

This is the one hundred and first issue of the wonder 'zine CHIMAERA, still creeping through your letter box in the early hours to lie skulking on your door mat when you come downstairs even inspite of the odd rumour that it would disappear without trace once the magic 100 was reached. It costs 30p an issue inclusive of postage at surface rates to anywhere in the world and it is edited and produced by Clive F. Booth, Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS, United Kingdom.

Welcome once again to Chimaera and after the bumper issue of last time full of fun and jollity, we're soon back to the usual run-of-the-mill handful of pages. Thanks to all the people that congratulated Boot and I on the century, even TWEEDY who grudgingly conceded that it was a feat that we even got past twenty. He goes on to wonder if DIB will ever make it to the century of issues and then expresses some doubt. However, if Tom intends going on until he at least gets one issue right then I think I can safely say that 100, 200 and even 300 issues are ensured.

Not a lot has been happening this past month apart from me falling off Black Rocks at Cromford and twisting my ankle to the extent that I've had to regularly visit the physio. The woman I saw proudly wore a badge that said 'Head Physiotherapist' and although I pointed out that it was my foot that wanted attention and not my head she soon had the situation under control.

A few new games arrived last month, Avalon Hill's 'Football Strategy' which I bought with the intention of doing a computer program for - only to find that when I got it home and opened it there was an advertisement inside for a computer version.....

I also got Avalon Hill's 'Penant Race' which seems a totally silly game to me unless I've misunderstood the rules or something. I'll have another go at it when time allows. What interrupted me the last time was the arrival of Avalon Hill's computer game 'Close Assault' for the TRS-80 (48K) and for a couple of days I dropped everything to play with it, such was my initial reaction. It's a board game of squad level WWII infantry combat where the computer will either take the part of one of the players or referee a game between two others. You can even get the computer to play itself but the action is so fast and furious when you do that you've no chance of following it.

The computer plays quite a good game and it is certainly a vast improvement on 'Tanktics'. Hidden movement is allowed in the first few moves of the game, but once a unit is spotted it remains spotted for the rest of the game. The playing board represents a European road junction around a village comprised of stone and wooden buildings. There are four hills around the town and numerous clumps of trees and hedgerows. The usual hex grid is superimposed to aid movement. American, Russian and German troops are represented and the two basic scenarios are an Harrassment of Advance and a Strong Point defence. Troops from two nations will take part in any scenario and it doesn't take much figuring to work out that there are six versions therefore to each scenario. For instance, with the Strong Point Defence scenario the options are as follows:

<u>Attacker</u>	<u>Defender</u>	<u>Battle</u>
Germany	Russia	The Gates of Stalingrad, October 1942
Germany	U.S.A.	Nuts! Bastogne, December 1944
Russia	Germany	The Gates of Stalingrad, January 1943
Pussia	U.S.A.	Truman was expecting it (Hypothetical)
U.S.A.	Germany	Siegfried Line, November 1944
U.S.A.	Russia	Stalin was expecting it (Hypothetical)

In addition to the programmed scenarios players can also design their own.

The computer handles all combat resolution and you are given no details of the CRT's. The only way to find the strengths of units is by trial and error and experience becomes important. Leaders also play an important part in motivating your men, and one particular leader is nominated as yourself. If that man gets killed then the computer takes over playing the balance of your squads to the end of the game. Line of sight is handled well with the computer checking to see that you can actually see what you're firing at before allowing you to shoot. To date my favourite computer game (barring arcade type ones), though there's still a long way to go before they're comparable to a good board game.

To date I've recieved six entries for the Miscellanea Quiz in the last issue of Chimaera. I haven't got time to type out all the answers this time, so I'll hold the competition open for another month should anyone wish to make a late attempt at scooping the prize.

WAR IN EUROPE

GM'd by John Cryer

Starting on July 1st I shall be running a campaign game of S.P.I.'s monster 'War in Europe'. Most of the players taking part and all those that are playing the major protagonists live close to me, so it is planned that they will be able to view the game to a limited extent. None of the players has a copy of the game, and it is my intention that they will be responsible primarily for diplomacy and major strategical decisions, not for the weekly decision making. Orders will be monthly so that the full game can be played over a period of time consistent with the historical time-table of events, although it is anticipated that some of the events may not reflect history at all closely. Each country will be allocated reasonable victory conditions, based to some extent on the countries historical performance and/or historical ambitions. It is possible therefore for even the smallest nation to 'win' in terms of victory points at least.

Although all the major nations have already been allocated, there are a few of the smaller nations still available. Some will play little if any part in the proceedings and are best played by the G.M., but others might well have a part to play at certain stages in the conflict, and so could well be interesting for people to play. Should you be interested, please contact me at the address below and I will give you any further information you require. There will be no game fee, but a deposit of £3 will be required, returnable at the end of the game or if three months notice of dropping out is given. The only other expense will be for the newsletter that will accompany turn reports, and this will be a modest sum designed to help cover the cost of duplicating (about 10p per month I expect).

