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ALBION

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mental prowess of Mrs. Emily Sproggs, 33 Cheyne Mansions, Harrow-In-The-Wold, who recently counted the Conservative majority, and had to be revived afterwards by a recording of Robert Louis Stevenson reciting extracts from Scottish Traditional Poetry.

However, none of these events are as world-shattering as the fact that ALBION has now survived for more than a year of publication; you hold the evidence of this statement in your hands (or behind your left ear - I can't force you to read it) at the moment.

But it's true, folks. 367 days ago, counting from the time of typing this page, the first issue of ALBION crept into your hearts. We think it is an appropriate time for celebration. Ready?

HIP...HIP....HURRAH!!!!!!!

That's better. Hope you enjoyed it - nothing like a co-operative effort, really.

Being serious for a change (I told you this was a special issue), the end of the first year of publication is a very suitable time for taking stock, appraising progress, and looking into the future.

I want to thank some people at this point.

First, Bob Johnson, who introduced me to postal Diplomacy. Rod Walker, Don Miller and John McCallum, who gave me much encouragement in the early days of ALBION. It is without shame that I admit - the structure of ALBION has been based on the magazines sent me by these good people, and without them I could not have got the thing off the ground. Charles Wells, Jeff Key, Dick Holcombe and the others who have never complained on receiving ALBION in trade for their own, superior, magazines.

Jim Dunnigan, without whose help the S&T game reports could never have appeared in these pages, and whose answers to the questions raised in these reports help enormously to spread the word round Britain.

Fred Davis and Rene Nokin, who supplied ALBION with the rules of completely original games.

Allan Calhamer, who started the whole thing.

Finally, but by no means least, all the ALBION players, subscribers and traders, whose cash has allowed the magazine to carry on in relative financial peace.

Oh yes - the Post Offices of Great Britain, USA, Canada, Israel, South Africa and Ireland, who have not yet lost a single copy of ALBION, as far as I am aware.

One more, of course - my thanks to my wife, who I see around the place from time to time.

And one other - Malcolm Watson, who has supplied cartoons for nearly every issue, and George Forster, who has supplied the cover art.

You may remember that issue 1 announced - 'Yes, dear reader, this is ALBION, a Diplomacy magazine of no distinction whatever. Note particularly the miscellany of rubbish which pervades this, the first, issue.'

Certainly, on looking back through the pages, I have managed to live up to at least one of these clues to the modus operandi of ALBION - the consistency of the rubbish I write is proved beyond question, from the pitiful efforts at four-dimensional philosophy in the early issues, to the 'It could only happen in England' articles, which still appear from time to time, and the game theory series, the first error in which is revealed later this issue.

There have been highlights, of course - Allan Calhamer's idea for the Diplomacy Bourse, the new games of Fred Davis and Rene Nokin, Ken Norris' article on Stalingrad, and one or two others. However, in the main, the emphasis in the magazine has been on comedy, and pretty corny comedy at that. You can't complain about this, of course, since if you want better comedy in the magazine, you must contribute it yourself. And this department has sadly lacked contributions from the readers.

However, the 'Diplomacy magazine' aspect has not been maintained, and with deliberate policy in mind. Flipping idly through my files of American Diplomacy magazines, I have come to the conclusion that three basic types of Diplomacy magazine exist.

1. The type which merely prints moves and press releases, with no additional material of any kind. Apparently these are in the majority, although I am glad to say I don't get any of them in trades (I don't count DIPLOPHOBIA in this category, since it is only one of a family of magazines, and it is the family, not the individual magazines, that should be considered).

2. The type which prints game results and other material, Diplomacy-related or otherwise. Examples are NUMENOR by Rod Walker, LEBOR GABALA etc. by Jeff Key, and LONELY MOUNTAIN etc. by Charles Wells and company. The success of this type of magazine depends to a great extent on the editor in accumulating articles, and in this respect a consortium of editors will obviously find the job easier than a single harassed individual (witness the interesting variety of the issues of LONELY MOUNTAIN). ALBION belongs to this class of magazine.

3. The rare type which prints game results and other articles, the latter being Diplomacy-related only. To be able to produce such a magazine requires that the editor be very experienced in Diplomacy and all its ramifications. John McCallum's SERENDIP and Don Miller's DIPLOMANIA are two examples of this rare type, and very interesting too.

ALBION being firmly entrenched in type 2, it has been my endeavour, each issue, to try to inject into the magazine articles of a more general wargaming nature, since if I were to fill the pages with my own political or social comments, for instance, no-one would buy the thing.

ALBION is, of course, in a singular situation, and here's where pretty strong links with AHIKS come in. As British Regional Director of AHIKS, I communicate regularly with the members of the region, and find their comments echoing those I made when first I became aware of the Society and joined. Comments on the apparent paucity of wargamers over here, for instance, on the lack of an authoritative wargaming magazine, on the lack of any organ which serves to circulate information on wargaming around the country.

It seemed to me (and still does) logical that ALBION could contribute to these causes, if only in a very minor way. A logical step in the building-up process would be to form a family of magazines - one to announce results of Diplomacy games, the other to carry articles on any aspect of wargaming, military history etc., including Diplomacy material. This idea will be investigated further in September, but I think you can take it for granted that it will eventually become practice.

The competition to decide on the name for the new magazine has already been announced, and quite a few entries have arrived already. The results will be announced later this year, the closing date being September 1st.

Meantime, however, I want to build up an accumulation of articles. They may be on any subject whatsoever, with the proviso that, if the article is not about wargaming, military history, etc., it should be satirical or comic - I want no serious political or social/moral platforms in the magazine. I will be working out a scheme whereby contributors of articles get a portion knocked off their subscription, so there's some encouragement for you.

Finally, the magazine will contain articles submitted for the AHIKS Regional Bulletins which are considered to be too long to go in the latter, unless the author specifies regional circulation; in other words, the combination of the magazine with the AHIKS regional bulletin will take place at least in part.

The division into two magazines will automatically reduce the subscription to the 'games' magazine by a considerable amount; the 'non-games' magazine will be published on a more realistic schedule - probably monthly, and regularly at that. Lengths will vary, of course, but there's not much I can do about this.

So there you have, in a nutshell, the proposed future of this magazine. I earnestly request your support in this development, since without the support of the subscribers (and I don't just mean money) the magazine is worthless. So get producing those articles, that art-work.

And now we had better get on with the birthday. Thanks for listening.

djt.

The British Region of AHIKS is, at this moment, considering arrangements for the next regional meeting, to be held in October/November this year. One of the items considered is a multi-commander game - the game itself hasn't been chosen, but a lot of thought has been given to the organisation of such an aspect, mainly by Michael Nethercot. He recently let me have some thoughts on the organisation of multi-commander games for conventions, and asked me to print it, either in ALBION or the regional bulletin, as I thought fit. I choose ALBION, since it has a wider circulation, and therefore will distribute copies of the pages to follow to those unfortunates in the British region who still do not subscribe to ALBION, presumably on strict instructions from their psychiatrist.

#### MULTI-COMMANDER GAMES FOR CONVENTIONS.

by Michael Nethercot.

##### Part 1 - Organisation.

1. The aim of this paper is to outline some of the procedures which may assist those involved in the planning, direction and playing of multi-commander 'face-to-face' map games. Readers are invited to comment or to suggest amendments through the pages of ALBION - please send all contributions to the editor.

