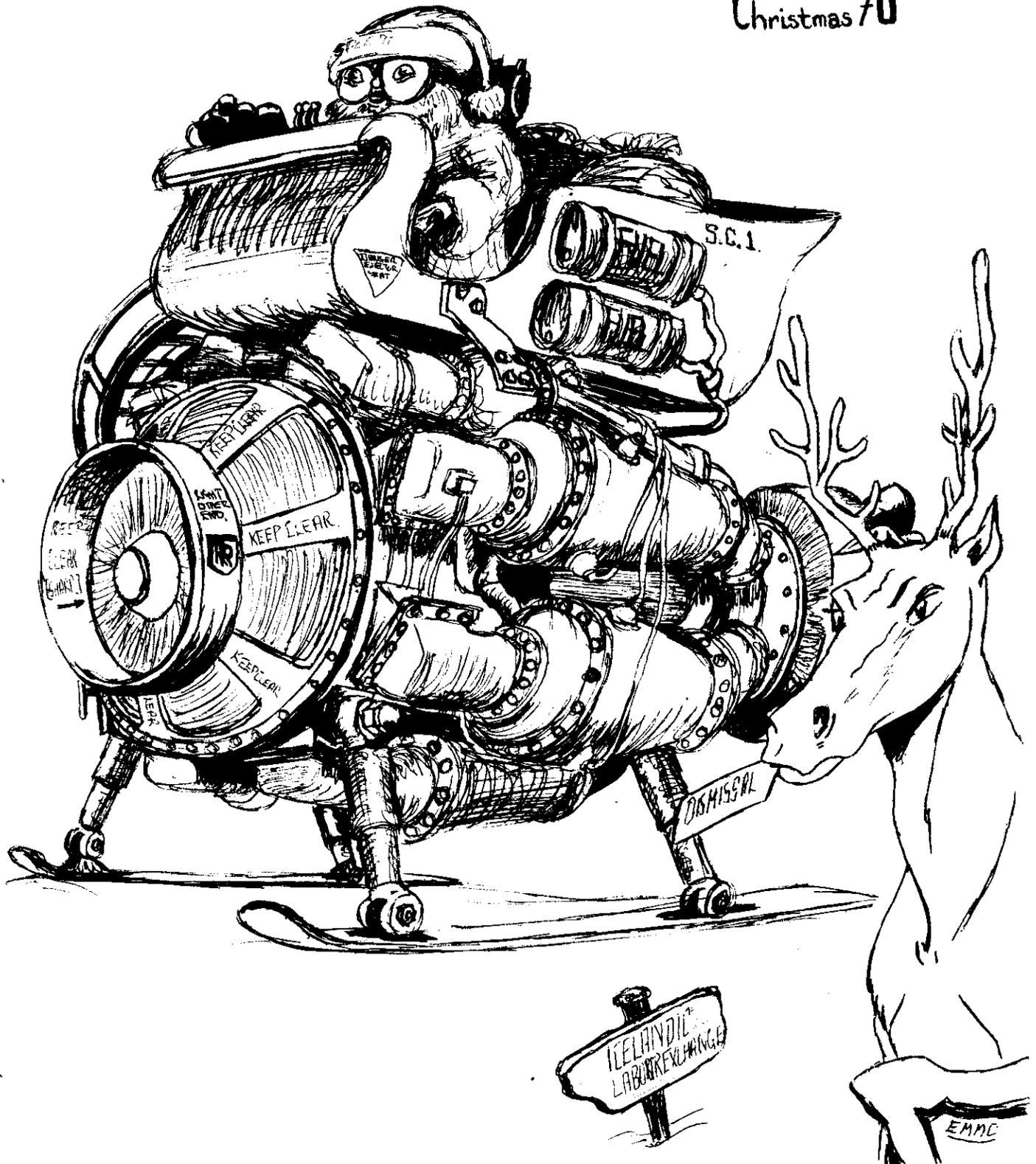


albion
Christmas 70



ALBION is a journal of board wargaming and allied interests. It is published on the first of each month at a subscription price of 2/- (10p) per issue, plus appropriate postage costs. Postal Diplomacy games are reported in COURIER, the section of ALBION created for that purpose.

Applications for places in Diplomacy games should be made in writing to the editor - Don Turnbull, 6 St. George's Avenue, Timperley, Cheshire, England. The supply of games is a function of the demand. Players awaiting a game are expected to subscribe to ALBION until the game starts. Players involved in a game get both ALBION and COURIER free, having paid the game fee, until such time as either they are eliminated or win; they pay postage costs throughout the game.

ALBION is a member of the NFFF Games Bureau Diplomacy Division.

Diplomacy is a game manufactured and marketed by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118, U.S.A. It can be obtained in this country from various shops, but in case of difficulty, write to Hewitts Ltd., King Street, Knutsford, Cheshire. Cost about 48/-. Please mention ALBION when writing.

Contributions to ALBION are welcome. They should be written legibly or typed. Please submit as far in advance of publication date as possible.

The editor does not necessarily share the views of contributors as expressed in articles or letters.

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The AHKS British Region Members' Bulletin for January 1971 is attached to the rear of this issue.

The front cover is by R. Emerson. The cartoon at the rear (if it ever emerges from the Christmas post) is by George Forster. To both these people, our usual thanks.

EDITORIAL.

It will not have escaped the keen eyes of our readers that this issue of ALBION is different to all previous issues. The explanation is simple - this issue has been produced on off-set press, as opposed to a stencil duplicator. A comparison between the two processes can easily be made by comparing the main bulk of ALBION with the ANIKS British Region bulletin which appears at the rear, and which has been stencil duplicated as usual.

Although, at the time of typing this page, the ALBION editorial staff hasn't seen what the final result will look like, we are confident that the appearance of the magazine will have improved; the type should be crisper and clearer, and the paper will be of better quality. The usual crop of spelling and typing errors will be there as usual, however; it takes more than just a new printing method to cope with gross incompetence.

We hope to retain this printing policy for all future issues of ALBION. Sooner or later, COURIER will follow suit, when my supply of stencils runs out. In fact the costs are virtually the same - offset plates cost me slightly less than stencils, and paper is considerably cheaper; however the preparation of plates for the cover and cartoons costs more than the process for transferring them onto stencil. So all in all things should even out.

At present the only disadvantage of offset printing appears to be the speed with which the plates are prepared. However we hope that, as our typing staff gets used to the new method, speed will be back to normal. About 5 hours per page, that is.....

Comments from readers on the new format will be welcomed.

In other respects this issue is a disappointing one. For a start it is smaller than usual - the festive season can be blamed, at least in part, for this. As a hint to publishers of other amateur magazines, may I remark that it is impossible to open Christmas gifts, smoke noxious cigars, drink too much liquor, eat a 25lb turkey, entertain Auntie Gertie, and sleep at the same time as producing your magazine. You can either enjoy Christmas or retain all mental faculties. Not both. Often you don't really enjoy the excesses anyway.

Apart from this, our play-testing panel has only been able to produce a short review this time, for reasons announced previously. And of other articles there seems to be a dearth. Even A British Idiot In America has been put back to the next issue.

However we do have a complete Diplomacy variant in this issue. We hope that players will be interested in forming a game of Abstraction - see the announcement on page 6. My thanks are due to Fred Davis, not only for allowing me to print the rules of his Diplomacy variant, but for keeping me informed on rule amendments since the last printing, in ALBION 11.

Here is an editorial cry for help. At the moment there are no articles at all stock-piled for future issues; this means that, although regular features will continue to appear, new items will be absent. May we urge readers to contribute articles to ALBION? These may be on any subject marginally related to games and gaming, with special preference given to wargaming and Diplomacy. We are interested in reviews of new games, comments on old ones, suggestions for novel game designs etc. etc. We particularly don't want the magazine to get to the stage when letters take up a large proportion of the space - letters are welcome of course, but articles are more so. Let's have your ideas.

Ever since savemen first chipped letters in stone, the technique of 'daring' an editor to print a letter has been used; such a technique was used by David Berg in the last issue to 'dare' me to print his letter. May we remark that, since we were guileless about the dare, we are equally so about the replies printed in this issue.

Don Turnbull.

As promised in issue 24, here are the rules for a new Diplomacy variant; we hope that a game using these rules will be reported in COURIER soon.

Warning! These rules were first printed in ALBION issue 11. However, since that time, some minor modifications have been made by the inventor. The version printed here is to be regarded as authoritative, and will be used for the game(s) in this magazine, unless further indication is made to the contrary.

A map for the game is supplied loose with this issue.

ABSTRACTION - A Diplomacy Variant.

Rules created by Fred C. Davis Jr. They are reprinted here by kind permission of the author.

1. All standard rules of Diplomacy will be followed, except as noted below.
2. There are 46 Supply Centres. Several additional provinces have been added, including the entire southern shore of the Mediterranean Sea. Most Great Powers have 8 provinces; Austria has 9, Russia 10. Most Great Powers begin the game with 4 units on the board; Russia begins with 5 units. Switzerland is passable, and has been divided into two provinces - Zurich, which is a supply centre, and Oberland, which is an ordinary province. See the map for the additional land and sea provinces, and name changes.
3. The standard starting positions of units is as follows:-
 - Austria: A Vienna. A Budapest. A Pecs. F Zara. See rule 3a.
 - England: A Liverpool. F London. F Edinburgh. F Plymouth.
 - France: A Paris. A Lyon. F Brest. F Marseilles.
 - Germany: A Berlin. A Dresden. A Munich. F Kiel.
 - Italy: A Rome. A Venice. F Naples. F Sicily.
 - Russia: A Moscow. A Warsaw. F St. Petersburg. F Odessa.
A Arkhangel'sk.
 - Turkey: A Constantinople. A Smyrna. F Damascus. F Sinope.
- 3a. While Budapest remains an Austrian supply centre, the army that would normally be placed in that province will instead be placed in Tyrol prior to the first move. All future Austrian builds will be made in the regular supply centres, not in Tyrol.
- 3b. The total number of starting units cannot be changed, but the players may alter the number of fleets and armies owned by their countries, within these totals, before the first move of the game. All Great Powers except Turkey may either increase or decrease the number of fleets or armies by one unit. An increase in one type of unit automatically decreases the number of the other type. Turkey cannot add more than the 2 fleets she starts with, but may decrease that total by 2 units and replace them with armies. See the detailed table below for upper and lower limits of the unit types.

