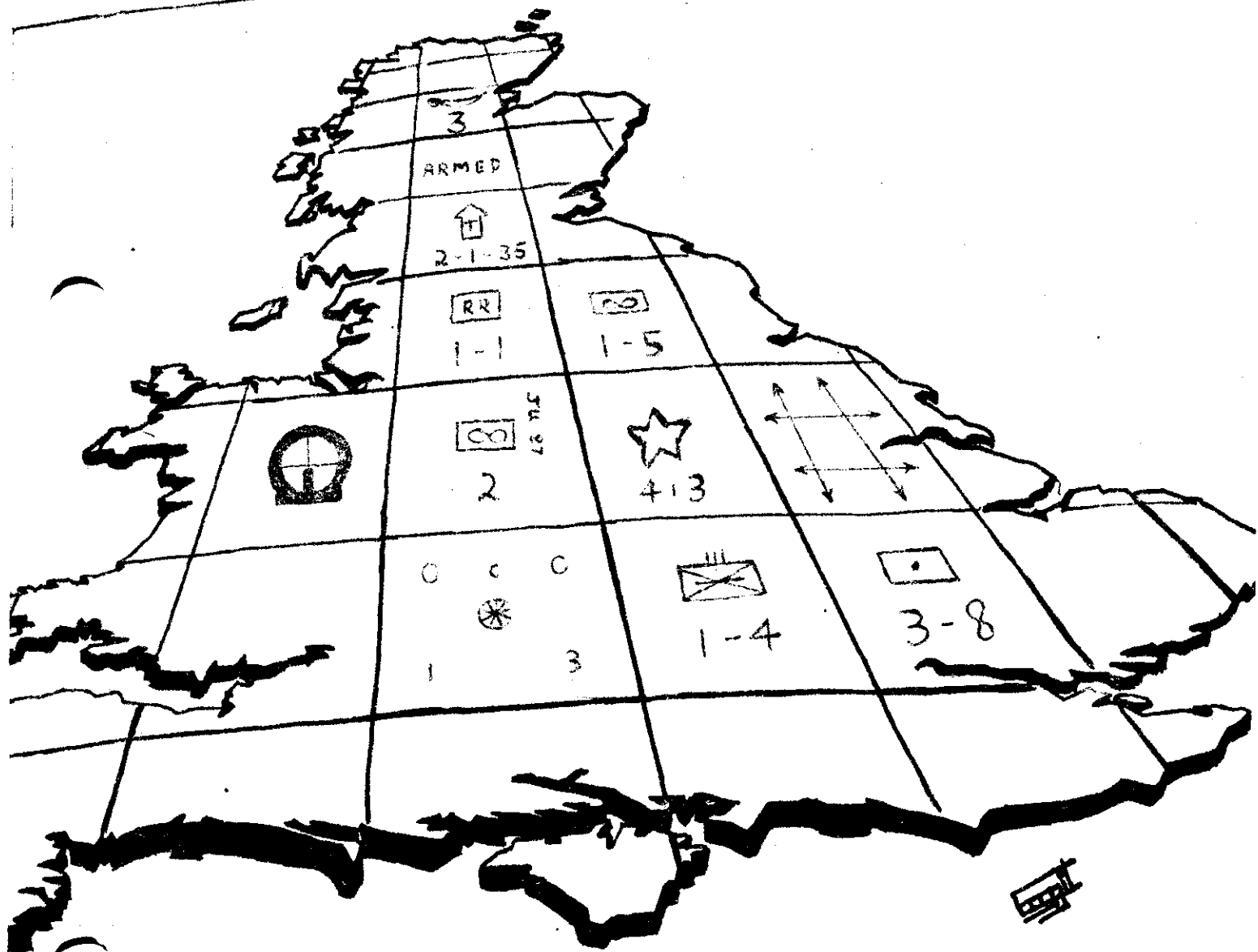


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ALBION is a magazine of dubious origins which masquerades under the pretence of being a source of information on board wargaming, Diplomacy and allied interests. Published on the first of each month at 10p per issue plus appropriate costs, ALBION has a sub-section called COURIER which reports on postal Diplomacy games. No game openings at present for Diplomacy, but you can add your name to the waiting list. The editor, Don Turnbull, 6 St. George's Avenue, Timperley, Cheshire, is happy to welcome contributions to ALBION - see page 36 of this issue in particular.

The editor doesn't necessarily share the views of contributors as expressed in letters or articles, being such a devotee of sitting on the fence that the crease in the editorial trousers is easy to discern.

ALL READERS - please be sure to read page 30 of this issue and those later portions to which page 30 directs you.

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The basis of the front cover was designed by Roger Emerson, though who will perform the additions is anyone's guess. Ian Livingstone produced the back cover. To these good people, our thanks. Also to our contributors.

Editorial.

There's so much trouble in the world today that I thought you'd better have yet another ALBION. Reading this, in all its awful glory, will induce in you such a hatred of all things ALBIONESQUE that you will forget the riots in Ireland, the fighting in Vietnam, the farcical Oz trial, the UCS marches, the dollar and its troubles, the Angry Brigade and the abysmal fact that no-one will pay me enough money for the little work I do to allow me to retire slightly early and let everyone else do the work.