2. Some members of the AHIKS British Region are experienced in multi-commander postal games - the Jutex series of JUTLAND is a current example. To my knowledge this is the only postal game involving more than two players which has been run under the auspices of the Society. \*\*Michael deliberately excludes three-player games, consisting of two players and a monitor, for obvious reasons. djt\*\*

Diplomacy, though requiring more than two players, is not a true multi-commander game because each participant acts more or less independently. Players, to suit their own convenience, enter into alliances and agree, usually under special conditions, to carry out specific actions aimed to further their own ends. But all arrangements, alliances - call them what you will - are not binding and may be broken in accordance with the rules of the game.

A multi-commander game is one in which two, or more, groups of players play one another as teams. Individuals, once allocated to a team, may not change sides during the course of the game.

3. The advantage of multi-commander play is that it provides a more realistic simulation of actual command conditions. Essentially, the set-up is similar to professional wargames used in military training for exercise purposes.

4. Few commercially-produced games appear to be suitable for adaptation to multi-commander play face-to-face, without drastic revision. In any event, the standard board is too small to make play convenient. The hex grids and unit counters need to be clearer and a shade larger than standard size. A  $\frac{3}{4}$ " square counter with 1" hex looks to be about the right size.

5. The rules of a multi-commander game should be reasonably simple and precise, adapted perhaps from a two-player game, or preferably specially drawn up for the occasion.

6. For Convention purposes, the game must be designed to run for a relatively short period of time. Allowing for breaks in continuity and ensuring that interest does not flag half way through - these and other considerations are essential. The victory condition should be set so as to give a clear-cut decision within the time-limit.

7. As long as possible before the Convention takes place, a member of the Society should be given the task of organising the game. His specific responsibilities are as follows:-

- i) to allocate players to teams, by lot.
- ii) to distribute copies of the rules.
- iii) to prepare and distribute such special instructions or rules to suit the needs of the Convention.
- iv) to set up the game at the Convention.
- v) to act as monitor at the Convention.

He will certainly need to farm out specific jobs to individual members during the preliminary play stages, and, in the case of a specially-designed game, to keep in close touch with the designer.

8. It is assumed that the first multi-commander game to be played at a British Region AHIKS meeting will be based on a well-known historical campaign. The monitor/organiser should appoint two Commanders to head the respective teams and define in broad terms how he wishes the game to be organised.

9. As an example - assume that the game is based on the German/Russian campaign of 1942.

Maps are prepared for the battle area, and a fully-referenced grid drawn.

The initial order of battle is prepared and unit counters made up.

The rules are copied ready for circulation.

The game requires three players and a Commander to each team, making a total of eight.

The membership is circulated - those interested in taking part in the game at the Convention are asked to notify the regional director. In the meantime, the latter has appointed a member to be Games Master for the convention.

The Games Master will either act as monitor for the multi-commander game, or delegate the task to someone else - preferably the latter if the Convention turn-out is likely to be good.

From this point on, the monitor takes over and deals directly with the players.

10. It is particularly important that members volunteering to take part in the multi-commander game should honour their commitment, otherwise the whole bag of tricks will be as dead as a dodo, a lot of hard work having gone down the drain.

11. We now have our monitor, our players and the two Commanders. Each player receives a copy of the rules and all relevant information from the monitor (free!).

Part 2 - Mechanics.

1. The monitor decides how he wishes the game to be managed at the Convention and lays down the way in which play is to be conducted.

Special rules are prepared by him and forwarded to each player as soon as possible.

As nearly all the arrangements have to be made by post, he should allow plenty of time to deal with queries.

2. The monitor must include, in his instructions to players, the following:-

- i) any variations or additions to the published game rules (tactical).
- ii) the conditions of victory for the Convention.
- iii) the order of battle and the initial deployment.
- iv) the directions to the Commanders respecting their responsibilities and areas of authority.
- v) the command methods to be employed, including the use of written orders, high command conferences and allocation of resources.
- vi) any other item which he considers will facilitate play.

3. Under item iv), the monitor asks each Commander to decide his plan of campaign and submit this for approval. The plan is, of course, 'secret', and the monitor is under no circumstances allowed to divulge its contents to any third party. The monitor will give each Commander such information as he deems necessary to formulate a plan. He may, if desired, withhold certain details such as the arrival of reserves or supplies.

4. Once approved, the plan is entirely in the hands of the Commander, who notifies the players on his team of the contents. The plan should be prepared and approved at least three weeks before the date of the Convention.

5. In this particular example, copies of the maps would not be available until the date of the Convention. However, the monitor could be provided with a number of small scale sketch maps showing the approximate 'front' at the opening of the game. He will receive all the unit counters and set up the game at the Convention in accordance with the agreed deployment.

6. Before play commences each Commander will be allowed time to check his deployment and to confer with his players. The monitor may, at his sole discretion, make such amendments to counter locations in the light of representations made by the two Commanders.

7. At intervals during the game, the monitor will (under 2 v)) stop play and allow each side to adjourn for a conference (a suitable venue - the bar!). Spying is, of course, allowed!!

8. The game is likely to be played on at least three separate map boards. These should be set up adjacent to one another in order to ensure a continuity of playing area.



Units will be allowed to transfer from one map sheet to another. The sketch map of the battle area will, of course, show the division of the board into its component sheets. Commanders may need to split their subordinate Army, or Front, boundary lines so that a player has to play on more than one board at a time. As a general rule, it would be advisable to allocate the command structure by geographic boundaries. In this way, all units within a defined area come under the control of one player, regardless of their initial placement.

9. The monitor may allow a degree of 'hidden movement' - particularly in areas behind the front line; perhaps allowing units not in combat or contact with the enemy to be placed face down on the map.

Reserve or replacement units located in the rear areas might not appear on the board but be recorded on a sketch map.

10. Perhaps the most important job for the monitor is to control the move sequence on each map board. Both sides must, of course, play in the correct order and a turn must start at the same 'real' time on all map boards. To ensure reasonably fast play, it is proposed to have a time limit for each move, with an allowance between moves for the issuing of orders etc.

11. To make the game more realistic, the monitor could insist that all orders and communications between players of the same side be restricted to either written messages or to simulate radio in 'oral code'.

In addition, each subordinate commander would be required to set up an HQ, its location being known only to the monitor and friendly players.

Special additional rules regarding the functions of an HQ might be included.

12. Assuming that sufficient players are interested in the idea of a multi-commander game, we could have the opportunity of experimenting at the next ANIKS British Region Convention.

Michael Nethercot.

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My thanks to Michael for this interesting article. He has clearly given the matter a considerable amount of thought, and has come up with some ideas which would never have crossed the minds of lesser mortals. Myself, for instance. With these suggestions as a basis, I see no reason why a multi-commander game should not be arranged for the ANIKS meeting, providing we can all decide on which game is to be played.

This question has, in fact, been something of a problem. Some members have suggested Battle of Britain, others a Barbarossa game based loosely on the S&T game reported in a previous issue, still others Blitzkreig. Had the game Kriegspiel been better-known, it might have been a candidate. Any suggestions from American readers?

ALBION Game Review Number 6.

FLYING FORTRESS VERSION II

Published by Strategy and Tactics Magazine, Poultron Press, Box 396, New York 10009, U.S.A.

Price - I have lost or mislaid the piece of paper which gives this information; however, from memory, I think the price is 3 dollars, plus postage. First class postage to the British Isles costs an extra dollar per game.

Our thanks, as usual, to Jim Dunnigan, without the encouragement of whom these reports could not be produced.

Background.

This is the second version of the Flying Fortress game, and the objectives etc. are the same as those for FFI, reviewed earlier in this magazine. The fundamental difference between the two versions is that this one uses a step-reduction, rather than unit elimination, combat results system.

