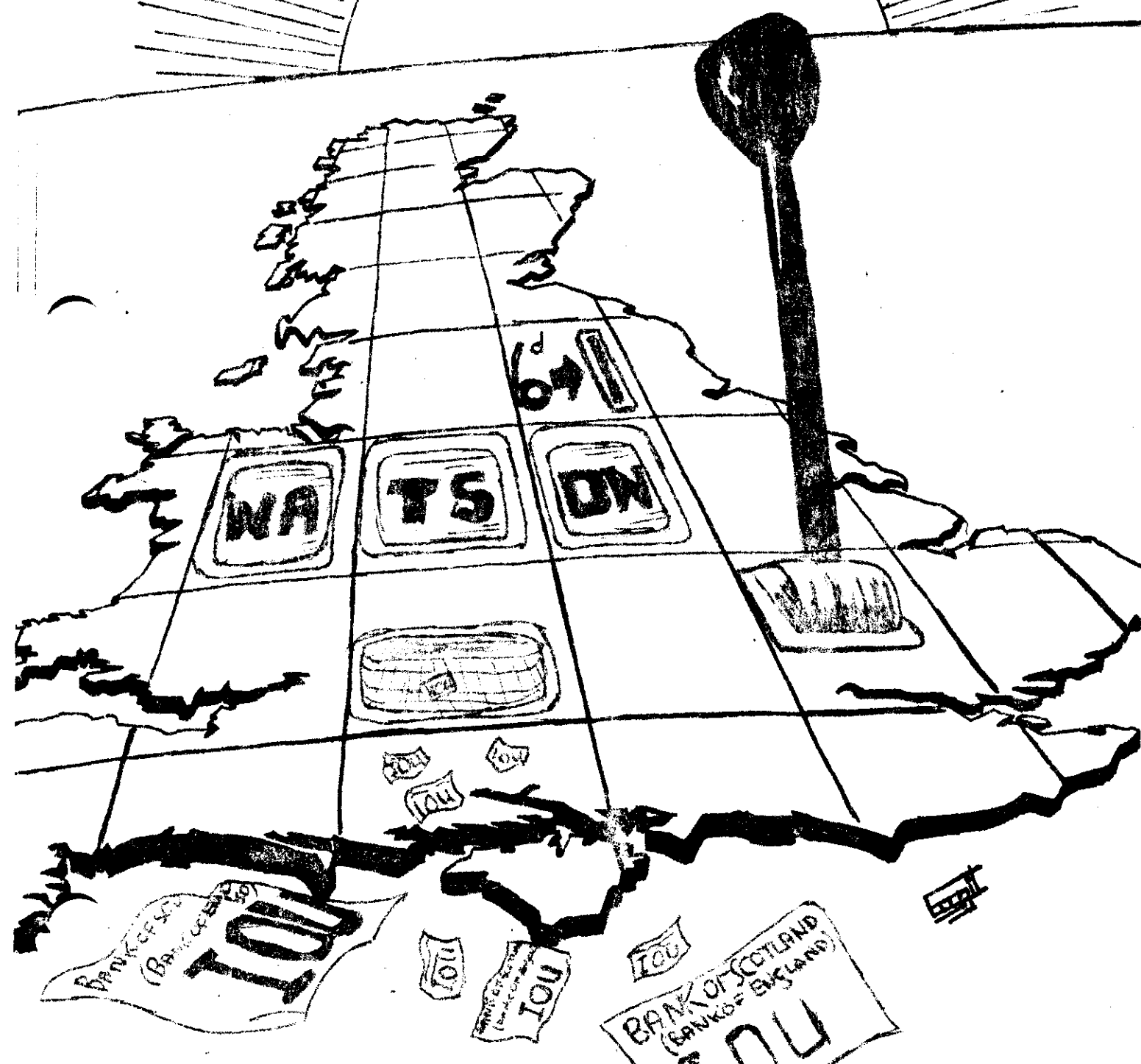


14/11/10

LIBERTY



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Number 21.

ALBION

September 14th
1970.

ALBION is a journal of postal Diplomacy and board wargaming. It is edited and published by Don Turnbull, wondering when time will again be available to continue painting the outside woodwork of 6 St. George's Avenue, Timperley, Cheshire, England.

The function of ALBION is to undergo something of a change with effect from the next issue. See this issue for details of new format, new subscription rates, etc. etc. See also the enclosed questionnaire, which we ask you to fill in and return as soon as possible.

Supply of postal Diplomacy games in ALBION is a function of demand. Some games are played within the British Isles only, and reports on such games appear in each issue. Other games are for all-comers from all corners of the globe, and are reported in alternate issues (of which this is one).

ALBION is a member of the NFFF Games Bureau Diplomacy Division. Bureau Chairman is Don Miller; Division Chief is Rod Walker.

Diplomacy is a game manufactured and marketed by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118, U.S.A. If you have trouble finding a copy in the British Isles, I can supply an address.

The new cover for this issue will become a familiar sight for the next year of publication. As last year, it has been designed for variable additions; this time, the designer is R. Emerson, to whom our thanks. We hope you will also see, from time to time, cartoons by George Forster, the designer of last year's cover.

I hope you like the new cover, although perhaps the cruel sentiments embodied in the addition to this one might not be so well received in some Scottish quarters. However I know that Malcolm and John are polite enough not to complain about it. Very loudly, at any rate.

Profound changes are announced this issue. Please read all the announcements, since I have no notion at all how to put information in the most clearly-understandable form, and you might miss something if you skip a section or two. Please also let me have the enclosed questionnaire back as soon as you can.

This issue will go, as a sample, to certain people up and down the country who have stated interest in ALBION, but who haven't decided yet whether or not to subscribe. This issue will no doubt put them off for good.....

ANNOUNCING -- THE NEW FORMAT OF ... ALBION!

You might remember reading, in ALBION 16, some discussion on the possible future of this supremely ridiculous magazine. At the time I thought it might be a good idea to split ALBION into two distinct magazines, for reasons stated. Although the idea has undergone minor modifications since then, the fundamental reasoning remains the same, and now is the time to raise the matter again, this time in the form of definite announcements for the future.

Before so doing, I will briefly cover the reasons for the change, particularly for the benefit of those who don't bother to read this magazine. Which means you won't be reading this bit.

That's your misfortune....

By tying the publication of a magazine to the deadline dates of Diplomacy games, the editorial staff not only makes the readers suffer but also adds to their own work. Sometimes deadlines are short (no builds or retreats between moves) and sometimes they are longer. In the first case, the subscriber is assailed with more copies of ALBION in a short space of time than his sanity can tolerate: in the second, he starts to wonder what has happened to his favourite magazine, and in what he is going to wrap his next fish and chip supper.

From the editorial point of view, a short deadline means little available time for preparation, and you get rubbish as a result. A long deadline means the editor is lulled into a false sense of security, leaves the preparation too late, and you get rubbish again.

Our new proposals mean that you will continue to receive exactly the same quality of rubbish, but at least you will receive it regularly; there must be some consolation in here somewhere, if you look hard enough.

So, ALBION is to change, just like the blonde across the road used to do before she spotted my 125" reflecting telescope. The only way to get rid of the rubbish, however, is to get a new editor.

'New' ALBION will consist of two parts, so it seems logical to deal with them under two headings.

ALBION.

Will be published monthly. It will contain articles on/about anything related to games, the emphasis being on wargames and Diplomacy. Games of chance will get no place, unless there is something special involved. The magazine could also have the odd bit of satire etc. (like the It Could Only Happen In England series). It will have covers, a cartoon or two, and a minimum of 25 pages on average. If you are prepared to look hard enough, it might contain something of use or interest.

The other part of the magazine hasn't been named yet, so at this stage we coyly refer to it as

The ALBION supplement.

The title of this supplement will be announced later this issue. The supplement will contain Diplomacy game reports only, together

with associated press releases. It will be published in line with Diplomacy game deadlines - around every three weeks. We won't be going in for fancy covers, although a game-related cartoon might creep in every so often. It will be about six pages long, depending on the number of games currently being played. In short, it will be even tattier than the rag you now hold in your hands, or whatever you use in such circumstances. If possible.

Issues of the supplement will be numbered in accordance with the issue of ALBION they follow. Thus, a supplement which is published at the same time as, or after, ALBION 125 will be numbered 125A; if there is another supplement before the next ALBION, it will be numbered 125B. Get it? Sometimes there will be two supplements between issues of ALBION, sometimes only one. Depends on the lowest common multiple of 3 and 4-and-a-bit, or so someone who teaches mathematics tells me in a wise way.

Arrangements for mailing.

Players will receive supplements as they are published. They will also receive ALBION issues as they are published. In other words, they receive everything immediately on publication. Reasonable?

Subscribers will get a monthly packet containing the latest ALBION plus as many supplements as have been published since they last got a copy. Those who trade their magazine for ALBION will also get this monthly packet.

Within the British Isles, first class postage will be used. Subscribers in the USA should choose their own method of mailing. However players will, of course, get the supplement by printed matter airmail.

Subscriptions etc.

Players receive all issues of ALBION and the supplement free, having paid the game fee. However they will be charged for postage, and should be sure to have credit with me for this in the normal way. Their copies of the supplement will come by printed matter air mail, if overseas; however ALBION will continue to be mailed surface, unless the player in question pays extra for airmailing.

Subscribers receive their monthly packet for 2/- PLUS postage. Everyone is charged the same amount for the subscription from now on - USA subscribers pay 24¢ plus postage, for instance. If a subscriber in the USA, or anywhere else overseas, wants ALBION by airmail, it will probably double the cost, as a rough guide, and subject of course to variation in weight.

Traders don't pay anything, of course, unless they want ALBION etc. by printed matter airmail, in which case they should pay excess postage.

Surface mail will therefore be used unless the subscriber/trader/player wants it otherwise.

I know you will all regard this as a most equitable arrangement...

AHIKS British Region Special.

Another change. For some time now members of the British Region of AHIKS have been getting a monthly bulletin. In future 'regional news' of this sort will appear in ALBION. The news section will appear at the end of each issue of the magazine, and will be almost a separate entity. Some members of the region have presumably consulted their psychiatrists about subscribing to ALBION, and so far have resisted the temptation. These unfortunates will receive only copies of the relevant pages.

However the news section will not be removed from issues going to subscribers etc. outside AHIKS. For one thing, it might help recruitment. For another, most overseas recipients of ALBION are AHIKS members anyway, and might be interested to know what is going on in the most active region. (Sticking my neck out again).

If you aren't interested in AHIKS news, you can always wrap hamburgers in the offending pages. ALBION has always been renowned for the extreme absorbency of its paper.

Now is the time to announce the results of

ALBION COMPETITION NUMBER ONE.