Actually, you are blessed with quite a lot from my own pen this month, possibly because of holidays and other things that I can't afford. To balance this, we have quite a large chess section and a few other articles by other authors, one of whom chooses to remain anonymous (for obvious reasons, when you read the article). This is also the longest ALBION for some time, but don't let it fool you; two pages are taken up with the ALBION accounts, five with the revised Trades and Subscribers List, and one with the ominous future of the ALBION coffers. So in reality you will be getting 29 pages of relative meat, which isn't such a bad bargain for 10p.

Let me stress this once again, although it has been stressed quite a lot elsewhere in these pages. **IT IS IMPORTANT THAT YOU ALL READ PAGE 30 AND THOSE PAGES TO WHICH PAGE 30 DIRECTS YOU.** Please!

The future of this awful journal still remains a castle in the air. So many things have to be decided that it would be premature of me if I were to tell you what I have in mind at the moment. However, one thing is clear - ALBION will continue just as long as you want it to do so, and as long as I am able to get the typing done. During this interim period while the future is being decided, suggestions and advice from all readers are earnestly requested; some may not be printed - indeed, some contributors prefer not to expose their ideas anyway - but they are all welcomed and considered carefully, let me assure you.

Ever since ALBION first started to cover wargaming in the wider sense, I have felt rather guilty about one thing - the fact that those who contribute articles, obviously the product of a lot of time and effort, don't get any recognition for it beyond the dubious glory of seeing their names in print in these pages. I am uncomfortably aware that most magazines pay their writers for articles, and just as uncomfortably aware of the fact that the ALBION Finance Department can't afford to emulate this policy. Now and again a bright idea strikes me, though, which not only makes a step in the right direction editorially, but also enables authors to earn something more tangible for their labours. Hence the new ALBION competitions, which are announced towards the end of this issue (for the good reason that I had only just thought of them). I hope the response will be good and the results of the high standard I know I can expect from you all.

Finally - the ALBION Chess Tournament is rather short of entries at the moment. Obviously you are being modest. The closing date is October 1st, so don't delay in sending me (or Richard) your entry forms.

At times (quite frequent nowadays) I get browned off with things in general. Let me say that ALBION is one of the few bright parts of the dull round. And this is because of the enthusiastic support of the readers. My thanks to you all.

Don Turnbull.

AND NOW! The Laugh Of The Century. The ALBION Accounts to date.

Preamble.

Those of you who were with us in the halcyon days of yore will remember the set of accounts that first appeared in ALBION issue 15. You may even recall the grim details of these accounts - the hilarious fact that I had managed, with no previous experience in bankruptcy, to make a loss of over £30 in fourteen issues. Now, had I been a public company, and had made such a loss, people would have been falling over themselves to give me cash, stock, debentures, bulls and bears, and vague promissory notes. Nothing of the sort happened, of course - I merely upped the subscription at once and sat back to watch the profits flow in.

Now, seventeen issues and 17 months later, the time has come to reveal just what has happened to the ALBION coffers since that date. I should assure you that, in the meantime, I have taken three courses on budgeting, four on stock control, one on economic growth in the twentieth century, five on the publication of scurrilous literature, and four on income tax avoidance and good use of leisure time in prison. With all these qualifications, you might expect a New Picture developing in ALBION. Nor would you be too disappointed.

Now read on. The butler is the one with the long false beard and the knife, about to stab Lady Genevieve in the loggia. Detective Holmes, as you will remember, is hiding behind the aspidistra, while Roddy and Blanche are behaving in an unusually adult fashion in the summerhouse, totally unaware of the fact that They Are Not Alone.....

Expenses.

Remember that subscribers have only paid postage since issue 22; hence the mysterious reference to postages early in the account. Since issue 22, I have not accounted for postage, for the good reason that this was paid by each subscriber/player, on a strictly equitable basis.

Also note that the production of covers, cartoons etc. requires one or more electronic stencils, which are more expensive than the normal type.

The following figures apply to all issues up to and including issue 31.

851 stencils	£42 55
20,680 sheets duplicating paper, including wastage	£41 36
67 electronic stencils	£ 6 70
1320 envelopes (average cost)	£26 40
Postages (issues 1-14 inclusive)	£22 18
Postages (issues 15-21 inclusive)	£ 8 87

TOTAL EXPENSES £148 06

On the whole, this doesn't seem to be an unreasonable expenditure for 31 issues of ALBION, plus all the issues of COURIER. The price of almost everything has gone up during the life of ALBION - look at the cost of envelopes, for instance. Buying in bulk makes things a bit easier, but in the early days I didn't buy in bulk, for the simple reason I was only sending out about 20 copies of each issue.

Anyway, there are the expenses. Now have a crack, if you dare, at the income which I have been lavishly spending on Malcolm Watson's beer all this time.....

Income.