Please enclose a stamped and addressed envelope if you write.

***** John Cryer, Brockhampton House, Bringsty, Worcester WR6 5TB - Bromyard 82430 *****

E V A N D E R

The Chimaera D&D game

Little of major interest has happened in the Chim D&D game over the past month. Allan Marsden and his band have exited the mine workings they were exploring and have set up a camp outside.

Gondar, the fighting-man friend of Brian Moore has got himself a job taking an important letter across the island to Seaport for a merchant. Brian has tagged along for the ride and just as dusk was falling a few days out into the mountains they happened upon a huge shambling humanoid creature that they identified in their own minds as some sort of giant. They started to follow but the creature took exception to their actions and when it started lobbing huge rocks at them the size of large dogs, they gave up the chase and returned to the trail.

George North has spent the month in Stonebridge recovering from the mauling he and his party got at the hands of an orc and a pack of what appeared to be his pet giant rats. Two of his party were killed as they fought their way clear but George has managed to find a replacement for one of them in the form of a dwarven fighter called Grymdyke who is literally as strong as an ox - the only problem is that he is also as thick as pudding George is presently outside the mine workings wherein lurk the orc and his rats and he is about to enter and put his master plan into operation...

WAITING LISTS

Kingmaker - AH version - GM: Charles Burrows

Players: Russ King, Les Tassell

World Supercars - GM: Chris Bullock

Players: Len George, Steve Howe, Howard Wilcox, Brian Moore, Gareth Williams
[I'll try and include rules etc. next issue]

Treasure Hunt - GM: Brian Moore - Openings in present game, see page 6

Diplomacy - GM: Clive F. Booth [Game fee £1.25 - £1.00 refundable deposit]

Players: Paul Oakes, Alan ent, Les assell - 4 needed.

I N C O M I N G !

A view of the wild and whacky world of wargaming

By FRANK DUNN

Have you ever had the feeling, gutwise or other, that things are not what they ought to be? I mean as a wargamer I would be perfectly happy to take notes of recent games and pass these opinions on. However, things do not stay like this with people involved. Time for a SIMPUBS Ltd., update I think. Wargame News no. 5 has the latest on this. I'd like to say as one who was actually at the creditors meeting that some of the statements made by Malcolm WATSON in WN 5 do not square up with reality. To summarise I can say that it appears that SIMPUBS' had little reason to trade after September 1982 moreover although they did not ever get the self set number of subbers for 'New Phoenix' SIMPUBS' continued to hold the monies. The 'reason' for the liquidation is that TSR (US) put some untoward pressure on SIMPUBS' to settle their debts. Bear in mind though that these debts were ones inherited from SPI and are still subject to US Court decisions. It may well be that these decisions will prove to be good for SPI, i.e. they negate the TSR seizure of SPI assets. This would mean that SIMPUBS' would have had no pressure to meet its debts, also note that its profit/loss situation was in the high kilo-integers. Or a bad year or so would not have mortally hurt the company. It may be a co-incidence but Emithill (prop. M. Watson) is now offering two new games. One often reads of the use of the liquidation procedure as a business tactic but I for one did not think I'd be part of such a scam. It looks like I am though. The liquidators have now sent out to unsecured creditors one of their informative letters concerning unsecured creditors; i.e. New Phoenix et al. people. As WN points out it may literally be years before NP subbers see their cash again. If anyone thinks they don't understand the letters sent out by the liquidators I suggest they write to them and ask for an explanation - I am.

I have reason to believe that Peoples Wargames have two new titles out for summer '83. One is Aachen a joint design by Jack Radley and A. N. Other on the fairly boring bits of the western front in 1944, well boring if you aren't American and don't like mud a lot. A desert game (okay, I've forgotten the title) on the Gazala battles, a desert game which, according to the blurb, features the 'American 8th Army'. Oh really! This game I read as an operational game of some one mile per hex. I will view this with interest as I know the desert at this time had some very odd things going on, generally out of step with the tactics that were to become dominant after El Alemain. It will take a good innovative design to really reflect the problems of the desert in '42 plus semi-hidden movement and the fluidity of combat. Crusader (GDW) had all of this but paid the price in 'hard' rules and a mass of counters and plotting. However, it still remains the best tactical/operational game of the period.

Upcoming 'The Wargamer' games are: Decision at Kasserine (Yanks in the desert), Laurence of Arabia (Brit looney in Araby), Never call Retreat (huh?), Race to the Meuse (Yawn, the European front again), Poltava (Peter the Grwat nuts Charles XII of Sweden), Port Stanley - Re-conquest of the Falklands (Night, bayonets and True Brits?), Flooden (mud again), Okinawa (last major Pacific campaign), Boudicca's Revenge (Wood wars), Perryville (ACW, Yawn), March or Die (?), Nijmegen (the 82nd Airborne drop in), Lyov Gap (East Front 1941), Dunkirk (yet another plucky British defeat). I see that the 20th and 19th centuries win again. The broadening of the Wargamer has resulted in its games tending to become similar to the spread of periods that S&T used to cover. Which itself is basically a reflection of the US market.

