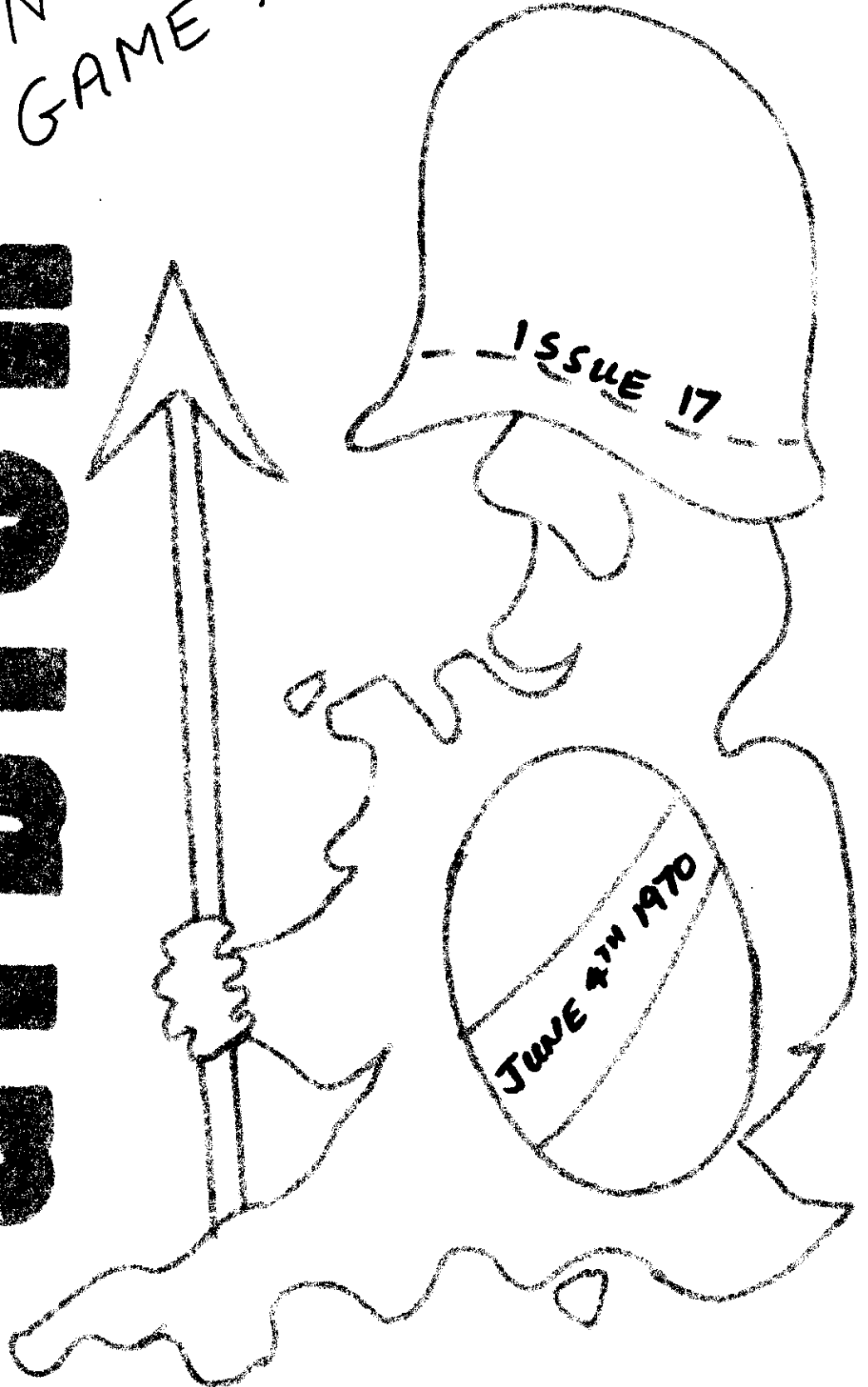


NEW
GAME !!

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GAME THEORY - HOMEWORK REVIEW.

1.

3	2	4
4	3	2
2	4	3

A depressing start - no saddle point. The maxmin is 2 (any strategy you like from Blue), the minmax is 4 (any Red strategy). Perhaps the actual value of the game is 3, since the matrix has symmetry (HA - there's a new word for you!), but we can't tell yet.

And it's no use looking for dominances, because there aren't any.

So we have to resort to the methods we outlined last time. For the first example I will explain the process in fair detail, since you've only seen it once before. However for the rest of the time you are on your own, and will have to refer back if you find yourself floundering.

Here goes, then. Subtracting each column from the one on its left, we get the matrix which gives the results for Blue.

1	-2
1	1
-2	1

Remember? You strike out each row in turn and find the determinant value of what's left.

Striking out the first row gives a result of 3 for Blue 1.

Striking out the second row gives a result of -3 for Blue 2.

Striking out the third row gives a result of 3 for Blue 3.

So, forgetting the negative sign (which we can do at this stage, but not before) we get the result 3:3:3 (or 1:1:1) for Blue.

Red's results are obtained from the following matrix, this time formed by subtracting rows from the one immediately above.

-1	-1	2
2	-1	-1

Striking out the first column gives a result of 3 for Red 1.

Striking out the second column gives a result of -3 for Red 2.

Striking out the third column gives a result of 3 for Red 3.

So Red also plays in the ratio 3:3:3, or 1:1:1.

Nice to have obtained results which exhibit symmetry, after the things we said about the matrix above. Anyway, we still need to test these results in case a gremlin (symmetrical or otherwise) has got into the works.

Who has ever heard of symmetrical gremlins, anyway?

Blue mixture against Red 1 gives 3.
 against Red 2 gives 3.
 against Red 3 gives 3.
Red mixture against Blue 1 gives 3.
 against Blue 2 gives 3.
 against Blue 3 gives 3.

Therefore the solution has been reached. Boring game, really. Both players play 1:1:1, and the value of the game is 3, which we knowingly predicted earlier on. Amazing what a bit of guess-work does, ain't it?

2.

3	6	0
5	3	2
2	1	6

The maxmin is 2 (Blue 2). The minmax is 5 (Red 1). No joy here.

No dominance either. You didn't really expect any, did you?

Blue's results come from the matrix:-

-3	6
2	1
1	-5

He plays in the ratio 11:9:15. Poor chap. Red's results, equally exotic, come from:-

-2	3	-2
3	2	-4

He plays in the ratio 8:14:13.

Note a useful little check here - the sum of the numbers which appear in the result for Blue is the same as the sum of those in the Red solution. Hope you like that one - you are going to need it.