Standard number of starting units.			Building variation limits.			
A	F		Max. fleets.		Min. fleets.	
A	F		A	F	A	F
3	1	Austria.	2	2	4	0
1	3	England.	0	4	2	2
2	2	France.	1	3	3	1
3	1	Germany.	2	2	4	0
2	2	Italy.	1	3	3	1
3	2	Russia.	2	3	4	1
2	2	Turkey.	2	2	4	0

- 3c. Before any units are placed, the players may negotiate among themselves as to how many units of each type should be built. When negotiations are over, each player should submit an order for the placement and designation of each unit. The first report on the game will, therefore, announce starting units and positions for each country.
4. The first move of the game is July 1914, and each subsequent move will take place during a single month. The 'build' seasons will be September, December, March and June. The game automatically ends following the November 1918 moves, except that December 1918 builds will be allowed, if there are any to be made.
- 4a. To establish 'control' of a supply centre, a unit must be in occupation of the province after the move immediately prior to a 'build' season. In other words, units may be built in March, say, for a supply centre occupied in February, but not for one occupied in January and subsequently vacated.
5. If any player has 23 or more units on the board prior to November 1918 he is automatically the winner - he meets the Victory Criterion. If no player has 23 units or more after the December 1918 builds, the player with the largest number of units (not supply centres) on the board is the winner.
6. Convoy by standard Diplomacy 'leap-frog' method is allowed only if it covers the crossing of a single sea province. A fleet may convoy an army belonging to its own country or to any other country. This one-space convoy will be referred to as the 'Fast Ferry', and the order for its use should be written under that heading.
7. All convoys involving the crossing of more than one sea space may only be undertaken by 'piggy-back'. On a given move, an army in a coastal province adjacent to a fleet in a sea province may be placed aboard that fleet, which becomes an A/F. The A/F may then, in the same month, move to another sea space, and may then also disembark the army, if the second sea space touches another land province.
Example: A Marseilles to F Gulf of Lyons; A/F Gulf of Lyons - Western Med; A disembarked Algeria.
An A/F can remain physically intact on the board for 3 consecutive moves, excluding build periods. Thus, an army can be on the seas for a total of 4 consecutive A/F moves before exhausting its rations. If the army is not successfully disembarked before the end of the 4th move, it is annihilated.
Example: an army which boards a fleet in October 1914 could stay with that fleet for October, November and January, but must be landed before the end of February 1915, or it will be removed from the board.
Removal of the army does not affect the fleet.
8. Army/Fleet combined operations.
 - a. An A/F has the same 'combat factor' as a single fleet. It may attack, support and be supported. It cannot convoy another army via the Fast Ferry, since its transports are already fully loaded. An A/F can exist only in a sea province. It cannot be ordered into a land province as an entity, but it may support another unit into a land province.
 - b. If an army is ordered to board a fleet, and the A/F is then prevented from moving to another sea space, the A/F remains intact. If the fleet order is 'Hold', the A/F will also remain intact.
 - c. If an army is ordered to board a fleet, and the fleet is simultaneously required to defend its sea space against another fleet, or the fleet is required to support another unit, the army is considered to have failed to board, and it remains in its previous land province.

- d. If an army's attack (disembarkation) on a land province fails, the A/F remains intact. Any move which the fleet had ordered will not take place.
 - e. An army which is landed after spending one, two or three consecutive moves with a fleet may again be picked up by the same fleet on the next move.
 - f. A fleet may not simultaneously land one army and pick up another. All boardings must be made at the beginnings of turns.
 - g. A fleet which lands an army in an adjacent land province before making a move may support that army into the land province as its move. Or, having landed an army before moving, it may then move elsewhere.
 - h. If an A/F is annihilated, both units are removed.
 - i. If the loss of a supply centre requires the removal of a unit from the board, an army which is part of an A/F may be removed. The removal of the fleet would also result in the destruction of the army.
9. Armies may move between Naples and Sicily without convoy. These provinces are considered adjacent, as Denmark and Sweden. Attacks and supports may be made from one province to the other.
 10. A player may not write an 'off the board' retreat order. Any written order for a retreat must be to an existing, vacant, province.
 11. Frozen regions.
 - a. During January, February, March and April, fleets in the Arctic Ocean, Barents Sea, Arkhangel'sk, Lapland and Iceland may not move or support, nor may they be attacked or supported by other fleets, nor may fleets support attacks upon them. These regions are frozen in winter.
 - b. Armies may move into Arkhangel'sk or Lapland during these months of winter if they are unoccupied, but they cannot attack these areas during these months if they are occupied by any type of unit. Armies already in these provinces may move out overland to adjacent land provinces at any time, including attacks or supports against occupied provinces. Armies may not be landed in, nor disembarked from, Iceland during these months.
 - c. Russia may build an army or fleet in the Arkhangel'sk supply centre in a March build.
 12. For diplomatic purposes, Ireland should be considered as the 8th province of England, although no builds can be made there, nor can the supply centre be counted until it has been occupied. Similarly, Sardinia is the 8th province of Italy.
 13. Exchange of Provinces. (This applies only to 'away' provinces, either supply centres or non-supply centres. An 'away' province includes those formerly in the homeland of another Great Power, but now controlled by a different power).
 - a. Two Great Powers at any time may negotiate to exchange provinces they control. The only restriction is that if a supply centre is involved and is occupied by a unit of the power giving up control, that unit must leave the supply centre on the move the exchange becomes effective, or the exchange does not take place. The gamesmaster must be notified in advance of the exchange, and the month for which it is to become effective, which can be up to 3 months in the future. Notices of exchange must be published with the report on the moves for the month in which it becomes effective.
 - b. An equal number of supply centres must be involved in an exchange, but the number of non-supply centres involved need not be equal.
 - c. Details of the exchange must be sent to the gamesmaster by both parties, and the entire exchange must be effective at the same time.
 - d. Note that an exchange cannot serve to move units from one province to another. The exchange concerns control only.

14. Armies may pass directly from Egypt to Arabia. There is no Suez canal. Arabia and the outer reaches of the Atlantic Ocean are not drawn to scale.

* * * * *

NOTES.

Fred's original rules contained two additions to the above - the use of Just's Right Hand rule for retreats, and optional starting positions of units within each country. I have decided not to use these, at least initially, in ALBION games; in the case of the first rule, we already have a clear procedure for dealing with retreats in ALBION games, and in the second case I would prefer to make the first game(s) fairly rigid in procedure, so that evaluation of the actual game can be more easily made.

Game Opening.

Players are invited to take part in an Abstraction game. The first of these will be for players within the British Isles only, so that deadlines can be fairly short. If the response is sufficient, invitations will be made for an international game.

Since this game is likely to last longer than a **normal** Diplomacy game, the game fee will be £1. Sorry about that.

The game will be called ALBION 71/V1, and will start as soon as the places are all filled. Two players are already signed up - John Robertson and Jeremy Elsmore.

Reporting procedure.

Reports will follow the standard pattern, and will be published in COURIER. Some additional notations will be necessary; the first report will list these. A list of province abbreviations appears below.

ADS	Adriatic Sea.	Cau	Caucasus.	HBS	Hebrides Sea.
AES	Aegean Sea.	Cic	Cicilia.	HEL	Heligoland.
Alb	Albania.	Cly	Clyde.	Hol	Holland.
Alg	Algeria.	CMS	Central Med.	Ice	Iceland.
And	Andalucia.	Con	Constantinople.	IOS	Ionian Sea.
ANG	Anglian Sea.	Cou	Courland.	Ire	Ireland.
Apu	Apulia.	Cro	Croatia.	IRI	Irish Sea.
Ara	Arabia.	CYS	Cypriote Sea	Kie	Kiel.
Ark	Arkhangel'sk.	Dam	Damascus.	Lap	Lapland.
Arm	Armenia.	DBS	Deep Blue Sea.	Leo	Leon.
ARO	Arctic Ocean.	Den	Denmark.	Lib	Libya.
AZO	Azores.	DMS	Denmark Strait.	Lon	London.
BAL	Baltic Sea.	Dre	Dresden.	Lor	Lorraine.
BAS	Barents Sea.	EBS	East Black Sea.	Lpl	Liverpool.
Bel	Belgium.	Edi	Edinburgh.	Lyo	Lyons.
Ber	Berlin.	Egy	Egypt.	Mac	Macedonia.
BoB	Bay of Biscay.	EMS	Eastern Med.	MAO	Mid Atlantic.
Boh	Bohemia.	ENC	English Channel.	Mar	Marseilles.
Bre	Brest.	Gal	Galicia.	MAS	Malta Sea.
Bud	Budapest.	Gas	Gascony.	Mes	Mesopotamia.
Bul	Bulgaria.	GoB	Gulf of Bothnia.	Mor	Morocco.
Bur	Burgandy.	GoL	Gulf of Lyons.	Mos	Moscow.
Cas	Castile.	Gre	Greece.	Mun	Munich.
Cat	Catalonia.				

NEW GAMES OF SKILL.

As the Christmas season approaches, we are usually treated to a new array of 'games for the family' marketed in England. These are often disappointing, rarely very interesting to people who are familiar with games demanding a relatively high degree of skill, such as the AH range. Every so often, however, some products appear which are worth a second look at least, and this has proved true of two new games I have met recently. Since ALBION now purports to be a general games magazine, it seems logical to report on such new products as may be of interest to the readers, so here goes.

CUBE FUSION. by Waddingtons, selling for about £2.