I hear from several different sources that TSR are not happy with the US reception of S&T and ARES. In fact the latest rumour is that they do not have the inhouse ability to keep up with four issue games per title per year and they will after the old SPI S&T games run out either a) sell S&T or b) drop it.

Also worth mention here is the wonderful and truly moving advertising that TSR (UK) have done to announce the availability of SPI products. I think I must have missed it somehow. I'd say that any penetration of the UK market SPI retained after its demise will swiftly be mopped up by Victory Games and Avalon Hill. If one doesn't advertise then what can you expect? Also note that SIMPUBS' had a creditable performance in keeping UK game prices down by UK printings. I do not think that such a skill will be easily acquired by TSR (UK), if Big Buddy in the 'States can't do it ...

Yaquinto Dispatch is an unashamedly house newsletter of the games company. I've seen the first three issues and it has a lot to offer those of us who are Y fans. Each issue has extra data cards for a game or two, e.g. Spad 7 for Wings, Hyborean units for Battle, more Ironclads for Ironclads etc. The very latest games from Y now have issue 3 of the Dispatch in them. There is a new Y role-play game on time travel. Also coming up is Pre-Dreadnought from the Ironclads designer, Recent articles in the naval history literature have done a lot to actually establish the characteristics of Pre-dreads. Expect to see P-D cover a historically wrong but wide period, e.g. 1870's to early 1900's.

In the computer field Y are going to come on strong, the following will be available for the IBM-PC, Vic-20, Commodore 64, TRS-80, Atari and Apple:- Timewar, Starfall, C.V., Panzer, Shooting Stars, Swashbuckler, Attack of the Mutants and Market Madness. All are of course presently board games. I'm impressed but sceptical about the proposed coverage. For instance although AH's Close Assault is supposed to be available on tape the initial UK supplies were for Atari disks. This may

well be the fault of the importer though one would expect to see the IBM-PC, Apple and Atari demands satisfied first. The PC in the 'States has now the start of a market domination that will alter the market share of Apple in terms of games-software. According to Computer Gaming World (where a lot of this came from) GDW are working on an Apple version of Asteroid. I also note that they have re-boxed and re-priced the old series 120 games. They are now in larger and flimsier boxes with the same components for about £2.50 more. The box art work is more in line with present day SF/Fantasy art work in games, i.e. colourfully flash. CGW also report that Task Force Games have 16K Atari versions of their Starfire, Survival, The War of the Worlds and Asteroid:Zero Four Games. I think it may be dumb to computerise something like Starfire when the essential point of the game is its simplicity. But then your average non-boardgamer isn't going to know the true origins of the game anyhow. I'd like to think that TFG are doing them as assistance programs but that would be dumb too.

Miniature Wargames 3 shows that it is still improving. The high level of colour plates remain and even with a large print run (20,000?) and W.H. Smiths taking them the 75p cover price is a give away. Get it while you can boys. One article in no. 3 bears coverage here as it's on a minicomputer game of En Garde!'s duelling system. Note I said mini and not micro. Moreover a mini with no VDU but a line printer. However, discounting all that it's an interesting look at how someone has taken the system, modified it and added to it. It also gets me thinking of other ways one could add to the system without making it more difficult to manage or order for the GM or players. I reckon someone in the hobby with a micro and an interest in En Garde! could produce a worthwhile program. The War Machine no. 18 has a useful article on how to write assistance programs the modular way. By doing a module for an aspect of the game you find that you can use it for another game. For instance I've got one called 'Search' and in my Norway 1940 GAP it resides at line 5000 etc. This module can also be used with little alteration for most other naval games. To date though I've yet to find an easy way to program a search procedure that includes a number of contiguous hexes. Which means that Flattop my all time favourite is without a GAP yet. Whilst Ripping Yarns 25 has one Malcolm Smiff BSc (Hons) wittering on about the basics of computer technology in 'Bits & PC's'. Actually Malc does a good job of explaining things like voltage, something I've always had difficulty with. I wonder where this series will end up at, z80 assembly programming o'haes?

Imagine 3, like Miniature Wargames to the extent of being very much a glossy house magazine shows better illos this time. It still has a high profile of hobby members, Pete Tamlyn being one. Though I don't understand why the general public are subjected to the odd goings on of the girl friends of hobby 'names'. This issue also has the omnipresent Mike Costello and computer stuff; not content with a White Dwarf spot he now gets at us from Imagine too.

I now (shudder) buy WD when the computer column is in it. I've yet to see anything in Imagine to make me want to buy it yet. Even the clever prose of Doug Cowie is slightly dulled I suspect. Both Imagine and Miniature Warfare pay well for articles.