We still have to confirm these results; a laborious calculation reveals that these are, in fact, the correct results, and the value of the game is $108/35$.

So there we are with the second solution.

Blue plays 11:9:15. Red plays 8:14:13. Value is $3\frac{3}{35}$.

We'll consider such ~~exotic~~ exotic odds later.

3. The Scissors - Paper - Stone game. Bearing in mind that

Scissors cut Paper
Paper covers Stone
Stone blunts Scissors

we can form the matrix - another easy one. Call the payoffs 1 for a Blue win and -1 for a Red win.

		Red		
		Scissors	Paper	Stone
Blue	Scissors	0	1	-1
	Paper	-1	0	1
	Stone	1	-1	0

No use looking for a saddle point or dominance here - the symmetry is obvious. (There's that word again). No - I'm not fooling you and hoping to trap you. I'm not like that. Really.

The results are found to be:-

Blue plays 1:1:1. Red plays 1:1:1. Value is 0.

So there we are - a nice fair game for a change. Bear in mind the fact that, although the value of 0 looks obvious from the original matrix, you must check it, since we will sooner or later come up against a game which cannot be solved by this method. Nor, when you do meet this type of game, is there any sure-fire method of detecting it, since to all outward appearances it resembles just another 3x3. Be warned, and always check your results, just as you should have checked my assurance about a saddle point above. It's all right - there isn't one after all.

Now to the main article. I want to digress a little this time, for the very good reason that I just haven't had time to dig up enough 'true-life' examples of 3x3 games. Anyway, the section you are about to read has considerable practical importance, and infact I promised to go into this subject some time ago. And I always keep promises.

Game Theory. Part 13. Strange and Peculiar Odds.

Which reminds me of a story I once read somewhere. About a ravishing red-head called Rosemary Viridiana Even, who nursed a passion for men of the turf. One day, trapping a bookmaker (turf accountact, for the polite) in a corner, she made what might be called an impropoer suggestion. If I could spell 'improper' correctly, that is.

His reply? "No thanks, I only lay odds.....".

Hem. Now, on with the article.

We have hinted in a vague way that the work you are doing on game theory is not only of intellectual interest - it can be applied in practice, and, with the recent advent of the 3x3 game, we will be meeting more and more problems of a 'practical' type than before. It won't be long, for instance, before we can tackle the 4x4 games inherent in the Vietnam game published, with apparently little success, by Gamescience some years ago. And after that, the new AH game Kriegspiel will be grist to our mill.

However, practical usage of the theory demands that we obtain some know-how of a more practical nature, in particular when we have worked out the strategy we should play. We have mentioned, at one time or another, that a random device, unknown to the opponent, must be used to determine which strategy, in the optimum mixture, you should use for any one particular play of the game. It is into this subject that we delve more deeply this time.

A saddle point game doesn't require discussion, of course, since you merely play the saddle point strategy come hell or high water, and sit back to collect the fortune. As soon as mixed strategies appear on the scene, however, you must decide, not only what the right mixture is, but also which of its constituent strategies to play at a particular moment.

Let's start with the easiest mixture - the ratio 1:1 in a 2x2 game. This means, in essence, that in the long run you will play an equal amount of each strategy; in 50 plays, assuming an even distribution, you would play each strategy 25 times. (Of course, you need not do so, and you must have a random device which gives the ratio 1:1, since otherwise you will form a pattern which the opponent can detect; we have gone into this matter in some detail in a previous article). However, in this case, you want a random device which will generate the ratio 1:1 for you, and the obvious choice is a coin. Decide beforehand which strategy you will allocate to heads, and which to tails. Then toss the coin before each play of the game, without letting your opponent see the result, and play the appropriate strategy. In the long run, and assuming the coin is not biased, you will get the ratio you want.

Why choose a coin? Well, if you think about it, the sum of the numbers in the mixture is the figure you bear in mind, and since the sum here is 2, and the tossing of a coin has two equally-probable outcomes, the coin is the obvious choice.

Let's consider some others. 1:3 for instance. The sum of the numbers is four, so you want a random device with four equally-probable outcomes. A four-sided die would do, allocating three faces to strategy 2 and the fourth to strategy 1. However you might not have a tetrahedral die handy, and require some other ready-made method. How about the following figures, which are the probabilities of getting various combinations of head and tail when tossing two coins.

<u>Combination.</u>	<u>Probability.</u>
2 heads	$\frac{1}{4}$
1 head, 1 tail	$\frac{1}{2}$
2 tails	$\frac{1}{4}$

So, the probability of getting either one of each or 2 heads is $\frac{3}{4}$, and the probability of getting the remaining result, 2 tails, is $\frac{1}{4}$. Hence the ratio 3:1. So you would allocate the result 2 tails to strategy 1, and the other three possibilities to strategy 2.

Perhaps you don't follow the addition of the probabilities above. In which case, look at it this way. There are 4 equally-probable outcomes of tossing two coins, thus:-

<u>Coin 1.</u>	<u>Coin 2.</u>
Head	Tail
Head	Head
Tail	Tail
Tail	Head

Of these outcomes, the combination (head,tail) appears twice, and hence the expectation is that, in four trials, this combination will occur twice. Hence the probability of $\frac{1}{2}$ above. Get the idea? Good.

So odds in the mixed strategy adding up to 2 can be obtained from one coin, those adding up to four from two coins. Odds adding up to six, such as 1:5 in a 2x2, or 1:3:2 in a 3x3, can be obtained by throwing a die (six-sided, with no bias).

Thus, for the 1:5, play strategy 1 when you roll a 1, otherwise play strategy 2.

And for the 1:3:2, play strategy 1 when you roll a 1, strategy 2 when you roll 2,3 or 4, and strategy 3 when you roll 5 or 6.

Continuing, if the sum of the odds is 13, use one suit of a pack of cards, well-mixed. Any number which divides into 52 a whole number of times (i.e. is a factor of 52) can be obtained by using a full pack of cards without jokers.

Thus, if I wanted the mixed strategy 12:31:9 in a 3x3 game, I could arrange my play thus:-

Any spade except the Ace - play strategy 1.

Any heart except the Ace, King, Queen or Jack - play strategy 3.

Any card other than mentioned above - play strategy 2.

If you are using a pack of cards, make sure they have pictures on the backs which would serve to distract the opponent from what you are doing. But keep your eyes off yourself!

Another useful and readily-available device is the second hand on a watch. No prior peeping at it, mind, and make sure that you do not consult it at fixed intervals, or the randomness is lost. However, used correctly, the second hand can generate any number which is a factor of 60 (seconds in a minute - right?).