A number of points must be remembered in conjunction with the figures below. First, a player in a game receives copies of ALBION free while the game lasts; therefore the income for each issue is not merely the number of issues sold times the current subscription price, but rather less than this. Second, I have received a few magazines in trade for ALBION over the years, and these cannot be accounted in the income, although they should be remembered. Last, I still have a few back issues left, which represent assets to me if anyone is ever foolish enough to buy them; they should therefore appear as an asset. Here we go, then.

Income from issues 1-14 inclusive	£20 64
Income, issue 15	£ 1 75
16	£ 3 60
17	£ 3 00
18	£ 3 00
19	£ 3 00
20	£ 3 00
21	£ 3 20
22	£ 3 00
23	£ 6 00
24	£ 5 40
25	£ 6 80
26	£ 4 90
27	£ 6 90
28	£ 7 00
29	£ 7 20
30	£ 6 60
31	£ 6 90
Game Fees Paid: 70/3 - 7@50p	£ 3 50
70/4 - 7@50p	£ 3 50
71/5 - 7@75p	£ 5 25
71/6 - 7@75p	£ 5 25
71/1V - 7@£1	£ 7 00
Advertising revenue - Cranwell House Developments	£ 4 64
Back issues in hand (2 off issue 13, 1 each off issues 14, 15, 23, 2 off issue 24, 18 off issue 25, 37 off issue 26, 12 off issue 27, 11 off issue 28, 7 off issue 29, 13 off issue 30, 10 off issue 31)	£11 30
Total Income	<u>£142 33</u>

Grand Summary: Total Expenses	£148 06
Total Income	£142 33
Total Loss	<u>£ 5 73</u>

Well, at least it's an improvement on a £30 loss in 14 issues. Though I wonder what to do about it. This is a hobby, I keep telling myself, and I shouldn't expect to make profits. At the same time, it's about time things were given a thorough examination. As Roddy is at present saying to Blanche, the summerhouse window steaming up a treat

**** Laugh over, now, and on to the serious business. Some issues ago, and more recently, I requested articles on the play, tactics etc. of the game Diplomacy, especially from British readers. I didn't quite bargain for this, though djt ****

How We Play Diplomacy In Britain.

or Rome Was Never Like This.

by ANON.

Author's note to editor:-

'If you cannot print this in ALBION under my signature, then put it in under "Malcolm Watson, believed to be a forger", or just sign it "Fat Scotsman"'. .

Now the first thing after buying a Diplomacy game is to throw away the rules. I cannot believe anyone has ever read them through. They cause continuous controversy, and if you don't know them it saves endless argument. In fact the experts in America, and many of the amateurs here, have such little faith in the rules that new ones have been devised by the score, and completely new games have even been thought up. These experts are the thinkers among us; they think - we players just have to bloody well play!

The other banes of Diplomacy are the useless articles - 'How to Win Playing France', 'England Wins in Ten Moves!' (that one is utterly impossible), 'How to write Letters that will make Germany your Ally'. Who needs an ally? The players with allies are so busy looking over their shoulders to check that their allies are still allies that you can manage better without a friend on the board. In Diplomacy, the only people you can really trust are your enemies - you know where you stand with them.

I've played in games which are so mixed up - France allied with Germany, both fighting England and each telling England the moves the other is making!! And England not believing either of them - exit England!!!

Talking of telling each other the moves, one can get most involved with this one. Once I wrote to an enemy telling him my correct moves, because he had complained to me that my supposed ally was giving them incorrectly to him.

Forgery. I believe there is no real sign of forgery here (pity). One or two schemes come to mind:

- a) my typing is easy to forge;
- b) of course the best thing to forge would be COURIER. The endless possibilities from this would be real fun. No-one would know with certainty which COURIER to believe, and one could pump out endless letters saying that yours was the right one, and don't believe the imposter.....

One really classy trick. Organise a treaty in which you involve the gamesmaster. I had a go at this one. The scheme was simple - I made a treaty with another country, which we both signed and agreed to deposit with the gamesmaster for safe keeping. Both countries had agreed to certain aims. Now, here was the crunch. In the items there was a clause stating that the first to break the treaty will have his moves, against the agreement, nullified. Now the idea was to go to work and make your supposed friend be the first to break the treaty. The first person to know is the gamesmaster - and he then nullifies the moves! You have no work to do - just sit back and enjoy it. Sorry, Don - it did nearly work; I didn't know it was illegal at the time.....

Incidentally - I don't know which is more embarrassing - to get one of your own letters through a third party, or an ally's letter.

Now here's a hint for the beginner.

If you get a letter with some dubious proposal from the country next door, write a pleasant 'thank you' note. Then - blow the expense - send him a telegram. For some reason the vast cost of this will make him think you are telling the truth. He'll be numb for two moves, and you'll have got him by then.