Other bits and bobs include Nicky Palmer talking of starting a professional PBM magazine. If I hear more on this I'll let yer know. I also read that Chris Harvey is talking about doing a PBM 'zine, he is Flying Buffalo and ICBM. I am biased as I am of the opinion that an independant 'zine would be nice and Chris Harvey can't spell. Finally Mike Costello has gone some way to this by starting a PBM section in The War Machine with the intent of splitting it off if the interest is sustained. Charles Vasey is to put together one last issue of Perfidious Albion and refund subs. Meanwhile he writes a monthly column for Military Modelling and is now to appear in White Dwarf. An odd way to show one's responsibility to PA subbers, eh? I succumbed to buying Hell's Highway and it is bloody good. The HQ units have all manner of real life functions to do and I guess the player who optimises his use of HQ's will tend to win. Without trying to sound like I'm going OTT hard core board wargamers have a lot to thank Victory Games for these games. One problem I've experienced already with The Wargamer going Stateside is that errata queries are difficult to get an answer to in the U.K.. Oh and No Trumpets No Drums the Wargamer no. 22 is number one G.I.!

***** Frank P. Dunn ***** 1983 *****

P R O - G O L F

GM'd by Clive F. Booth

The game is building to a climax and a close finish is on the cards with both Richard MORRIS and Steve HOWE four holes from home and neck and neck at one under. The other two players appear to be out of it unless they can pull something really outstanding (like a hole in one) out of the bag on these next two holes.

Richard MORRIS is first to the tee and is currently riding the crest of a wave on the inward nine holes. For a long time he was stuck at 3 under but by thinking play he's gradually come to terms with the course and got back under par. This time, at the fifteenth, he plays his drive standard (2-2) and finds himself on the fairway. He takes the option of the fairway wood for his second shot and gambles - it's a good choice and he sees his ball arc through the air to land on the green 9' from the hole (4-5 +2). He putts and misses (2-3), then putts again and sinks it for a birdie 4 to really out the pressure on Steve.

Refusing to be shaken Steve HOWE opts to play his own drive at the hole as standard, a good choice as it turns out for the drive is a poor one (1-3) and lands on the fairway leaving him to play a medium iron lay-up for his second shot. He plays that standard too, much better than the drive, and finds himself near the green needing to play a pitch (4-6). But then nerves begin to show and he makes a hash of the pitch by dropping it straight into a sand trap (1-3 + 1). He digs it out well with his next shot and sees it onto the green 6' from the hole. He putts and sinks it for a par 5 but all the same still finds himself a stroke behind the leader.

Brian MOORE plays his drive standard (4-4) and sees it fly straight into the trees. He has a second shot choice of SI Layup or LI(-2) but fails to state which and so the GM decides randomly. He goes for the SI Layup, gambles on it successfully (2-3 +5) and finds himself near the green needing to play a pitch for his third shot. Then disaster strikes and with a PLOP the ball disappears into the pond at the front of the green. With shoes and socks off Brian retrieves it but has to count a penalty stroke in so doing. He plays a pitch again and this time gets the ball onto the green 7' from the hole - then disaster strikes yet again and he misses the putt before finally tapping it in at the second attempt for a two over par 7.

Tail end Charlie Gary AMES approaches the tee with the attitude that he'll chance anything in a final attempt to catch the leaders. He gambles on the drive (4-6 +3) leaving him with a second shot of SI Layup or LI. He doesn't state and again the GM has to decide randomly. He goes for the Long Iron and again it is gambled. It flies straight and true (2-4 +5) to land on the green 22' from the hole. The first putt misses but the second one sees it in for a birdie 4.

On to the 16th hole now, the 'Red Bud' hole, and Richard MORRIS with his one stroke lead allows himself to relax a little. He plays the first stroke with a medium iron as standard (4-5) and sees the ball bounce onto the green to come to rest 13' from the hole. It's not an easy putt from that distance but Richard is playing so confidently that he taps it in with no problem at all (6-6) for a birdie 2.

Steve HOWE, still refusing to be panicked, plays his shot standard and he too sees his ball onto the green although a massive 35' from the hole (2-5). He putts and misses and then taps it in for a par 3.

Gary AMES, now ahead of Brian MOORE after Brian's disaster at the 15th plays next and he's still gambling away trying to whittle down the lead of the others. His shot is a magnificent one (6-6) and comes to rest just 1' from the hole, the nearest we've seen to a hole in one yet. He taps the ball in easily for a birdie 2.

Last to the tee is Brian MOORE and he too gambles his first shot with the medium iron - and he matches Gary's shot all the way his ball also coming to rest 1' from the hole (4-5 +4). He taps it in for a birdie 2.

So, we come up to the last two holes with the leader board reading as follows:

MORRIS	-3
HOWE	-1
AMES	+1
MOORE	+3

Photocopies of the last two holes are enclosed for players, though Richard appears to have it sewn up.

MORE AND MORE MOORE
The Brian Moore Page.