This is a new look at three-dimensional noughts and crosses, which appears disarmingly simple at first sight. The set consists of a number of pieces, each of which consists of two cubes, made of clear plastic and containing a coloured bead, joined to form a double cube, in such a way that each 'doublet' contains one red and one blue bead. The object of the game (there are a number of versions, but the basic principle is much the same for all) is to place the doublets in such a way that three beads of one's own colour form a straight line, horizontally, vertically or diagonally in three dimensions. At the same time the beads of the opponent's colour must not form a straight line. Various versions allow a 3x3x3, 4x4x3 or 5x5x3 array.

The whole crux of the game is, of course, that when you place a cube doublet, you not only make a 'move' for yourself, but also make one for the opponent. Since the structure formed by the doublets must be viewed from all angles to determine lines of beads, it isn't an easy game, particularly for a junior player. In fact it will test many adults.

We found Cube Fusion a remarkably clever game; anyone who enjoys light relief, in the form of the usual run of Waddingtons board games, will find this one much more of a challenge, and much more interesting.

AVALANCHE. by Parker Brothers, selling for about £2-5-0d.

As far as I know, this game employs a basic concept unique in gaming. It isn't very easy to describe, but hopefully many of you might have seen the advertisement on television, which will help you through the following.

Imagine a rectangular board, divided into eight channels by vertical plastic divisions, tilted at about 60 degrees to the horizontal. The channels are linked by a series of 'gates'; depending on the position of a gate, a marble, rolled down the channel, will either lodge on the gate, or will pass through the gate, dislodging any marble already held on the other half. During play, a number of marbles, of different colours, will become lodged on gates at various levels, so that another marble, rolled from the top, could cause a succession of displacements to produce a chain reaction - hence the name avalanche.

There are various versions of the game, most of which involve the collection of a predetermined set of marbles - marbles which appear at the foot of the board may be used by the player to form his collection, or must be discarded on his next turn.

This is a fascinating game, and not at all easy, particularly in the harder versions. It is also great fun for the kids, as nothing appeals more to the juvenile mind than to see a great avalanche of marbles hurtling down the board, accompanied by the cheers, or groans, of the opponents. I know it sounds silly, but just you try it.

The gates are, of course, simple binary devices, and I imagine some analysis of the game, using binary circuit methods, could be accomplished by someone with more time than I have.

Try it - your family will be amused, and I think you will be intrigued.

(from Rod Walker, cont).

about the U.S. (or any other country to which he may have made a flying trip), you will do so with the understanding that his point of view, however interesting, is statistically meaningless. To judge from his letter, I should guess that it is meaningless in other regards, too.

Of course there are a good many words in our language that we do not use. I do not see any need for you to defend your evident good taste. When it comes to language, quality is quality and trash is trash, and no amount of denigration of the former and defence of the latter can change the facts. English is a language which can be written with grace, style and force. The consummate genius of men like Shaw, Churchill, Tolkien, Eliot and White had no need of crude, gross and ugly words. What does that say of the mentalities of those who must use such words as mental crutches? I personally have no patience with such juvenalia. Glad to see you don't either.

By the by - Bonnie, my wife, thinks Diplomacy is absolutely asinine; Diplomacy players are weird or worse, and Diplomacy 'zines are 'junk-mail'. She will only condescend to read two Diplomacy 'zines - mine and yours, and she says yours is the only one worth reading. Every other Diplomacy editor who has mentioned your 'zine has praised it highly, including ardent pacifist John Boardman, who founded postal Diplomacy. Anyway, I hope you keep up the good work. No doubt improvements can be made in ALBION; if I have any ideas for some, I'll pass them along. In the meantime, I hope you will forgive my somewhat unrestrained opinions of those who have the gall to criticise your publication without the wit to offer a single constructive suggestion.

Best, Rod.

I think it only fair to insert here a personal view on the four-letter word matter raised above. Unfortunately for Rod's argument, mention of Lady Chatterly (or..ley I'm not sure) tends to reduce its force. My own view is that, whatever I say when I drop the typewriter on the Stalingrad board, these words have little, if any, place in print. I'm pretty tolerant of so-called obscenity, regarding it in many cases as a necessary safety-valve. However there's no need for such in ALBION, nor, I submit, in any magazine of like nature. djt

From Will Haven, 23 Teck Street, Liverpool L7 8RR.

Dear Don,

Reading Dave Berg's letter, I was interested to see his objections to ALBION. While not subscribing wholly to his opinions, I can see his point of view, and partly share it. Let me put it this way: at the moment, ALBION reads largely as a letter from one friend to another; containing intimate details and private jokes which, should an 'outsider' (as Dave and I are) read, he could not possibly understand. This is, to us, a trifle annoying, and makes us a little resentful with ALBION itself.

You may find Dave's views objectionable to the point of rudeness; I believe he was trying to help you in his own way, and perhaps I could give you a few ideas of my own.

At the moment I find COURIER the most enjoyable part of ALBION - I particularly enjoy the press releases from the various players - perhaps we could have more of these? Not necessarily satirical: people play Diplomacy with deathly seriousness - why should they poke fun at it in their writings?

ALBION 24 contained some absolutely terrible pictures - I don't know much about the technical side of printing, but surely they could be improved and expanded? A picture of the board of any particular game you are trying to sell would be useful. Also, I understand various people are having postal games between them. After a preliminary edition explaining the rules, could they not give propaganda 'broadcasts' and/or the gamesmaster's comment on the game as it progresses? This was done with

great success in Miniature Warfare some time ago. I don't really see why you review so many games. Would it not be a better idea (certainly cheaper) to reproduce small scale replicas of boards and pieces, which we (the readers) could later copy up to size if we liked the game, together with the rules in ALBION? Remember your first duty as editor of ALBION is to your readers, and not to Poultron Press and AH. Anyway, it gives us a chance to try the game ourselves, and see whether we like it: no doubt those who do, will buy the thing from Poultron Press or AH anyway - but at least it would be less of a hit and miss affair. Who knows - you might get more customers that way: I personally am not likely to risk any money on someone else's opinion as to whether I would like a game or not.

Yours f, W.L.Haven.

*I think, Will, you have got hold of the wrong end of the stick in some matters. To answer your points one by one:

ALBION, in its original form, was much more 'chatty' than it is now; many of the subscribers who bought the first copies of ALBION have regretted the change to a more formal style. Thus this matter is being dealt with, despite the reluctance of many people who pay cash for the magazine. However there has never been any intention on my part to emulate, with ALBION, the glossy Miniature Warfare, Strategy and Tactics etc. This magazine caters for a specialist group within the wargaming hobby, which is itself quite specialised; if, for this reason, it tends towards the informal, with 'in' jokes etc., that is because the subscribers have, for the most part, grown that way, and they like it.

Press releases used to be much better in the old days than they are now; anyone having copies of early ALBIONS, containing press releases for 69/1, will testify to this. This is one matter entirely outside my control - I can edit a poor, or over-long, press release, but I can't provide one if a player fails to do so, and many players don't seem to want to take the opportunity at present.

As for the pictures, if someone can tell me how to get better reproduction on stencils, I will be glad to hear about it. At present, they are done on a machine (costing over £600, courtesy of Cheshire Education Committee) which was never designed to reproduce photographs, and the ones which have appeared in ALBION from time to time are, in fact, good considering the circumstances. They cost me 2/- each to do - anyone who knows something about printing will realise that, to produce good photographs even for an off-set process, the cost is much higher than ALBION can afford - probably around £3 per plate!

On game reviews. I am not 'trying to sell' anything; what I am trying to do is to give a 'first impression' review of a new game, as an assistance to anyone considering purchase. The reviews don't pretend to be comprehensive, or even totally impersonal, although we try. To publish small scale versions of boards would soon have Poultron Press and AH down our necks on copyright actions - if anyone wants to buy a game, they must pay the usual price for it, not construct it themselves from reproductions in ALBION. If anyone is not prepared to trust our opinion, as stated in a game review, that's up to him.

Accounts of 'games in progress' sometimes appear in the AHKS British Region Members' Bulletin, which all subscribers to ALBION get. Whether such an account is submitted for printing, or not, is another matter over which I have no control. However I think it is true to say that such accounts would be meaningless, or near to it, to someone who didn't own the game in question. And they couldn't be given an account of the rules in ALBION for copyright reasons, as above. If they wanted the game, they would have to buy it, as everyone else does.

Sorry to pick on every point you make, Will, but I think you will agree you had some misconceptions about the purpose and scope of ALBION. djt*

From David Karfoot, 9 Mountbarrow Road, Uiverston, Lanark.

Dear Don,

I don't really get the point behind David Berg's letter which just seems to be a general moan. Why he regards himself as so different to other readers I can't imagine. I've no idea what the others are like, but I'm sure they are just people. As regards 'A British Idiot in America' I must admit I don't find it the most interesting part of ALBION, but it must interest your American readers, and if it doesn't mention Vietnam every other line, so what?

As you know I have been to America and would agree with anyone that many aspects of life there are pretty desperate, but I don't think ALBION is the place to say this. As regards the cost of ALBION, I wonder how many pints of beer David Berg drinks every month?

Best regards, David.

From Tony Jones, 32 Saxon Close, East Preston, near Worthing, Sussex.

Dear Don,

Just a few lines to say how very surprised I was to read of a so-called superior type of human being actually believing a person could spend £800 on games in one store in the U.S.A.

Can Mrs B tell me how it is possible to take £800 to the USA? I intend to go next year, and find it difficult to take out anything approaching that figure. As for myself, a new diplomacy player, I have found the magazine very welcome and feel there is something for everyone in it. Agreed, not every article will interest every reader - this would be impossible - but a few serious articles plus a few with humour is surely a good balance?

Best regards, Tony.

From Bob Stuart, 3 Millwood Road, Orpington, Kent.

Dear Don,

I am disturbed at ALBION. This is the second issue with a letter printed in it which you appear to have published because you were dared to publish it. This is a form of blackmail. Anyone with an argument to propound should have the strength of mind to let it stand on its own, without 'daring' you to publish.

The latest effort, by Mr. Berg, is very childish. He seems to think ALBION is too long - I found all of it of interest; even Mr. Berg's letter had some interest.