Presentation.

You need to buy FFI before you can play FFII, since the games both use the same board, and version II is supplied more or less as a 'conversion kit.' I suppose the mapboard is available separately, but can't be sure.

FFII contains a new set of rules, or rather a set of amendments to the rules of FFI, and a set of unit counters. A rather clever idea has been used for the new unit counters; each unit has two steps (i.e. the loss of the first step halves the combat potential, approximately, the loss of the second removes the unit), and the counters are so arranged that the first and second steps are back-to-back. Thus, if a unit loses a step, there is no need to search in the box for the new unit counter - simply turn the existing counter upside-down and the unit has lost the step, while retaining unit identification etc. This we think a very good idea (like all the best ideas, it is simple).

You also get new combat results tables, flak tables and planning charts.

The rules.

As mentioned above, there is little new in the rules of FFII which didn't appear in FFI. The main differences occur in the organisation and production of new aircraft types, and the rebuilding of units which have been reduced by a step, between missions in the campaign game. I played German in our test campaign game, and I must confess to still being unsure of the exact rules governing production etc. The referent section isn't very clear, nor does it say which of the FFI rules are to be obeyed and which are not.

Otherwise, however, the rules are perfectly good.

The play.

Jim Dunnigan, in the designers notes for the game has some interesting things to say, as follows:-

'To my mind, FFII is inferior to FFI. I don't feel that a step-down system of unit attrition adds much to what is basically a strategic game. And the fact that many people miss this important point created a demand for FFII. However the step down system is a rather minor fault. It "dirties" up the game needlessly; but then some like more "mechanical dirt" than others.'

In our review of FFI, comments were somewhat guarded, since we anticipated the step down system would improve the game, and we didn't want to rate FFI very high, then try to rate FFII even higher. Our problem in the playtesting was, therefore, to decide which was the better game.

Much to our eternal discredit, we still disagree on this point. I prefer FFI marginally, while Malcolm prefers FFII, again marginally. Having announced this, it is rather discouraging to find that neither of us can really justify our opinions. So we have tried, in this report, to produce a comparison between the two games, as unbiased as possible, and hope that this serves the purpose of the reviews.

Just in case it goes un-noticed, however, let us say at this point that we rate both games highly, and give them much the same recommendation as we gave Normandy and 1918. They are excellent play-value, and are ideally suited for postal play, whichever version is used. We would say that this game will become more popular than Battle of Britain, particularly in regard the length of time spent on postal games.

Before our comparison, let me quote another section from the designers notes.

'For the fighters, their maximum speed is built into their combat factor. At the same time, the "destruction" of aircraft units does not imply the loss of 50 planes at a blow, but rather the "disabling" of that group of planes as an effective unit. Planes, for example, could be forced to expend more fuel in combat than they could afford to and still continue their mission (this was particularly true of the Allied escorts). For all practical purposes, these planes were no longer useful for that mission, thus they are removed from the game. Sometimes the fighter groups are merely scattered (or a fraction of them, using the step system) so widely that they are no longer available to complete their mission.'

These statements, in our opinions, point to the whole crux of the comparison between the game versions. In FFI, the 'dispersal' is a common result obtained from the combat results table, and it is relatively rare for a unit to be eliminated at low attacking odds. The dispersal prevents the unit from moving the next turn, and also reduces the combat factor in the event of a dispersed unit being attacked.

The dispersal is, therefore, quite a potent weapon for either side, but particularly for the Germans. Dispersing a group of fighter units effectively removes them from action for a turn, and if attacking fighter units are dispersed, they become sitting ducks for the enemy fighters before the dispersal ceases to have effect. However the real value of the dispersal is for the Germans against the Allied bombing raids. For maximum effect, the Allied bombers should all arrive over a particular target city in the same turn and bomb at the same time, but this becomes difficult to organise if the bombers are continually harassed and dispersed on their way across France, Belgium and Holland. Thus the dispersal rule gives the German a chance to reduce the effect of the bombing on his cities, not by reducing the effective number of bombers, but by forcing them to bomb in a more disorganised way, and over a longer period of time. This we feel is a very sensible and workable combination of rules, and reflects very well the strategic 'feeling' Jim wanted to create.

The dispersal result has vanished from FFII, and in its place appears a step reduction combat results table. Thus bombers, setting off from England together, arrive over the target city together, since they cannot be delayed by a series of dispersals on the way. However they are almost certain to arrive in reduced strength, hence the risk of insufficient damage being done by the bombing to 'take out' the target system in that city. The disappearance of the dispersal means two things - first, the missions are likely to take slightly less time to play, and second, there are likely to be slightly more units on the board, since each side takes care to preserve a unit once it has lost the first step, production of a new unit costing much more than the re-building of one step.

As Jim says, then, the play mechanics do get slightly 'dirtier', but certainly not objectionably so. As far as actual playability is concerned, there is little to choose between the two versions.

One aspect of the two combat results tables is worth a mention. As an over-simplification, the game hinges on the destruction of the Allied bombers. It is interesting, therefore, to compare statistical expectations of destroying bomber units, looking at it from the German point of view. The table does this in the following way:-

Consider a basic block of six attacks on a single bomber unit, at various odds. Thus we consider six attacks at 1-4, six at 1-3, six at 1-2 ..... six at 4+-1. For each game, the expectation of bomber losses is given as the number of times, in each 'block' of six attacks, you could expect the bomber unit (or one or more steps, as indicated) to be destroyed, or removed from the game.

Remember, when reading the table, that since there is no dispersal in FFII, the bombers will take less time to reach their target, on average, hence the German has rather less opportunities to mount an attack.

1-4		1-3		1-2		1-1		2-1		3-1		4-1	
FFI	FFII	FFI	FFII	FFI	FFII	FFI	FFII	FFI	FFII	FFI	FFII	FFI	FFII
-	1*	-	2*	1	2*	2	3*	2	3*	2	1*	3	
									1!		3!		4!

Explanation:-

The numbers in the columns give the number of times, in six attacks at the given odds, you would expect a bomber unit to be eliminated, with the additional symbols being used only for FFII results.

The symbol \* denotes the number of times, in six attacks, one bomber step only would be lost.

The symbol ! denotes the number of times, in six attacks, when more than one bomber step would be lost (i.e. the bomber unit would be removed).

Note also that it is rare for German fighters to attack Allied bombers at odds greater than 2-1.

The comparison clearly favours the German slightly in FFII, which is a good way of compensating for the lower opportunity of attack in that game. In FFII, a lucky German can cause havoc with attacks at 1-4 or 1-3, although these will tend to be suicide missions, since I haven't included losses to the attacker, which are naturally heavy at these odds. Strangely enough, 1-1 attacks are better for the Germans in FFI than in FFII.

However it is not the intention of this table to comment on improvements to the combat results systems, but to compare the two systems, and the comparison seems valid in the light of the slightly different situation in 'time' between the games.

We will have to leave you with this vague medley of thoughts; we could go on discussing the games for quite a few more pages, without reaching any conclusion about which is the better of the two games. You will just have to weigh the evidence for yourself.

Of course, you need to buy FFI first anyway, which will give you a better idea of the arguments involved. You will find it well worth the expense.

One final point, at the risk of causing Jim Dunnigan to tear his hair in anguish - why not have yet another version, with the step down system for the fighters, and the dispersal rule written into the combat results table for the bombers only??? Actually, this is quite a serious suggestion,, although we realise Poultron Press have better things to do than continually invent new versions for Englishmen with bees in their bonnets. It's a thought, though.....