SORCERER'S CAVE

Here we are back again. Three of you wrote to comment and thanks to those. One suggestion was that when the Sorcerer is killed there shouldn't be a mad scramble back to the surface. I therefore suggest that you try to get those allies you left behind around the cave to boost up your scores. After the Sorcerer dies, party limit can be ignored for this purpose.

Also, do you think that 1000 points is too rich a reward for killing him? Should it be about 200 points or 500 points inclusive of slaying the Sorcerer's allies? PLEASE TELL ME as with four or five of you on levels 11 and 12, the Sorcerer could be found very soon. Now you've all got allies, they decide to tell you that it's rumoured that there aren't any staircases between 11 and 12 ... also, it's rumoured things are much nastier down there ...

LEAGUE TABLE

<u>Pos.</u>	<u>Player</u>	<u>Points</u>	<u>Areas</u>	<u>Pos.</u>	<u>Player</u>	<u>Points</u>	<u>Areas</u>
1st	Alan Harvey	993	75	8th	Alan Gent	701	71
2nd	Keith Loveys	897	87	9th	David Bolton	624	95
3rd	Sandy Peters	799	105	10th	Nicholas Clifton	566	113
4th	Richard Morris	798	80	11th	Jeremy Bamford	552	104
5th	Charles Burrows	777	123	12th	Mike Vernon	526	99
6th	George North	776	81	13th	John Lambert	330	62 NMR2
7th	Len George	720	81	14th	Richard Turner	302	52 NMR2

So that's the lot for this month.

***** Brian Moore, 17 Westway, Hall I'th'Wood, Bolton, Lancs, BL1 8SS *****

TREASURE HUNT

Here in the studio we have Adam HUBY, Clive BOOTH, Alan HARVEY, Steve HOWE, Sandy PETERS and Gareth WILLIAMS playing Treasure Hunt, all who've now contributed 50p each to the prize money, currently standing at £2.00. This will increase as new contestants come forward, hopefully, at any time, by giving the correct clues to date. The six above have correctly answered Clue One, so let's look at the monitor to our travelling beauty, Sandinya Rice. Last time we saw her leave Bolton and drive to a cricket ground where the helicopter was interfering with a cricket match, though no-one had noticed. Anyway, if you're ready Sandinya, for the next clue ... Sandy ... Sandy ... where are you ... ?

"Oooh ... Oooh ... YES! ... OOOH!! ... No, NO I'm wanted ..."

"Are you there Sandinya. What were you doing behind that screen? Oh, never mind, if you're ready now we'll get on with the next clue."

"Yes, I'm ready now. Sorry about that. Bad reception in the valley, y'know."

Sandy gets in the helicopter, which takes off and flies 10 miles west to open moorland ...

"Hey, no need to speak so loud. Reception O.K. here ... "

"I'm not shouting Sandinya ... and don't give anything away as you're almost there ..."

"Look at THAT!! There's strange Angels flying in front of a big vessel ... Oh, this is the place isn't it?"

"Yes it is. Right contestants, where is she now?"

New contestants must give the last clue and this one. C'mon, give it a try, put the prize money up ...

CAR WARS

Car Wars is a game set in the near future where law and order have become ineffective and the T.V. network has made arena combat in vehicles a national sport.

You begin the game by either selecting a vehicle from the networks stock list, or by designing your own. Each vehicle, cycle, car or van has armour plating, a power plant and some kind of armament such as machine guns, flame throwers, rocket launchers, anti-tank guns, mine droppers, spike droppers, smoke screens, oil sprayers and the like. Movement is dependant on the speed. As a turn lasts one second (1) a vehicle doing 100 mph would move once each 10 phases in a turn, with slow vehicles moving only every other phase or whatever (40 mph, 4 phases, etc).

You can only fire your weapons once per turn, at any time, though after that phases movement is completed. Also, cars can perform various manoeuvres, each of which affects the handling of that car. A swerve reduces handling by one, a right-angled turn by 6 and a bootlegger (a la Dukes of Hazard) by 7. If handling becomes negative you roll on a table to see if you keep control or not.

If you get a hit on an opponent you roll dice to see what damage is done, which comes off armour, then systems (and you) within the vehicle. Object is to kill opponents, though if your vehicle gets badly damaged you can continue the fight with hand weapons on foot.

I think this will work postally, and will draw up postal rules if the interest is there. A game can be played in an arena where six players at a time (as in 'Gobwith') score points for 'kills'. A league table can be kept or it can be played as a sort of campaign role playing game (like 'En Garde!') in the town of Midville, where players live and money won in arena combat as prize money is used to build other vehicles. You can battle in the streets, salvage and repair vehicles, assassinate characters at home, form cycle or car gangs to terrorise the town and so on.

Write to me (Brian) with you interest in arena playing or campaign play.

Brian's address is on the previous page.