I can never understand the coward who gives up (one of the faults of postal games). Usually, after about three moves, the rest of us seem to develop B.O. and we never again hear from him. Do these people not know that the weaker they become the more likely they are to get help? And of course they forget that in pitting oneself against six other players, one only has a one-in-seven chance of winning, at best. Oh - and dare I say it? - 'It's only a game' and there is fun in sticking it out and watching someone else win. Those who give up so easily should be helped to give

It is said that the first British postal game (69/1) was the best. Best moves, best players, best press reports. Nonsense. It was not. The moves were terrible - one player gave up. The press reports, like in all the games, were patchy, some good and some not so good. Many players forget the importance of the press report (these should be made compulsory). The Press Report is a way of expressing yourself, of venting your feelings, of displaying your ego and of broadening and widening the game. One can do anything with a press report - lie, cheat, condemn - but, best of all, try to get into the minds of your opponents.

Happy cheating and stealing to you all.

Malcolm Watson - a Fat Scotsman, believed to be a forgery.....

**** I need hardly announce that the author was not Malcolm Watson, although it is my firm opinion, based on two years of hard experience, that Malcolm is, in fact, nothing but a forgery of an inexperienced nature.

This erudite piece of writing does bring to light one point which has not been discussed more than fleetingly in these pages, concerning the player who drops out of a game when it is in progress. We won't go into the morals or ethics of this situation. But, when this has happened in the past, I have merely ordered his units to stand, otherwise obeying normal rules. In America, however, many games-masters rule that such an unordered unit should be eliminated when attacked, whether the attack had support or not. How in such circumstances one distinguishes between the player who has dropped out completely, and the one who has missed the deadline because of an illicit weekend in Paris, I am not sure. However I would welcome opinions and discussion from readers on the relative merits of these two policies. In the meantime, of course, the current policy will be adopted.

djt ****

THE CHESS BOARD.

by Richard Redd.

**** Richard is the organiser of the ALBION International Chess Tournament, and promised to let me have a series of articles on the game, this being the first. Reminder - closing date for entries for the chess tournament is October 1st 1971 - see ALBION 30 page 17 for details. djt ****

To kick off the first of (I hope) many articles on chess to come, here are a few amendments and additions to the rules for the ALBION Chess Tournament.

1. The tournament will take the form of a qualifying round followed by a knockout tournament. Each entrant will play two games with every other entrant, one as white and one as black. Entrants are urged to take on as many games as possible at one time in order to expedite the completion of the qualifying round. Based on a system of 1 for a win, $\frac{1}{2}$ for a draw and 0 for a loss, the top eight scorers will qualify for the finals which will be a three-round knockout.

2. It is not necessary to communicate with the tournament director during the course of the games (unless to let me know you are still alive). However in order for a game to be scored and published, it will be necessary for each player to send a score of the game to the director.

It should be emphasised that entries are not limited to subscribers of ALBION. Each subscriber/entrant is urged to talk to his chess-playing friends and get them to enter also. As Don said, the more entrants, the bigger the prize.

Since the tournament is international in scope, the scholarly part of this missive will be dedicated to the subject of chess notation. (Yes, dear reader, the English-speaking countries are different from everyone else in that respect, too).

In general there are two systems of notation in use, the English or Descriptive and the Algebraic. Both these systems have certain features in common. One of these features is the use of standard abbreviations for the pieces:

Eng.	Ger.*	Fr.	It.	Span.	Port.	Rum.	Dut.	Hun.	Cze.	Pol.	Russ.**
K	K	R	R	R	R	R	K	K	K	K	Kr
Q	D	D	D	D	D	D	D	V	D	H	F
R	T	T	T	T	T	T	T	B	V	W	L
B	L	F	A	A	B	N	L	F	S	G	S
N	S	C	C	C	C	C	P	H	J	S	K
P	B	P	P	P	P	P	P	G	P	P	P

* These are also used in the Scandanavian and Yugoslav nations.

** These are given in the nearest English equivalents so as not to give Don fits.

The major difference in the two systems comes from the way of looking at the board. In the English system we work on the fact that, at the beginning of a game, each player's back row - the rank nearest him - is completely filled with pieces each one having its proper square. It follows that each file can be named by reference to the piece that stood, originally, at the bottom of that file. Reading from left to right we thus have (for white) Queen's Rook's file, based on the square called Queen's Rook's square and numbered QR1.

Next Queen's Knight's file, based on QN1, Queen's Bishop's file, Queen's file and King's file. Then King's Bishop's file, King's Knight's file and King's Rook's file. From the back row upward, one numbers 1 to 8, the back row being 1 and the topmost row 8. Suppose white's bishop moves to the fourth row from the bottom of the fifth file from white's left. This move is recorded B-KB4. Or if white's knight moves to the third square on the third file from white's left, the move is N-QB3.

Observe that these are descriptions of moves by the white pieces, and they are the same whether black or white is describing them. But when a black piece is moved, the description is made as if from black's side of the board. Thus every square on the board has two names - one from white's point of view and one from black's. Thus white's KB4 is black's KB5, and white's QN3 is black's QN6.

In contrast to the descriptive notation, the algebraic notation is a one-way system; each move is described as if from white's side of the board.

From white's left, the files are lettered a-h and the ranks are numbered 1-8. So black's King's square (K1 or K8 in the descriptive notation) is always e8 whether white is moving or black.