He seems to believe that one should be 'dead serious' about wargaming, but not serious about analyses, critiques or observations. He criticises ALBION and the readers of ALBION. Yet he writes to ALBION, demanding publication, he reads ALBION and subscribes to ALBION. A bit schizophrenic, don't you think?

He believes wargamers are either pacifists or war freaks. Really, this is a bit odd. Like my children watching tele when they were a bit younger - all people were either goodies or baddies. We cannot be labelled and put into boxes.

Cheers, Bob.

From Brenda Stuart, 3 Millwood Road, Orpington, Kent.

Dear Don,

'Who the hell, what inadequate type of person, can just read a thing like ALBION regularly, let alone pay 2/- for the privilege...?'

Well, it would appear, David Berg for one, with 8/- in the kitty for more copies. Indeed, life is serious when games must be played with funereal earnestness in order to be acceptable or valid.

Even the great, and incidentally frequently American, psychologists agree that aggression released through play is a healthy outlet. Susan Isaacs, Bernstein, Pestalozzi, Frankel and others ad infinitum will, if their books are consulted, confirm this. I am not speaking airily of some 'suspected psychologist'.

(from Brenda Stuart cont).

In one family I know at least four members get some fun out of ALBION, averaging, our egg-head friend will surely agree, 6d each for the privilege. Should we not be free to continue to do so? There is no law which demands that Mr. Berg continue to fill his dustbin with further copies of the magazine. His own three month old baby appears to satisfy his needs. Long may it continue to do so. Sincerely, Brenda.

From Colin Newcombe, 115 Longdown Road, Congleton, Cheshire.

Dear Don,

On reading David Berg's letter, several questions arise which he does not answer. Firstly, although I have read the letter several times, I fail to understand the basis upon which he approaches Diplomacy: he admits that 'one has to take them (wargames) absolutely seriously', yet criticises ALBION for doing just that. Personally, I have not that amount of interest, but I would imagine that a lot of the reports in ALBION would be welcomed by wargamers, since a lot of the material reviewed is only available in this country at considerable cost. This is perhaps the only magazine in which you might find the pros and cons before actually buying the games.

Perhaps David Berg does have a point in criticising some of the pseudo-seriousness of the language used, yet I myself see this as part of the cult formation - a means by which people with a common interest reinforce their group ethos by developing a private language. By definition, this must seem strange to outsiders, simply because they are outsiders.

The charges of personality inadequacy against games players in general is, of course, a well-rehearsed part of our 20th century mythology, deriving ultimately from the various fallacies hoisted onto us by Freud. The fallacy lies in the implicit Freudian premise that any human action can be interpreted as pathological, since it springs from unconscious urges. Unfortunately, he does not end there, for Freud further postulates that not only are apparently innocent acts really pathological, but are sexually pathological (i.e. it all goes back to Mummy and Daddy). Using Freudian, Jungian and Adlerian methods of analysis, you can find pathological symptoms wherever you choose to look. Teachers as a group are very vulnerable (inadequate adults, afraid of adult world); also research scientists (environmental manipulators whose early childhood manipulations did not go too well) and business men (inadequate personal lives making material success a substitute for satisfying social relationships). My own particular hobby is motor-cycling, and we all know what Freud & Co. could make of that.

However, what I am ultimately getting at is that David Berg's critique of wargamers is part of this socio-psychiatric game, which is scarcely based on little more than armchair hypothesis. Freud's clinical methodology served to camouflage his emotional bias, very much like Marx's scientific methodology.

I must admit that the part about four-letter words was totally incomprehensible. Apparently it all hinges on the use of four-letter words in Diplomacy magazines. David Berg's judgement that those against the four-letter words - 'the lesser breeds of repressors' are the ones with the dirty minds, is simply the old Freudian gambit as outlined above, and not a proper argument.

So where's the issue? It seems a non-argument from the start. Why bother using words which serve no concrete purpose and, least of all, why bother arguing about whether or not to use them?

Sincerely, Colin.

Perhaps I should have mentioned, in the last issue, that David does use such words (only rarely, I am bound to add) in his magazine War Bulletin. It was a comment on this matter which I made in a letter to him which sparked off the whole business. djt

*It is with something approaching a sigh of relief that we reach the end of section 1 of the letters. If David Berg's intention, when writing his letter, was to draw attention to himself, then he has hit the jackpot. However, much as I welcome the support of ALBION from all quarters, I think it is high time the matter was brought to a close. Further letters on the subject will only be printed if they say something new. Incidentally, have you noticed the miraculous justification of my margins on this page? You might think ALBION was being professionally typed, for a change. Until now, that is.
Let's get back to normality. djt*

Letters Section 2.

From John McCallum, P.O. Box 52, Ralston, Alberta, Canada.

Dear Dan,

Re the transfer of command which Rod Walker writes about. Once or twice players allied with me, who were putting a unit at my disposal, would send me a slip, signed by the owner of the unit, stating 'Persian Squadron Euphrates' and leaving the remainder blank for me to fill in and submit to the gamesmaster. I have never done this myself but it is certainly a useful procedure when two allies are co-operating closely and when time is short.

I have had three requests of copies of the 'rules' issue of BROB in the last two weeks and my stock is now exhausted. I am debating whether it would be worth while to re-do it in Serendip. I would shorten it somewhat (chiefly by leaving out the historical references) and attempt to make the whole thing a little clearer. I would use Miller, Boardman, Walker, Wells and myself as the examples whose practice would be indicated, and finish off with the comments I received on the old BROB rules issue. I had a large number of detailed letters in reply, many quite interesting, and that material hasn't been published before.

Best regards, John.

I have already written to John saying how much I would be in favour of a re-write of the BROB Rules issue. I have also asked that he keep all historical references, should he manage to get the job done, since the history of some rule disputes is quite fascinating, particularly to readers new to Diplomacy. I am sure that many readers will want to get hold of a copy of the issue when it appears - if everyone interested would write to John direct, this would allow him to gauge the market. djt

From Rod Walker, 5058 Hawley Boulevard, San Diego, California 92116.

Dear Dan,

I agree entirely with your analysis and rulings on the self-standoff problems, and rule the same way myself. John Beshara and John Boardman have similar rulings (to each other djt* both based on the concept that 'a country may not oppose its own units'. Of course, there is nothing in the Rulebook to justify this; in fact, I think the GRAUSTARK/Beshara rulings are directly contrary to the Rulebook.

The situation in example 4 is the famous Reinhardt Gambit. The most common form of this is a surprisingly common Fall 1901 move: AUSTRIA: A Ser-Bud, A Vie-Bud. RUSSIA: A Gal S AUSTRIAN A Ser-Bud. Austria tries to cover Budapest and Vienna both, plus keeping Serbia for the build. Russia thus deprives Austria of the build.

Example 5 has no name. I list it as a corollary to the Reinhardt Gambit. In 1967AH, Fall 1902, Linda Haramis submitted the following, as France: A Bel-Bur S by A Pic and A Par, A Gas-Bur S by A Mar. I ruled as indicated.

Actually, there is some sense in making that sort of move if the gamesmaster rules as Beshara does. For instance: FRANCE: A Mar, A Par, A Bel; GERMANY: A Mun, A Ruh; ITALY: A Pic. France does not want Burgandy occupied by Germany, and also does not want Italy to take Marseilles. A self-standoff is not enough, for A Mun-Bur S by A Ruh wins (but Germany may not do this in the hope that Italy will

(from Rod Walker cont).

take Marseilles). The only sure way, if you follow the Beshara ruling, is: FRANCE: A Mar-Bur, A Par-Bur, A Bel S A Par-Bur; GERMANY: A Mun, A Ruh any; ITALY: A Pie-Mar. Even if Germany orders A G.H., A Mun with S FRENCH A Mar-Bur, nothing happens (I would rule A Mar maker at and Italy gets Marseilles). *I would, too. The move Mar-Bur has two supporters, the move Par-Bur only one; the former therefore succeeds, and Marseilles is open to the Italians. djt* Consider your last problem. ENGLAND: A Bel-Ruh, A Hol-Bel S by A Pie; GERMANY: A Bur-Bel S by A Ruh. My ruling indicated. This is a typical (although not classic) Gilliland Situation. If the game-master mistakenly (and foolishly, in my opinion) rules that A Hol-Bel is 'illegal' then Germany takes Belgium. That is stupid. England cannot dislodge his own unit, agreed (the Rulebook says so); but he still stands off the Germans. The opposite ruling, presently only followed in LA GUERRE, is contrary to the Rulebook. Forget Fong. He's simply dropped out; I'm afraid you have a bad debt. Best, Rod.

Actually, I made something of a mess of my examples in the rules article last time - the theory was correct, but the actual examples quoted contained one or two errors. See later in this issue. djt

From Charles Appleby, 115 Wellingborough Road, Rusden, Northants.

Dear Don,

I feel that there are some valid points worth raising concerning page 16 of the December ALBION. At first I was puzzled why the games Anzio and 1914 had such widely differing impacts, but I have now pinned it down to a matter of opportunity. Anzio consists of a large number of offensives and defences by both players, their duration being largely dependent upon replacements. A player can thus be 'losing' and still take the initiative.

However in 1914, of which admittedly I have had less experience, opportunities of any sort of breakthrough seem to be lost under a welter of routine attacks. Replacements are also significantly less important in 1914.

Referring to Anzio in particular, one might wonder why the luck of the die determines the German invasion reactions to a tremendously varying amount. This does serve to emphasise the critical importance of replacements, as the additional quantity of forces possessed by one side only serves to lengthen the time before it loses its initiative.

The lack of popularity of games such as Kriegspiel could be related to the enormous popularity of Waddington's games - in an actual situation game a large proportion of one's interest is in the role-playing, or re-living, one's imagination develops. The combat system used in Kriegspiel is obviously of considerable merit, and at present I am attempting to incorporate it into a five-player Diplomacy/AH type game set in Eastern Europe.

Yours sincerely, Charles.