GM'd by Steve HOWE
C I R C V S M A X I M V S

Ah well ... as I said to those of you who sent selections very early, there has been a slight breakdown in communications. There are six players, and we are running two chariots each. Not to worry, those of you who have/^{not} selected their points-allocation for their second chariots please do so with the first turn orders. The draw for the start is as follows:

<u>Lane</u>	<u>Player</u>	<u>Driver</u>	<u>Colour</u>	<u>Dr</u>	<u>Car</u>	<u>Team</u>	<u>End</u>
1	Adrian Bolt	?	Green	1	0	2	1
2	Brian Moore	Brainus Morus	Grey	1	1	2	0
3	Gareth Williams	Victor Ludorum	Mauve	1	0	2	1
4	Clive Booth	Mad Max III	Brown	2	0	1	1
5	Adrian Bolt	?	Blue	1	0	2	1
6	Mike Vernon	Cassius Strato	White	1	1	1	1
7	Richard Morris	?	Yellow	1	0	1	2
8	Brian Moore	?	Pink				
(1)	Clive Booth	?	Silver				
(3)	Gareth Williams	?	Orange				
(5)	Mike Vernon	?	Red				
(7)	Richard Morris	?	Black	2	2	0	0

Lane 1 is on the inside, lane 8 on the outside. Lane numbers in brackets mean that the chariot starts on the second row of the grid, as it were, immediately behind the other chariot. Drivers pseudonyms are lacking at the moment - I'll fill you in on those as I get them. Colour is for reference only; where I'm going to get a silver counter from I don't know. The last four columns show the allocation points distribution. You should each find enclosed a cheap brown envelope containing details of your chariot as rolled up by me.

First orders to me by the deadline please (Thursday before the final deadline will do nicely, thank you Clive), containing the following information:-

- i] Turn speed (usually the maximum as you're on a straight)
- ii] whether straining
- iii] Lane changes, if any.

Remember, no attacks on turn one.

Order of movement for turn one is as the draw above - those moving later may make orders conditional, but don't blame me if they are open to misinterpretation.

Just noticed I've failed to clarify something - the front chariots start with the car on the square with the figure in, and the horses one square ahead. The second row chariots start in two imaginary squares right behind.

Square identification:- After the starting section, you enter the East Straight, then the North Curve, the West Straight, completing the lap with the South Curve. Square identification will be along the lines of ES,4,12; which means East Straight, lane 4 (1 is on the inside), twelfth square along. O.K.? Notice that on corners this system looks odd (e.g. NC,1,6 is ahead of NC,7,14)

A couple of queries answered:

We are doing three laps. The race is finished on completing WS for the third time. (For the pedantic we are doing 2½ laps).

Press is welcome, where legible. My dateline is Caesor, and I have already been hailed and told that those who are about to die salute me.

Remember to include chariot selections, where relevant, with first orders, or I will do it at random. (I must say that I'm delighted at the wide selection of selections (er...))

Go to it (in Latin), may the best man be trampled underfoot and the nastiest piece of work emerge triumphant. Excuse me, there's an arab outside who wants to wager a thousand talents at four to one

[Waiting lists are provisionally open for game two, but I won't commit myself until I see how much time this takes.]

Steve Howe, 19 Tyrone Road, Thorpe Bay, Southend

DIPLOMACY

JUNO 1981DP AUTUMN 1912

Last issues game end proposal was rejected by one vote against, two for and one fail to vote.

AUSTRIA (Charles Burrows) A(Mos) st., A(Lvn) s A(Mos), A(War)-Gal*
FRANCE (Mike Close) F(WMS)-TYS*, F(Mar)-Spa-SC, F(GOL)-Mar, A(Gas)-Mar, F(MAO)-Por,
F(ENC)-MAO, F(Bel)-ENC, F(NTH) st., A(Den)-Pru cby F(BAL) and sby F(Ber),
A(Mun)-Sil, A(Bur)-Mun sby A(Ruh) & A(Kie)
GERMANY (Richard Bass) A(Gal)-War, A(Boh)-Sil
ITALY (Tom Tweedy) F(BLA) st., A(Sev)-Mos, A(Ukr) s German A(Gal)-War, A(Tyr)-Boh,
A(Ven)-Tri, A(Pie)-Mar, F(Rom)-Nap, F(TYR)-WMS sby F(Tun) & F(Naf),
F(AEG)-ION, F(Tus)-TYR

Retreats: Austrian A(War) annihilated; French F(WMS) annihilated.

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WINTER 1912 adjustments

AUSTRIA Mos,STP,(War) = 2:N/C
FRANCE Pre,Par,Mar,Spa,Por,Lon,Lpl,Edi,Den,Nwy,Swe,Hol,
Ber,Kie,Mun,Bel,(Nap) = 16:bu2 A(Bre), F(Mar)
GERMANY Bud,Vie,+War = 3:but owed - no home cenore
ITALY Rom,Ven,Tun,Smy,Bul,Gre,Ser,Con,Ank,Rum,Tri,Sev,
+Nap = 13:bu1 A(Ven)

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Press

GAME COMMENTARY 2 ITALY

The Tweedy reputation is disbelieved by all who haven't experienced it. Those who have shudder at the thought of the deceit, the broken promises, the broken allies. To anyone who may meet Tom in a future game, so long as you don't ally with him you'll be fine!