Conclusion.

Both games are highly recommended. Please clean up the production rules in FFII, but otherwise don't touch a thing.

GAME THEORY.

Part 15. Is The Authors Face Red???  
or Would You Believe A Deliberate Error?????

When an author sets out to write something, he can be sure that, sooner or later, he will put up a point more easily demolished than the others, and that someone will take him to task on it. When writing about mathematics, the risks are correspondingly greater, since the material of the writing is concerned with indisputable facts, and an error is therefore obvious.

When I started the Game Theory articles, I had the strong suspicion that I would fall into this pit, and that someone would write to correct me on a matter of one calculation or another. The fact that few subscribers seem to read these articles, although rather discouraging in itself, only postpones the fatal day when I make an error and someone discovers it.

So it is with this series. Reading my mail a few days ago, my normal composure was shaken by a letter from Bernie Ackerman, part of which goes as follows:-

'Arthurs financial problems appeared in ALBION 9&10. I get the following matrix:-

		Weather is:	
		Fine	Wet
He buys for	Fine	$16\frac{1}{4}$	$-6\frac{1}{4}$
	Wet	$-6\frac{1}{4}$	$31\frac{1}{4}$

You can see where the difference is. Obviously I've made some error. **\*\*!!! djt\*\*** My calculations seems OK (oh for the joys of a decimal currency!) so maybe I've misunderstood the basic problem. Taking the Arthur fine/wet weather slot as an example, my reasoning is thusly: he buys 500 bottles and 100 packets of peanuts which cost him £27-10-0d. However, the weather being wet, he can only sell 200 bottles, the rest going waste. There is a demand for 700 peanuts, but having only 100 packets, that is all he can sell, bringing in £6-5-0d. This, plus the £15-0-0 for the bottles makes a total of £21-5-0d, i.e. an overall loss of £6-5-0d. Please explain my error quickly!'

Well, your error, Bernie, is in assuming that I can perform accurately the calculations I expect everyone else to perform. A common failing among schoolteachers, or so I'm told. Of course, Bernie is absolutely right. The error I have made is simple - I assumed that anything left unsold on one afternoon was good for stock the next - in other words I had forgotten about the gang of thugs who destroy Arthurs stall after each match, despite the fact that I had carefully invented them in the question, presumably for one reason or another which I can't for the life of me remember.....

Being a schoolteacher makes one quickly aware of ones own failings. When I meet a new Sixth Form group, I never fail to warn them that they must not accept my arithmetic as accurate, and that they should be careful to check the results for themselves. It is not until later in the course that they find the same is true of my algebra, my trigonometry, my geometry, my calculus, my group theory, my statistical theory, my probability theory, my linear programming, my vectors, my matrices, my coordinate geometry, my Markov Chains and my ability to turn up on time, and at the right place, for lessons. After all, they are there to learn.....

So it is with all humility that I confess that an error has been made, and that Bernie's matrix is correct. I don't suppose you will believe a competition for 'spotting the deliberate error'? Well, if you do, Bernie has won the prize. But he forfeits it for mentioning the fact. After all, it is the prerogative of the author to make errors - the readers merely pay cash, sit back, and enjoy it. Or so the theory goes.....

At this stage, without question, I must at least print the solution to the problem, using Bernie's matrix as a basis. It is as follows:-

Arthur buys for fine/wet in the ratio  $37\frac{1}{2}:22\frac{1}{2}$ , or 5:3, dividing by  $7\frac{1}{2}$ . So he stocks up for a fine day five times every eight days, and for wet weather for the rest. His expectation of profit is now 37-16-2d, which is a good deal less than in my version. So the thugs cost him, on average, 36-11-4d. Marvellous what the removal of capital punishment will do to private enterprise.....

So, with hanging head and lacking-in-confidence grin, we proceed to the next meat in this part of the series, which concerns a question asked in issue 17, page 7, to which no-one has submitted an answer.

You may remember that we were considering practical methods of reproducing a game theory solution, and that we were confronted with the odds 11:9:15, having only two dice available.

We really need to discuss, at this point, the frequency with which various scores appear, using the sum of two simultaneous die rolls as the score. I won't bore you with the theory at the moment, but the facts are that the scores 2-12 appear with the following frequencies, out of a total of 36 rolls. Statistically speaking, that is - you would be lucky to get these frequencies in just one trial of 36 rolls of two dice. It's the old 'in the long run' argument, which applies to all things statistical. Including barmaids in pubs, although the 'long run' might be longer than your wife will tolerate.....

Score. (Sum of the two numbers showing).	Number of times, in 36 trials, the stated score would be expected in theory.
2	1
3	2
4	3
5	4
6	5
7	6
8	5
9	4
10	3
11	2
12	1

Now, the odds we are looking for - 11:9:15, add up to 35, so we need first to ignore a score of either 2 or 12, and roll again if this score appears. Let us decide, for the sake of argument, to ignore a score of 12.

Now, we need other results which add up, in frequency, to 11, 9 and 15. As long as the expected frequencies add up to the right total, it doesn't really matter what combination of scores you choose. Just as one possibility, it could work out like this:-

Strategy 1 when 2, 3, 4, 10 or 11 is rolled.

Strategy 2 when 5 or 6 is rolled.

Strategy 3 when 7, 8 or 9 is rolled.

Roll again when 12 is rolled.

Quite a simple process, really, and not wasteful, since you would only ignore one result in every 36 trials, on average.

These figures, for the frequencies of occurrence of scores with two dice, are useful to devotees of the game the Americans inelegantly call 'craps', but which the reserved British call 'American dice' (no doubt forever wishing to blame the evils of gambling onto someone else, and quite forgetting that a fair proportion of our national income comes from gaming taxes.)

Perhaps sometime I will write an article on probability in gambling, although American literature already has a fair amount of this around, and the careful British don't gamble anyway..... Might help us understand Damon Runyan a bit better, though.

The series on game theory seems to have dried up this issue, since I have wasted nearly all the available space in making excuses for my own errors and in messing about with probability theory (didn't you know it was probability theory? well, well). Therefore I will suspend the next instalment of the series until next time. I know the keen workers who read the articles, and then avidly pore over the homework, will be disappointed by this; however into each life some rain must fall. Or something.

Prof. Erasmus Thing.



ALBION Trades and Subscribers List.

Correct as at July 9th 1970.

- Symbolism:- T = we have a trade agreement.  
 TA = we have a trade agreement, copies coming to you by printed matter airmail. Your credit or debit in this respect is indicated thus (...)  
 S = you are so carefree with your cash that you spend it on a subscription to this magazine. The figure in (...) indicates the last issue you will receive unless you renew.  
 P = you play one of the games in ALBION, or more than one in some cases. The figures in \*...\* indicate the last issue for which you have paid postage.  
 A = special category.

Notice that there are a number of changes in credit, which is the reason for printing a list so soon after the previous version.