Competitors were asked to submit suggestions for the title of the 'new magazine' (as it was then proposed), bearing in mind that this title should reflect both the function and the supreme idiocy of the magazine. We suggested that titles should be acronymic. Look that up in your

The judges (my wife and I) have scanned the entries, which numbered around a dozen. We were surprised to find no entry from the USA - a country seemingly fond of acronyms - but we supposed that there were no more unused names from the Tolkien books. However we rated the response as quite good, and selected a short-list from the originals, as follows:-

BRITANNIA. (Best Rubbish In Type And National Nonsense In Albion).
COURIER. (Containing Our Usual Round-up of Inferior and Expendable Rubbish).
DAFT. (Diplomatic Advice Fraudulently Taken).
DON. (Diplomacy Organs Notwithstanding). The censor had some soul-searching with this one.
WRIT. (What Really Intelligent Tripe).

We then ranked these and compared results. The issue was quite clear-cut, and we were both of the opinion that the winning entry satisfied both requirements asked of it most accurately and wittily.

The winning entry, therefore, is:-

COURIER.

And the winner is Colin Newcombe! Congratulations, Colin, on winning the first ALBION competition.

The runner-up, by the way, was Ray Evans with BRITANNIA.

The prize was announced as a free game in ALBION. However Colin rightly points out to me that there are no games open at present which are likely to start in the near future, so we have acceded to his request to substitute equivalent cash towards an ALBION subscription, which accounts for the sudden increase in Colin's credit in the subscriber list. We would like to thank everyone who entered for their support. Perhaps we may run another competition some day.

So the name of the ALBION supplement is to be COURIER. May Allan Calhamer bless her and all who play in her. Hem.....

ALBION Traders and Subscribers List.

At this time, I think it is sensible to print the list in full, but there will be one or two differences from the last list, in addition to new names. First, the new policy demands that a check be kept on actual cash in credit, instead of merely listing 'last issue to be received unless you renew'. Second, a Diplomacy game has just finished, which means that certain people change categories, and will want to know their financial status. Hence the amended listing.

Each name is followed by a key letter.

T means that we have a trade agreement.

TA means that we have a trade agreement, copies coming to you by printed matter air mail instead of surface. Your credit or debit in this respect (postage) is indicated in (.....)

S means that you have paid some of your hard-earned cash for a subscription to ALBION. Your credit or debit (in £sd - sorry, Americans) is indicated in (.....)

P means that you are playing in one or more of the games which will soon transfer to COURIER, the new ALBION supplement. The figures in *.....* indicate your credit in cash for postage.

A means that you are in the unfortunate position of getting ALBION free, whatever you say to the contrary. You should already know the reason for this penance.

In all cases, numbers preceded by a minus sign indicates that you owe me that amount of cash. Pay up, or you will be condemned to reading ALBION permanently until the end of time. There can't be a worse punishment.

In all cases, figures are accurate before this issue is mailed. Sorry, but I can't find that crystal ball.

1. Michael Nethercot, 20 Moray Close, Rise Park, Romford, Essex. S. (£2-3-9d).
2. Malcolm Watson, 3 Hawthord Avenue, Timperley, Cheshire. P. *0*
3. Colin Newcombe, 115 Longdown Road, Congleton, Cheshire. S. (15/-).
4. John Robertson, Upper Duglass, Arbroath Road, Broughty Ferry, Dundee DD5 1QN. P. *5/-*
5. Chris Hancock, 17 Mallard Road, Chelmsford, Essex. P. *3/9*

6. David Wood, 60 Woodgate Avenue, Church Lawton, Stoke On Trent ST7 3EF, Staffs. P. *5d*
7. Rod Walker, 5058 Hawley Boulevard, San Diego, California 92116, U.S.A. TA. (9/8d)
8. John McCallum, P.O.Box 52, Ralston, Alberta, Canada. T.
9. Jeff Key, 4611 N. Pennsylvania, Apt. 1-D, Oklahoma City, Oklahoma 73112, U.S.A. T.
10. Dick Holcombe, 233 Orange Street, Oakland, California 94610, U.S.A. TA. (-15/5d).
11. Ray Evans, 12 Mareth Road, Bedford, Bedfordshire. P. *3/11d*
12. Bob Johnson, P.O.Box 134, Whippany, New Jersey 07981, U.S.A. TA. (?)
13. Don Miller, 12315 Judson Road, Wheaton, Maryland 20906, U.S.A. T.
14. Bob Thomas, 155 Coxford Road, Shirley Warren, Southampton SO1 6JX, Hampshire. P. *2/11d*
15. Bob Stuart, 3 Millwood Road, Orpington, Kent. P. *6/2d*
16. Eric Slack, 26 Hartcroft Road, Bestwood Park Estate, Nottingham NG5 5JF. S. (14/10d).
17. Sheila Minion, 7 Beeley Close, Allestree, Derby DE3 2PY. S. (-2/6d).
18. Charles Wells, 3021 Washington Boulevard, Cleveland, Ohio 44118. S. (£1-6-3d).
19. Terry Kuch, 7554 Spring Lake Drive, Bethesda, Maryland 20034, U.S.A. T.
20. Larry Fong, 704 Alice Street, Oakland, California 94607. S. (-£1-2-1d).
21. Edi Birsan, 48-20 39th Street, Long Island City, New York 11104, U.S.A. P. *6/5d*
22. Bill Heim, P.O.Box 281, Mount Eden, California 94557, U.S.A. S. (£1-19-7d).
23. John Lilley, 33 Brooklands Way, Redhill, Surrey. S. (-3/6d).
24. Buddy Tretick, 3702 Wendy Lane, Silver Spring, Maryland 20906, U.S.A. P. *12/1d*
25. Fred Davis, 5307 Carriage Court, Baltimore, Maryland 21229, U.S.A. S. (16/8d).
26. Richard Redd, K'vutzat Urim, Doar Na Negev, Israel. P. *£2-3-10d*
27. Rod Blackshaw, 24 Oak Cottages, Styal Wilmslow, Cheshire. S. (5/10d).
28. Bernie Ackerman, P.O.Box 6, Daggafontein, Transvaal, South Africa. P. *£1-8-8d*
29. David Jones, 4/58 Deveron Drive, Tilehurst, Reading, Berkshire. P. (2/6d).
30. Allan Calhamer, 321 W. Calendar Avenue, Kensington Apts. 2E, La Grange, Illinois 60525, U.S.A. A.
31. Jim Dunnigan, Poultron Press, Box 396, New York City, New York 10009, U.S.A. A.

32. Tony Jones, 32 Saxon Close, East Preston, near Worthing, Sussex. S. (8/-).
33. Ian Erskine, 46 Carnlough Road, Cabra, Dublin 7, Ireland. S. (4/-).
34. Bob McLaughlin, Hickory Farms, 3 Parole Plaza, Annapolis, Maryland 21401, U.S.A. S. (?).
35. Dennis Nixon, 49 Manor Street, Middlesbrough, Teesside TS1 4EY. S. (10/-).
36. Omar DeWitt, 78 Wickham Drive, Williamsville, New York 14221, U.S.A. S. (?).
37. Harry Tucker, 22 Salisbury Road, Seaford, Sussex. S. (3/-).

NOTE: when I said above that the figures were correct before the mailing of this issue, I meant just that. (Often I mean something totally different). Those who, under the current near-obsolete system, pay their mail costs are accounted as if they have paid for this issue, but not for the mailing of it. Sounds complex, but life's like that.

NOW.

I have outlined the new system with, I hope, all its various ramifications and complexities. If there is anything I have missed out, my apologies. However, you have a chance to correct any errors or omissions, and also to complain about the state of your finances, should you think the above figures are in any way inaccurate. With this issue of ALBION you will find a short questionnaire, and I would be most grateful if you could all fill the thing in and send it back to me as soon as possible (in the case of those with - signs after their names above, with cash if you don't mind, then I can get more or less straight). For the purposes of getting answers to the questionnaire back quickly, American subscribers, players, traders etc. (indeed, anyone overseas who usually gets this rag by surface mail) will get this issue of ALBION by printed matter airmail AT NO EXTRA COST!! Nothing at all will be subtracted from your credit. In return, I hope to get all returns in quickly - please! Next time, with any luck, I will know just where we all stand. Including myself.

There are a number of important announcements in this issue, apart from the one which has taken up so much space so far. The next should rightly be:-

MALCOLM WATSON WINS ALBION 69/1 (1969BG)!

The game report for 1969BG, which appears formally later this issue, confirms what we have suspected for a few game-seasons now - that the winner is Malcolm Watson, playing France. The de Gaul family - a regular team of contributors to the press releases, particularly early in the game - will therefore disappear from these pages (some may say this is not a bad idea). However we of ALBION do not dismiss a game just like that.....

ALBION 69/1 (1969BG). Gamesmaster's Report.

This isn't an easy report to write. For one thing, I am very conscious of the fact that I am inexperienced in Diplomacy - this was the first attempt on my part at acting as gamesmaster; also it is only the fourth Diplomacy game with which I have had any personal contact whatever. You can read other magazines and their games until you are blue in the face, but that doesn't make you an expert on the game, or even marginally competent. The second reason is that Malcolm Watson is virtually breathing down my neck at the time of writing, pronouncing scathing and carping criticism on everything I write; this doesn't help matters any.

So if you read this report and compare it with the game moves, and come to the conclusion that I am talking through my hat, you are probably right. I would welcome comments on the game from others, in particular those who have been involved with postal Diplomacy for a long time.

You should also be warned that Malcolm Watson has promised me an article on the game for the next issue. Rush out and cancel your subscription right now.

OK - excuses over, and on to the game.

The players were:- Michael Nethercot (Austria).
John Munro (England).
Malcolm Watson (France).
John Robertson (Italy).
Colin Newcombe (Germany).
Chris Hancock (Russia).
David Wood (Turkey).

None of the players had any previous experience of postal Diplomacy; in that, at least, they were equal. However there were, in the game, two 'couples' who had known each other for a long time, and it was to be expected that they would ally. And so they did - the alliance between France and Italy played a major part in the game; that between Turkey and Russia played a less important part, but existed. Austria fell in naturally as part of the 'eastern' alliance, while Germany joined the 'Western'. England seemed to take little interest in the proceedings, and was reported to have complained to the effect that 'some people were telling lies in their press releases and diplomatic correspondence.' He could, I suppose, have complained to the gamesmaster about this, but didn't. Perhaps he realised somewhat belatedly that this sort of thing was exactly what one expected from such a game. Perhaps it just never crossed his mind. Whatever happened, his participation in the game was minimal, and although his last unit did not disappear until 1906, he contributed nothing in any positive sense to the game.

However England's lack of appreciation of the despicable qualities required of a postal Diplomacy player did affect the game very considerably. As soon as France realised England's position, along went the invasion fleet, and France had virtually undisputed access to three free and secure supply centres.

However that is jumping the gun a bit, and we should first see how the game started and developed, and the main areas of the conflict should be isolated.