Here's an example. I am playing a 3x3 game, and want the ratio 17:41:2. I could arrange the play as follows:-
 If the second hand is anywhere in the first 17 seconds of the minute, use strategy 1.
 If it is anywhere between 18 seconds and 58 seconds, inclusive, use strategy 2.
 If the second hand point to either 59 seconds or 60 seconds, use strategy 3.
 Seems logical enough.

Now, some problems. You will remember that, in question 2 of the homework, we obtained some rather awkward odds. 11:9:15 for Blue, as I recall. And the question arises - what random device has a total of 35 equally-probable outcomes? Well, I don't know the answer to this one, unless anyone happens to have a 35-sided die on them. 35 has the prime factors 5 and 7, which aren't very encouraging either. So we will have to find some device which generates, not 35, but some number near to it, and ignore the extra outcomes for the game.

Thus, we could use a clock as follows:-
 If the second hand is between 1 and 11 seconds inclusive, use strategy 1.
 If it is between 12 and 20 seconds inclusive, use strategy 2.
 If it is between 21 and 35 seconds inclusive, use strategy 3.
 If it between 35 and 60 seconds, ignore the results and try again at another random time later.

Now, this would work, but it would be a tedious business. For nearly half the time you would have to ignore the results, and time is valuable, since you will win the game using game theory, unless your opponent gets fed up and walks out.

You could learn how to use random number tables. However you really aren't likely to have a set handy at the time, in all fairness, and it would be nice to find some method which doesn't involve elaborate preparations.

Your best bet, of course, is to use a shortened pack of cards. Remove all the spades from the pack, and with them the 2, 3, 4 and 5 of hearts. You should be left with 35 cards, as follows:-

A,2,3.....K	Diamonds.	13 cards.
A,2,3.....K	Clubs.	13 cards.
A,6,7,8,9,10,J,Q,K	Hearts.	9 cards.
Total 35. Clever, isn't it?		

It's easy then. All you do is something like this:-
 Any heart, King of Clubs or King of Diamonds. Strategy 1.
 Any diamond except the ~~King, Queen, Jack~~ or Ten.. Strategy 2.
 Any club except the King; Queen, Jack or Ten of diamonds.
 Strategy 3.

So a doctored pack of cards will cover most ills, although we start worrying eventually when we get odds like 143:59:817. Sufficient unto the day.....

No real homework this week, but a small problem. You are confronted with the requirement 11:9:15, but have no cards. You have only two dice. How do you manage the odds easily?
 'Bye for now. Prof Erasmus Thing.

On Divisions, Federations etc.

May I first present a few facts?

1. One of the prime functions of this disastrous magazine is to bring the British up to date on Diplomacy etc.
2. The centre of postal Diplomacy is America, and hence most Diplomacy debate etc. emanates from the USA (John McCallum is, and has been in the past, most active in Canada, but I can think of no other prominent gamesmaster outside the U.S.A.)
3. ALBION likes to avoid arguments whenever possible.

Now - may I draw a conclusion? With the above facts in mind, would readers please note that what is about to be written has been inserted into this magazine in order to fulfil function 1; i.e. it is merely reportage, and not - REPEAT NOT - an invitation to everyone to start mud-slinging in these pages. Particularly any slung at me, which I will edit out anyway.....

First, a catalogue of Diplomacy organisations. I think the first body which undertook some organisation of postal Diplomacy in the USA was the IDF, which I imagine stands for International Diplomacy Federation. I understand this organisation is now no longer with us. Then came the Diplomacy Division of the NFFF Games Bureau, of which ALBION is a member magazine. The Division is headed by Rod Walker and the entire Bureau by Don Miller. Finally, Buddy Tretick has recently announced the formation of a new Diplomacy organisation - the IDD, or International Diplomacy Division.

Right - so now you know what all the initials mean.

In SerenDip 34 there appeared a letter from Rod Walker which outlined the aims and basis of the IDD, and which included the information that Rod was all for the formation of such a new venture and has applied for membership. In other words, Rod does not regard the IDD as a rival of the NFFFGB-DD, although to outside observers it would seem rather strange to have two organisations running simultaneously, both of which profess to do approximately the same thing. Anyway, apparently there is a fundamental difference in approach, or basis.

I don't think ALBION would join any new organisation, whatever the temptation; I joined the Bureau for two reasons - personal interest, and (in the particular case of the Diplomacy Division) for information and assistance in commencing the publication of the rag called ALBION. This information and assistance has been readily forthcoming, not only from the Division and Don and Rod, but also from others such as John McCallum. I hope the fact that ALBION exists might produce a few more members of the GB over here, in return for the help in forming ALBION.

Anyway, to get back to SerenDip 34. John McCallum's comment on Rod's letter is something all readers will want to have a look at, and here it is, with permission of the author.

".....You close with the sentence 'Diplomacy organisation is good and I am all for it'. Let me ask 'Why?'. What could von Metzke's IDF have done, what is your NFFF-GB DD doing, and

what may Buddy Tretick's IDD do in the future which could not equally well be done with no organisation at all? The IDF is dead and the IDD will likely be still-born, leaving only the GB DD of the HFFF as viable at all. No doubt it will accomplish a few good things; not many, but some. Whatever it accomplishes will be done by a few individuals - mainly yourself with, perhaps, contributions from a few others. Whatever you do, you could do just as well without the Division, using NUMENOR as your platform. Exactly the same can be done by any others who do make positive contributions. And without all the fuss and bother of somebody being 'Chief', somebody else sore because he would like to be 'Chief', somebody else wanting the matter handled by a committee, somebody else demanding elections every six months etc. etc. etc."

"I first entered postal Diplomacy almost exactly six years ago. At that time there were just four 'zines available There was no organisation. But every editor sent his 'zine, as a matter of course, to all the others. Any discussion of importance in any 'zine was promptly mentioned in the others. What is wrong with such an unorganised set-up? What do you accomplish with the great boom-boom that cannot be done just as well, with less bruised feelings and, in the long run, faster, without it? I may go into your full letter, at greater length, next time, but the above expresses, more or less, my view on all the Great General Staffs which it seems are necessary to control that enormous army of about two hundred postal Diplomacy plays. jamcc."

John - I quite agree! That is not to say that I think the present Diplomacy Division isn't doing anything of value, nor do I think you imply this either, particularly in view of the fact that you yourself are a member. The Division is doing, and has done, a useful job of organising - the game numbers, for instance, are a necessary adjunct to a wide-spread family of magazines. It appears that the lions share of the work has been done by Rod himself, as John states. However, there is certainly no need, I wouldn't have thought, for another organisation, and there is certainly no need for the bickering that goes on, from time to time, in the present one.