Moves are recorded by naming the piece, the square on which it stands and the square to which it moves. Thus Bc1-g5. Since the system evolved on the continent, where an arrogant attitude towards infantry is traditional, the humble pawn is not mentioned, only the squares being noted; thus e2-e4.

There are other symbols used, some common, others not. In P-K4, and e2-e4, the - signifies 'moves to'. x means capture, as in BxdN or b5xc6. The x can be used in both systems, but continental writers have long used the colon (:c4d5. The Russians use c4:d5). In case of this usage the captured piece is not mentioned.

In the British system ch. is used to signify check, while algebraic system users write an obelus (†). Double check in the continental system is a double obelus (††) and dble. ch. in England. Discovered check is dis. ch. in England, the algebraic system having no equivalent sign. e.p. signifies 'en passant', O-O castles (King's side), O-O-O castles (Queen's side), and = (e.g. P=Q) signifies promotion. An exclamation point is used to signify a good move, and a question mark is for a bad one.

One further system of notation is worth knowing - not for the description of moves, but for the description of positions. This is the Forsythe notation.

You are looking at the board from the white side, but you are reading the board as if it were a book written in a European language - i.e. from left to right and from the furthest down to the nearest rank. So you start at black's back rank and record every square. White's pieces are initialised in upper case and black's in lower case. (This can be done in manuscript diagrams, but there the preference is for ringing the black pieces). Vacant squares are represented by the number of adjacent vacant squares on the same line. For example we have a black rook at b8, a black king at g8, white rook at g7, five vacant lines, then white's king at e1. In the Forsythe notation this reads 1r4k1,2R5,8,8,8,8,4K3. More economical is 1r4k1,2R5,4O,4K3. Vacant lines are added together.

So much for that. Probably the biggest news in the world of chess is the thrashing that Bobby Fischer of the U.S. gave to Mark Taimanov of Russia in the Vancouver match of the Candidates' quarter finals. Fischer beat Taimanov 6-0 to qualify for the semi-finals which opened the first week of July. Here is a game from that match.

King's Indian Defence.

Taimanov - Fischer.

1. P-Q4	N-KB3.	15. PxP	PxP.	29. P-QN4	B-K5.
2. P-QB4	P-KN3.	16. P-B5!	N(B)xP.	30. R-K8	B-B3.
3. N-QB3	B-N2.	17. NxN	NxN.	31. QxB	QxQ.
4. P-K4	P-Q3.	18. PxP	RPxP.	32. RxB	Q-B3.
5. N-B3	O-O.	19. R-B6	K-R1.	33. R-B8	Q-K2.
6. B-K2	P-K4.	20. N-B3?	B-N2.	34. K-B1	K-R2.
7. O-O	N-B3.	21. R-N3	N-B5!	35. N-Q4	B-N2.
8. P-Q5	N-K2.	22. BxN	PxB.	36. N-N5	B-K4.
9. B-Q2	N-K1.	23. R-Q1	Q-K2.	37. P-QR3	Q-Q2.
10. R-B1	P-KB4.	24. R-K6	Q-B4ch.	38. R-QR8	P-B6.
11. Q-N3	P-N3.	25. K-B1	R(B)-Q1.	39. PxB	BxP
12. PxB	PxB.	26. RxRch	RxR	40. K-N2	Q-N2ch!
13. N-N5	N-KB3.	27. Q-R4	Q-B8ch.	41. KxB	Q-K4ch.
14. P-B4	P-KR3.	28. K-B2	B-B1.		Resigns.

A note in closing. My prediction is that Fischer and Petrosian will meet for the final round to determine who will meet the world's champion.

Richard Redd.

* * * * *

**** I should mention that the author of the next chess item, V.R.Parton, has recently written a booklet entitled Chessical Cubism or Chess In Space, which is a fascinating account of chess variants played in three, four and even six dimensions, the rules invented by the author. (Shades of our old friend Hypertweedle). I am not sure of the cost of this booklet, but if any chess fans are keen to obtain a copy, I'm sure the author would be glad to hear from them and advise the price. djt ****

The Damate Game - a Chess Variant.

by V. R. Parton.

As ALBION has already included one chess variant, the Diagachess game, and another chessical idea is promised for inclusion in the future, this has led me to venture one of my own ideas. Just as with Diagachess, my own idea involves no material problem for players, for the ordinary chess board and pieces are the only things required. My game will need more 'adjusting' of players' minds than Diagachess; nevertheless the game should prove lively and entertaining, and one possible advantage to please ordinary players is the rapid clearance of pieces off the board.

The essential idea of the Damate game may be described briefly and roughly as a variety of draughts (checkers) played with chessmen. When not taking, pieces have their normal chess moves. In the Damate game pieces capture by

jumping or leaping over hostile pieces.

A King damate can take a foe situated on some adjacent square by jumping over its foe into the first square (if vacant) on the other side. In other words the King damate captures like the crowned pieces in draughts (checkers) but it can do so both horizontally and vertically as well as diagonally.

A Bishop damate can capture an isolated foe in its diagonal path, even if seperated from its foe by empty squares. The Bishop damate may leap over its foe to any vacant square on the other side along the same diagonal direction.