A 'standard' opening by all parties was to be predicted. However this was not entirely the case. Austria seemed to have little territorial ambitions, and beyond securing Serbia made no attempt to enter the Balkans. Perhaps the 'eastern' alliance was using Austria as a buffer, while the latter had somehow been persuaded to agree. Whatever the case, Austria's role was marked down as defensive right from the start.

The German openings were interesting, too. Mun-Ruh and Kie-Den are normal moves, but Ber-Sil was an unusual and perhaps risky addition. Early antagonism of Russia by Germany did nothing to help the cause of the latter, particularly since Russia was obviously interested in a northern offensive, and therefore in cahoots with Turkey as far as security in the south was concerned.

Finally (on the subject of the opening) England's failure to submit orders threw open the question of future occupation of Norway. Russia and Germany both leapt at the challenge, and hence the English shores were left for the French to invade. This, more than any other factor, was the major influence on the game.

In Winter 1901 came the normal builds; however the build by Germany of A(Mun) was rather weak. F(Ber) would have been much better in order to take the offensive north into the Scandanavian area. This weakness in the north became apparent immediately 1902 started, with Russia and Germany fighting in the north and still leaving England alone. At the same time a struggle for the Med between Italy and Turkey hotted up, but Austria, forced to build armies by not leaving Trieste vacant, could not lend a hand to Turkey. The Austrian move into the Adriatic Sea came at least one season too late.

Meantime France continued to build for assault against England, which was to take place in late 1903. Liverpool and London fell while Russia and Germany were slogging it out on the borders, although a Russian fleet was clearly destined for Edinburgh to try to get one English centre at least.

In Spring 1903 we had a very strange move in the south-east. Turkey retreated from Bulgaria into Constantinople in order to allow the Russian fleet to move from Rumania to Bulgaria. Presumably the intention was to allow the Russian fleet into the Med; however neither country seemed to realise that this was possible through Constantinople, but not Bulgaria. The Russian fleet sitting hopelessly in Bulgaria was a real thorn in the Turkish flesh, and I was most surprised not to see it removed straight away. However there it stayed, until late 1904! Turkey lost a build in Winter 1903 due to this unit, at a time when a new fleet would have been most useful in the Med. This was not the only example of lack of co-operation between Russia and Turkey, although it was perhaps the most significant.

The conflict between Italy and Austria carried on sporadically, with neither side making any gains. Suddenly, however, Italy moved from Tyrol to Bohemia, isolating a unit which he promptly removed. The purpose of this move was never clear to me - it was certain that Germany and Italy were allied via France. From this point on, Italian moves became more and more disorganised, with the predictable result.

1904 commenced, therefore, with Austria hemmed in by a lack of fleets, Italy fighting for survival, and France ready to assault England's last centre (Edinburgh). Russia managed to support the last remaining English unit in Edinburgh, but this merely delayed the French occupation, since Russia was still involved with Germany around Norway and Sweden. Russia badly needed Austrian support from the south at this juncture, while Austria, although well-blessed with armies, seemed reluctant to give it, despite the fact that the Austrian capture of Venice left a spare army which could have moved north.

France slipped an army into the Ruhr at this stage, and Germany allowed it! Perhaps this was rather a cheeky move on the part of France at this stage, particularly since French fleets were now being diverted to the Med to help Italy (apparently) and Germany was the only really useful ally the French had. However the real test of a move is whether it works or not (in the long-term sense as well as the short-term) and this move worked. Turkey's advances in the Med came adrift here, and Tunis was lost to the Italians. However the Russians finally moved the Bulgaria fleet, and the net result was the transfer of a Turkish fleet from Tunis right back to Smyrna.

French moves in the Med now started to control the game. Italy seemed happy to allow France to do just whatever he liked - even to the extent of occupying Italian centres in 1906. Straight after this, Italy vacated Tunis and left the whole Italian territory open for French assault. France promptly made the final assault, and Italy disappeared under the French boot in 1907 (not long after England!)

Meantime the rest of Europe wandered on in rather an aimless manner. German units entered Russia, but not for long; however Germany also allowed a French fleet into the Skagerrak, whereas a German fleet should have been there for some time previously. Germany, like Italy, seemed anxious to give in to France whenever the opportunity arose.

Meantime, in Turkey, a conscience was clearly the subject of a wrestling match. Turkish forces, unable to expand in the Med, had seen most of the Balkans and southern Russia open for the taking for some time. In Autumn 1906 the conscience won - A(Bul) was convoyed to (of all places) Smyrna by the Turkish commander. A most strange move. However, in Spring 1907, the same army marched north again, to Armenia! Even then, the Turkish conscience wouldn't allow an invasion of Russia (this was vital if he was to stop the French at all), and the army started to move south again in Autumn 1907. Truly a strange series of orders which reflected the partial chaos in the communications of the Eastern alliance.

Winter 1907, and the writing was clearly on the wall. France had an enviable control of north and south, yet no-one seemed too interested in trying to stop the eventual win. A belated Austrian assault on Germany in Spring 1908 only opened the Austrian southern flank to French attack, while Turkey waited still longer before moving against Russia. The Russian fleet which had occupied Sweden for so long moved out to allow France in (in all fairness, it should be stated that the Russian could do little about this - the time was long past for any anti-French move without the co-operation of very nearly everyone left in the game).

Finally, France stabbed Germany, Turkey started to move into Russia, and France won. Easily and without much shouting. Many players failed to submit orders in the last two or three seasons, accepting the inevitable.

There were, in my opinion, three major factors which contributed to the French win.

1. Malcolm played to a plan, and once he had set his objectives he didn't deviate from them. The alliances were stable enough to allow this policy. He waited until the right time to hit supply centres - he didn't just occupy them when the opportunity arose, but made sure that, once having captured a centre, he would retain it. He also played his diplomatic cards well, obviously, since.....
2. Italy (in particular) and Germany (to a lesser extent) seemed happy to allow France to dictate their moves and development. A combined assault by the Italians and the Austrians on southern Germany in, say, 1905 would have made a lot of difference. An Italian alliance with the Turks in the Med would have threatened the southern French flank at a time when Italy and Turkey badly needed elbow-room.
3. The luck element of the game - the early departure of the English commander, destination unknown. Having taken the English centres, France could spread out without fear of any losses in England or at home. Had John Munro played on, and perhaps allied with Russia, things might have been very different.

However there are always ifs and buts, and if anyone supposes I am trying to diminish Malcolm's win by making excuses, they are wrong. Malcolm played well and consistently (no-one else did) and deserved to win. The fall of England only made the game a bit shorter. Anyone can, with the benefit of hindsight, point out better moves for players, better alliances that could have achieved this and that result. All I have tried to do is to isolate the major factors involved in the game and the French win - nothing more is intended.

So there it is - Malcolm Watson wins 1969BG (I have to say it again or he will break my typing finger). Congratulations!
Don Turnbull, Gamesmaster.

ANNOUNCING -- A NEW ALBION GAME!!!

The conclusion of 69/1 (1969BG) heralds the start of a new regular Diplomacy game in ALBION, to be reported in COURIER. Players have already been informed of their countries etc., and the game will start with the Spring 1901 orders (how's that for originality?) in issue 23. More properly, in the issue of Courier which contains Spring 1908 orders for 1969CF, which is likely to see the light of day around the same time as ALBION 23. (If you are cursing me for confusing the issue with the new adjunct to ALBION, just remember that I have to write this thing after confusing myself; it's tough being a real-life editor.....)

The new game is to be called ALBION 70/4, and is for British players only, orders being reported in each issue. The game fee is 10/-. Rod - would you please allocate a Boardman number for the game?

The players.

Austria: Ray Evans, 12 Mareth Road, Bedford, Bedfordshire.
England: John Robertson; Upper Dunglass; Arbroath Road, Broughty Ferry, Dundee DD5 1QN, Scotland.
France: David Jones, 4/58 Deveron Drive, Tilehurst, Reading, Berkshire.
Germany: David Wood, 60 Woodgate Avenue, Church Lawton, Stoke on Trent ST7 3EF, Staffordshire.
Italy: Chris Hancock; 17 Mallard Road; Chelmsford, Essex.
Russia: Rod Blackshaw, 24 Oak Cottages, Styal, Wilmslow, Cheshire.
Turkey: A.M. (Tony) Jones, 32 Saxon Close, East Preston, near Worthing, Sussex.

The Gamesmaster.

Don Turnbull, 6 St. George's Avenue, Timperley, Cheshire.
Sorry about that, folks, but into each life a little sadness falls, and you are getting all your share at once.

Game Fees.

Game fees, plus a suitable amount for postage, are now due from everyone except Ray Evans and Rod Blackshaw. If you have enough credit (see the subscriber list) you may transfer it, of course. Unless I have already spent it on beer.....

Press Releases.

Although there were many and various press releases at the start of 69/1, and some (though not as many) at the start of 69/2, the habit seems to be dying out. May I make a plea for a small press release from each player each season? It's better to produce a regular, but small, statement than to produce reams for a short while, then nothing at all. Helps to brighten up the magazine, if nothing else. See what you can do.

LETTERSLETTERSLETTERSLETTERSLETTERSLETTERSLETTERSLETTERSLETTERSLETTERS

From David Jones, 4/58 Deveron Drive, Tilehurst, Reading, Berks.
Dear Don,

Many thanks for your letter and ALBION issue 20. I knew you were on states-side so I didn't worry about a delayed reply. Anyhow I have only just returned from the Cornish Riviera with a painful dose of cloudburn and a wild attack of pasty mania.

As a subscriber to ALBION I must confess that I look forward to the arrival of each issue with gleeful anticipation. Without using flowery adjectives, I think it makes interesting and enjoyable reading.

Being a new addition to the ALBION ranks I was not aware of the Walker-Tretick disagreement. My comments on this matter are not directed to the disagreement, for I only know what appeared in issue 20. Nor are my comments given with the slightest intention of hoping them to be published.

Anyone who writes to me has to shout very loud indeed to stop me publishing what he says, providing it is interesting and/or relevant. The more the merrier. djt

The question we should ask ourselves is just how many ALBION readers were sufficiently interested in what could be called a 'board-room dust-up' to absorb themselves in eight and a half pages directly or indirectly devoted to that topic? This is certainly not intended to be an impertinent criticism of editorial capability, but in view of your commitment to publish further letters on the subject, this may possibly detract from your usual menu of humour, digestible rubbish and other nondescript guff that you manage to capture for eternity in print with each issue.

In fact, if you are ever short of material to publish, you are quite welcome to use my Welsh Verse. Indeed Mr. Evan apEvans of the Eisteddfod Committee once said he couldn't use my Welsh Verse because it was twenty years before its time. Such a nice man, Mr. Evan apEvans.