Funny thing - in this world there are the people who do things, usually quietly and without fuss, and there are the people who are always ready to do things, and make a helluva fuss telling everyone they are just about to do so. They rarely seem to get round to actually doing it, though, and even if they manage to start, they are usually prone to an abrupt finish. I don't make reference here to Rod, Buddy or anyone else; it's merely a general observation. In fact, I find it rather embarrassing to have to discuss, in order to maintain the function of ALBION, matters which concern two people who get this magazine who appear to be on different sides of an argument.

Anyway, I thought readers, and particularly those in Britain to whom this is new, would be interested to know of John's comments.

Miscellany - Subscriber information etc.

Please make the following amendments to the trades/subscribers list.

DELETE 16. George Patton.

When I next type the list, everyone numbered after 16 will move up one. That's just to keep you alert.

AMEND 22. Edi Birsan. Paid 2 dollars since the last list was printed.

ADD 31. Allan Calhmer, 321 W. Calendar Avenue, Kensington Apartments 2E, La Grange, Illinois 60525. Category A (special).

32. Jim Dunnigan, Poultron Press, Box 396, New York City, New York 10009. Special category.

Apologies - I forgot to list these two last time.

Also

ADD 33. A.M.Jones, 32 Saxon Close, East Preston, Near Worthing, Sussex. S. (25).

HOW ABOUT IT?

Thought that would get you interested. However you won't find what you are looking for in ALBION. Perhaps as a special supplement, sometime in the future.....

I would just like to draw to your attention a few facts about wargamers and games in the British Isles. In the past, we have been made to suffer. Cut off from Avalon Hill and from Strategy and Tactics (except for the strange organisation, called the Post Office, which provides a tenuous link), we thought that we were doomed to remain permanently behind the USA insofar as new games are concerned.

This need no longer be the case. A new organisation is being formed, by Michael Nethercot, whose name will be familiar to you as the creator of Alex Wintergreen, an Anthology of Traditional Scottish Verse, etc. The organisation - Cranwell House Developments - will function on behalf of wargamers in two respects, at least. The first of these is to provide a means whereby 'home-designed' wargames can be widely play-tested and eventually marketed. The second, to act as an agency for the marketing of commercially-produced games, is a welcome function, but is not the concern of this article.

What I am really getting at is that Michael will be very interested to hear from anyone who has thoughts on the design of a game, but who, at present, has no facilities for printing, play-testing, etc. Obviously this applies principally to the British readers, since outlets for amateur games already exist in the USA; however Michael would be equally pleased to hear from someone on the other side of the Atlantic.

Anyone who has ideas on these lines (and who hasn't?) should write to Michael at 20 Moray Close, Rise Park, Romford, Essex.

The above strange heading is there for a reason. Now what the ..
.....? Oh yes. These next few pages will be circulated to
members of the AHIKS British Region who don't subscribe to ALBION.
However they don't know they are getting them until they actually
do get them, if you see what I mean, and the above will therefore
tell them what they are getting. When they get them, of course.
Oh hell!

Anyway, what they are getting, etc. is:-

ALBION Game Review Number 5.

BARBAROSSA.

Published by Strategy and Tactics Magazine, Poultron Press,
Box 396, New York 10009, U.S.A. Note the change of address.
Price - 5 dollars plus postage. Postage to Great Britain, by
first class mail, costs an extra dollar per game.

Our thanks to Jim Dunnigan as usual.

Background.

You might think, before seeing the game, that this is the AH
Stalingrad all over again.

The latter game has come in for a fair amount of criticism since
AH first produced it some years ago, yet it remains perhaps the
most popular postal game in the whole of AHIKS. That this is
the case, in spite of various complaints about combat results
tables, orders of appearance, replacement capacity etc. is quite
remarkable, and must, I suppose, be attributed to that rather
indefinable quantity called 'playability' or something.

However Barbarossa is not a re-hash of Stalingrad. Granted,
it uses approximately the same terrain, units and conditions
of victory, but the real purpose of Barbarossa, aside from
being a game, is to examine the 'what if?' situations of the
campaign, which Stalingrad can do to only a very limited degree
as presently published.

Obviously, however, this report cannot avoid making comparisons
between Stalingrad and Barbarossa, and we do so unashamedly.
By and large, it is 'play character' that governs the popularity
of a game, and potential purchasers of Barbarossa will have this
question in their minds anyway. So we will try to answer it.
And we will try to answer it with the correct spelling, too....

Presentation.

As normal, with a folded mapsheet which I mounted on ply. This
time I can't make my usual complaint about the cutting of the
unit counters - Poultron Press have obviously sacked the man who
used to do this job, since my counters are perfectly cut, mounted
on thick card and - partially because of their large size - very
easy to handle.

As with Flying Fortress, the hexagons are nearly 1" across flats,
and the units $\frac{3}{4}$ " square. Couple this with the fact that the
German isn't allowed to stack units anyway, and you find the
physical mechanics of this game very good. An apple for the
designer on this - many a player of Waterloo, say, has lost

interest after knocking over a 12-high stack of counters, thus scattering troops for miles around. We very much like the one-unit-per-square idea, and wish it could be adopted in other games where the tactical structure (rather, strategic structure) of the game allows.

We found a bit of spare space on the map-board, and wish the combat results table had been printed there, the title of the game being moved to an appropriate position near Finland. However this is a quibble.

The rules.

Barbarossa is really five games in one.

Game 1 (Barbarossa) deals with the initial invasion of Russia.

Game 2 (Stalingrad) carries on with the German advance up to the point in time when they were defeated at Stalingrad.

Game 3 (Zitadelle) deals with the initial Russian counter-offensive.

Game 4 (ominously enough - Berlin) allows the German a bare chance of stopping the Russians from penetrating the German borders.

Finally, game 5 (the Campaign game) combines all four 'sub-games' into one mighty composite campaign.

The rules are quite clear and logically laid out. Once we got started, we rarely had to hunt through them for a half-remembered situation, as we did with Flying Fortress. The contents are straightforward, with the single exception of the rules governing movement, which are unusual enough to require occasional re-checking.

However, after playing the game a few times, quite a large number of questions remained unanswered; if this is the case with a game, the omission are usually concerned with aspects which are rare, and don't arise frequently in play. However in the case of Barbarossa, some of the points are quite important and should necessarily be included. We list some of the questions here, in the hope that either the designer and/or other players will comment on them.