FRANCE - ITALY

With all these mistakes that you are making now, I think the pressure is beginning to tell! I'll just turn the screw another notch by phoning you up again

NGC 147 AUTUMN 1902

AUSTRIA (Chris Charles) F(Gre) st*, A(Tri)-Vie, A(Ser)-Tri, A(Bud) s A(Tri)-Vie
ENGLAND (Ray Miller) F(Edi)-NWG, F(NTH)-Den, A(Lon) st., A(Bel)-Hol
FRANCE (Richard Bartle) F(MAO)-ENG, A(Gas) votes for the alliance, A(Par)-Bur, A(Bur)-Bel,
A(Pic) s A(Bur)-Bre
GERMANY (Ian Winstanley) A(Mun) st., A(Ruh)-Hol sby A(Kie), F(BAL)-Den, F(SKA)-NTH
ITALY (Russ King) A(Tun)-Gre cby F(LOS), A(Tyr)-Tri sby A(Ven), F(TYS) s F(LOS)
RUSSIA (Allan Marsden) F(Nwy) ms F(Swe), F(Rum) s A(Uk)-Rum [no such unit], A(Gal) s
A(Ukr)-Rum, A(War) s A(Gal), F(Sev) unordered.
TURKEY (Steve Howe) A(Con)-Gre cby F(AEG) & sby A(Bul), F(BLA) s A(Bul)

Retreats: Austrian F(Gre) disbands

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WINTER 1902 adjustments

AUSTRIA Bud,Vie,Ser,(Gre) = 3:N/C
ENGLAND Edi,Lol,Lon,Bel,(Nwy) = 4:N/C
FRANCE Bre,Mar,Par,Spa,Por = 5:N/C
GERMANY Ber,Kie,Mun,Hol,Den = 5:N/C
ITALY Nap,Rom,Ven,Tri,Tun = 5:N/C
RUSSIA Mos,STP,Sev,War,Rum,Swe,+Nwy = 7:bu 1 F(STP-NC)
TURKEY Ank,Con,Smy,Bul,+Gre = 5:bu 1 A(Con)

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Press is over the page ...

Press

IWP (Moscow Branch) - Constantinople

Why should you get a copy for free?

RUSSIA (GOVERNMENT) - ALL

Sorry if you've been trying to phone me but it's on the blink. Normal service will be resumed a.s.a.p.

RUSSIA - CHRIS T.

Get stuffed?

ITALY - TURKEY

Not writing now you have stitched me up?

NO DATELINE

The Italian authorities regret the unfortunate accidental sinking of the Austrian Royal Yacht during its recent Balkan visit.

TURKEY - ALL NMR SUBSCRIBERS

See issue 39, page 23; 'The Pete Birks Award for manic stabbing'. Read the nominations and search your consciences. If I ever find out who had the SAUCE to do such a thing, I promise I will live up to the title.

FRANCE - GERMANY

Well England has kept his part of the bargain.

FRANCE - ENGLAND

My secret weapon! Every time I stab someone, my chief ally NMR's and I can stab him too!

FRANCE - TURKEY

BUSINESS STUDIES?! Couldn't you conjugate your verbs or something? I told Italy you were an aggressive player because you are ...

NO DATELINE

England apologises to all for the NMR and the lack of correspondence; steps are being taken to prevent a recurrence (like not going home at all!!!)

I.W.P. - CONSTANTINOPLE

If you let me know how many supply centres you will finish with, then I will let you know if it will cover the cost.

ITALY - THE WORLD

Whoever is forging the letters, please stop it. My handwriting reputation is bad enough as it is!

DUCHESS OF DUKE STREET - KING OF KING AVENUE

Hi!

CHRIS TALBALL, COURT SEER

Russia hasn't enough centres
Germany hasn't enough allies
France hasn't enough fleets
Austria hasn't enough anything
Turkey hasn't enough time
England hasn't enough stamps
Italy hasn't enough brains

MECCA

Latest odds: France 5-2, Russia 4-1, Germany 5-1, Italy 7-1, England 10-1, Austria 25-1, Abandoned due to UN intervention 100-1. Small bills only please, no cheques.

CHRIS TALBALL - HONEST JOHN

France/Russia should place
Germany/Turkey should show
15-1 bar.

CHRIS TALBALL - EUROPE

I admit it, I'm NOT England.