*I would agree, from my own limited experience, with the comparison between 1914 and Anzio. I still think that play mechanics has something to do with it, also. I tend also to agree, to a certain extent, with the last paragraph of Charles' letter, although this doesn't explain the popularity of, say Blitzkrieg, which is also fictitious. Or, come to that, the poor sales, and excruciatingly awful design, of Waddington's Spy-Ring: one would expect the subject-matter of this last game to be tremendously popular, yet it isn't.

The question of the die-rolls which govern German invasion reactions in Anzio is an interesting one to which I have given some research. I'm afraid the results that follow may be incomprehensible to some, since they are couched in statistical jargon; however I hope the message gets home. djt*

Before moving to do other things, may I thank all contributors for their letters to ALBION. I may be wrong, but I think a lively letter column is a sign of the strength of a magazine, and of the interest shown by readers. Keep 'em coming.

Anzio - the Invasion Reaction Tables - Statistics.

Let's deal first with the First Invasion Reaction. Players of Anzio will remember that the die is thrown once for this table; the result will give the German player the following number of factors.

Die Roll	1	2	3	4	5	6
Attack factors	20	25	30	33	28	20

Now the mean (Average) works out to be $27\frac{1}{2}$ factors, with a standard deviation of just over 4 factors. In practice the standard deviation just gives you an idea of the "spread" of the results (in case you can't see these from the figures anyway). The interesting thing about these figures is that you have more chance of getting more than the mean number of factors than you have of getting less, which all goes to show how carefully you must examine statistics. In turn this means that a German player who rolls a six might as well nigh-tail it for the Gothic Line and hope for some forts.

In the Second Invasion Reaction Table, the die is rolled for each unit individually. The results are that the German gets 8 attack factors automatically, 17 factors with a roll of 5 and twelve, and 16 factors with a roll of 1 or 2.

The expectation is $21\frac{1}{2}$ factors. Theoretically, a German player could get as few as 8 factors, or as many as 41 factors, but the probabilities associated with these outcomes are so small as to be virtually impossible. The probable outcomes are associated with factor strengths of between 23 and 32 factors, approximately, released for the German.

Taking the two tables in combination, it seems that a normally lucky German player can expect an average of 35 attack factors from both invasions, although of course, in the actual game, he could already have obtained some of the units in question through other means on the Order of Appearance chart. The smallest possible number of factors is 20, the largest possible is 62; however both these extreme values are so unlikely that we can ignore them, and put more practical limits down as approximately 23-66 factors.

As Charles Appleby points out, there is quite a range of strength here. However the question cannot be considered in isolation, and a number of other points must be taken into account. In many cases, it is not unit strengths that the German wants, but a total number of units, in order to fill all the gaps in the line as well as to contain the invasion - this is rather a different matter, particularly in the second invasion reaction table which could release quite a number of units with attack factors of 2; (we have not considered the effect of the other tables - Fall of Rome, Fall of Naples etc., which also have a bearing;) Above all else, players have found this game to be quite an accurate reflection of events in the Italian campaign, and this matter is quite a realistic appraisal of the indecision of the German High Command at the time.

Yet another aspect to the use, or otherwise, of the optional rule concerning the German breakdown units. And the number of forts the German manages to accumulate. And how many port facilities the Allied player can get. Etc etc. There are so many variables in this game that it is quite impossible to hope to analyse it completely. In this respect the game is much more variable than 1914, despite the East Front Rule etc., which perhaps is one of the beauties of Anzio.

Further comments on Anzio will be welcomed - some issues ago I announced the fact that an entire issue would be devoted to the game if there was enough response in the form of articles, comment etc. So far the response hasn't come up to the required size, but there is always time.

Al Nofi on TAC 14.

A few days ago I had the following letter from Al Nofi, who had seen the first part of the review of TAC14 (which he designed) but presumably not the second. I announced, at the time of the review, that I would be very pleased to have further comments, on the game and the reviews, from Al, and although the letter to follow may not contribute much to the more serious aspects of the game, it does contain some gems which must be passed on to readers.

Dear Don,

I want to thank you for the kind review of TAC14 which appeared in ALBION. I anxiously await the final instalment.

I do have one question, however. Where is the damsel in distress? I can't find her anywhere. *Did someone mention the railroads in Barbarossa? djt* You did leave out, also, mention of the most perverse aspect of the game's art-work, notably the exact difference between regular and militia pikemen. *Those who haven't yet got S&T 22 will have to wait for an explanation of that one - I can't draw anyway. djt*

A number of rules were not incorporated into the game, for reasons which will become momentarily apparent.

1. Rape Rule. Whenever any unit passes through a village it loses movement for two turns as it rapes all females therein. Spanish troops, however, lose only one turn due to greater efficiency. Militia pikemen, due to a lack of elan, lose three turns.
2. Conan Rule. One Command Unit may be designated a 'hero' piece, like Conan or some lesser light like Lancelot or Roland. This unit immediately behaves as double in all combat situations, though movement factor remains unchanged. The unit is not influenced by the Rape Rule, however, as Conan would not take over 20 minutes to rape all women in a village, and Lancelot wouldn't be interested unless Mrs. Arthur was about.

Al Nofi.

* * * * *

In ALBION 24 there was an article on Diplomacy Rule Interpretations, sparked off by a letter from Edi Birsan. I obviously typed this in a rush, and find, checking the copy later, that a few silly errors had crept in. Here is a list of corrections to be made in the article.

ALBION 24 Page 5. Gamesmaster's comments.

End of para two. For 'Russian army' please read 'Italian army'.
Page 6. Towards the foot of the page, I printed the following:-
England: A(Bel)-Ruh. A(Hol)-Bel. A(Pic) S A(Hol)-Bel.
The example was concerned with illegal orders; however in my haste I mistakenly printed A(Pic) instead of F(NTH), or some other unit which would give support into Belgium. To get the sense of the section, therefore, substitute F(NTH) whenever mention is made of A(Pic). The whole point of inserting the example was to draw attention to the fact that the support, although perfectly valid in normal circumstances, is in fact illegal if the attack on Ruhr fails for some reason, since then the orders A(Hol)-Bel, and the support order, would combine, apparently, to displace an English army by an English attack, which of course is illegal. I was trying to point out that the support order is quite legal if the attack on Ruhr works, and illegal if it doesn't; i.e. I was pointing out a rather perverse situation in the wording, rather than trying to dispute a ruling. The question of what happens in the above situation, whether the attack on Ruhr succeeds or not, is not in any doubt.

OPERATIONS AND TACTICS - A report to issue 24

This issue is dated Sept 1970 and sells at a cover price of \$2.50 (although regular price is \$1.95 - the detour lesson). Despite its announced publication date, the issue did not appear in my desk until December, which indicates that Postnet Press are on a long-term schedule in this respect. However issue 24 reached me at about the same time, so it looks as if they will be back to normal soon.

Presentations are of a very high quality, although the detail of the cover photo of tank and infantry action, presumably in Russia, is rather washed out; perhaps the original is of that type.

Taking the articles in order of appearance, we have:

1. Wargaming Mail, the S&T Editorials. This is mainly concerned with reader reactions to previous issues and articles: a surprising announcement is that neither Sid Saxe's Games column nor Rod Walker's Diplomacy column is particularly popular among the readership - they are usually interesting to me but S&T clearly state that they will continue to cater for minority interests.
2. Campaign Analysis - North Africa 1940-42 Part 3. By Al Noni. This article deals with the organisation, weaponry etc. of the Afrika Korps, and is well illustrated with charts, tables and diagrams. The actual analysis is something of which I have insufficient knowledge to comment.
3. A DARE analysis of the Avalon Hill Afrika Korps, by Games and John Finnigan. I have a strong suspicion that these are pseudonyms, and that Jim Finnigan is fully and completely dissociated from the proceedings. It is interesting to note that, although the game is rated high in most categories (realism being the lowest), the overall recommendation tends towards the 'don't buy' side of the scales. I wonder why - AK is a popular game, and one which is particularly suitable as an introduction to board wargaming. I think these analyses are aimed at the experienced player, rather than the beginner, and that the 'overall recommendation' rating should have been based on what sort of audience the rating is aimed at.
4. Equipment Analysis Part 1 by Jim Donnigan. Yet another organisational article, well written and illustrated.
5. T&E, the S&T game feature for this issue. This game is an attempt to convert a trial game for play with miniatures, and the feature consists of rules for play, suggestions for terrain construction etc. There is also a sheet of 'trial counters' which are really paper representations, in three dimensions, of units which can be used in trial actions. The idea is that you try the game, using the paper 'units' supplied; if you like the game, then buy miniatures (20mm) and try a table-top game proper. This may be a good way to introduce board gamers to miniatures: however I don't think it will appeal to the majority.
6. Pass It Review. The S&T book column, this time dealing with books on the Russian campaign.
7. Rod Walker's Diplomacy column, which deals with postal Diplomacy - how to play it, how not to play it or avoid it, as the spirit moves you.
8. Sid Saxe's Games column, which deals with financial games - the AH Stock & Market game included.
9. Ironing Mail - the letter column. Some interesting material, particularly from Ian Lardner, who apparently can't find anything right with S&T.

Overall comments

Not a very exciting issue. To my way of thinking, there is too much history and too little material of interest to the gamer who isn't bothered much by neat illustrations and game designs.

One particular item to which S&T should pay attention in the near future would be a series of articles clarifying Test Series Games rules: in ALBION reviews of certain games (Korea, for instance) we have some across a number of debatable rulings, unclear situations etc., and clearly other people will have done so too. S&T owe it to their readers, most of whom will have bought some Test Series Games, to clarify shortcomings in the original rules they produced. We hope they will do this soon, whether in S&T magazine itself, or in another publication produced specially for that purpose.

So, on the whole, this isn't a bad issue, but then it's not particularly good either. Had the game feature been as attractive as, say, TAC14, then the magazine would have been worth buying for the game alone. In this instance, however, I'm not so sure.

ALBION Trades and Subscriber List - Amendments and additions.

Symbolism as previous lists. Please add/amend as follows, using the list in issue 24 as basis.