1. Michael Nethercot, 20 Moray Close, Rise Park, Romford, Essex. P. \*78\*
2. Malcolm Watson, 3 Hawthorn Avenue, Timperley, Cheshire. P. \*N/A\*
3. Colin Newcombe, 115 Longdown Road, Congleton, Cheshire. P. \*N/A\*
4. John Robertson, Upper Dungalass, Arbroath Road, Broughty Ferry, Dundee DD5 1QN. P. \*32\*
5. Chris Hancock, 17 Mallard Road, Chelmsford, Essex. P. \*29\*
6. David Wood, 60 Woodgate Avenue, Church Lawton, Stoke on Trent ST7 3EF, Staffs. P. \*22\*
7. Rod Walker, 5058 Hawley Boulevard, San Diego, California 92116. TA. (£1.72)
8. John McCallum, P.O.Box 52, Ralston, Alberta, Canada. T.
9. Jeff Key, 4611 N. Pennsylvania, Apt. 1-D, Oklahoma City, Oklahoma 73112. T.
10. Dick Holcombe, 45 Kimberlin Heights Drive, Oakland, California 94619. TA. (-\$1.45)
11. Ray Evans, 12 Mareth Road, Bedford, Bedfordshire. P. \*29 plus 2d\*
12. Bob Johnson, P.O.Box 134, Whippany, New Jersey 07981. TA. (?)
13. Don Miller, 12315 Judson Road, Wheaton, Maryland 20906. T.
14. Bob Thomas, 155 Coxford Road, Shirley Warren, Southampton SO1 6JK, Hants. P. \*27\*
15. Bob Stuart, 3 Millwood Road, Wokington, Kent. P. \*3/4 plus 4d\*
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17. Sheila Minion, 7 Beeley Close, Allestree, Derby DE3 2PY.  
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18. Charles Wells, 3021 Washington Boulevard, Cleveland,  
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20. Larry Fong, 704 Alice Street, Oakland, California  
94607. S. (14!!!!)
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30. Allen Calhmer, 321 W. Calendar Avenue, Kensington  
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31. Jim Dunnigan, Poultron Press, Box 396, New York City,  
New York 10009. A.
32. Tony Jones, 32 Saxon Close, East Preston, Near Worthing,  
Sussex. S. (25)
33. Ian Erskine, 46 Carnlough Road, Cabra, Dublin 7, Ireland.  
S. (22)

Saving on postage anticipated! Every US copy of this issue, with the single exception of the game report for players in 70/3, will be conveyed to the US in my own hand, and mailed from there. Actually, the mailing cost will be about the same, but those who normally get ALBION surface will get this issue rather earlier than expected, and probably before the previous issue arrives.

Those in 70/3 from anywhere overseas - your accounts are difficult to keep absolutely accurate, since I don't ever know how much an issue will cost to mail before I actually mail it, by which time the account is already in print. So, please bear with me on these figures - rest assured that the account you see in this issue is accurate as at the last issue, if you follow me. The same applies to those in the TA category. Hopefully all these matters will be brought up to date during my visit to the US.

LETTER.

From Charles Wells, temporarily c/o Summer Programs,  
Bowdoin College, Brunswick, ME 04011.

Dear Don,

Some students from Cambridge who are here for the Seminar have told me that Diplomacy is played furiously and often at Trinity College in Cambridge. One person there, P. Swinnerton-Dyer, is so good that everyone gangs up on him to start with. Why don't you send him a sample copy of ALBION? (This means that Prince Charles has likely been exposed to Diplomacy, too, although it may seem a pale shadow considering that some day he'll get to play REAL Diplomacy!)

Nearly every research mathematician under 35 that I have ever met knows about Diplomacy. Probably because it's played so much at universities. Oddly enough, it seems from what I have been able to gather that it is played more at the best universities than at the mediocre ones; I know it is, or has been, played at MIT, Chicago, Caltech and Yale, which are all in the very top rank. (Also, of course, at my university, which is definitely NOT in the top rank).

The game theory articles are not old hat to me, or rather they wouldn't be if I read them. \*\*In a recent letter to Charles I expressed reluctance to believe that Charles had read the articles without detecting the errors which must appear with appalling regularity in the series, and assumed that the material in question was 'old hat' to him and hence not worthy of comment. djt\*\* Unfortunately game theory BORES me, which no doubt says more about me than about game theory. I did read your exposition of matrices and determinants and thought it was extraordinarily clear and elegant. I wish I could write the PARLEMENT rules that clearly. (They are much better written than they once were, though).

I have been working the last few days on the sample game for the new third edition \*\*of PARLEMENT\*\*. It will run through three elections and should make the playing of PARLEMENT much clearer. Also my introduction of a basic game, where Governments are determined by lot instead of negotiation, should help matters. After I get the third edition done, the next step will be designing a board for 'in-person' play. I have skimmed on that, concentrating on postal play, because of the difficulty of getting people together to play in person. But the game should sell better with a board (even though I'll have to raise the price - but I'll continue selling the rules by themselves at a lower rate). After all, there are an awful lot of Diplomacy players who would never dream of playing postally. There is something in their personality that inhibits them from enjoying a game where they have to wait two or three weeks between moves. I believe there must be five Diplomacy

(from Charles Wells, continued).

players who feel that way for every one who enjoys postal play. Presumably the same will be true of PARLEMENT players.

Stay well.

Charles.

\*\*Many thanks for the letter, Charles, and for the information it contains. I will certainly send a sample copy of this issue of ALBION to Mr. Swinnerton-Dyer at Trinity, although the summer vac will ensure that he doesn't get it until some time in September (or is it October nowadays?) Hopefully this will have the effect of introducing a new group of players to postal Diplomacy, and perhaps university expenses will leave a small amount free for a subscription to ALBION. Did I hear someone say 'money-grabbing again'? Sheer commerce, I assure you.

It is probably true to say that there are many groups of Diplomacy players up and down the country who have no idea the game is so popular in the USA, and who probably are completely unaware of the existence of other groups and of ALBION. After all, the game has been on sale over here for at least ten years, to my personal knowledge, and the fact that it still appears in the shops means that someone must buy it. I leave this point with the heartening thought that, if we are able to increase the circulation of ALBION, I will be able to reduce the subscription correspondingly, and no longer will weep buckets every publication day.

Attitudes to PARLEMENT over here have been somewhat mixed. About eight people in this country have copies of the rules (second edition), but many seem to find them difficult to put into practice. ALBION has had a PARLEMENT game open to British players right from issue 1, but only one or two players have expressed their interest in joining in. The third edition might help clarify the picture here, of course, but I wouldn't be surprised if many regard the rules as too complicated for a seven-player postal game. They are certainly much more complex than the Diplomacy rules, and although I have had the advantage of following games in play in the pages of LONELY MOUNTAIN, I must confess the thought of acting as gamesmaster for a game makes me a little apprehensive. However I am always prepared to try.

I still have a few copies of the second edition of the rules, incidentally, for 10/- including postage. If anyone wants a copy of the third edition, I will see what arrangements I can make with Charles.

Regarding the comparison between postal and 'in-person' Diplomacy. My comments are of dubious validity, since I have only played postally. However it strikes me that a postal game is, on the whole, much harder to play than an 'in-person' version; it also removes from the play certain semi-Diplomatic aspects which could arise face-to-face, such as the punch on the nose, the elbow casually across the board, or the removal - unknown to the player - of one of his vital units. Whether this makes postal play better or worse I can't say for sure..... djt\*\*

An ALBION Glossary.

At the end of the first year of publication of this dismal magazine, it occurs to me that many people, receiving only the more recent issues, might wonder what they are missing in not owning every issue from the very first. With this in mind, there follows a sort of catalogue of the nonsense which has pervaded these pages since July 1969. Articles are listed by page number, sometimes with a brief explanation where this seems necessary. Also appearing are prices of back issues, and the number of copies left for sale. Some issues are completely out of print, and I already have an order from one or two people for photo-stat copies of these issues. This order will be filled when the demand justifies the expense of photo-copying.

\* \* \* \* \*

Issue 1. July 2nd 1969.

One copy left. Price 6d.