A Rook damate can capture an isolated foe ay any distance in its vertical or horizontal path, by leaping over its foe to some vacant square beyond in the same line.

A Queen damate has, of course, the taking powers of both Bishop and Rook damates, as described above.

A Knight damate is given special power to capture like a King damate; it moves normally when not taking an opposing piece.

A Pawn damate captures cornerwise forward like an ordinary draughtsman.

Taking in the Damate game is compulsory. A piece can capture several foes in the same turn of play, just as in draughts itself. When a player has two ways of taking enemy pieces in the same turn, it is also compulsory to make that capture, or series of captures, which removes the largest number of enemy pieces.

The players' sixteen pieces are arranged in the pyramid or triangle formation as shown in the diagram below, the left-side knight being places in the player's left-hand corner square. The two hostile forces have their contact cornerwise at their apex squares. (In the diagram, N=Knight).

			P				
		P	P	P			
	P	P	B	P	P		
N	R	K	B	Q	R	N	

The aim of the player in Damate is to try to capture all his opponent's pieces, their types being of no importance, naturally.

Clearly the strategy in Damate is deeply concerned with a player's attempts to make the 'great capture' of four or five enemy pieces in one continued taking movement by his queen, or even rook; and also to trap and capture, with perhaps a sacrifice of two or three minor-valued pieces (pawns, knights, bishops) that very dangerous enemy queen. Maximum take being compulsory enables the players to set 'traps' in many positions to capture the rook or queen of the enemy, especially when pieces become reduced in numbers, after the opening attacks have disorganised and destroyed one or both forces seriously.

A Chess Variation.

by Rod Blackshaw.

As the world's worst chess player (who else loses more games than he wins playing solo chess??) I recently decided to do something about my major problem - winning. On numerous occasions I have noticed that if a piece could move one square further, or move in a different way, then my grand strategies would work. The only answer was to change the moves which the pieces could make.

There then followed a period of experimentation, after reading some of the rules for Fairy Chess. In the end I came up with changed moves, but still with the same problem, different only in detail.

Then one of the momentous occasions arrived which happen only rarely - a brainwave. Remarkably, for the second time in the space of two years, I had an Idea. (The first was to subscribe to ALBION - the less said about that the better.....)

I shall now divulge the secret.

Each piece, the king excepted, has variable types of movement, each variant being worth a number of points, as is also the standard move for each piece. There may be any combination of variant moves (only one for each piece, though) providing that the total of the points for the variants chosen does not exceed 27.

It should be noted that the total number of points used up if the standard moves were selected for each piece is 27; the variant idea is to obtain this total by reducing the power of some of the pieces, and increasing the powers of others, so as to attain the same 27 points. Thus the system provides a variable Order of Battle.

The variant moves are chosen before the game starts, and perhaps listed for checking later. Once chosen, these moves can not be changed, and the piece must adhere to the movement rule specified for it at the start.

The suggested variant moves, their point values, and the point for standard moves are given as follows. Obviously the suggested variant moves are by no means the only ones - they just provide a basis upon which to develop the game. It should be noted that a handicap game is easy to arrange under this system by altering the total number of points available to each player.

Pawns.

- a). The pawns may only move one square on the first move. 2 points.
- b). May move up to two squares every move, including capture. 9 points.
- c). Normal movement powers. 3 points.

Knights.

- a). May only move one square diagonally. 2 points.
- b). May move up to two squares in any direction, and still jump over intervening pieces. 6 points.
- c). Normal movement powers. 3 points.

Bishops.

- a). May move one sideways or up to four diagonally. 5 points.
- b). Normal movement powers. 3 points.

Rooks.

- a). Can only move up to four squares orthogonally. 3 points.
 b). Normal movement powers. 6 points.

The Queen.

- a). May only move four squares in any direction. 9 points.
 b). Normal movement powers. 12 points.

It should be noted that, under the above system, the allocation of points to a variant move for a particular type of piece means that the variant chosen applies to all pieces of that type. For instance, if pawns were ordered to move only one square on the first move, the cost is 2 points, not 16 (2 for each pawn). If players require to make one piece of a type obey a variant move, while the other(s) operate normally, then the points total is adjusted as follows:-

8 pawns @ 3 points per normal move	24 points.
2 knights @ 3 points per normal move	6 points.
2 bishops @ 3 points per normal move	6 points.
2 rooks @ 6 points per normal move	12 points.
1 queen @ 12 points per normal move	12 points.
	60 points total.

Using this system, some means will have to be adopted for identifying which piece of a particular type is moving with variant powers, and which with normal powers, in cases where they differ.

Examples of Orders of Battle.27 point system.

All pawns option b.	9 points.
Knights option a.	2 points.
Bishops normal.	3 points.
Rooks option a.	3 points.
Queen option a.	9 points.
	26 points.

All pieces reduced in strength (except bishops) to allow for greater pawn strength.

60 point system.