2. Malcolm Watson, The Firs, 37 Moss Lane, Timperley, Cheshire.
6. David Wood, 27 York Close, Gillow Heath, Biddulph, Stoke on Trent, Staffs.
20. Larry Fong. Delete from list. Owes £1-6-7d.
26. Richard Redd, 16 Rechev Megadim, Yefeh Nof, Jerusalem, Israel.
30. Allan Calhamer, 501 N. Stone, La Grange Park, Illinois 60525, U.S.A.
49. David Taylor, 171 Lodge Lane, Hyde, Cheshire.
51. Stuart Clark, 84 Arkles Lane, Liverpool L4 2SP.
S. (3/-).
52. T.P.Rogers, 50 A.M.Q., St. Eval, Wadebridge, Cornwall.
S. (£1-10-1d).
53. Will Haven, 23 Teck Street, Liverpool L7 8RR.
S. (14/6d).
54. C.M.Harvey, 30 Gorway Road, Walsall, Staffs.
S. (£1).
55. Charles Winstone, 71 George Road, Erdington, Birmingham 23.
S. (10/-).

ALBION Game Review Number 12.

1914 (revision) and TANNENBERG (both S&T).

This is the first of our 'short' reviews, the main difference between these and the normal reviews being the length of time spent on play-testing. To clarify, our normal reviews are written after quite an extensive period of play-testing, during which we play the game three or more times, trying to incorporate every possible situation. 'Short' reviews are written after a minimum of play-testing (due mainly to pressure of other work) and hence cannot present as comprehensive a picture as we would like. Nevertheless we feel that the 'short' reviews can be of some value, in that they give a prospective purchaser some idea of what he is buying before he actually pays the cash. They should serve, at least, to bring to your notice games of especial merit, or to warn you off games which, at least in their present format, appear to us to be unworthy of consideration. It seemed to us logical to tackle 1914 (revision) and Tannenberg together, since they portray two 'halves' of the same campaign - the German breakout in East and West in 1914. In fact it seems likely that Tannenberg was produced principally to give wargamers a chance to fight the Two Front Game obtained by combining the two basic games, rather than for any particular attraction the game presents in its own right. More about this aspect later.

1914 (revision).

Marketed by Pavilion Press, Box 396, New York 10009, U.S.A.

The game sells for \$3.00 - but you need the Avalon Hill 1914 board and rules as well to play the revision.

Much has been written about the Avalon Hill 1914, and we don't intend to cover the same ground here. Suffice it to say that, in its original form, the game is something of a monster which many deem as unplayable in its full version. Hence the need for a simplification which will allow better playability while retaining the good qualities of the original.

The revision, designed by Jim Dunnigan, consists of a set of rules and unit counters. It soon becomes clear that the revision is far more playable, mechanically speaking, than the original. For a start, the step reduction system has gone, being replaced by a unit elimination system. A new combat results table is provided.

The fort rules have been simplified slightly, although the siege artillery table in the original game is still used. Also the supply situation has been cleared up.

The one addition to the original rules is the Plan 17 Rule. Time and again we have read, in the General, of 'perfect plans' by which the Germans can reach Paris, as they actually did. However a game between competent players rarely, if ever, yields this result. The point is that the French were so weakened by fruitless attacks in Alsace-Lorraine, in the actual campaign, that the Germans were given the opportunity of making the breakthrough towards Paris. As Jim Dunnigan remarks in the notes to the revision, 'no sane player would launch such a series of attacks as the French did'. The Plan 17 Rule forces him to do so, in order to try to simulate the actual conditions better, and by introducing the 'idiocy' factor.

The effect of terrain features on combat has been re-ruled; the system now works on the principle of adding numbers to the die roll - the principle which, in 1918, we welcomed.

In other respects the revision is played according to the original rules.

Certainly the game is now much more playable, although the biggest nuisance of the play mechanics (the unit facing rule) still remains. We would like to see the back of this rule - so our way of thinking, a unit facing rule is essential in small actions (TAC!! for instance) but ludicrous in campaigns of this magnitude, when the units in question are divisions or corps. Apart from this, however, we welcome the revision and consider it will make the original 1914 game much more palatable, particularly to the relatively inexperienced player.

Tannenberg.

Marketed by Pavilion Press, as above.

The game sells for \$6.00, and comes complete with unit counters and black-and-white map, which we recommend buyers mount on a rigid surface.

Since this is the 'sister game' of the 1914 revision, one would expect the rules for the two games to be much the same, and this is the case. It is a more mobile game than 1914, since the terrain is largely clear, and there are fewer units. Victory conditions are on a points basis, points being obtained by capturing cities and by eliminating opposing units.

We got the impression that Tannenberg had been thrown together in a rush, in particular where the rules are concerned. Two instances of glaring omissions will serve to clarify here: nowhere in the rules is any mention made of where each side may deploy units, and nowhere is there any mention of how many supply units each side gets, or where and when they arrive.

One might remark, judicially, that there isn't any need to say 'Russian units may deploy anywhere within Russia' for instance; also that these are Test Series Games, not full-blown commercial products. Nevertheless such omissions are annoying, and hardly necessary. Poultron Press play-testers should play the games according to the rules they print, not according to a combination of draft rules and inventor's memory and invention. Although deployment is an obvious thing, any games played according to the printed rules must depend on an arbitrarily-determined number of supply units. Since supply is quite a critical factor, particularly for the Germans and Austrians, the omission of the rule is unfortunate, to say the least.

The game is a much more 'open' one than 1914, and for that reason more interesting to play. It is comparable more, from the playing point of view, to 1918 than to 1914 - and 1918 is certainly an interesting game. However we did not find much of interest in Tannenberg - the game is rather straightforward, and contains no new feature such as we have discovered in the majority of the Test Series Games.

We did not play the Two Front Game, in which 1914 and Tannenberg are combined. The rules are merely those for the two basic games, with the addition of rules governing the transfer of units from one front to the other. This game should be more interesting than either of the two individual games, although it is likely to be a long one.

Overall comment.

Perhaps the least interesting of the games we have tested. We welcome the 1914 revision per se, but find little of interest in Tannenberg which is not already displayed, usually better, in other games.

Postal Play.

If you regard the AH 1914 as suitable for postal play, then the revision is more so. A third party is required as a monitor if any of the advanced rules are used, and particularly in the case of the hidden movement rule.

The AH 1914 already has a grid system. Use the following for Tannenberg: Letters A to XX north to south.

Numbers 1 to 49 running south-west to north-east, starting in the south-east. Tarnopol is MM15, Krakau is LL28. Vilna is P28. Riga is G33. Danzig is Q42.

* * * * *

The new S&T game - STRATEGY I.

For some months S&T have been announcing the availability of their new game Strategy I. In fact production has been delayed, for various reasons, but the light is now visible at the end of the tunnel, and this seems an appropriate time to say what Strategy I is. First of all, however, let me add that the game should be available in January 1971, according to the latest forecast from Poultron Press.

Game equipment includes two 28"x22" boards which can be fitted together in a variety of ways to produce different terrain combinations. The board depicts a mythical continent with the usual terrain features - plus three levels of 'sea' and three different grades of rough terrain.

There are eight sets of unit counters (die-cut) with 126 counters in each set! There are 18 game scenarios, covering situations from the campaigns of Alexander the Great up to a fictitious World War III (bury the thought). The rules are in a module format - i.e. you can use as many, or as few, rules as you like for a given scenario.

ALBERT EINSTEIN

The game is... designers... features, unit sizes etc. ... quite a number of ... whether the ...

THE NEXT YEAR'S GAME

Many... some apparent... information...

For... THE... That... market... Kingspiel... guarantee... go for a...

THE BEGINNING OF WORLD WAR II... THE THIRD...

... TWELVE O'CLOCK HIGH... FLYING MISTRESS... 1971...

* * * * *

FRANK M...

... by extracting the... the game is...

... until... review of another... the final part of...

... received his... Christmas repre... English roads... Apparently... not to himself... see the point...

And a very Happy New Year to everyone!

You may be wondering just why this bulletin is stencil duplicated, when the whole of ALBION is offset this time. Easy - I'm short on offset plates; as usual, the bulletin is being prepared well in advance, and I want to be sure I have enough plates to go round. So the bulletin remains on stencils for the time being, although there seems a good chance that it, too, will be offset in the near future.

Among the enclosures with this bulletin (which, incidentally, don't go to those who get ALBION but aren't AHIKS members - just in case you are trying to find the envelope you threw away) you will find an ominous piece of paper demanding yet more cash from your pockets, which no doubt have already been rendered null and void by excessive spending over the holiday period. Please return the slip to me with the appropriate bribe.

As I remarked earlier, this bulletin is being prepared well in advance, since I anticipate not having much time when Margaret has got all the jobs done around the house over Christmas. Hence it will be even more disconnected than usual - new members, for instance, will be announced towards the end. However this seems a better alternative than rushing things at the last minute and then having to leave things out through lack of space/time.

First off, we have the popular book column.

BOOKSBOOKSBOOKSBOOKSBOOKSBOOKS.....

Just a short contribution from me, before Henry's regular article.

If there is a classic in wargaming literature, it must be LITTLE WARS by H.G. Wells. This has been out of print for some time, but has recently been re-published by Arms and Armour Press, price £1.70. (See how modern we are getting). It is very well presented, as befits the author; some may think that the contents aren't worth the price, since there isn't all that much to the book, when all said and done. However, if you want the classic, you can get it now. P.S. Any American reader who wants a copy should write to me; it is quite a heavy book, so will be costly by airmail, even printed matter. Surface would be a better proposition in this case.

Recently I ordered, and collected, a book for Don Miller. Some weeks later, I mailed it off to him, having read it from cover to cover. It is BOARD AND TABLE GAMES by E.C. Bell, published by Oxford in two volumes. The contents are fascinating to anyone with an interest in games, and I strongly recommend you to get yourselves a copy. Edition 2 of volume 1 is in paperback, but volume 2 has only run one edition so far, which is hard back. I forget the price - about 15/- (SORRY! 75p) for the paperback, I think.