Seriously, I don't envy you the job of editing ALBION. Please note my persistent reverence in writing ALBION as ALBION and not merely as Albion. That just wouldn't do.
David.

*David - you have hit at something of an editorial Achilles' heel. With reference to the long letter from Rod printed in issue 20, I just couldn't make up my mind whether it should be printed or not, and, if so, in part or in toto. I soon decided that, if it was to be printed, I would do Rod a grave injustice by letting my editorial red pencil meander vaguely over the original, so it should be printed in full, if at all. The reasons for printing were: a) ALBION's function is, in part, to acquaint British readers with the world of postal Diplomacy, and this function applies equally to the good news and the not-so-good; b) Rod and Buddy are both readers, and I thought this might give them a chance for talking on neutral ground and perhaps even coming to terms; c) the business is related closely to the NFFTF Diplomacy Division, of which ALBION is a member.

There were, it seemed to me, equally strong arguments for not printing Rod's letter: a) 8½ pages is a helluva lot of magazine for this topic; b) it might be argued that it is no function of ALBION to assist in American muck-raking; c) it might also be argued that no useful function is carried out by reporting on something with only marginal appeal to the English readership.

So I was in a cleft stick. The issue was somewhat clouded by the fact that I had only just arrived back from our trip to the USA, and gathering material for ALBION was proving quite a problem.

Eventually, I decided to print, and was fully aware at the time that this marginal decision might not have been the right one. In fact, I can't decide even now whether I did the right thing or not - perhaps response from other people will give me more indication.

Anyhow, suffice it to say that I guarantee the matter will not in any way detract from the normal functions of ALBION, although I stick by the promise to print one letter per person on the matter.

The Welsh Verse offer. David hasn't seen the issue of ALBION in question, but many readers will remember a magnificent Anthology of Scottish Contemporary Verse printed as part of a press release early in 69/1. The author was that well-known Scotsman Michael Nethercot, at the time heavily disguised as Alex Wintergreen, pig-minder. (Those great days of the early ALBION!) I remember particularly the magnificent phrase 'kreekly kroks' which I throw at Malcolm Watson from time to time. It was also around that time I realised you could press typewriter keys at random and come up with what looked like a genuine Scots word. SCROOKCJS. How about that, for instance?

Anyway, back to the question. ALBION has room for satire at all times, and if Welsh Verse comes under that heading then I'm all for it. However, since David is playing in 70/4, he might decide to use it for press release material, though how he will reconcile this with playing France in the game is up to him..... (Hint).

Anyway (again) thanks for the nice comments, David, and glad it is I am of your sympathy in editing this magazine. Sorry - just couldn't resist! I particularly approve David's insistence that ALBION should be written ALBION. Some folks realise the meaning of reverence. djt*

From Ray Evans, 12 Mareth Road, Bedford, Bedfordshire.

Dear Don,

I was going to comment about the Walker-Tretick affair, but I don't think I'll bother. It seems silly to me that anyone should argue about a game. If one must argue there are, unfortunately, more serious happenings in the world to pick from. That's why I can't understand these soccer 'fans' who smash carriage fittings on British Rail, or terrorise others, just because their favourite team may have lost. Of course,

soccer is a very physical game, as I found to my cost, and I believe that's got a lot to do with it.

I've been reading ALBION 15, and particularly about the finances of the magazine. As you seemed to be in the red then, I wondered what it will be like when the Post Office puts up its rates for letters etc.? I expect you may have to put up the game fee to 15/-. I mention this in view of the fact that not only is the postage going up, but just about everything nowadays is on the up.

Well, that's all I can manage in the time available. Sorry to subject you to straining your eyes reading this - hope you can decipher it. I hope to have the typewriter in motion again next time.

Best regards, Ray.

*I agree entirely, Ray - in many ways I printed the account of the Walker-Tretick matter in order to act as a grim warning to the British readers, and as an expression of the devout hope that we never get to the stage of thus wasting valuable game time. I agree also about the soccer 'fans' (although I don't think the result of the game has much influence on subsequent riots etc., just as long as there's a good excuse for a punch-up). Knowing you to be a soccer fan, it must be quite a wrench for you to thus indict the sport; it is a great pity that many sports seem to be unable to avoid the commercial aspects of the business, which is probably the major cause of any social unrest that arises eventually. You only have to look at the newspapers at the time of the Bobby Moore incident to realise just how much social sway soccer has in this country. Moore may be a darned good player, and a darned good captain, but that doesn't make him a god.

The question on the increase in postage rates has already been answered earlier in this issue. I'm afraid this will happen sometime, and am tempted to blame high prices (of everything) on the late lamented H*rold W*lson, but that's only my opinion (and ALBION holds no political belief, anyway). A cunning re-arrangement of the structure of subscription to this rag ensures that subscribers pay any postal increase that takes place. Macchiavelli, they call me (at least I think that's how you spell it).

Thanks for the comments, Ray. djt*

The letter column here comes to an abrupt end, for the simple reason that I can't lay my hands on the other letter or letters to be printed. However, since this page is being typed a few days in advance of the publication date, more letters may come in before publication, so they, together with the lost ones (assuming my magnificent filing system ultimately brings them to the light of day again), will be printed later in the issue. Or left until the next issue, if I get so incompetent.

Now to other business, and to a matter about which I have been rather lax. My good friend Prof. Erasmus Thing has been pestering me for weeks about the absence from these pages of....

GAME THEORY.

IF YOU NORMALLY SKIP THIS SECTION, DON'T DO SO THIS TIME.
THERE MIGHT BE SOMETHING HERE OF INTEREST TO YOU!

(new technique for attracting the attention of recalcitrant readers. Whatever they are).

Part 15. The Avalon Hill Game 'Kriegspiel'.

Those of you who keep abreast of happenings in the wargaming world will already know that Avalon Hill's latest game, called Kriegspiel, has the distinction of using a matrix combat resolution system. (We will use CRT in future for combat results table, although strictly speaking the matrix isn't a table in the usual sense).

It isn't in fact the first wargame to do this. Vietnam, once a product of Gamescience Corporation (still on sale from Poultron Press), used a 4x4 matrix; Confrontation used a 6x6 matrix; and there have probably been others. Neither Vietnam nor Confrontation have, in fact, been very popular games, but it seems unlikely that this was due to the CRTs employed.

I wish I could boast that AH designers were inspired by this series of articles to use the matrix CRT. However this isn't true - apparently the original stimulus came from Gary Gygax. However it is true to say that the devotee of these articles stands to gain something from his knowledge of game theory when he comes to play Kriegspiel.

However it is not principally with the game theory aspects of Kriegspiel that this part of the series is concerned. I am really intent, not on analysis of the Kriegspiel CRT (this will come in a later article), but on destroying some of the myths that seem to have grown overnight around the subject of the matrix CRT.

However, it should be stated right now that Kriegspiel is not likely to make the same impact on 'hard-core' wargamers as did, say, Anzio. Not that sales have been poor - in fact I gather they have been magnificent; but the majority of the buyers represent just that section of the community Avalon Hill were after - the casual buyer - the mass-market member - who has a passing interest in games, but not in wargames per se. Hence it might be true to say that not all readers of this article will ever play Kriegspiel; nevertheless, it is clear that matrix CRTs will become more common in future, and the tenor of this article is general on the matter.

Obviously, if you want to play Kriegspiel effectively, you will need to gain some knowledge of game theory. Equally obviously, I prefer that you do this by reading this series again and brushing up on techniques. As it happens, the Kriegspiel matrix is 3x4, so you haven't quite got the equipment yet for dealing with it. However we are on the 3x3 at present, so the 3x4 is only just around the corner. And some back issues are available.....

Some sort of aura seems to have developed rapidly around the matrix CRT. In the latest General, it is called 'the gem that is the first truly innovative design concept that AH has come up with in years'. ! Even for the General, that is pitching it a bit strong. And I can't find a mention of the Vietnam or Confrontation matrix CRTs. Letters in the same issue seem to confirm this feeling.

Others have gone to the other extreme, criticising the CRT roundly.

For instance, in the same issue of the General, there appears an article by none other than Edi Birsan. Edi states quite firmly that results of combat can be predetermined by at least one of the parties, and goes on to say that, while this is acceptable at 7-1, it just won't do at 1-1.

While I applaud Edi's determination to make, from the raw basis of Kriegspiel, a game more suitable for the wargame fanatic (the article proposes a new CRT system), I strongly challenge his statement about the predetermination of combat results. Tell me how, Edi! You are implying saddle points all over the place, and although a few combat situations may have saddle point solutions, this certainly isn't true of them all. Even the Kriegspiel CRT (at 3x4 the smallest wargame matrix CRT yet, as far as I know) isn't as simple as all that.

In the same sort of tone, but more carefully put, is a comment in Strategy and Tactics issue 22 (see elsewhere in this ALBION). In an article entitled Kriegspiel Essay, the author (I'm not sure - could be Redmond Simonsen) says: 'The CRT is also an item that breaks new ground.... it is a system of cross-indexing.....As it stands, however, the CRT in Krieg is full of flaws. We subjected it to a considerable amount of scrutiny and found that patterns of choice tended to emerge.....There is a man in the basement who assures me that the AH CRT can be completely cracked by a person with the requisite mathematical background. I'm sure he is right.....'

Well, I'm darned sure he isn't. The man in the basement should be more careful in his choice of phrase if he does, in fact, have the right mathematical background. Or he should be quoted correctly. The matrix CRT cannot be 'completely cracked' - no matrix CRT can be completely cracked unless it was invented by a moron, and consisted entirely of saddle point solutions. BUT it can be subjected to game theory analysis with the object of maximising gains. It should be understood (something I have stated a number of times before) that this is no magical process whereby your combat results swing dramatically in your favour - the overall gain may in fact be quite small and only discernable in an overall sense.

Of course there are patterns of choice - this is dominance in action. In some situations there are probably saddle point solutions. But don't forget that every different combat situation (different combat factors, terrains, the

availability of retreat etc. etc.) is a different game to the analyst. You can't expect a simple cracking of the entire table, which is what the author of Kriegspiel Essay suggests.

So - please get the facts right, S&T. (In all fairness I should add that I regard S&T as a most authoritative source of information on most things app: taining to war-gaming). And either quote the man in the basement correctly, or sack him.

Obviously there isn't space, in one meagre part of this series, to discuss the whole question of matrix CRTs with any degree of thoroughness. However, a few observations might help to sort out some of the mystique currently surrounding matrices, CRTs, game theory etc.

To the layman, at least, the matrix CRT seems a much more attractive proposition than the 'normal' CRT, using a die roll. The argument seems to be twofold:-

1. The use of a matrix eliminates the 'luck' element of the die roll.
2. The matrix allows each player to make decisions in each combat situation, rather than having the decision made by the die.