1. Editorial and introduction.
2. Game report - 1969BG Spring 1901.
3. 1969BG press releases.
6. A Note on Nomenclature - a totally false derivation of the title ALBION.
7. Miscellany - builds, trades, articles.

Issue 2. July 22nd 1969.

9 copies left. Price 6d.

1. Editorial.
2. Trades and Subscribers list. American magazines.
3. The NPTF Games Bureau - introduction.
4. Hypertweedle part 1. (An exploration in nonsensical vein of the fourth dimension).
6. Addition to house rules.
7. Game report - 1969BG Autumn 1901.
8. 1969BG press releases.
14. Cartoon.

Issue 3. August 24th 1969.

No copies left. Photostat copies available on request @ 1/-.

1. Editorial.
2. New trades and subscribers - comments on ALBION - a comment on sex.
3. Review of EREBION, Rod Walkers magazine.
4. Letters.
5. The four-dimensional hypercube - diagram. Special glasses are not supplied.
7. Hypertweedle part 2.
9. Game report - 1969BG Spring 1902.
10. 1969BG press releases.
18. Miscellany - introduction to Parliament.
19. Another letter and an editorial request.
20. Cartoon.

Issue 4. September 6th 1969.

No copies left. Photostat copies available on request @ 1/-.

1. Editorial.
2. A Bourse for postal Diplomacy, by Allan Calhamer (the inventor of Diplomacy).
4. Further comments on the Bourse by John McCallum.
7. Letter from Allan Calhamer. Editorial comments on the Bourse.
9. A strange pair of letters to the editor.
12. Hypertweedle part 3.
14. Auntie Edith - a Personal Column.
15. Game report - 1969BG Autumn 1902.
16. 1969BG press releases.
23. Diplomacy rule interpretations part 1.
25. Review of THE VOICE, Jeff Keys magazine.
27. Special report on Parlement by Michael Nethercot.
29. Miscellany.

Issue 5. September 25th 1969.

No copies left. Photostat copies available on request @ 1/-.

1. Editorial.
2. Diplomacy rule interpretations part 2.
4. The Bourse. Strategy and Tactics. A grim comment on ALBION finances.
6. Cartoon.
7. Game report - 1969BG Spring 1903.
8. 1969BG press releases.
13. Miscellany.

Issue 6. October 9th 1969.

One copy left. Price 1/-.

1. Editorial.
2. New games - announcement.
3. Hyperspace Diplomacy - rules for the ALBION version of this Diplomacy variant.
4. Diplomacy rule interpretations part 3. And part 4.
6. Miscellany.
7. Game report - 1969BG Autumn 1903.
8. 1969BG press releases.
13. Cartoon.

Issue 7. October 31st 1969.

5 copies left. Price 1/-.

1. Editorial.
2. New trades and subscribers.
3. Game theory parts 1 and 2.
9. New ALBION Diplomacy games - announcement.
10. Diplomacy rule interpretations part 5.
12. Letters from America.

Issue 7 (cont).

17. Game report - 1969BG Spring 1904.
18. 1969BG press releases.
21. Special feature - wargame widows.
23. Cartoon.

Issue 8. November 14th 1969.

6 copies left.  
Price 1/-.

1. Editorial.
2. Game theory parts 3, 4, 5.
11. The return of Auntie Edith.
12. Wargame widows - more news.
14. Diplomacy rule interpretations part 6.
15. Game report - 1969BG Autumn 1904.
16. 1969BG press releases.
22. Miscellany.
23. Cartoon.

Issue 9. December 5th 1969.

6 copies left.  
Price 1/-.

1. Editorial.
2. New subscribers and accounts.
4. New American Diplomacy magazines.
6. Letters.
9. Diplomacy rule interpretations parts 7 and 8.
10. Letter from John McCallum.
12. Game theory part 6.
19. Game report - 1969BG Spring 1905.
20. 1969BG press releases.
26. Game report - 1969CF Spring 1901.
27. 1969CF press releases.
30. Some Scots nonsense.
33. Cartoon.

Issue 10. (Christmas issue).

5 copies left.  
Price 1/-.

1. Editorial.
2. Game theory part 7.
9. ALBION Game Review number 1. Tactical Game 3.
11. Diplomacy rule interpretations part 9.
13. A loud howl of indignation.
15. Letters and an apology.
18. Review of LONELY MOUNTAIN, Charles Wells' magazine.
20. Trades and subscribers list.
21. A film magazine - series of issues for sale.
23. Game report - 1969BG Autumn 1905.
24. 1969BG press releases.
26. Game report - 1969CF Autumn 1901.
27. 1969CF press releases.
29. The Back Cover, an artificiality.

Issue 11. January 24th 1970.

One copy left.

Price 1/-.

1. Editorial.
2. Don Miller talks about Millers Rule.
3. John McCallum on the Victory Criterion.
6. ABSTRACTION V. A new variant Diplomacy game, exclusive to ALBION, by Fred Davis. Full rules and map.
10. Game opening for Abstraction V - announcement.
12. Game theory part 8.
17. It Could Only Happen In England part 2 (part 1 appeared in an editorial). Satire (?)
19. ALBION game review number 2. Normandy.
22. Miscellany.
23. Game report - 1969EG Spring 1906.
24. 1969EG press releases.
25. Game report - 1969CF Spring 1902.
26. 1969CF press releases.
27. Miscellany and further letters.
31. Cartoon.

Issue 12. February 6th 1970.

5 copies left.

Price 1/-.

1. Editorial.
2. Review of DIPLOMANIA, DIPLOPHOBIA etc., the magazines produced by Don Miller.
6. A ridiculous article by the editor.
7. The Fall of the English Empire by Malcolm Watson (this article refers to the destruction of England in 1969EG).
9. Connections with AHIKS and Miscellany.
11. Game report - 1969EG Autumn 1906.
12. 1969EG press releases.
14. Game report - 1969CF Autumn 1902.
15. 1969CF press releases.
17. Diplomacy rule interpretations part 10.
19. Cartoon.

Issue 13. March 7th 1970.

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1. Editorial.
2. Game theory part 9.
7. Back issues - a summary.
8. Business Game Number One - a complete business game by Rene Nokin. Preliminary announcement.
9. Letters.
12. Trades and subscriber list.
14. American Diplomacy rules - the History of the English Speaking Peoples.
15. Game openings.
17. Game report - 1969EG Spring 1907.
18. 1969EG press releases.
19. Game report - 1969CF Spring 1903.
20. 1969CF press releases.
23. Cartoon.



Issue 14. March 27th 1970.

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Price 1/-.

1. Editorial.
2. Business Game Number One by Rene Hokin. Complete rules, exclusive to ALBION.
5. New ALBION game opening - announcement.
6. Game theory part 10.
12. A comment on the name ALBION.
13. Letters.
17. Game report - 1969BG Autumn 1907.
18. Game report - 1969CF Autumn 1903.
19. 1969CF press releases. A short account of the differences between American and English Diplomacy rulebooks.
20. Back issues situation.
21. Cartoon.

Issue 15. April 23rd 1970.

12 copies left.  
Price 1/-.

1. Editorial.
2. ALBION financial accounts to date. The most hilarious article yet, at least for everyone but me.
6. Future policy on subscriptions etc.
8. Game theory part 11.
11. Letters.
13. Account of the ANIKS British Region Meeting.
16. ALBION game review number 3. 1918.
21. ALBION stands on the touchline - a comment on situations we are anxious to avoid.
26. New ALBION Diplomacy game - announcement. Lists for other game vacancies.
28. Letters.
29. Game report - 1969 G Spring 1908.
30. 1969BG press releases.
31. Game report - 1969CF Spring 1904.
32. 1969CF press releases.
33. Cartoon.