The Colonel's Corner. by Henry Radice.

There is to be a slight change of method in my column starting now. Arising from Colin Bonner's letter in the September bulletin, we have begun to collaborate. Colin is acting as a watchdog, and provides me with book lists on the campaigns on which I write. He also keeps me up to date with new literature, paperback editions etc. I am certain that with his professional eye on things the column will become more comprehensive, and nothing but good can come of it. Now for the next few months I turn to 1914.

1914.

When we think of 1914 and the outbreak of the First World War, most of us remember the Retreat from Mons and the victory (miracle) of the Marne. A few may have heard of the Angels of Mons legend, the stand of L Battery RHA at Nery, which won it three VCs, and possibly the controversy over the Cateau.

In fact 1914 contained much more, and the drama, casualty lists and intensity of fighting of that first five months would be hard to equal in the annals of warfare. As the British, French and Belgians fell back from Belgium and northern France, there was the catastrophic failure of the French offensive into Alsace-Lorraine. Following the Marne came the advance to the Aisne and the high hopes of Berlin by Christmas. We failed to force the Aisne crossing, which led to the 'race for the sea' with each side trying to outflank the other, and the beginning of trench warfare. Then followed the first Battle of Ypres where the flower of the old pre-war Regular Army died. For example my own Regiment's First Battalion went into the battle with 26 officers and over 1000 men; four weeks later it left the salient with 2 officers and under 200 men. In the East the myth of the Russian steam roller, from which so much was hoped, vanished in the flame and fury of Tannenberg and on the shores of the Masurian Lakes. Here the names of Hindenburg and Ludendorff first became household words. There is a multitude of books on this period alone, and the literature of the war in general runs into thousands of volumes. I intend to confine myself to 1914, with only passing references to major works on the war as a whole.

LIAISON 1914 by Major General Sir Edward Spears. Eyre & Spottiswoode 1968. £5-5-0d.

This book is one of the military classics. It was first published in 1930 and reprinted in 1968. It is a big book - 550-odd pages and 16 maps. It is a narrative of the Great Retreat, dealing especially with the liaison between the 5th French Army and the BEF, between whom the author, then a Lieutenant, was liaison officer. It is expensive and probably beyond the reach of most, although it is beginning to appear in second-hand bookshops for about 50/-. It contains a vivid and critical account of the retreat, the Marne and the subsequent advance to the Aisne. The events and personalities are described vividly, critically and impartially; also with humour as, for instance, in the tale of the Commander of the 5th French Army (Lanrezac) passing on verbatim to one of his Corps Commanders the severe rocket just delivered to him by Joffre; the author wonders which unfortunate 'poilu' who dropped his rifle was the final recipient of the great man's strictures. The book is substantially the same as the earlier edition except for a new Chapter XVI which describes the planning of the Marne in the light of new knowledge. A must for students of 1914, but probably library reading due to its price.

FORTY DAYS IN 1914 by Maj-Gen Sir F. Maurice. Constable. 1919.

This excellent book, whose author was a well known military writer between the wars, is out of print. The only sources are libraries and secondhand bookshops. It is short - just over 200 pages, with four clear maps in a pocket. It covers the rival plans - the German advance through Belgium, Mons and the Marne. It is well written and particularly good on Le Cateau. He certainly convinced me that Smith-Dorrier (Commander British 2nd Corps) was correct to fight there, and despite the relatively heavy casualties conducted the battle skillfully. Strongly recommended.

MONS - THE RETREAT TO VICTORY by John Terraine. Batsford 1960. 21/- John Terraine is one of the soundest and most balanced of modern military historians. He has made a special study of the First World War, and his work has done much to rescue British generalship in that War from half a century of vilification by putting it into proper perspective. This is an excellent book, eminently readable, and brings to life the events of the Retreat and the recovery at the Marne.

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The Retreat itself lasted 13 days and covered 200 miles, an average of 15 miles a day (all on foot) during which three major engagements were fought: Mons, Landrecies and Le Cateau. The narrative is drawn from personal accounts of participants, and the good photographs give a vivid picture of the atmosphere. Mr. Terraine gives a clear outline of the characters, reactions and performance of the principal leaders. The two Corps Commanders, Haig and Smith-Dorrier, emerge as skilfull and determined generals to whom their men owed much. GHQ, with the brilliant exception of Sir William (Wully) Robertson, later CIGS, as QMG, did not perform well. They misread the situation and the state of the army, gave such disturbing reports of their plans and views that Lord Kitchener hurried over in the full panoply of a Field Marshal to prevent what appeared to be the desertion of our French allies and a refusal to take part in the counter attack at the Marne. Sir John French, the CinC, who made his name as a dashing cavalry leader in the Boer War was clearly not up to it. Distrust between the Allied Generals and what appear later as incredible actions, with praise and blame impartially distributed, make up a fine book. Strongly recommended.

HISTORY OF THE GREAT WAR. MILITARY OPERATIONS France Belgium and Italy.
by Brig-Gen Sir James Edmonds. Macmillan 1923.

The first two volumes of the official history give a most detailed and vivid account of the early operations. They will probably be available only in libraries etc. They are strongly recommended.

As is the case with most official histories they give a narrative of what happened, but do not enter the field of controversy and argument.

AUGUST 1914 by Barbara Tuchman. Constable 1962. 45/-

THE GUNS OF AUGUST by Barbara Tuchman. Four Square. 1964. 5/- (out of print). These two books are in fact the same book with different titles. The book is fine narrative as opposed to history. The spirit of the era and its relationship to the events and personalities have been well portrayed. The authoress, after setting the scene, gives the opposing war plans and covers a number of events now seldom studied, such as the German capture of Liege and Namur. In addition to the war on land, the war at sea is given space. Strongly recommended.

THE FIRST BATTLE OF THE MARNE By Robert B. Asprey. Weidenfield and Nicholson. 1952. 21/-.

This is not a very good book, but it is not downright bad. The style is poor and its accuracy suspect in places. It is best when dealing with the basic issues. Library reading only.

Postscript.

At the regional meeting several members asked me about a book on Orders of Battle. The book in question is ORDERS OF BATTLE by Lt-Col H.F. Joslen, published by HMSO, in at least two volumes. I have written to HMSO to ask about price, availability, number of volumes etc. A friend, who has used it, tells me it is a first class production. I will report in more detail next month.

Henry Radice.

The AHIKS Membership Booklet.

You will remember, a few bulletins ago, that we had a suggestion from Colin Bonner to the effect that AHIKS should make available an introductory booklet covering play-by-mail procedures, use of the icrk etc. for the benefit of new members (and to save me writing a long explanation to each new member individually). The scheme has blossomed somewhat since then, and the proposal now is that we produce quite a comprehensive Membership Booklet, covering not only the above items, but also many others of use and interest to all.

A Committee has been formed to guide the production of the booklet, this being under the direction of Mike Malone, 10520 SE 220th, Kent, Washington 98031. Here is an extract from a letter I had from Mike recently.

'The Booklet will consist of the following:

1. Front cover with appropriate design, with member's name and Society number inscribed.
2. A letter of welcome from the Society.
3. A page on icrk usage and game assignments.
4. A page on PBM procedures.
5. AHIKS rule clarifications and changes.
6. A history of the Society, and space for the member to keep a record of his games.
7. A page describing AHIKS organisation and duties of officers.
8. Constitution and By-Laws.

In short, I'm asking for assistance in the preparation of the Booklet. Any and all members who would like to help with this project may contact me.

Should a person not have the time to help directly, just a note with suggestions and ideas will be most welcome.

In particular, though, I need someone to come up with an appropriate design for the cover. I assume we need something similar to a crest or coat-of-arms - at least something signifying the purpose of AHIKS. My artistic abilities are totally lacking and someone, besides me, is really needed to do this.'

I hope interested members will let Mike have some ideas. For my own part, I think the above summary is very good as a basis, although I'm a bit worried about the length, and resulting cost, of the finished product; should the above prove too long, items 6 and 7 would seem to be the first to drop. Please write to Mike direct on this - and budding artists please note Mike's 'cri de couer'.

Richard Redd.

I had a letter from Rita, Richard's wife, a couple of weeks ago. Apparently poor Richard has been lumbered by a draft into the Israeli army, and his war-games for the next six months will be real ones. Richard asked me, via Rita, to apologise to anyone who has a game under way involving him, and to have patience until June. Exception - Richard reckons he will be able to keep up with the Diplomacy game.

I know everyone will join me in wishing Richard the best of luck, and in looking forward to his return to freedom and normality in June.

Please note, also, that Richard has changed his address to:-

Richard Redd,
16 Rechev Megadim,
Yefeh Nof, Jerusalem,
Israel.

He will still get mail from time to time, and I know he will welcome letters from members, so please drop him a line when you get the time.

Battle of Britain. An account by Tony Jones of his game against Ken Norris, covering the period up to 0920 in the first week.

August 13th 1940 in France: Today Marshall Goring decided to launch his air offensive against the RAF and the British cities, to try to destroy the British aircraft industry. His plans for the first week were to probe the airspace over Britain, to seek out the tactical methods used by the RAF, and to test the defences with small raids, interspersed with main attacks. The basic plan was to try to take out the southern cities where possible, so that industrial concentrations could then be pinpointed.

At 0800 160 He111 bombers took off from the Cherbourg area to strike at Southampton and Yeovil. Escorts were provided by 109s and 110s who hoped that the RAF would give battle. Over in the east in Northern France 3 Gruppen of Stukas took off in the early morning to raid Rochester with a close escort of 160 109s and 40 110s. It was held in high hopes that these planes would devastate this target on the approaches to London. The weather promised good clear skies over southern England, and a force of 109s took off for free hunts, hoping to catch the RAF unawares over the south coast. Also 120 109s took off from Guines to fly up the east coast to see what they could find.

Several RAF squadrons took off in the North Sea area, but in the south reaction was slow, with only odd groups appearing, and it was at 0810 that some 109s attacked a lone Gladiator east of Tangmere, and another took to his parachute in fright as 120 109s passed by him near Manston. He landed in an apple orchard rather shaken for his experience.