1. River squares. These are important in combat and movement. However what is a river square? If the usual definition (which requires that the river should pass through two sides) is adopted, then one or two squares miss being such by a fraction. There is an important one just East of Brest-Litovsk, in the marshes. On the other hand, if a river square is anything with a river in, then some squares qualify by the skin of their teeth. The whole thing is quite a nuisance, and certain defensive positions hinge on the definition of a river square. The matter should be clarified.
2. Mountains and 'other rough terrain'. This phrase, which describes areas allowing doubled defence, embraces not only the mountains around Hungary and those east of Lake Ilmen, but also the Pripyat marshes and other marshy terrain. We think a distinction should be made between the two, and that the marshes should not double the defender.

3. Partial squares. There are some squares on the board which are so partial you can hardly see them, while others just miss being full squares. Again, the use or otherwise of a partial square makes a big difference to certain defensive positions. This should be clarified.
4. The rules aren't clear on the use of the Luftwaffe units. Can they defend friendly units in range? If so, with which factor? And can they be used for attacking on the same turn? We think the answers are: yes, full factor, yes, respectively; however it should be cleared up.
5. In two places in the rules appear dates on which the Russians can build their tank and assault armies, but the two references give different dates. Which is right?
6. A Russian 2-1-5 can be over-run by a German 11-8-8 in the German turn. However can it prevent the retreat of a German 11-8-8 in the Russian turn? We think the answer is yes (a similar situation arises in Afrika Korps) but the point is arguable.
7. In winter the German units lose movement factors. Is this true of the German Allies - the Italians etc? If so, they can hardly move.
8. The rules mention a rail-road bonus, but not the effect on this bonus of the winter. We think the bonus should be reduced in winter.
9. Can the narrows be crossed or used for supply? We think not, but the rules make no mention of the point.

Note that we are not making suggestions above, but merely pointing out areas which we think require clarification. In most cases we have come to a conclusion on the interpretation to be used, but realise that this is often an arbitrary and convenient decision to make, in order to allow the play-test to proceed. We wouldn't try to teach our grandmother anything about sucking eggs.

As you can imagine, some of the points mentioned above are quite crucial to the game. In view of these startling omissions, we would rate the rules overall as moderate-to-poor, particularly in comparison with the rules for the other games we have tested. Methinks a re-write is sorely needed in this area.

The Play.

We found that Barbarossa played well, with the single exception of the application of the unusual (and, we think, rather artificial) rules governing movement. This was the only section of the rules we had to check constantly. Had the movement rules been more straightforward (and let's face it - this is a strategic game) then play would have been perfectly convenient.

As anticipated, the game becomes something of a slogging match, with the Germans constantly trying for the break-out and the Russians blocking, at least in the early stages. Opportunities for breaking the Russian line are frequent, but supply plays an important part in the German strategy. The play is, in fact, rather similar in many ways to that in 1918, although we didn't find it quite so enjoyable.

We couldn't decide, for quite some time, just why we didn't enjoy the play as much as 1918. We finally came to the conclusion that it was concerned with the format of the games themselves.

The four short games are 8-10 turns each, and hence represent a couple of hours play. This is very convenient, but we got the feeling, after playing a couple of the short games, that they represented something of an anticlimax - when played in isolation, we found that the small games lacked the interest which would be gained from a complete campaign. One is aware that the particular game being played only represents a small part of the story, and when the game comes to an end, we felt there should be more to come. In addition, the victory conditions make it very difficult for the German to win game 4 or for the Russian to lose game 1.

We therefore turned to the campaign game, in the supposition that this would solve all the misgivings we had about the short games.

And what a monster it is! 45 turns long, no less. At two impulses per turn for each player, that means 180 moves in total. We didn't manage to finish after a 6½-hour session - in fact it would probably have taken us another two hours to get anywhere near the end. Imagine that in postal play!

We have, therefore, two alternatives. Either play one of the short games and end up feeling frustrated, or play the campaign game and end up on the casualty list. We think it is a pity that the game should put the player into such a cleft stick, since the Russian campaign is possibly the most interesting, and has more devotees than any other.

Let's face it, though. With this game length, the Stalingrad addicts will soon pack away the Barbarossa board and get out the Stalingrad again.

One or two others point before the summary etc. The Russian replacements - obviously the governing factor in the entire game - appear on the board whether the Russians occupy their own cities or not. The Germans could occupy the whole of Russia, yet the Russian units still appear in a mysterious fashion from the east edge of the board. Where are they coming from - Japan? And why, oh why, doesn't German occupation of key cities affect the replacement rate?? I know - it's a strategic game. Nevertheless the question is there.

Another thing - we know the campaign was heavily biased against the German, but the rules make it impossible for the German to win against anyone above the moron level. OK - that's a correct reproduction of the original. But there is a rule which says that a Russian supply unit, defending with another unit in a city, cannot be retreated, and can only be dislodged by a D elim. Now cities double defence factor. Therefore, if the Russian puts a 5-9-3 in a city with a supply unit, the German cannot dislodge them! The combat results, combined with the maximum German strengths, simply don't allow it. We think this is over-harsh on the poor German.

It is easier for the Russian to win, of course; although the conditions required are still pretty stringent, and we think many games will end up in a draw, as ours did. To level the game up, the Germans would need a few extra units, as suggested in the 'what if?' situations. In fact, we would go so far as to say that the 'what if?' situations represent the real value of this game. As it stands, the game is all very well for the 'realists', but what about the 'players' who I am sure are in the majority?

Summary.

All other Test Series Games reviewed in these pages so far, have been voted definite 'HIT's. This one is only a marginal 'HIT', and avoids being a 'miss' barely. It is, of course, a more interesting game for those who have based the hobby on the Russian campaign (I know one or two in the AHUKS British Region, for instance, who would thoroughly enjoy it). But for the mainstream of wargamers I think it is destined to become 'just another game', without the real distinction shown by 1918, Flying Fortress, Normandy etc.

A Comparison with Stalingrad is inevitable here. One thing we can say for certain - the AH people did quite a miraculous job with Stalingrad, whether by good luck or good management; the AH Stalingrad is more playable than Barbarossa (campaign game being considered), yet it was designed many years earlier and without the experience in game design which the intervening years have provided.

Barbarossa is, however, a better game than Stalingrad, ignoring for a moment the fatigue associated with playing the campaign game. For one thing, there aren't as many 'tricks' the Russian can use to defeat the German as there are in Stalingrad - the over-run rule (a very sensible one) sees to that. For another, the impulse movement forces the Russian to guard against German infiltration - another piece of 'play-value'.

However, Barbarossa isn't so much better than Stalingrad. I think the Stalingrad devotees will refuse to be swayed.

Suitability for postal play.

Perfectly suitable for postal play, bearing in mind the game length of the short games. However if you wrote once a week, the campaign game would take nearly 4 years, and that's assuming immediate delivery of mail. So the campaign game is OUT, but the others present no difficulties.