MIZAR AUTUMN 1906

ENGLAND (Laurence Parrott) F(NTH) s A(Bel), F(Nwy) s German_A(Den) [provinces not connected],
F(ENC) s A(Bel), A(Bel) st.
FRANCE (Mike Hanns) A(Ruh)-Hol, F(Pie)-Tus, A(Mun)-Kie sby A(Ber), F(Por)-MAO sby
F(Bre), A(Pic)-Bur
GERMANY (Jeremy Bamford) A(War)-Mos, A(Tyr)-Vie, A(Den)-Swe, A(Kie)-Mun, A(Sil) s A(Kie)-Mun
ITALY (Gareth Williams) F(TYS)-Tun, A(Rom)-Ven, F(Nap)-Rom*
RUSSIA (Cliff Kennedy) A(Ukr)-Mos, A(Gal)-Vie, F(BLA)-Bul-EC, F(STP-NC)-Nwy sby A(Fin)&
F(gwe) [unit is STP is an A]
TURKEY (Nicholas Clifton) F(Con)-BLA, A(Rum)-Sev, F(Adu)-Nap sby F(ION), F(Tun)-TYS,
F(ADR)-Adu, A(Ven)-Rom, A(Bud)-Gal

Retreats: Italian A(Nap) annihilated.

Winter adjustments are over the page ...

WINTER 1906 adjustments

ENGLAND Lon, Lpl, Edi, Bel, Nwy = 5:bu 1 F(Lpl)
 FRANCE Bre, Par, Mar, Spa, Por, Mun, (Kie), +Ber, +Hol = 8:bu 1 F(Mar)
 GERMANY Den, War, (Ber), (Swe), (Hol), +Kie = 3:lose 2 A(Tyr), A(Sil)
 ITALY Rom, (Nap), (Tun) = 1:lose 1 A(Rom)
 RUSSIA Mos, StP, Vie, Rum, (Sev), (Bud), +Swe, +Bul = 6:N/C
 TURKEY Ank, Con, Smy, Ser, Gre, Tri, Ven, (Bul), +Sev, +Bud, +Nap, +Tun = 11:bu 3 A(Con), A(Ank), F(Smy)

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Press

MOSCOW - PARIS/LONDON/BERLIN BELFAST

Anyone there in favour of a five-way draw. This is a serious proposal because if we continue squabbling the 15 year old Turk is going to end up beating us.

THE TURKS ...

... predict a confrontation with the Frogs in the near future.

MIZAR DIPLOMACY BOURSE

[B.S. Currency Services has changed it's name to S&C Currency Services]

	<u>Pnd</u>	<u>Frn</u>	<u>Mrk</u>	<u>Lra</u>	<u>Rub</u>	<u>Pst</u>	<u>Dlr</u>
National Parasitical Bank	-500	-500	-500	-500	-500	1642	0
Laurence Parrott	0	0	0	0	0	0	0
Juno Enterprises	0	-500	0	0	-500	970	1
S&C Currency Services	0	-500	0	0	-500	970	1
Thatcher-Howe Enterprises	-500	-500	-500	0	-500	1650	+261
Turkish National Bank	0	-500	0	0	-500	970	1
John Rayns	0	0	0	0	0	0	0
Adolf GmbH	2000	-500	-500	-500	-500	-500	1520
Grafite	0	0	0	0	0	0	0
Barbican Investments	0	0	0	0	0	0	0
Retief	0	0	-500	0	-500	700	7
Counterfeit Holdings & Exchange	0	0	0	0	0	0	0
+++++							
OLD VALUE	1.14	2.20	1.11	0.49	1.76	2.04	1.00
NET TRADE	1000	-3000	-2000	-1000	-3500	6402	1269
NEW VALUE	1.24	1.90	0.91	0.39	1.41	2.68	1.00

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HOLDINGS

								<u>Value</u>	<u>Score</u>
National Parasitical Bank	1941	3782	3501	612	500	2442	0	20266.80	809
Laurence Parrott	0	3861	0	0	0	4260	4	18756.70	777
Juno Enterprises	0	1853	0	0	2763	3904	1	17880.30	743
S&C Currency Services	0	196	0	0	2094	4961	1	16621.40	687
Thatcher-Howe Enterprises	2000	3000	0	0	0	3150	12	16634.00	686
Turkish National Bank	0	2388	0	0	1230	3251	1	14985.20	622
John Rayns	500	1000	900	500	995	3001	0	12979.60	526
Adolf GmbH	7000	0	2500	1000	1000	0	3127	15882.00	495
Grafite	1100	500	1101	2251	2612	1600	5	12169.70	483
Barbican Investments	2000	1505	500	1500	500	1000	463	10227.50	390
Retief	0	2300	2100	0	175	1200	48	9791.75	389
Counterfeit Holdings & Exchange	0	601	500	0	4500	1	668	8612.58	333

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DEADLINES

Diplomacy - to me (Clive) by first post Tuesday, 28th June 1983
 Pro-Golf - to me (Clive) by first post Tuesday, 21st June 1983
 Circus Maximus to Steve by first post, Thursday, 23rd June 1983
 Others to GM's by Friday, 17th June 1983