In the north three small groups, totalling 65 Do17s came over the radar line to try and see what was going on in Kirton/Leconfield, with a few going on to bomb and recce Manchester.

Large groups of planes took off from the Bristol area to try and head off the He111s as they headed towards Southampton.

At 0820 the Stukas arrived over Rochester. The AA fire was intense, over 400 guns opening up and destroying no less than 60 Stukas in their dive. The bombing was surprisingly good, in the circumstances, and 96% of the target was damaged.

At the same time the He111s split, with three groups of 40 planes each bombing Southampton, the other group going on towards Yeovil. Unfortunately very heavy cloud, imported from Timperley, spoilt their aim, and the crews had to jettison their loads into the sea, causing no damage to the target. They claimed one fisherman in a canoe.

Some Me109s were very active, strafing Debden, to no avail. They lost 16 of their number during this raid, 2 of which were claimed by a patriotic farmer with a pitchfork.

Another 109 group opened its account with another Gladiator, shot down off Hawkinge airfield.

In the north large numbers of RAF fighters started to converge on the Do17s approaching the north-east coast, and at 0830 they attacked. Over 80 Spitfires and 75 Hurricanes, with a few Blenheims and Defiants, decimated the bombers and destroyed 33 of them for the loss on only 2 Defiants.

In the south the He111s arrived over Yeovil, but their aim was not good, and only 32% damage was done to the city. No AA fire was noticed, but over 120 Hurricanes attacked and destroyed 13 He111s plus 8 110s of the escort. The 110s shot down 1 Defiant, and 4 Hurricanes were destroyed by the bombers. At 0840 a bombing raid by 12 Do17s reached Kirton and bombed, but did no damage as no RAF planes were on the ground. No AA fire was noticed by the bombers.

During 0850 the Germans landed a lot of their planes, but from north France 120 Ju88s took off with 60 110s and 20 109s to attack the three cities of Swindon, Bristol and Bromwich.

Apart from a single DO17 survivor from the north winging its way down-country, all was pretty quiet at this time, but a lot of RAF planes were noted to have landed in the south west. At 0900 the Germans promptly sent 185 109s from the Abbeville area to try and catch these fighters on the ground at their air-fields.

Also 25 110s took off on a free chase along the south coast, and in the north 60 Ju88s appeared over the radar line - destination Blackpool and Preston. Finally 100 109s took off from Guines up the east coast to try and trap a few British fighters in this area.

Meanwhile 25 110s which took off at 0820 were still in the north; they came across a small squadron of Hurricanes and attacked, destroying 3 of the enemy for no loss to themselves.

During 0910 the German formations continued on their way, and no attacks took place at all at this time, but trouble was brewing. The masses of 109s were nearing the airfields of Middle Wallop and Warmwell, and the ground crews were hurrying to try to clear the fields of planes, but to no avail.

Sharply at 0920 a force of 109s strafed Middle Wallop, and though losing 33 planes to very heavy ground fire, they eliminated 1 Gladiator, 8 Defiants and 15 Hurricanes in a savage attack. A few miles away at Warmwell 60 109s, without having to undergo AA fire, destroyed another 10 Hurricanes.

Also 40 Ju88s bombed Swindon at this time and completely destroyed the target for no losses.

The RAF bit back a little in their turn and destroyed 22 109s for the loss of another 5 Hurricanes.

In the north the 60 Ju88s came under heavy fire from 60 Spitfires and 31 Blenheims. 9 88s were destroyed for the loss of 7 Blenheims.

All the German fighters are continuing to search out the enemy, and with Bromwich and Bristol soon to be bombed, plenty more action seems likely. German losses so far 231. British losses so far 65.

To be continued.

Tony Jones.

Many thanks, Tony, for the article - we look forward to the next instalment. Sounds an interesting game, with plenty of action - that's the beauty of Battle of Britain. The only snag of the game, as I see it, is the length of time involved; Omar DeWitt and I have been fighting for around two years now, with two weeks completed and eight to go! If we get a look at the Battle of Britain Revision, to be published by Poultron Press (?), which shortens the game quite a lot, I will report on it in the bulletin, or ALBION, or both.

And While We Are Talking About Poultron Press

I have some news! Apparently many large parcels are on their way to me at this very moment, containing all the orders for magazines, games etc. that we have been awaiting, in some cases, since September. When they will arrive is a matter for debate, since the Christmas mail rush will foul up delivery times no end. However I hope to be able to send things off to you, and let you know how much you owe me, in a few weeks at the most. Be patient - not long to go now.

I have copies of S&T issues 23 and 24, both arrived in the last week. I hope to get copies for everyone else on the subscription list very soon. In the meantime, there is a report on issue 23 in the current ALBION (if I get time to write it).

When the Gaming Has to stop.

Most of you will already know that David Wood plans to get married early in January (I'm not sure of the date - I think it's in the latter half of the month). I suppose there is a danger of Val arriving at the church to find David and the best man engrossed in Stalingrad on the choir steps; they might even employ the minister to control hidden movement, the verger to roll the dice and the choirmaster to play stirring martial music on the organ (makes a change from Mendelsohn). There is also the possibility that the reception will be nothing more than a vast team game of Jutland, with champagne corks employed as missiles in best Fletcher Pratt style. However we hope Val will recover from these events, and that they have an enjoyable wedding and a very happy married life.

Best wishes of the region to David and Val!

Don't forget, Val, that we want David back in harness as British icrk-meister without too much a delay.....

The Blue Kommandeur.

The latest issue of the K has just reached me, and your copy is enclosed. Quite a lot of this issue is devoted to Diplomacy; note particularly that Bob has somehow persuaded Edi Birsan to act as ANIKS Diplomacy editor - a step in the right direction, if ever there was one. Note other matters arising as follows:

1. Change in the ICRK-Meister. Please note that Pete Rosamilia has taken over this job. Requests for international games should now be sent to him, at 13 Shoshone Street, Old Bridge, New Jersey 08857. Requests for games within the region should still be sent to David Wood and/or myself (the latter for advertising the request in the bulletin). Note also that David will be at a new address before very long - see the regional membership list later in this bulletin.
2. Rulings from Omar DeWitt on page 2.
3. Page 3 contains the startling announcement that membership dues are now \$6 per year. As far as I am aware, this is the first we have heard of this in the region - I certainly don't remember voting on the matter. It really puts me rather under the hammer - this region is making quite good profits each year, which must more than cover the cost of mailing the K for distribution in the region, plus necessary expenses of mailing icrks etc. However it seems clear that Bob and Dieter would not put up the dues unless absolutely necessary, and therefore I feel bound to agree to the increase. Please note, therefore, that the separate sheet you are getting as a reminder that subscriptions are due is now inaccurate. Please amend the annual membership fee to \$6 and pay up accordingly. This works out to £2-10-0d, which at least is a nice round figure.
4. Mention is made, at various places in the K, of a questionnaire. I only have one copy of this, and therefore cannot circulate it to all the members. Briefly, it asks for members' reactions on the proposed constitution and by-laws (a copy is enclosed) and on various other aspects of the Society, particularly concerned with principal fields of interest of the members. Let's handle it this way. Please read the proposed constitution and by-laws and let me have your comments, if any. Add to your comments any other item which you feel ANIKS could provide for the membership, and any requests for games. Let me have the whole thing and I will try to rationalise it.

New Member.

I had expected a record number of new members this time; however the mail delays around the Christmas period have made sure that only one got his application to me in time for printing in this bulletin. I think I am right in saying that there will be at least 3 more next time. However I know what happens from bitter experience when I make rash statements like that.

Anyway, we are pleased to welcome Chris Hall to the region. Chris can be found at 11 River Street, Truro, Cornwall, and owns Bulge, Blitz, D Day, Anzio, Waterloo, 1914 and Stalingrad. He is ready for 2 or 3 games, as advertised in the opponents wanted section below.

Welcome, Chris! Nice to have someone in AHIKS from that most beautiful county of England. I remember spending my honeymoon in Newquay one November (a bit delayed, that holiday). Margaret was trundled into Truro Infirmary after 24 hours for various vague operations, and I spent my honeymoon playing golf and drinking beer, solitary. Had I known about Chris, I could have spent the time profitably playing wargames.

Opponents Wanted.

Chris Hall would like one Bulge and one Blitz. He could probably be persuaded to play D Day or any other on his game list (except, I warrant, 1914) as an alternative. Address above.

Rene Nokin wants to play a special hidden movement Bulge game, or an ordinary Bulge game, or both. It looks like Rene and Chris can get going at Bulge straight away - David, will you please issue icrks? However if anyone is interested in the hidden movement Bulge game, perhaps they would contact Rene for information. I anticipate that Rene will monitor the game, so two interested parties are required.

Rene will also monitor Midway, if anyone wants him to do so. Also Kriegspiel Chess (again, anyone interested please apply Rene for details).

Ray Evans wants Battle of Britain. Anyone?

I think that's all for this column at the moment.

Finally

this has been rather a scrappy bulletin, for which my apologies. Christmas rush and all that, coupled with quite a lot of the normal chaos associated with the Turnbull study. However I hope you can sort out the information from the nonsense.

I have been giving some thought, recently, to seeking some assistance with the operation of the region. You will see from the membership list that the region is now quite large, and the volume of mail I receive is rapidly approaching the point where I get behind schedule, and cannot answer mail as regularly as I would like. ALBION doesn't help here, of course, and when the S&T stuff arrives (as I suppose it will, some time) things will be even worse. Has any member a little free time he could offer? I have in mind the appointment of some sort of membership secretary, who would deal with new members applications etc. How we could work this remains to be seen. However I would be grateful to receive either suggestions or offers of assistance, or both.

I would like to thank everyone for their magnificent enthusiasm and support during 1970. It has been a most active year and, to me at least, a most encouraging one. We have an enthusiastic and energetic membership - what more could any Society ask?

My thanks to everyone, and my best wishes for 1971.

Don Turnbull.