On the first argument (not forgetting that there may be more I haven't thought of), we hear too much about 'Luck' and too little about 'Probability'. Taking the AH Stalingrad CRT (a much maligned beast) as an example with which almost everyone will be familiar, let's look at the results for 3-1. Two D-elims. Two exchanges. Two retreats. All the designer is saying here is that, in a situation of this sort, once can expect each of the outcomes one third of the time, and that the roll of the die will reproduce these probabilities. Naturally, this is a wild approximation. It ignores a host of relevant factors. However, we accept these games as approximations, to one degree or another, and there's not much point in having a complex CRT (of any kind) which accounts for thousands of variables if the rest of the game is abstract and approximate. As is Stalingrad - wildly so; but it's not a bad game for all that.

So the 'normal' CRT is some sort of statistical approximation of the sort of range of results you would expect in a given combat situation, together with the probability (estimated) that can be attached thereto. There's no question of luck here, unless you refer to individual rolls of the die.

If, in desperation, you try a 2-1 attack in Stalingrad, and get a 1, you could be called lucky. If you get a 6, you might curse your terrible bad luck. Yet the probabilities are the same - and you knew this in advance!

Taking into account the number of die rolls in an average game, you can't talk about luck in the overall sense, but merely the (often remarkable) manifestations of probability theory. The planning of every game move should take the probability of success into account.

It seems, therefore, that there's nothing wrong in talking about luck. But to confuse it with probability is a cardinal sin.

The other matter - the question of the decision-making property of the matrix CRT - is much more of a valid argument. Using the normal CRT, you make the combat decision when you decide to attack, being already aware of the associated probabilities. With a matrix CRT, you still know the possible outcomes, but the decision-making can be taken one stage further.

So, in my view, this argument seems valid. There is an interesting side-effect, mainly when one considers the arrogant player, who might be tempted into thinking that he should attack in a given situation, when he would never dream of doing so if the normal CRT was used. He might think that his ability to out-think his opponent on choice of strategy will more than make up for any deficiencies in strategy or tactics. This is, I agree, arguable; indeed, it is difficult to compare a normal CRT with a matrix CRT. It would be interesting to see someone design one of each for the same game.

It seems reasonably clear, then, that the matrix CRT represents a good alternative to the normal CRT. However it is going too far to regard it as foolproof, luckproof, better in every respect and the most significant development in wargaming design for centuries.

In the latest issue of the General, there is a brief article by T.A. Brown which must rate comment here. He performs a brief analysis, from a game theory point of view, on the Kriegspiel CRT. From a very informed point of view, I might add - he works for the Operations Research Branch of the Fleet Air Arm, and might therefore be assumed to know just what he is talking about.

One of his earliest suppositions is that a player will be primarily interested in the relative attrition of a combat situation; he states quite categorically that, for the purpose of simplifying the article, he is ignoring numerous factors other than mere attrition (capturing a city, eliminating special forces, cutting a line of communication etc.) which normally have a very considerable influence on the decision made by the player.

He analyses a number of combat situations and produces a series of game theory solutions. He doesn't explain in detail how the results are arrived at, so few readers will know how to check the answers he prints. Later he says 'Such calculations are not always easy' - and rightly so.

Incidentally, about one-sixth of the solutions quoted are saddle point solutions. A predictable CRT???

Right - let's get back to the point. We welcome the matrix CRT (we welcomed it when it first appeared as well), but there's no need to go overboard for it. The game outcome still depends on the play.

The game theory aspects of the matrix CRT have already been touched on in reference to the article by T.A.Brown. When constructing a game matrix (not the entire CRT, but the game matrix you use to analyse a given situation), just how many variables do you consider? Is the type of unit you are attacking a significant factor? The type of terrain on which you are fighting? The remoteness or otherwise of supplies, reserves? Etc. Etc. These and many other factors have to be related to the total strategy of the game itself, and once you are thinking of the total strategy of the game, results of individual battles assume less importance. There are so many variables, even in normal situations, and so many various interpretations of the relative worths of these variables, that two people with skill in game theory might concoct totally different matrices, and arrive at different results. Who is right? When considering a mass of variables, it needs real discrimination to know where to break off - where to say 'these are important, those I will ignore for the sake of this battle'. An interesting by-product of the matrix CRT arises from the naming of the strategies. Since many of the titles have emotive appeal, it is interesting to estimate how many players will be affected by the actual wording. I get the impression that some players would prefer 'Blitzkrieg Attack' to 'Limited Attack' for much the same reason as some men drive Jaguars and Mustangs instead of Daffodils. (To the American reader - there is a car called the Daf Daffodil, of all things; needless to say, you don't see many of them around.....)

That seems to be about it. At this stage, a summing up of the opinions expressed above might help you, particularly if you are thinking of writing strong criticisms to the editor.

1. I don't object to a matrix CRT. I don't object to the normal kind, either. It can be said that the matrix has some advantages.
2. However to welcome the CRT as THE thing is nonsense.
3. When writing to magazines etc. about matrix CRTs (or anything else, for that matter) please make sure you know what you are talking about. Read the ALBION game theory articles.....

I am conscious of the fact that this series has almost ground to a halt, as far as any new instruction on game theory is concerned. This does have the advantage of allowing you all time to catch up on the work, or to order back issues and then catch up on the work. However, next time we must move on to a rather awkward type of 3×3 game. Many of you regard any 3×3 as awkward. Well, you will get plenty of 3×3 games in Kriegspiel.

See you all next time. Sorry to have been verbose.....

Prof. Erasmus Thing.

(By the way, Richard - gimme the planes back, eh?)
We meandered on for some miles. Christopher demanded a weewee in a loud voice.

Some consultation of maps and Ruff's Guide to the Turf finally put us on the right road.

The customs officer eyed my passport photo with something approaching hysteria and hastily ushered us through into the departure lounge (there's only one at Manchester) where we made a beeline for the off-duty cigarette and booze store.

It was closed, naturally.

Christopher demanded a weewee in a loud voice. Having satisfied that portion of his person, he then demanded something to eat (we had eaten lunch one hour before). A nearby child started to cry. I huddled further into my seat, facing the prospect of travelling $7\frac{1}{2}$ hours on the plane with a screaming child.

The plane was announced - on time. We got on - on time. The plane taxied towards the runway - on time. It took off - on time. We all stood up and sang the National Anthem, Rule Britannia, There'll Always Be An England and Knees Up Mother Brown.

The pilot came back thinking he was being hijacked. He asked us to sit down so that he could see through the rear-view mirror.

Quaint aircraft, these VC10s.

The loudspeaker blared into life. 'This is Captain Williams speaking'. I gloomily thought of all the people I know called Williams, and hitched the life-jacket to a more accessible position. Food was served, and with it the announcement that first class passengers could drink anything free, while the yobbos in the back had to pay for the tonic water.

The cloud which had accumulated under the plane at Manchester continued to follow us, as though tied to the undercarriage. We thus saw nothing below us all the way.

Christopher demanded a weewee in a voice which drowned the engine noise. He then rendered the operation null and void by drinking a pint of orange juice.

The assembled company settled into the usual torpor associated with a long plane journey. The only noise was the clicking of grenades as they were loaded and the oiling of sub-machine guns.

The air hostess with the short skirt awoke me from my slumber. We were over New York. Expectant faces searched the cloud for a gap, but to no avail.

A nearby cumulus resolved itself into an advertisement for Coke, then changed back into a cumulus. Crafty, these people.

The pilot came on the air again. He said we were 146th in line for landing at Kennedy, 21st in line at Friendship, Baltimore, 14th in line at San Diego and 2nd in line at Panama.

With commendable obstinacy, the captain decided to land at New York.

A bump, and we were down. As usual, the stupid British clapped the fellow for landing more or less in one piece and at the right place. Not that he could hear anyway. The aircraft meandered along, up and down runways, for about an hour, finally coming to rest. Outside the windows could be seen New York.

It could still be seen twenty minutes later, when they let us off the plane and put us all in a bus. It was hot - somewhere around 85, I would say (and that's the humidity). They kept us waiting in the bus long enough to adapt for future trips through the New York subway, then we started to move.

The driver thought carefully about changing into second gear, then decided against it and put the brakes on instead. Out we got, after motoring all of 150 yards.

An eagle-eyed immigration officer gazed at my passport photo in astonishment. Our baggage appeared, miraculously intact. The Customs Officer had a short laugh at my passport photo, then pointed to a Door - the Door through which we would pass to enter the U.S.A. proper.

I approached the Door carrying my light grip; Margaret, with five suitcases, and Christopher, with a bag containing four bottles of Best British Hooch, staggered behind me. I turned my back on the door to open it with the most convenient portion of my anatomy.

I should have known better, in America, of course. The door opened automatically as I approached and pressed my 33 stone on the mat.

I therefore entered America backwards, to the great astonishment and amusement of the crowd who had gathered to see the fun.

Bob Johnson rescued us immediately. I don't remember him taking round the hat for contributions, but he might have done. He would have made a fortune - they don't often see idiot Englishmen walking backwards into Kennedy.

We climbed into what Bob described as a small car, walked 250 yards to the seats, and were driven away at 530 miles an hour. On the wrong side of the road too, but everyone else seemed to have got the message.

Margaret and Christopher settled down to sleep, and Bob and I chewed over the things that had happened since we last met, plans for the weekend etc. Traffic whizzed past at all angles.

It was suddenly the wettest part of America. Some rain god tipped the lot down. Traffic slowed down automatically by $1\frac{1}{2}$ miles an hour.

We drove through Queens County and over the George Washington bridge. More accurately, the Martha Washington bridge. The thing has two roads, one on top of the other, and it was a popular superstition that George was always on top.....

We turned off Route 34 and arrived at Bob's apartment, where we were greeted by Carol. The cast is expanded at this point to include a small anonymous turtle/tortoise/terrapin, who didn't say anything at all.

We ate, drank and talked. We were to sleep in Bob's den - a plan which ensured that I would stay up most of the night looking at games etc. which were stacked around on shelves. Bob gave me the latest Kommandeur and I gave him the latest ALBION in return. I get the impression that Bob got the worse of the bargain, but he was polite enough not to say anything.

At first, we thought that the time difference (around 4 hours) was going to take some getting used to. However Bob craftily kept us up late the first night, so that we didn't notice the change at all. At 9 p.m. we went out shopping! Apparently most stores stay open until around 9.30, running a double staff to do so.

Margaret, Carol and Christopher disappeared towards the clothing section of the store (Bambergers) while Bob and I strolled up to the game department. Looking at the tremendous array of games on display, I resolved to be very selective in my purchases, otherwise we would land back home with around 50 new games.

Back to the apartment, having picked up Margaret (with that 'I hope Don has brought plenty of cash' look on her face), Carol and Christopher. Christopher went to bed around 10.30 (which was 2.30 a.m. our time) and the rest of us stayed up and chatted until after midnight, when sleep finally defeated us.