Suggested grid system (actually suggested by Bill Freeman - see later).

Letters A-FF along the west and east edges, starting in the north. Diagonal grid, numbers 1-36, running north-west to south-east, starting in the north-east.

Check-points:- Helsinki is D18. Moscow is K14.
Kursk is Q18. Rostov is W18.
Bucharest is Z30.

Grid for Tactical Game 3 (again suggested by Bill).

There isn't a North marked on the map, so....Yes there is! Sorry! Letters A-XX along the south and north edges, starting in the west.

Diagonal grid - numbers 1-58 running south-west to north-east, starting in the north-west.

Checkpoints:- Ford north-west of Adski is S25.

State Farm 90 covers the squares J16, J17, K17.

The village north-west of the large pond is H42.

The village in the extreme south-east is VV54.

Bill Freeman on Barbarossa.

I wrote to Bill asking if he would let me have the grid he had adopted for TAC3 - as I said last time, there's no point in having more than one version in use if we can help it. I hope Bill will be persuaded to subscribe to ALBION; anyway he gets a free copy of this issue, with my thanks for his contribution. In his reply he made certain comments about Barbarossa which I think are worth re-printing here.

"Comments on Barbarossa. Map colourations differentiate between swamp and mountain in terms of defence (which the black and white map does not). For F16, when attacked from F17, E16 or G17, it is treated as a swamp, and, when attacked from the East and Southeast, as mountain. H17 is all mountain for defence. There is no Lake Peipus, no frozen Lake Lagoda, no frozen rivers Svir, Volkhov or N. Divina. Granted the supply units easily duplicate the Leningrad situation, but it is not very realistic.

There is no third 1-2-2, as required, and no breakdown units for the extra 11-8-8s.

Some fuzziness exists in regard to the German supply units, when surrounded with German units.

There is no point scheme for the ancient city of Brest-Litovsk, while Bryansk is worth 2 points and Gorki 6.

Finally, the rules are unclear regarding defending behind a half-river - half-plain square.

There are still a few bugs left in the game, but I think it quite playable."

Thanks, Bill, for the comments. It seems we are in agreement on a couple of fairly important points - the river lines for instance.

Anyway, I hope you enjoy this issue, and perhaps that you might be persuaded to subscribe.....

Turnbull after the cash again - it's disgusting!

I might point out at this stage, by the way, that comments are welcome, from anyone, on our games reviews etc. In fact there are some clarifications of various points in earlier games on the next page. However we are happy to accept your remarks, kind or otherwise.

You don't get anything for the contribution, by the way, except a rosy glow of self-satisfaction. Worth it, I assure you.

Miscellany on the Poultron Press Test Series Games.

This consists, in the main, of rule clarifications and other comments, which I will attempt to arrange in some semblance of an order.

Flying Fortress I.

The rounding off of fractions - fractions are always lost (Jim Dunnigan, the designer).

German units attempting to take off from a Luftgau with Allied planes up above. When a unit takes off it is in the air. If it can't 'blow its cover' it is at low altitude if using the two-altitude rule and dispersed if not (Jim D.)

Two attacks against the same stack of bombers, if the German has enough planes to carry the attacks out, is permitted.

Bombing. You have got to have enough movement factor to pass over the target. On the turn after bombing you speed up (Jim Dunnigan).

If a dispersed group is dispersed again it merely extends the period of its dispersal one more turn.

The third game in the FT series - LUFTWAFFE,- was designed by another designer (Jim Dunnigan did FFI and FFII), and is to be published later this summer.

You may run 'fake' missions during a game by bombing a target system not on your forced mission (although you don't get points for doing so). Since you must reveal your bombing target after the first bombs are dropped, this allows for some fake runs that might confuse the German. (Edi Birsan, who was involved in the play-testing of all - I think - the Test Series games).

1918.

I enjoyed your 1918 review. I may not always agree with what you say, but I do very much like the way you say it. (Jim D.) On 1918, it is biased towards the Germans, but then their own 'game' of the same situation told them the same thing. Yes, the supply rules are harsh and seemingly arbitrary, but they were finalised only after considerable playtesting. It would take more time and space than I have to explain all the ramifications, but it all comes out in the wash. Both sides may benefit from fortified zones (trenches are neutral), although I would have liked to have indicated the 'facing' of trenches and give the 'increase 2' advantage only to units being attacked from front and sides. But then at that point most fortifications were made for all-round defence (attacks from the rear would get 'increase 1'. As for the ammunition rule (defensive), try it using corps units up both ways and see what happens to the game. The only situation where it would 'pay' to use artillery alone would be against enemy artillery, and even here it's marginal. The rule was left to implication. In the 'what if?' options the Allied player must set up first, then the German. (Jim D.)

Barbarossa is our best seller of the TSG. (Jim D.)
Next time you write to Jim Dunnigan, tell him I think FFI
is a fine game (Michael Nethercot).
A postal Normandy game has started in the ANIKS British Region
between Tony Jones and Don Turnbull. Malcolm Watson monitored
the initial Allied invasion, and managed to lose vast numbers
of paratroops. Tony adopted the interesting opening tactic
of defending the beaches from behind the forts - were the Allies
amazed when the swept in to find the birds had flown. (ANIKS).
Keep in mind that the TSG are not meant to be commercial games.
They are just what they are called - Test Series games. We make
them cheap so that we can put out even the most dubious titles.
Tactical Game 3 was just such a gamble - AN would certainly
never have published this game. (From the TSG staff).

We hope to keep readers up to date with similar miscellany in
future issues. Again - your comments etc. are invited. I
prefer them typed, unless your handwriting is legible (mine
isn't).

XX

Up-to-date situation on ALBION games.

Currently we have three games open, plus 70/3 which has just
started this issue. There are still vacancies in varying
amounts for the games - roll up! As below:-

The Abstraction Variant.

Type - all-comers, rules in issue 11.
Game fee - 10/- plus postage.
To commence - ASAP.
Reporting - alternate (odd-numbered) issues.
Players already in - six.
Vacancies - one only. Hurry hurry!
Gamesmaster - me, with help, I hope, from Fred Davis.

ALBION 70/4.

Type - regular, British players only.
Game fee - 10/- plus postage.
To commence - hopefully, as soon as 69/1 ends.
Reporting - every issue, starting with an odd-numbered issue.
Players already in - three.
Vacancies - four.
Gamesmaster - me.

The Business Game (Inventor - Rene Nokin).

Type - British players only, rules as issue 14, plus some
minor clarifications in issue 15.
Game fee - £1 plus postage.
To commence - ASAP
Reporting - every issue, starting odd or even.
Players already in - two.
Vacancies - two only.
Gamesmaster - me/Rene, who will do all the real work.