Issue 16. May 12th 1970.

11 copies left.  
Price 2/-

1. Editorial.
2. Game theory part 12.
7. ALBION game review number 4. Flying Fortress I.
11. S&T, Test Series Games etc.
13. Test Series Games - suitability for postal play.
15. Strategy and Tactics - report on issue 20.
17. Letters.
18. ALBION status etc. revisited.
22. The future of ALBION.
24. ALBION competition number 1.
25. Trades and subscriber list.
27. Game report - 1969BG Autumn 1908.
28. 1969BG press releases.
29. Game report - 1969CF Autumn 1904.
30. It Could Only Happen In England part 3. The sex ship.
33. Cartoon.



Commentary on ALBION 70/3 (1970AK) by Bob Johnson.

Austria-Hungary. An intriguing first move, but a bad one. Very little chance to beat Russia out of Rumania, unless he went full hog and moved into Galicia as well. All he has done is irritated a big power and left himself in a bad position. Obviously a novice and a victim of lack of communication. Will need some good diplomacy to get out of this.

England. Played cautious but cut off his options. Move the army to Edinburgh and he could have an option to convoy by either fleet. Now if he uses the fleet in the Norwegian Sea to take Norway, where will the army go?

France. Obviously he felt he had to worry about Germany. One can expect them to go to battle, but by doing this move that way he is reduced to only one build next year that is certain, or find himself thoroughly committed to the South. Why? Italy in Piedmont.

Germany. Nothing terribly special about this movement. He had best make friends with England, else he will find himself in a bottle, unless Russia will be a friend.

Italy. A very interesting move and one which I would like to use as Italy, but I would want England to hit France more than Germany. If things go right for him in the east, then he should be doing quite well by 1903.

Russia. Rather a good move that worked due to German concentration on France and a strange Turkish move. Another good move and Europe will see a Russia better than the real one of the WW1 period.

Turkey. A strange move, one that I am unsure of the meaning of; Turkey may have an alliance with Austria that gives the south Balkans to Turkey. A most interesting play.

Bob Johnson.

\*\*Thanks for the commentary, Bob, although I must confess I don't altogether agree with some of your opinions. However, since I am playing in the game, I can't expound on this and will preserve a mystical silence. Useful, editorially speaking, I can assure you.

ALBION is always ready to receive comments on Diplomacy games (or on any games, come to that) just so long as they are reasonably authoritative. Its no use asking me to print the 'Perfect Plan for a German Win at Stalingrad' for instance - that sort of thing belongs in the General.

After all, if perfect plans existed for these wargames, there wouldn't be much point in playing them, would there? As pointed out by my good ~~friend~~ friend Erasmus in the Game Theory articles. (So that's what he means by a saddle point). djt\*\*

REPORT. ALBION 69/1 (1969BG)  
Winter 1909 builds etc.  
Austria ..... No orders received.  
Gamesmaster removes A(Boh) - house rule 9.  
France ..... builds A(Par).  
Turkey ..... builds F(Con), F(Smy).

REPORT. ALBION 69/1 (1969BG)  
Spring 1910 orders.  
Austria (Nethercot); A(Gal) stands. A(Tri) stands.  
A(Tyr) stands.  
France (Watson); A(Bel)-Hol. A(Ruh)-Kie.  
A(Bur)-Mun. A(Par)-Pic.  
A(Ven)-Tyr. A(Pie) S A(Ven)-Tyr.  
A(Tus)-Ven. A(Fin)-Swe.  
F( IOS) stands. F(TYS) S F( IOS).  
F(ADS)-Tri. F(GoB)-BAL.  
F(Nor)-Ska. F(NTH)-Den.  
F(BAS)-Nor.  
Germany (Newcombe); A(Mun) stands. A(Sil) S A(Mun).  
A(Ber) S A(Sil). F(BAL)-Swe.  
F(Den) S F(BAL)-Swe.  
Russia (Hancock); A(Mos) stands. F(StP-NC) stands.  
A(Liv) stands. A(War) stands.  
Turkey (Wood); A(Gre)-Alb. A(Ser) S A(Gre)-Alb.  
F(AES)-Gre. F(Smy)-AES.  
F(Con)-BLA. F(EMS) S F(Smy)-AES.  
A(Rum) stands.

Retreats:- The Austrian A(Tyr) is displaced and can retreat  
to Vie or Boh.

Notation:- Underlined moves fail.

Deadline for the Autumn 1910 orders is:-

FRIDAY AUGUST 14th 1970.

The Austrian retreat must be in my hands by Friday August 7th,  
and will be distributed to players then.

Press releases.

From the German Press.

'The Fatherland is Inviolable' - Kaiser Wilhelm II.

REPORT. ALBION 69/2. (1969CF)  
Winter 1905 buildsetc.

England ..... eliminated.  
 France ..... builds A(Mar).  
 Italy ..... removes F(Gre).  
 Russia ..... builds F(StP-SC), A(Mos), A(Sev).

REPORT. ALBION 69/2. (1969CF)  
Spring 1906 orders.

Austria (Wood); A(Vie)-Tri.  
 France (Evans); F(ENC)-Bel. A(Lon) stands.  
 A(Bel)-Ruh. A(Bur) stands.  
 F(Pie)-Tus. F(GoL) S F(Pie)-Tus.  
F(WMS)-TYS. F(Tun) stands.  
 A(Mar)-Pie.  
 Germany (Stuart); A(Tyr)-Ven. A(War) S A(Boh)-Sil.  
 A(Boh)-Sil. F(GoB)-BAL.  
 A(Hol)-Kie. A(Kie)-Den.  
 F(NTH) S A(Kie)-Den.  
 Italy (Watson); A(Con) S Russian F(Bul)-BLA. (No such order).  
 \* A(Ven) S F(Tus). A(Tri) S A(Ser)-Bud.  
 A(Ser)-Bud. F(TYS)-Tun.  
 F(IOUS) S F(TYS)-Tun. F(Nap)-TYS.  
F(Tus)-GoL.  
 Russia (Robertson); F(Rum)-BLA. (No such unit).  
 F(Bul) unordered - stands.  
 A(Sil)-Ber. A(Bud)-Gal.  
 F(StP-SC)-GoB. A(Sev)-Ukr.  
F(Den) stands. A(Nor) stands.  
A(Mos)-War.  
 Turkey (Thomas); No orders received.  
 F(Ank) stands.

\*Note that the Italian order A(Ven) S F(Tus) is invalid even if F(Tus) had not been able to move, or if the support had not been cut, since support standing cannot be given to a unit ordered to move.

Retreats:- The French F(Tun) retreats to Naf (only place).  
 The Italian F(Tus) retreats to Rom (only place).  
 The Russian F(Den) can retreat to Ska,HEL,Swe.

Deadlines. The Russian retreat must be in my hands by Friday August 7th, when it will be circulated to players. Deadline for Autumn 1906 orders is, therefore,

FRIDAY AUGUST 14th 1970.

REPORT.

ALBION 70/3 (1970AK).  
Autumn 1901 orders.