And so to bed.

It is impossible to define or pinpoint our first impressions. Superficially, of course, there is the impression of sheer size and space. The roads are enormous (although they are pretty crammed with traffic of all types) and the road surfaces very good. We discovered that many roads, and almost all bridges and tunnels, are toll-subsidised; I think it cost 40¢ to get over one particular bridge. The revenue from the tolls goes, apparently, towards road maintenance, which is a darned good idea (although perhaps expensive for the motorist). Later, in Maryland, we found that the practice was not country-wide; Maryland roads are almost entirely free from toll, and the state of repair and condition of the surface are poorer in consequence.

The heat took some getting used to. The temperature stayed firmly up in the 80s (which is below average), and this, coupled with the humidity, increased our consumption of liquid enormously. Most houses and apartments have air-conditioning, and very necessary it seems to be.

Perhaps the strongest early impression, and one which was to stay with us throughout our trip, was the extreme friendship shown to us - not only by our hosts, but also by people in shops etc. The surly English shop-girl hasn't

yet reached America, I'm glad to say - in fact one got the impression, in stores, that they were actually interested in selling something to the customer. Not that there was any high-power salesmanship, or anything of that sort; but if you asked for something, or simply showed an interest, a girl appeared at your elbow and asked if she could help. A nice smile and a friendly approach is something we lack over here, in most cases.

Bob and Carol were magnificent hosts, of course. Nothing was too much trouble for them (indeed, the same is true of everyone with whom we stayed - see further accounts). However I won't embarrass them by going into too much detail here.

Funnily enough, the American colour television is inferior in colour quality to our own. For once the British held back until they knew they were going to do it right. You can watch television all day and most of the night, of course, and have freedom of many more different programmes than the BBC and ITA offer. We didn't see much television, as it happened, although the matter will appear in a later report.

Summing up - we knew we were going to have the most marvellous holiday ever.

More next time.

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In part ii of the series, you will get:

A BRITISH FINANCIAL CRISIS!	THE NEW YORK SUBWAY!
CHRISTOPHER CONTINUES HIS INCONVENIENT REQUESTS!	
BOB'S CAREFUL PLANS FOR NEW YORK TOUR WRECKED BY TURNBULL!	
FACE TO FACE DIPLOMACY!	STRATEGY AND TACTICS!

plus a whole new cast list of lovable characters.

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ALBION Game Review Number 8.

KOREA.

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

Price: 5 dollars plus postage.

Our usual thanks to Jim Dunnigan.

Background.

The game covers various aspects of the Korean war, using different 'sub-games' to do so. Thus game 1 (Invasion) deals with the period June 25th to September 21st 1950, game 2 (Intervention) from November 26th 1950 to January 27th 1951, and game 3 (Stalemate) from January 28th to June 23rd 1951. The campaign game provides the means whereby these 'sub-games' can be linked to reconstruct the entire war.

Presentation.

The usual format for Test Series Games.

One point which will be of interest to those intending playing the game by mail concerns the mapboard, which is surrounded almost entirely by sea. The Test Series games have black sea squares, and it will therefore be necessary, when laying out the grid, to use white Letraset, since to mark the letters and numbers at the extreme edge of the board would make the grid difficult to read; it isn't an easy matter to follow a line of hexagons across black sea hexagons, whose boundaries are of course obliterated. Not that the use of black for sea squares is in any way a matter for criticism - there's little else they could do. However the shape of Korea will make postal play tiresome unless provision is made beforehand for easy reading of grid co-ordinates.

The rules.

Certain rules change for each 'sub-game', and these are noted on the game sheets, together with the mapboard, positions of unit at the start etc.

Other general rules are compiled in the usual format. We found that, as with the Flying Fortress rules, it was difficult sometimes to find a rule vaguely remembered from the previous reading. Thus the sections, although apparently laid out logically enough, overlap to some extent, which means that certain rules are found in unexpected places.

However (with one exception, for which see later) we found the rules quite easy to read and to understand.

Novel features are present in strength in Korea. We have units used for amphibious landings, MSTs, Naval Gunfire units etc. (Sorry - MST stands for Military Sea Transport; the MST unit and the AMPH unit perform much the same function, but MST units can operate only from/to ports.) There are three CRTs - Position Warfare (which can only be used by units that are entrenched or in certain positions advantageous to the defender), Pursuit (which is the only means available to the defender of withdrawing after combat) and Meeting Engagement. The latter yields the bloodier battles in a normal combat situation.

The doubling of defensive units only occurs in rough terrain (which is most of Korea). Other defensive situations allow the use of the Position Warfare CRT (in towns, river defence etc.) This is quite a good scheme, since it allows you to remember the 'effects of terrain on combat' rules - so often something of a task to remember in the first game or so.

More on certain rules later.

The play.

We started by playing game 1, and found the play similar in

many ways to 1918. We enjoyed 1918 very much, and we felt confident at this stage that we were going to enjoy Korea equally.

Our first indication of the main problem of the game came with the supply rules for game 1. These were not all that clear, and it took us some time to decide just what the designer had in mind.

Assuming we are right, the following interpretation appears to hold. Units are supplied from friendly railheads, the railroad in question going back to the source of supplies. (P'yongyang for the North Koreans - and it was the sector of the supply rules concerning the North Koreans and the Chinese which gave the trouble). A railhead is made friendly by any friendly unit passing over it (not necessarily a supply unit, although these are also called 'railroad repair' units). In regions where the North Koreans can't get a friendly railhead, because of a lack of connection with the source of supplies, or where units could not rely on such a railhead because they were too far from it, a supply unit can supply an attack etc.

This seemed to work OK and made sense. The NKPA didn't make the deep penetration into South Korea as they did in the actual campaign, but then this might have been the fault of the player. (Me).

It was when we started game 2 that the trouble arose. In the rules, supply units can move 3 hexes per impulse on railroads (again we are talking about North Korean or Chinese supply units) and it is clear that they must move pretty quick if units on the extreme east edge are to be supplied at all after move three. However the rules also state that after turn four of game 1, 'railroads north of the 38th parallel may no longer be used for moving units', the explanation being the UN air superiority. Now, if this means railroad squares obey the movement characteristics of the terrain they consist of (apart from railroads) then supply units, starting this game from An-Tung, cannot possibly get over to the east edge of the board to clear the UN out (one part of the NKPA victory conditions). If these hexes are treated as road hexes, the situation is only marginally better.

The whole matter is rather confused, and there seem to be conflicting rules on supply. We did the best we could with our interpretation, but were constantly aware that we might not be following the wishes of the designer, and that our report would be almost value-less in consequence. To be fair, we found the game very enjoyable whenever the supply situation was clear, and would rate it highly but for this one factor.

We strongly recommend that the supply rules be re-written, both in the general section and for individual 'sub-games'. As the rules stand at present, it seems unlikely that the game could be used for postal play, at any rate, until some decision on the supply complications is reached.

In issue 16 we printed a report on issue 20 of Strategy and Tactics magazine. The editorial face was red when, planning this issue, we realised that we had not printed a similar report on issue 21, which has been in our hands for some time now. In fact, issue 22 is already here, and should be reviewed soon.

To keep pace, we should report on both issues 21 and 22 this time. However this issue is large enough already, so we adopt the editorial policy of keeping you waiting for the review on issue 22. Frustrating, isn't it?

Strategy and Tactics - a report on Issue 21.

This issue is 32 pages, plus inserts, and sells for \$1.50. There are no less than four games included with the magazine, which makes the price ludicrously low. Comments on the games appear below, in the following listing of articles in batting order.

1. Outgoing mail - the S&T editorial. One section of this is concerned with supplying to readers the names and addresses of editors of some publications of note, and we are very pleased to see ALBION, listed with GRAUSTARK, as 'among the better Diplomacy magazines.'
2. Campaign Analysis: North Africa. Part 2 - the British Army. By Al Nofi.
The presentation of this article is excellent, although I am not qualified to comment on the accuracy of the information. The article deals with material factors (weapons etc.), historical, organisational, doctrinal, social and psychological factors, and contains information on the constitution of various British divisions.
I showed the article to Henry Radice who, as a member of the British Army and an enthusiast on military history, should know whether or not the facts are correct or not. Henry went away muttering under his breath, so I gather Al Nofi has transgressed somewhere. I hope to see an article by Henry in a future S&T on the subject.
3. Diplomacy. Rod Walker's column failed to appear this time; however there is a listing of some postal Diplomacy magazines, for the benefit of those who haven't yet tried this field. ALBION isn't included here, as it happens; however we are not offended - the section is aimed at American readers, who would normally be expected to prefer their games in a 'Domestic' magazine.
4. Chicago - Chicago! The first of the games. This is not strictly a wargame, although it is a game of conflict and hence has a place in the magazine. It simulates the police/demonstrators confrontation in the Chicago streets and parks in late August 1968. Game components (which are attractively, yet functionally, designed by

Red Simonsen,) are included as inserts. You have to mount the unit counters on card and cut them out yourself, but what do you expect for \$1.50?

Preliminary trials of the game were interesting. It looks like the police have quite a job on their hands, which is a fair duplication of the situation.

One minor, but irritating, criticism. The mapboard for this game, and the map for the strategic Goeben game (see later) are printed back to back, which means you have to get two copies of the map if you want to mount the boards. S&T promise (in issue 22, as it happens) to supply these on request and \$1. They also promise not to do it again.

5. Test Series Games Review by Dave Williams (the designer of the AH Anzio, Anzio Beachhead and wait for it). A series of comments by Dave on the Test Series Games, interspersed with comments from the TSG people. The comments are interesting, and agree, for the most part, with comments made in ALBION in the past. One very significant departure, however, concerns the game Normandy, which Dave says stinks. 'The game gives the impression of being slapped together overnight.' Well, chacun a son gout, as they say (they usually put the accents in, too.) (Translation - "My bloody feet are killing me.") We thought Normandy was a fine, playable game, and still think so. Sales of the game, in Britain and overseas, tend to confirm our view. But it's only an opinion. A pity that Dave doesn't include Korea in this article. It might have been useful had he commented on the supply rules, if only to see whether or not we are being more stupid than usual.
6. The Flight of the Goeben (strategic). The second game in the issue, designed by Dave Williams (see above). This game will be reviewed in the next ALBION, but a peek into the future will allow you to see that we think this is an excellent game. 'Nuff said until next time.
7. The Flight of the Goeben (tactical). Another game on the Goeben, by Tony Morale. This game has a strong Fletcher Pratt flavour, and looks interesting and reasonably playable. The ship counters are really magnificent (you cut them out - carefully! - yourself); I think they were created by Red Simonsen, who is doing a really magnificent job on the artistic side of the magazine.
8. Games. The regular column by Sid Sackson. (By the way, I had a look at Sid's book A Gamut of Games while in the U.S.A. and rate it a 'must' for anyone interested in general games of skill.) This time Sid turns his talents to unearthing a very old wargame, published in 1889, if you will believe it!