Right? Now to the current games.

REPORT. ALBION 69/1 (1969BG).
Winter 1908 Builds etc.

France builds A(Par).
Russia removes F(GoB).

REPORT. ALBION 69/1 (1969BG).
Spring 1909 Orders.

Austria (Nethercot);	A(Tri) S A(Ven). A(Gal) S Russian A(War). <u>A(Ven) stands.</u>	A(Tyr) S A(Ven). <u>A(Boh) S A(Gal).</u>
France (Watson);	F(Nor)-BAS. F(NTH)-Nor. F(LOS) stands. F(Apu) S A(Rom)-Ven. A(Pie) S A(Rom)-Ven. A(Par)-Bur. A(Bur)-Bel.	F(NWG) S F(Nor)-BAS. F(Swe) S F(NTH)-Nor. F(TYS) S F(LOS). A(Rom)-Ven. A(Tus) S A(Rom)-Ven. A(Ruh) S A(Par)-Bur. <u>A(Fin)-StP.</u>
Germany (Newcombe);	F(Den) stands. <u>A(Pru)-War.</u> <u>A(Mun)-Boh.</u>	A(Sil) S A(Pru)-War. <u>F(BAL)-Liv.</u>
Russia (Hancock);	<u>F(BAS)-Nor.</u> <u>A(Liv) S F(StP-NC).</u> A(War) stands.	<u>F(StP-NC) S F(BAS)-Nor.</u> A(Mos) S F(StP-NC).
Turkey (Wood);	A(Alb) stands. <u>F(AES)-IOS.</u>	A(Con)-Bul. F(EMS) S F(AES)-IOS.

Retreats: The Russian F(BAS) has no place to go - eliminated.
The Austrian A(Ven) is similarly eliminated.

Notation:- Underlined moves fail.

Deadline for the Autumn 1909 Orders is:-

SATURDAY JUNE 20th 1970.

Only one press release this time, which will just fit the rest of this page nicely.

From the German Press.

The Western Powers continue their heroic struggle against the forces of Darkness and Evil which hover over Central and Eastern Europe.

The garlic Gaul is entrenched in the ice of Lapland and on the Mediterranean shores. The French are fighting very well for our cause and for the Fatherland.

Bülow.

REPORT.

ALBION 69/2

(1969CF)

Winter 1904 Builds etc.

Austria removes F(IOUS).
 France builds F(Mar).
 Germany removes F(Den).
 Italy builds F(Rom), F(Nap).
 Turkey removes F(AES).

REPORT.

ALBION 69/2.

(1969CF)

Spring 1905 Orders.

Austria (Wood);	<u>A(Bud)-Tri.</u>	<u>A(Bul)-Ser.</u>
	A(Vie) S A(Bud)-Tri.	
England (Hancock);	F(Hol)-Bel.	
France (Evans);	F(Naf)-Tun.	F(WMS) S F(Naf)-Tun.
	F(Mar)-Pie.	F(GoL) S F(Mar)-Pie.
	F(Lon)-ENC.	A(Lpl)-Wal.
	A(Gas)-Mar.	A(Bur) stands.
Germany (Stuart);	F(NTH) S A(Kie)-Hol.	<u>A(Kie)-Hol.</u>
	A(Mun)-Tyr.	<u>A(Sil)-Boh.</u>
	A(Ber)-Kie.	<u>F(Swe)-BAL.</u>
	A(Liv)-Mos.	
Italy (Watson);	<u>A(Pie)-Ven.</u>	<u>A(Tri)-Bud.</u>
	A(Ser) S <u>A(Tri)-Bud.</u>	F(Rom)-Tus.
	F(TYS) S F(Rom)-Tus.	F(Nap) S F(TYS).
	F(Smy)-AES.	F(Con) S Russian F(Rum)-Bul.
	F(Gre) S Russian	F(Rum)-Bul.
Russia (Robertson);	F(BAL) stands.	F(Rum)-Bul.
	A(Gal) S Italian	<u>A(Tri)-Bud.</u>
	A(Wer) S A(Gal).	A(Mos)-StP.
Turkey (Thomas);	F(ELA)-Ank.	

Retreats:- The Austrian A(Bul) has no place to go - eliminated.

Notation:- Underlined moves fail.

Deadline for the Autumn 1905 orders is:-

SATURDAY JUNE 20th 1970.

69/2 PRESS RELEASES.

From the Austrian Press.

Count Molochite announces that since Italy's Stab, he has formed a Russo-Franco-German-Turkish-English Treaty proposed to stamp out all naturalised Scottish Italians.

From the German Press.

Printed in all German newspapers today was the following Ministry of Health Statement:

'The populace is hereby warned of the dreaded Green Sickness spreading throughout Europe.'

'The disease is caused by imported spaghetti; it has so far infected Greece, Tunis, Serbia, Austria and also Turkey. The last two countries are particularly infected.'

'Those that suffer from the disease state that the first signs of the complaint are:- a feeling of well-being, followed by a feeling of joy at the sight of green colouring. Within a few months the whole land turns Green, and the population likewise becomes Green.'

'The Ministry recommends the following precautions, which have proved most effective: all spaghetti imported from Italy should be boiled for 21 minutes; any food of Italian origin must be fumigated. Most important of all, people should group together and try never to speak to stray Italian organ-grinders. The spread of the Green sickness must be stopped. Many people even believe the disease is carried through the post, in letters from Italy.'

'You are hereby warned - any letter from Italy should be returned unopened. These letters bring certain DEATH.'

'In the meantime the Ministry of Defence is repairing the giant box, from which the disease is believed to have escaped. It is hoped the peoples of Europe can force the Green sickness to crawl back into its box.'

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And now we come to the fisticuffs yet again, in the form of the new ALBION game 70/3 (no Boardman number yet, as far as I am aware). Please note that Malcolm Watson is the gamesmaster for this game, and orders should be sent direct to him; if you want to send them via me to save postage (i.e. if you are writing to me anyway) make sure they are so sealed that I can't read them without Malcolm spotting it!

Please note also that all complaints concerning poor games-mastering, failure to print your press release etc. will have to be directed at Malcolm, not at me. As it happens, I imagine Malcolm will make a much better job of gamesmastering than I have done, anyway, so complaints will not be necessary. ???

REPORT.

ALBION 70/3.

Spring 1901.

The players:-

Austria Richard Redd, K'vutzat Urim, Doar Na Negev,
Israel.

England Don Turnbull, 6 St. George's Avenue, Timperley,
Cheshire, England.

