks of life, reports are coming in that the NMR is here again, together with its deadly rival, the drop-out. Not content with branching out into Diplomacy, Nicolas Parsons and Formula One, it has struck again at the heart of Kingmaker. Can we go on? I call for an honourable draw so that we may start afresh. Votes next time please. No vote implies acceptance.

TAG HILL

Oh aye, 'owt like that! I've been GMing this for 8 months through thick and thin and you think I want to start again?! I vote against.

# CITY PAGE

GM: Ian McLaren, 156 Agar Grove, London NW1.

Quarterly valuation at 31st July

The leaders at a quarter distance - but in reverse order.

Gt International Growth: Stocks £91,017, Int & Divs £1,063, loss on dollar investments £6,570. Net value: £85,510

Hornchurch Cyclops PF : Stocks £151,755, less int & loans £60,761, Net value £90,994 (Manager please note you have exceeded your overdraft limit with quarters interest). Stocks £90,328 plus interest and Divs £1,504. Net value £91,832

JS Investment Corp: Stocks £90,746, int and div £1,236. Net value £92,009. Hunts. Cabmens Widows: Stocks £92,448, int and divs. Net value £94,397

Swinging Securities: Stocks £96,368, int and divs £1,722. Net value £98,090. Caledonian Investments: Stocks £45,054, cash and deps £52,494, int and divs £1,737. Net value £99,285.

....and the first quarter leader is...

UKDA Pension Fund : This fund has only invested £30,000 in equities, now worth £27,625. Adding on the deposit balance of £70,000 and the interest and dividends £1,700, the fund is now worth £99,325

So the highly invested funds go to the back of the field. The funds booked by Andy Davidson and Gary Porter have not yet been named or deals ordered. If I don't hear from these two by the end of August, I shall regard them as dropouts.

This month has seen the market reacting badly to moderately good economic news - have we seen the end of the bull or is it just resting for the summer. Even gilts have been rather unsteady although interest rates are supposed to be falling. The commodity boom seems to be well underway; however, and investments in metals have outperformed most shares. Understandably, most of the funds have been fairly quiet, given the falling market and the level of expenses. This reflects the real market, where turnover levels are very low indeed. If deals remain at this level, I'll only do CITY PAGE every two Chimaeras... (space for Clive to cheer...).

So we're down to topical tips.

As noted above, the market is looking for a fall in long term interest rates (although the size of the government borrowing requirement is rather worrying in the short term). This suggests the purpose of fixed interest securities say medium or long gilts (15 years and above). For some/more <sup>thing</sup> exciting try the company debenture market. Not many on the inside back page of the FT, but many are mentioned in the weeks Dealings Columns on Saturdays. Or in the Stock Exchange Daily list (large bank branches will often lend you a copy if you ask). Examples: Capital & Counties 9 $\frac{1}{2}$ % at 40 $\frac{1}{2}$  to yield 24% (if it pays its interest), Howard Wyndham 18% loan at 84 to yield 21.4%. But it might be an idea to find out whether the stock is worth anything.

a few equities: Baker Perkins, Braby Leslie, Fairey Aviation.

Where's the press for this game? Am I talking to myself? Does it matter? What, no one else for North Sea Oil?.....

IAN MCLAREN

\*\*\*\*\*

Now, at last, the welcome return of TANTALUS

I must reluctantly concede the ambiguity in the 'Commuter' problem. Allan was quite correct in his comments, so my apologies to all. If these problems are not double checked when one is trying to create a 'new' formula things like this can happen. Anyway, try this one for size, I think it's fool-proof!

Five members of our village cricket club were in the Red Lion discussing the last month, in which four of them had been playing and one had been umpiring. I can tell you that of the players one was an opening bat, who did not bowl. One was the wicket keeper, one was a fast bowler, and one was a leg break bowler. It had been a one innings match, and nobody scored more than 100 runs.

Umpires of course always tell the truth, and the wicket-keeper is the curate and also very honest. The leg-break bowler has been trained in the arts of deception and is an inveterate liar. The fast bowler and the opening bat are twins and both make statements which are alternately true and false, or false and true. They spoke as follows:

ALAN: Eric is not the leg break bowler; Charles score was not a multiple of 9; two of the opposition were run out.

BRUCE: Charles score was a multiple of 7; Dave scored twice as many as Alan and myself together; Dave also scored 10% more than Charles.

CHARLES: The fast bowler and the leg break bowler took the same number of wickets; Daves score was a perfect square.

DAVE: Charles took 4 wickets; Charles scored less than Bruce; Eric took 5 wickets; I scored exactly as many as two of the others between them; Alan kept wicket.

ERIC: Dave was not the Umpire; in fact he took more than three wickets; Alan scored 37; Bruce scored 8 times as many runs as the fast bowler took wickets.

Who did what, and how many runs and wickets, if any, did each of them get?

#### TANTALUS

Answers to me by the next deadline and if Tantalus will be kind enough to send the correct answer I'll tell you who got the closest or maybe even who was correct!.

#### GAMES AND PUZZLES

Hands up everybody reading this that buys Games & Puzzles magazine. Hmmmm, quite a lot in fact, now how many of you saw their box ad towards the back their 'Games Players Association'? For those that didn't let me say that G&P were offering discounts on games purchased through Games Centre on a sliding scale of between 5% and 17½% for members of the association, the discounts being directly related to the size of your group of members. For instance 4 people joining would give a discount of 5%, whilst 30 would give 17½%. Another benefit of being in the scheme is that the group or club gets free advertising in G&P again in relation to its size. Membership fee is £4.20 per year, per head which covers a years subscription to G&P (still cheaper than the usual sub rates even when you've added on the 40p per annum extra they request for sending copies to different addresses).

No doubt you've already guessed what I'm thinking, but I'll go ahead and say it anyway. If all Chimaera readers that buy G&P placed their subscriptions through Chimaera, we'd all save 20p a year on the subscription, we'd all get 17½% discount on Games Centre games (the 40p vouchers are still valid too), and Chimaera would obtain free advertising in G&P for three or four months that it would hand over to the DF.

Well? Makes sense doesn't it? Anyone prepared to place their G&P sub via me get in touch, but please don't send any money yet. Let's see what the interest is first and whether it will be worthwhile.