The game is called 'Invasion', and concerns a fictitious invasion of the British Isles by some anonymous enemy. The mapboard is printed in the magazine, so that anyone who is interested can copy it onto squared paper (not a long job, since movement is on a dot principle). Note that this is not the Invasion game previously mentioned in these pages (issue 15 page 15). This is a most interesting piece of digging-up, and although I suspect few people will actually try the game (in comparison with those who try the Goeben, for instance) this sort of thing has a very strong appeal for most of the readership, and the inclusion of such researches in S&T is most valid.

I think I am right in saying that some members of the British region of AHIKS have copies of old wargames published over here. I am sure that S&T would be interested to hear of them.

9. Pass In Review. A regular article on books of interest to the wargamer. To me, these articles are never as interesting as the series written by Henry Radice in the AHIKS British Region Bulletins; however I would admit to being rather biased here. With the coming of the AHIKS section of this magazine, readers of ALBION who have not previously read the bulletin will be able to form their own opinions.
10. Incoming Mail. Letters from readers to the S&T staff. Obviously this sort of thing cannot really be rated, as a normal article can. However the letters are, for the most part, interesting, informative, and reasonably written.
11. Recon. Usually the Recon article is dotted about the magazine, consisting of bits of information, requests etc. However, this one is a critique of Bastogne, the game published in S&T issue 20. It is written by James Govostes. Having not yet played the game, I cannot comment, but the article seems well-written and informative.

Summary.

Another good issue from Strategy and Tactics. We continue to expect the best from them, and that is what we get. The inclusion of games in this issue, as in others, makes the cost of the magazine very low in comparison with others. Granted that £1 for a magazine seems high (that's about the price in England when postage has been taken into account); however you certainly get value for your money in games alone. Actual articles are, of course, relatively few in number, since quite a lot of space is taken up with the games. However we think this is a minor disadvantage, and would rather see the games than 32 pages of articles. Strongly recommended.

Next time: report on issue 22, containing Tactical Game 14.

ALBION GOES ALL WFF 'N' PROOF.

The sanity of ALBION has long been in dispute. However English readers will be glad to note that the above heading does not indicate the final breaking of the mental back of the editor. It is our unfortunate duty to record the fact that the editor isn't, despite obvious indications, being dragged off to the nearest institution in a strait-jacket. How long this will last is anyone's guess.

There is an organisation called WFF'N PROOF, hailing from New Haven, Conn., which markets 'Games for Thinkers'. During our recent stay with Don Miller, he pushed some of these games into my hands and asked me to write a review on them in ALBION; when the Chairman of the NFFF Games Bureau says 'Jump!', you jump.

In future issues of ALBION (I'm not sure when - perhaps next issue) there will be appearing articles on these games. That's something to look forward to.

A few comments here might not be out of place, however, particularly for the benefit of those British readers who are wondering just what I am talking about.

The majority of the games (the original WFF'N PROOF, On-Sets, Equations, Configurations, the Real Numbers Game) have a strong mathematical flavour. In fact, preliminary analysis seems to indicate that these would be better defined as 'learning programmes' rather than games. Thus the games themselves (each game contains a number of different versions) seem less important than the (mainly mathematical) knowledge you derive from playing them. As a teacher of mathematics, I rate this as quite a good idea. However it does explain the comment made by Ton Shaw of Avalon Hill to me - 'Almost everyone buys the WFF'N PROOF games, but no-one ever seems to play them!' Most people are interested in games, but most people are not interested in learning, particularly mathematics.

Readers of magazines such as these are, however, the exception to the rule. All of you have already undertaken a considerable programme of learning when you started the wargaming hobby, and to carry in your heads the rules to a dozen or more wargames is no mean feat. I therefore assume (putting words into your mouth) that many of you are interested in learning, and hence that you might be interested in reading about the WFF'N PROOF games.

I have therefore collected about me a team of keen pupils in my fifth form (16 years) who are busy investigating the mathematical games in the series. We will prepare a joint report and let you have it at some future date. If the pupils in question fail to understand a particular rule, I cane them to within an inch of their lives - the most effective learning programme I have come across to date. Who wants modern methods anyway?

So - keep your eyes open for ALBION's first slave-labour column.

REPORT.

ALBION 69/1 (1969BG).

Winter 1910 Builds etc.

France builds A(Par), F(Mar), F(Bre).
 Turkey builds F(Con), A(\$my).
 Germany removes F(BAL), F(Hel), A(Sil).
 Russia removes A(Liv).
 Austria removes A(Gal).

Positions at start of 1911.

France:	As in Swe, Hol, Kie, Bel, Bur, Par, Pie, Ven, Tyr.	18 units.
	Fs in GoB, Nor, NEH, Den, Bre, Mar, TYS, IOS, ADS.	
Turkey:	As in Bud, Rus, Alb, Smy.	9 units.
	Fs in Sev, Con, Gre, AES, EMS.	
Russia:	As in Mos, War.	3 units.
	Fs in StP.	
Germany:	As in Ber, Mun.	2 units.
	No Fs.	
Austria:	As in Vie, Tri.	2 units.
	No Fs.	
Italy:	Eliminated 1907.	0 units.
England:	Eliminated 1906.	0 units.

Malcolm Watson, playing France, is therefore the first winner of an ALBION game.

CONGRATULATIONS MALCOLM!!

A rating table for the game looks like this:

1. Malcolm Watson, France.
2. David Wood, Turkey.
3. Chris Hancock, Russia.
- 4=. Colin Newcombe, Germany.
- 4=. Michael Nethercot, Austria.
6. John Robertson, Italy.
7. John Munro, England.

A comment by the gamesmaster on this game appears earlier in this issue. Comments on any aspect of the game will be welcomed for inclusion in future issues. Particularly from those who have had many years in postal Diplomacy.

This is also an appropriate time to ask for comments on the general running of ALBION games, suggestions for improvement etc. Please let me have your views.

xx

Footnote

This might not be the best place for this footnote, but most people read this page.
 Last time I announced that we would be running a series of articles on the AH Anzio, and asked for contributions. The response so far has been NIL. Please let me have your views on the game - you don't want to read my rubbish all the time, do you???

the outskirts of Marseilles. All have volunteered to work on the agricultural productivity camps in newly acquired Tunis. As one of our noble ancestors once said - "I came, I saw, and they just loved me."

From the Austrian Press.

A round-up of the News of the World.

LONDON.

This island nation has perhaps put its hand into a hornet's nest in its attempt to honour its treaty commitments to preserve the neutrality of Belgium. All we can say is - more power to England, and we hope the long arm of the British navy doesn't break under the strain.

BERLIN.

Increasing concern is felt at the silence in the Imperial Palace. They must be still alive in there because there are now a few more German soldiers on the field than before, but we would like to know Was giebst?

PARIS.

French Jewry is up in arms over the anti-semitic outbursts of the French Press. The offices of Le Monde, Figaro and the Dailey Blat were besieged by hordes of rag sellers, and several members of the editorial staff were seriously injured by thrown stale bagels (the hardest known substance in the world). The Mufti of Jerusalem, on a goodwill visit to the perfume factories of the Rhone valley were heard to remark - "Ought to borrow the Cossacks from Nicky and fix them all."

INSTABUL.

Unfortunately no news is reported from this hotbed of intrigue, cupidity and nastiness, since all the news offices are in an area which is being disputed by Hussars and Cossacks, over who should have first rights at the loot and in what proportions; as soon as the situation clears reports will be forthcoming.

JERUSALEM.

A spokesman for the Hagana, a para-military organisation created to protect Jewish settlements in this strife-torn corner of the once-proud Turkish Empire, has announced that it is absolutely untrue that the settlers possess something referred to as an atom bomb (?). He admits that research is being conducted in the areas of high explosives, but assured the reporter that it was only for the peaceful use of cracking stale bagels.

VIENNA.

Final terms were agreed upon and a joint treaty will soon come into effect declaring the entire Balkan peninsula a joint Austro-Russian protectorate, and sealing the fate of the wily Turk in Europe. His Imperial Majesty Franz Joseph II,

Emperor of Austria, King of Hungary, Duke of Styria and Carinthia, Count of Carinola, lots of etc's, has declared, in a fleeting moment of lucidity, that Ali Baba Booboo has no place in the continent of Europe, and a very small place in the world. His Imperial Highness Prince Reddernich was heard to murmur - "Amen."

From the Russian Press.

The return to Moscow, last week, of our Trade Mission from Budapest caused little comment; but the announcement last night of the formation of a GREATER SOUTH-EAST EUROPEAN CO-PROSPERITY SPHERE (commonly known as GRASP) resulted in banner headlines.

Further details were made public this afternoon. Of the eight nations represented on the Council (Russia, Austria-Hungary, Italy, Serbia, Greece, Bulgaria, Rumania, Albania and Turkey), the first three form the Steering Committee, and control all military forces, external trade, and elections on a national level in the remaining members. Turkey's voting rights have been suspended for a year due to the Sultan's arrogant attitude at the preliminary negotiations. However the suspension is subject to review and may be modified according to events.

General Kuropatkin wore a stunned expression during most of his Scandanavian tour. He was heard to remark that the dead marines outnumbered the live ones by about 1000 to 1. It's a safe bet that some action will be seen in that sector soon!

The 'Mad Englishman' trial proceeds at a slow pace, with adjournments following one another like the Sultan's troops after the harem. The fourteen women and one child found resident on the Englishman's farm are to be given free passage to Scotland, where a certain Mr. Watson is to find employment for them until the release of their 'husband'. Putting molasses in bagpipes has been suggested as a well-paying occupation. Told of their departure, the defendant looked relieved and said that polygamy wasn't a bed of roses.

TASS.

From the French Press.

PARIS.

The devious ploy of the German forces in the Fall of this last year all but confirms the evil exploitation of the Zionist movement by the Kommittee fur den Osten. What else could have stalled the entire German High Command except this super-complex conspiracy?

NICE.

With the repulsion of the Italian attack in the Autumn of 1901, Nice once again can settle down to the task of building the second most powerful navy in the world.

Contacts have already been made with certain Italian families in Brooklyn to bring internal pressures against the Italian government in order to restore peace to the Med.

In the meantime the Spanish warship Sonoliento Pollo has joined the second southern fleet at Nice for gunnery practice against the expected arrival of the Italian fleet.

BROOKLYN, NYC, USA.

Louis Gallo, famed member of Mother's and Father's Italian Association, has denounced the activities of the Italian government in its declaration of war on France. "D'at two-bit dumb punk - w'at da hell does he d'ink he's do'in anyway? He'll bring the whole god-damned Association to ruin with his blasted war....How can we do business with t'ousands of warships all over da place?"