Austria (Redd);	F(Alb)-Gre. A(Vie)-Gal.	A(Bud)-Ser.
England (Turnbull);	F(NWG)-Nor. F(NTH) C A(Yor)-Bel.	A(Yor)-Bel.
France (Birsan);	F(MAO)-Por. <u>A(Bur)-Mar.</u>	A(Mar)-Spa.
Germany (Hancock);	No orders received. F(Hol) stands. A(Ruh) stands.	A(Kie) stands.
Italy (Jones);	F(IOUS)-Tun. A(Ven)-Tus.	<u>A(Pie)-Mar.</u>
Russia (Ackerman);	F(GoB)-Swe. A(StP) stands.	A(Ukr)-Rum. <u>F(Sev) S A(Ukr)-Rum.</u>
Turkey (Tretick);	<u>A(Arm)-Sev.</u> <u>A(Bul) S Russian F(Sev)-Rum.</u>	F(Con)-BLA.

Retreats:- none.

Notation:- Underlined moves fail.

Builds.

Austria controls .....	Vie, Tri, Bud, Ser, Gre.	Builds 2 for 5.
England controls .....	Lon, Edi, Lpl, Nor, Bel.	Builds 2 for 5.
France controls .....	Par, Mar, Bre, Por, Spa.	Builds 2 for 5.
Germany controls .....	Ber, Mun, Kie, Hol.	Builds 1 for 4.
Italy controls .....	Nap, Rom, Ven, Tun.	Builds 1 for 4.
Russia controls .....	StP, Mos, War, Sev, Swe, Rum.	Builds 2 for 6.
Turkey controls .....	Con, Ank, Smy, Bul.	Builds 1 for 4.

Only Denmark remains neutral.

DEADLINE FOR THE WINTER 1901 BUILDS WILL BE:-

TUESDAY AUGUST 11th 1970.

Advance notice - the deadline for the Spring 1902 orders will be approximately Tuesday September 1st 1970.

Please note once more that Malcolm Watson is the gamesmaster for this game, and orders sent to me are likely to be invalid. If you must send orders to me for this game, at least seal them so that I cannot possibly read them without the fact being obvious to Malcolm.

YOU HAVE BEEN WARNED!

PRESS RELEASES - 1970/3.

From the French Press.

PARIS.

Concern is growing in French diplomatic circles that the Berlin-based Komite fur den Osten is being used as an instrument of German policy via the Zionist ambitions in the East. This has caused considerable pressure to develop against Baron de Rothschild to sever his connection with this false Zionist committee. The French ministry is also worried over the activities of C. Weizmann, Tschlenow and Sokolow, whose Zionist papers may hide the possible identity of Russian envoys. M. Picot is being sent to the East to negotiate with the British over the delicate matters of the Levant and the problem caused by the influx of Jews from Europe into the Holy Lands.

NICE.

Activities of the Italian armies have caused a great revival of the old feeling - 'the only good Italian is a hen-pecked one'. Thus, rumours have it that several French fleets may be dispatched to the East to carry thousands of hens to do their pecking in Sicilian waters. But then it all remains pending on whether the Italians remain in their positions along the chicken farms of Piedmont.

From the Austrian Press.

A round-up of news of the world.

VIENNA.

Prince Reddernich announced today that, after a plebiscite, Rumania has voted overwhelmingly to join the Russian empire. Details have yet to be worked out, but it is expected that Rumania will retain almost total self-government. In the near future it is expected that the governments of Austria and Russia will sign treaties mutually guaranteeing the territorial integrity of Rumania.

INSTABUL.

Sultan Ali Baba Booboo is reported to be in hospital recovering from a slight concussion caused by banging his head against the wall after his true nature was discovered.

ROME.

Intelligence sources have revealed that the wily Turk is playing a double game. Fortunately the Italian government realised that something was afoot and honoured the treaty commitments to other Balkan nations. The Ministry of Economics also announced a boycott on Turkish tobacco and taffey, to take effect immediately.

From the British Press.

The following statements have been passed for release by the Rt. Hon. Roland Featherstonehaugh.

The British Intelligence network, the source of much of the information appearing hereunder, is reported to be working many hours a day compiling their reports, while at the same time ensuring that their English Gentlemen's footwear is not soiled by foreign sewerage.

SCANDANAVIA.

A group of British marines, establishing a peace-making force in Norway, met a similar body of Russians performing the same task in Sweden, by a chance encounter at the border near Oslo. A happy relationship was immediately formed between the two groups, and a number of amicable 'across-border' parties were still going on in the small hours when our agent fell back into his sewer in a drunken coma.

Meanwhile, it is rumoured that a party of German business-men have set out from Berlin for Denmark, with the intent of smuggling pornographic literature back into their homeland. Our Copenhagen agents (who, incidentally, report the cleanest sewers in Europe) are keeping a close watch on the border. The Danish police have also been warned.

PARIS.

Little to report at the moment. However it is rumoured among the intelligentsia that French forces are hurrying southwards, both to take advantage of the beautiful weather in Iberia, and to verify reports of Italian forces in Piedmont. Our Man In Monaco reports that counterfeit lire have been passed across the tables recently, and the police are making enquiries.

AUSTRIA.

Due to a series of mishaps, the first two men placed in the sewers of Vienna by M.I. 1453 $\frac{1}{2}$  had to be removed and rushed back to England. They are reported as comfortable as can be expected. Meanwhile, the agent rushed out to replace them was heard to moan - "I'm the third man to be sent here in four weeks; wish I was back in Halifax."

ELSEWHERE.

Our Man in Montego Bay has heard nothing. Alec Tulip, last reported somewhere off Iceland, is feared lost. The meal prepared for him in Newfoundland has got quite cold.

From the Russian Press.

The Government views with concern the presence of a Turkish force in Armenia and has sent a strong protest to the Sultan. The statement by Riza Pasha, that the army was only there on manoeuvres, is not convincing.



In any case, sending a large body of troops so close to our frontier is bound to increase tension at a time when the Balkans are already in a turmoil. However a lighter note is struck by an unconfirmed report that the troops are rounding up a number of escapees from the Sultans Harem Training Camp. Apparently, after a particularly strenuous training session, a number of the inmates decided to head for the hills.

In other areas the situation is under control. The slight rebuff suffered by our Black Sea Fleet in their attempt to maintain the peace in Rumania will not prove serious in the long run. Indications are that the Austrians were merely misled by a certain extremist faction into thinking that the population would support them. On another subject, it is reported that the trade mission is doing well in Budapest.

The First army, now in Finland, is undergoing intensive training with their new atomic-powered snowshoes. Gifts of vodka have been made to the English patrols. Vast new barracks are hastily being erected in Moscow and Warsaw to house the crowds of enthusiastic volunteers responding to our recruiting campaign.

To say that the trial of the 'Mad Englishman', arrested last week on his farm outside St. Petersburg, is causing a sensation is an understatement! Chief defence witness is reported to be a sewer rat, and the defendant is said to be the king-pin in an underground movement. We await further developments.

Tass.

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And so our birthday issue of ALBION comes to an end. As most readers are aware, the frequency of publication will drop for the next couple of issues, due to holidays. However we can safely say that by September we will be almost back to normal, so your rubbish will arrive at the same frequency as hitherto. A fact for which you should be very sad indeed.

At the risk of repeating myself, may I once again thank everyone who has put up with ALBION during the last year, and the devout hope that you will continue to do so. Tell your friends about ALBION and get them to subscribe - you can fool people some of the time, you know.

My only regret - my constant requests for a blonde general-duties secretary have yielded nothing. OK, let's try again. I want a general-duties secretary. Colour of hair doesn't matter. After all, there's always the Race Relations Board to consider; if you aren't allowed to ask for someone who can make porridge, then you certainly can't ask for a blonde..

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THE BETRAYER  
SHALL BE BETRAYED

SCRUPLES!  
WHAT ARE THEY?

GERMANY  
BITES THE HAND  
THAT FEEDS  
HER