Four specified pawns normal.	12 points.
Four pawns option a.	8 points.
Both knights normal.	6 points.
One bishop option a.	5 points.
One bishop normal.	3 points.
Both rooks normal.	12 points.
Queen normal.	12 points.
	58 points.

Four pawns reduced in strength to allow one bishop (to be marked) the powerful option a (note that this could be a change of colour of square, if required).

Otherwise to the above, all normal rules of chess apply.

I hope you enjoy this idea; for all you bad players, like me, it will give you a chance to get even.

Rod Blackshaw.

**** That concludes the chess section - larger than usual - for this month. Further chess contributions are welcome, of course, although I wouldn't expect to devote so much space to one game normally, particularly when the game is as heavily documented as chess. Thanks to all those contributing to an interesting chess section. djt ****

**** The Test Series Game BARBAROSSA (published by Poultron Press, was reviewed in ALBION 17. On the whole, the game has been welcomed as an improved representation of the Russian campaign over the Avalon Hill Stalingrad, although the latter continues to have its devotees, despite the many attempts to design a 'better' game on the war in Russia. The Barbarossa play mechanics allow for greater and quicker German penetration into Russia than do those of the AH Stalingrad, and the impulse system allows a German attack to be followed up immediately, rather than seeing the Russian player block the line again in his move. Whatever the advantages of the game over the AH Stalingrad, the rules have brought more than the usual number of queries in their wake. Some of these have already been mentioned in ALBION. However, Frank Nau recently sent me a whole series of questions on the game, which I have answered to the best of my ability, and with constant reference to remarks on the rules I have had in letters from the designer, Jim Dunnigan. In fairness to Jim, some of whose rulings may seem a bit unusual, he was making his comments from memory of a set of rules written some time previously, and in addition he had designed some ten or more games between the Barbarossa rules and the time of my requests. I think he would be of a different opinion on some points if tackled with the rules in his hand and no other games occupying his mind at the time. djt ****

BARBAROSSA - Rule Interpretations.

by Frank Nau and Don Turnbull.

1. Partial squares. When we first questioned Jim on this matter, he said that partial squares were not to be used. However, certain important squares are partial - Leningrad for one - which seems to negate this ruling. Elsewhere on the board, there are some squares so partial as to be almost invisible - witness X25, Z28 and Y25 for instance. And a complete line along the north edge. In the opinion of the play-test panel, these squares should not be used, but all the other partial squares should be negotiable terrain. Not a very satisfactory state of affairs, which could have been taken care of when the map was printed.
2. City squares which have a river running through them. Seemingly there is a contradiction here, for the river is ignored for the purposes of determining movement, yet it is accounted when considering combat (i.e. if a defender is being attacked only from such a square, then he gets the river advantage of a doubled defence factor). We don't think there is a contradiction, however. When a unit moves through a city across a river, it does so by bridges and established routes. When a unit

defends such a city, it takes good care to see that the enemy doesn't get the use of the bridges - any book on the Russian campaign will illustrate how important it was to capture key bridges. The interpretation is thus a rough approximation to the concept of a division crossing a river then blowing up the bridges behind them.

3. River squares. As with partial squares, we run into difficulty here. Jim Dunnigan said that river squares were subject to the standard definition - that the river should pass through at least two sides of the hexagon. However some squares only miss being river squares by a fraction if one adopts this interpretation - take P25, for instance. On the other hand, if one goes for the interpretation that 'any square with a bit of river is a river square', then we have certain squares like Q18 which qualify by only a fraction of an inch on the map - a very small proportion of the area represented by the entire hexagon. Clearly the best idea here is to take each square individually (before starting a game) and decide whether it is a river square or not. If it is required to get a universal definition, we would recommend that river squares require the river to cross only one side of the hexagon - i.e. we adopt the (slightly) more sane of the two silly alternatives.
4. The lake in G17 is passable and is a normal river square.
5. German zones of control don't extend over Russian units, so the latter can retreat through friendly units even if a German happens to be next door. Also, Russian units can advance over other Russian units without paying the movement factor penalty if a German unit happens to be adjacent. However, if two Russian units are adjacent to a German unit (both on the same hex) at the start of a Russian turn, then neither can use the railroad bonus in that turn. The presence of a Russian unit doesn't completely negate the effect of the German unit, but makes movement easier and provides 'cover'. I imagine that railroad movement is barred to units starting in hostile zones of control because of the difficulty of withdrawing from enemy contact. In this case the above interpretations hang together quite nicely, and don't constitute a series of contradictions.
6. The Axis allies (Italians etc.) don't suffer a movement penalty in winter. They drag their feet pretty much at normal times of the year.
7. Some players have suggested that rivers are frozen in winter. Clearly there is some justification for this in a game on the Russian campaign; in fact someone (I think Ken Norris) once suggested it as a way to give the Germans a better chance in Stalingrad. However much justification for the rule there may be, the rule isn't in the game, though. Play it if you will, but the game doesn't include it.
8. Retreating units may retreat 'forwards' if there is no alternate route available, using the nearest alternative path to the retreat to the rear.
9. All the Panzer Armies may be broken down in the same turn, if required to do so. Clearly this is a wild approximation, but the game is a strategic one, and to include some restriction of this nature would only be to draw attention to the other minor rules that could have been included, but weren't. Remember that in every game you can always think up an improvement to at least one rule on the grounds of realism or whatever. However if you take this policy to the extreme, you would be playing table-top, and complex table-top rules at that. Barbarossa played on the table!!!!!!