The distinguished member of M.A.F.I.A. has warned the Italian government that unless this war comes to an immediate halt, the Families will find a way to deal with this interruption of peaceful and cusiness-like traffic.

VALENCIA, SPAIN.

An entire squadron of Spanish ships has been tooled up for the forthcoming fight with the Italians. Squadron members are La Cacerola Viscosa (Slimy Skillet), El Zorrino Azul (Blue Skunk) and El Pollo Negro (Black Chicken). Also to be joining the squadron on its sally is El Craneo Liso (The Slick Skull), whose commander, Arreglo Perros y Gatos (Disposal - dogs and cats) is reputed to be one of the best leaders in all of Spain.

RADIO FREE FRANCE BROADCAST No 1.2

The French people claim all rights in regard to any occupation of Belgium. We therefore decree that it is the natural laws of Nations that yields Belgium to French protection. All insolent debators for such territory shall please take their argumentation and their forces elsewhere.

TO ROME WITH CONVICTION.

Should you continue to attack France's regional boundaries your folly will become shameful and your power ghostly.

TO TURKEY WITH LOVE.

While your luck still holds for the time, what does the future hold for THEE?

From the British Press.

The following statements have been passed for public consumption by the Rt. Hon. Roland ffeatherstonehaugh.

LONDON and Home.

The British Intelligence Network has announced that a high-ranking member of the British Association for Science, Technology And Rat Disposal (known in brief as ~~BSR~~ The

British Association for Science, Technology And Rat Disposal) has failed to report on his research in Russia for some considerable time. His wife was called to the Ministry this morning, but so far she has not emerged. The newly-built fleet in London, reputed to be the most powerful in the world, has set out for maneuvres in the English Channel. In the meantime the Edinburgh fleet has been ordered to prepare for a possible excursion into the North Sea. England is proud to control the largest fleet in the world today. The Naval Office has recently been considering plans for the installation of guns on the ships, in view of the likelihood of hostilities in the near future.

SCANDANAVIA.

British and Russian marines parted with reluctance this week as the British fleet was ordered south to protect the interests of Denmark with their colleagues from Germany. Vodka parties among the British, and Scotch parties among the Russians, have increased the occupancy of field hospitals by 340%, so a large field medical unit is remaining behind to cater for the excessive demands of the patients. A troopship carrying 427 nurses from Norway recently departed enroute for London and the Family Planning Clinic. The British government received with delight the news of this fresh bond between the English and the Russians, although they expressed some doubt as to whether the National Health Service could cope.

BELGIUM.

Units of the First British Army, undergoing training in Belgium, were surprised to see a French General watching their manouvres recently. Apparently the French have some designs on Belgian occupation, and the General had been invited along to see just how impossible a task his government had set him. He failed however to appreciate the real qualities of the British soldier, since he trod on a mine outside the NAAFI and was buried with full honours behind the field latrines.

CAPRI.

The search for long-lost Alec Tulip is at an end! Today his half-starved 280-pound body was washed up onto a beach and was picked up by souvenir-hunters. He eventually reached the centre of government, where he explained his mission and the plight into which he had fallen. On being told he was 4,000 miles off course, he was heard to mumble - "Well, nobody's perfect." Alec will set sail for home tomorrow. Assuming he can find his boat before then.

ELSEWHERE.

Our man in Montego Bay still has nothing to report. We are considering transferring him to a Moscow sewer.

Correct me if I'm wrong, but I think this is the first time ALBION has ever reached the giddy heights of 40 pages. (Sorry - forgot to announce that the 70/3 Press Releases were complete).

Actually, the purpose of this page, and those to follow, is to back-track to a certain extent on what has come before, correcting, adding etc. That's the trouble with starting to type stencils well before publication - all the initial pages are obsolete by the time you get to the end.

So, let's have a start with

LATELETTERS LATELETTERS LATELETTERS LATELETTERS LATELETTERS

From Lt. Col. Henry L.T.Radice, M.B.E., HQNorthern Command, York YO1 4AU.

Dear Don,

I reckon you have now talked me into subscribing to ALBION now, if only to get the reports on the Test Series Games. So put me down and let me know the sub. Caught at last - damn!! I would like the Book Corner to go to everyone and remain in the newsletter; if everyone in the region now subscribes to ALBION it could not matter less.

.....
Yours, Henry.

*I think the question of the Book Corner (the well-known Colonel's Corner from the AHIKS British region bulletins) is settled now - averyone will get it, including those from overseas who subscribe to ALBION, and anyone in the British region who doesn't.

Thanks for the subscription, Henry - I think you may find other interesting things in ALBION besides the TSG reports, particularly if your sense of humour is as inane as mine.
djt*

From Donald Featherstone, 69 Hill Lane, Southampton, Hants.
Dear Mr. Turnbull,

.....
I would certainly like to have some articles from you on board wargaming. The reason there are none in the Wargamer's Newsletter is simply that none are ever sent to me! Admittedly, Wargamer's Newsletter is primarily concerned with wargaming using miniature figures, but there are sufficient board wargamers around to make articles on the subject quite justifiable. I would be grateful to hear from you in this connection.
Yours sincerely, Donald Featherstone.

*Mr. Featherstone will get a copy of this issue of ALBION free (that way he can't complain he has been overcharged, like everyone else who subscribes to ALBION does). I also hope to be sending him an article or two on the board wargaming situation in Britain at present, and with luck we might make valuable contacts with other groups - perhaps

even groups of Diplomacy players. djt*

From Dennis Nixon, 49 Manor Street, Middlesbrough, Teesside
TS1 4FY.

Dear DJT,

Diplomacy arrived today from Knutsford and I spent most of the evening getting acquainted with the rules and playing through the short (all too short!) game given therein. The game is well up to my expectations and as my bewilderment is now confined, at any rate, more or less to the continent of Europe I should like to apply for a place in Game 70/4, or, if I am too late, in the next available one for which you consider me suited. This gives me at least a month to get in some theory and possibly one or two games over the board, though these alas will not be full-scale affairs; probably only three- or four-man games which I am glad to see the rules provide for.

Yours sincerely, Dennis Nixon.

The mysterious reference to Knutsford is simply explained by the fact that Dennis asked me if I knew a Diplomacy stockist. I do - in Knutsford, Cheshire. Get the idea? Unfortunately Dennis' request for a place in 70/4 was one day too late, so we start a waiting list for the next regular British-only game. djt

Again from Dennis Nixon, one week later. (I told you I had misplaced a pile of these letters).

Dear DJT,

I had my first over-the-board game of Diplomacy last night and although it was merely a 3-power affair the verdict of all players was - "terrific". Bewilderment is still a predominant element in my own reactions, though here reduced to Western Europe, but excitement was a strong rival! Above all I feel a boundless admiration for the brain that created the game which is far and away the best multi-player game that I have ever come across. It is of course much more instructive and enjoyable to take part in an actual game than to play over a recorded game.

In brief, then, it is no exaggeration to say that I am completely won over, so I now hurry to carry out the plan which has been forming in my mind since I first saw ALBION, namely to have a complete set of the magazine. To do this I require Nos. 1-15 which cost altogether 14/- according to your list in issue 19; so will you please send me as soon as convenient whatever of those are immediately available? (I gather I may have to wait for some of the photostat copies).

I am particularly interested in the series of rule interpretations as I can see that some quite involved situations may arise.

I enclose Giro-cheque for £2 which will cover the issues and the fee for the game I have applied to enter, and leave a comfortable balance for the future.

I am planning to start a 4-power game to be played in serial form during lunch-hours at work, and also a few evening games at home. It seems that a small-scale affair is most convenient for one's early games, and I am surprised to hear that you have never played a game over the board. I should have thought it much the quickest way of learning.

Yours sincerely, Dennis Nixon.

*Many thanks for the confidence you have shown in ALBION, Dennis; you will get as many back issues as available soon after you receive this.

Glad to hear your enthusiasm for the game - Allen Calhamer please take a bow as the inventor.

As for my personal involvement in face-to-face games, the situation has now changed somewhat - see later portions of the account of our U.S. holiday. I never knew Edi Birsan had a machine pistol, anyway. djt*

Corrections to Subscriber List (pages 5-7 of this issue).

Please amend/add entries as follows:-

- 5. Chris Hancock. P. *8/9d*
- 29. David Jones. P. *5/-*
- 32. Tony Jones. S. (£1-3-0d).
- 38. Henry Radice (Lt. Col., M.B.E.), G Branch, HQ Northern Command, York YO1 4AU. S. (?).
- 39. Jeremy Elsmore, 3 The Gorse, Tabley Road, Knutsford, Cheshire. S. (8/10d).

Corrections to Game Fee (70/4) announcement (Page 12 this issue).

Since typing the page in question, the list of those who have already paid game fees has grown. The following can rest assured that I have their cash:-

Ray Evans (Austria); David Jones (France); Chris Hancock (Italy); Rod Blackshaw (Russia); Tony Jones (Turkey).

xx

Which brings us to the end of this long, but rather important, issue of ALBION. The blonde secretary is soon to be packed away again into the cupboard, to be unearthed soon for the first copy of COURIER. (actually, the new format is merely an excuse to get the blonde secretary into the wargames room more often than before.....)

Please let me know what you think of the proposed arrangements, by letting me have the questionnaire back as soon as you can. That way I will get some idea of your wants for the future of ALBION.

Best wishes to all, and look out for your package next month!

Don Turnbull.

ALBION QUESTIONNAIRE.

You should, by now, have read of the proposed changes in ALBION on pages 2-7 of this issue, and your own entry in the trades and subscribers list. Exception - if you are getting this issue as sample, you won't, of course, appear in the latter.

Please answer the following questions and return the complete form to Don Turnbull, 6 St, George's Avenue, Timperley, Cheshire, England as soon as possible.

XX

Name JEFF KEY

Address (if different to that printed)

.....

Is your entry on the trade/subscriber list correct?

YES/NO/NOT ON AT ALL.

If NO, please explain below.

.....

.....

Do you wish to continue your current status of trade/player/subscriber/special with ALBION at the new rate, where this new rate applies?

YES/NO.

(If you answer NO, your outstanding credit will be forwarded to you. If you have any - if you owe me, please settle).

Have you any comments, suggestions, rude remarks to make about the proposed changes - things that might be improved etc.? If so, please answer below.

..... I WOULD BE INTERESTED IN JOINING AN
..... ALBION GAME SHOULD AN OPENING BE AVAILABLE
.....

(over if required)

For those who received ALBION 21 as a sample only.

I CANNOT wait to subscribe to ALBION. Please enter my name as a subscriber. Please also sign me up for a Diplomacy game in COURIER (specify British-only or international).

I enclose cheque/postal order for

(Delete any section above which is not applicable).

To every literate reader: I would welcome your article in ALBION. If you intend to contribute something, please give details over.

To everyone:- Thanks for your supportYe Ed.