France Edi Birsan, 48-20 39th Street, Long Island
City, New York 11104, U.S.A.

Germany Chris Hancock, 17 Mellard Road, Chelmsford,
Essex, England.

Italy David Jones, 4/58 Deveron Drive, Tilehurst,
Reading, Berkshire, England.

Russia Bernie Ackerman, P.O.Box 6, Daggafontein,
Transvaal, South Africa.

Turkey Buddy Tretick, 3702 Wendy Lane, Silver
Spring, Maryland 20906, U.S.A.

Gamesmaster Malcolm Watson, 3 Hawthorn Avenue, Timperley,
Cheshire, England.

The moves:-

Austria (Redd);	F(Tri)-Alb. <u>A(Vie)-Bud.</u>	<u>A(Bud)-Rum.</u>
England (Turnbull);	F(Edi)-NWG. A(Lpl)-Yor.	F(Lon)-NTH.
France (Birsan);	F(Bre)-MAO. A(Mar) S A(Par)-Bur.	A(Par)-Bur.
Germany (Hancock);	F(Kie)-Hol. A(Mun)-Ruh.	A(Ber)-Kie.
Italy (Jones);	F(Nap)-IOS. A(Rom)-Ven.	A(Ven)-Pie.
Russia (Ackerman);	A(War)-Ukr. F(StP-SC)-GoB.	A(Mos)-StP. <u>F(Sev)-Rum.</u>
Turkey (Tretick);	A(Smy)-Arm. F(Ank)-Con.	A(Con)-Bul.

Notation:- Underlined moves fail. S = supports. C = convoys.

Liv = Livonia. Lpl = Liverpool.

NTH = North Sea. Nor = Norway. NWG = Norwegian Sea.

Generally speaking, sea spaces are notated in upper case (thus BAS = Barents Sea, GoB = Gulf of Bothnia, NAO = North Atlantic etc.)

Deadline for the Autumn 1901 orders is:-

THURSDAY JULY 9th 1901.

70/3 PRESS RELEASES.

From the Russian Press.

Speaking on the occasion of the launching of our latest battle-cruiser, the Grand Duke said that on his recent fact-finding tour of the Continent, undertaken on request of his brother, it was evident that a strange madness has gripped Europe's Great Powers. Almost without exception, sane and reasonable dialogue between States has ended. Now the armies glower sullenly at each other across disputed frontiers. The merest spark will be cause enough for war, and, by reason of the complex net of alliances, it will soon involve us all.

Speaking slowly and without emotion, the Grand Duke seemed tired and old beyond his years.

Then came the bombshell; raising his voice for the first time he said that General Mobilization would be ordered and that the mutual Defence Pacts, signed by Sweden and Rumania in 1891, would come into effect immediately. The Russian Empire would tolerate no further interference in its traditional spheres of influence. The country's patience could be pushed only up to a certain point.

His concluding remarks are worth memorising: "The forces which desire the end of civilised life are powerful beyond belief, but if we all put forward our utmost effort we can preserve our own way of life."

TASS.

From the Austrian Press.

Round-up of News from the Capitals of the World.

VIENNA.

In a rare display of generosity today Prince Reddernich, the Austrian foreign minister, announced that the protective blanket of the Imperial Peace will be spread over the entire Balkan peninsula. Prince Reddernich said: "Pan-slavism is dead, Pan-germanism is dead, alles ist gornicht." His Imperial Majesty, Emperor Francis Joseph II, was heard to remark: "Duh!"

PARIS.

One thing not dead is Neo-napoleanism. The foreign ministry of the fourth republic, apparently feeling that Nappy II didn't do a good enough job back in the 1860's, contrive that once again forces of French expansion are rumbling in the West. All loyal Austrians have banded together behind our beloved Emperor, His Imperial Majesty Francis Joseph II, to protect his summer villa in the Italian riviera. Prince Reddernich was heard to state: "The French gambling taxes are entirely too high. Something must really be done about this."

CONSTANTINOPLE.

The Turkish Empire is once again mobilised against the great Bear from the North. Russian rumblings from the Caucasus have

tipped off the Sultan that something is not right. Rumours of war are in the air as peasants are dragged off the land and enlisted in the army. Prince Reddernich has naturally offered to mediate in the quarrel, but so far both parties are mum.

HAIFA.

(How did that get in?)

Officials of the mufti of Jerusalem are alarmed at the increasing inflow of Jews from the countries of Eastern Europe. The mufti (in mufti) was heard to remark: "Pretty soon we'll have to stop saying Salaam aleichem and start saying Zei Gezunt. If the Russians would learn how to handle their pogroms, we wouldn't have this problem."

FLASH! - BERLIN.

Count Fumble-fingers Duddlebrain takes over Foreign Ministry. All countries receiving declarations of war from Germany, check to make sure it's addressed to you.

From the British Press.

It is hereby stated that all official news emanating from Great Britain will appear by permission of Roland ffeatherstonehaugh, our Man in Whitehall. Any pernicious statements herein, which do not appear by express permission of the Hon. ffeatherstonehaugh are to be regarded as illegal, irresponsible and immoral. The following news is printed by permission of Roland ffeatherstonehaugh.

The House was grave today when news of the European disaster reached Members. The Hon. ffeatherstonehaugh spoke for ten minutes to announce the outbreak of hostilities, and not a word was spoken thereafter for a considerable time. At lunchtime the House awoke and departed, leaving the Hon ffeatherstonehaugh crying quietly into his port. During the respite, which lasted three weeks, the Hon. ffeatherstonehaugh became the Rt. Hon. ffeatherstonehaugh. He swore that when he entered the peerage he would be known as Lord Im. At least the press would then spell his name right.

Our M.I.1453¹/₂ spokesman said today that the British Intelligence network in Europe had already been set up in anticipation of just such an eventuality. Manning the sewers as customary, their net extends from the great Paris Sewers to a small hut near a farm outside St. Petersburg - from the Berlin GeCloset to the fleshpots of Tunis. Contact between adjacent agents, contrived by carrier-rats specially trained in London, had so far revealed nothing unusual. However it is reported, by way of a personal touch, that the Turkish foreign minister has been struck by an attack of the Russian stroganoffs, and hasn't been seen for weeks.

England therefore waits for grim news to arrive. Meantime the one-man rowing boat, commanded by Alec Tulip, and intent on a round-the-world trip without oars, sails peacefully into the North Sea, little knowing that his first port of call was meant to be Newfoundland.



HAWKERS
AND
FRENCHMEN
ONLY

CARTOONS
DONT WIN
WARS

THE TWO *
THE B! * * * ?
THIS MEANS WAR