10. The word 'front' refers to a line drawn along the boundaries of a row of adjacent hexagons, rather than to the actual hexagons themselves. Thus, although units next to the front control with their zones of control the line of hexagons on the other side of the front, the latter hexagons aren't themselves included in the front. I couldn't spot Frank's point in asking the question here, unless he had come across some crafty restriction on unit placing if one were to include the hexagons themselves in the front. Perhaps if he lets me know what his ideas were, they can be commented on further.

We hope that these interpretations and points of discussion are of use to those who have the game, or who have it on order and are impatiently waiting for the Poultron Press UK Agency to give up its secrets. It is probably safe to say that no other Test Series Game has prompted such discussion on the rules, and that the above points are but a few of the difficulties which have arisen. If any other points arise in this game, or if any matters of interpretation arise in other games, the ALBION play-test panel in all its glory will be glad to advise; however it should be clear that our 'rulings' are in no way authoritative, rather the result of experience and bitter argument.

Frank Nau. Don Turnbull.

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ALBION Game Review Number 18.

KURSK.

This is one of the Test Series Games published by Simulations Publications (we know them more familiarly as Poultron Press). The price is \$5.00; the game is available from the UK S&T Agency at a price of £2.50 post paid.

Designer: Jim Dunnigan, from an original idea by Sterling Hart.

Rules preparation: John Young.

Components and map: Red Simonsen and Marie Fredericks.

Preamble.

My partner-in-crime on the play-test panel is currently on honeymoon in Yugoslavia, and his words, to my request that he should take the game with him and write a report on it when he's nothing else to do, were dreadful to the ear, and cannot grace the pages of this effete journal. It hasn't, therefore, been possible to give this game as exhaustive a test as usual. This is something in the nature of a 'first impressions' report, and the fact should be kept in mind when reading what follows.

Presentation.

The format of this game is slightly different to that of previous Test Series Games reviewed, and represents the first of the 'new series' of such games. The map is unmounted and uncoloured, as before. However the unit counters are die-cut, and a great improvement this is, too. We gather at the agency that this will always be the case for future games in the Test Series line, and that most of the existing range of games will soon be supplied with die-cut counters.

The rules are printed on a single sheet of paper with the remarkable dimensions of 44"x24" - nearly as large as the map sheet. Although there are obvious

economic and layout advantages in producing a rule sheet of this size, it is rather clumsy to handle and easier to tear than standard size pages. However it folds away quite tidily for filing, with the title in the right place.

Colouring and mounting the map sheet is recommended, as usual. When planning the colouring, have a care. There are five fortified lines, four of them running parallel for most of their length. Of these latter four, one is a line of German fortifications, the other three Russian. Unless you choose the colours carefully, the results could be rather garish and mar the appearance of the board (the fortifications run from one side to the other). Some owners may decide merely to outline the fortified lines, rather than colouring the hexagons themselves - the markings in the hexagons are quite distinguishable in their own right.

It is also recommended that owners - particularly those who would like to play by mail at some time or another - label the map with the grid co-ordinates given in ALBION 31. Such grid systems are also useful to players who never play by mail, since any discussion in writing on the game (for instance in the pages of ALBION) is made more convenient if a definite grid reference to a particular hexagon can be given without confusion.

The rules.

There has been some rationalisation of the format of game rules, this being evident not only in this game, but also in Strategy I and France 1940; also the new second edition of Korea, as I recall. Whereas beforehand topics were dealt with in random fashion, now each general heading is subdivided as follows:-

General Heading (for quick reference - typical headings are Movement, Combat, Zones of Control etc.)

General Rule - a general statement of the rule in operation.

Procedure - this section outlines the procedure most conveniently used in the employment of the rule in question.

Cases - this section is split into the various cases which may arise, these including instances where minor deviations from the general rule are to be employed.

The whole affair is handled much more systematically and logically than before. I assume, and hope, that the publishers keep to this format.

Most of the rules of Kursk are normal and straightforward. Zones of control are semi-active (they affect movement and supply, but combat is not obligatory); the combat results table is near-normal, based on a unit elimination system, with the addition of a $\frac{1}{2}$ EX result, which removes all defending units and half that strength of attacking units (the normal EX result is also present); improved defences are catered for by adjustment of the die roll, rather than doubling or tripling defensive strength - a much superior system, in my own estimation; victory is won on a points system, points being gained by destroying enemy combat factors and by possession of objective cities.

The air rules are new to us, and represent quite an improvement, I think. Each side has air units represented by a pair of counters for each unit, one counter representing the actual air element, the other the ground support element. Thus one half of the pair cannot operate without its partner - and the units are rigidly paired, a particular air element being assigned permanently to a particular ground support element.

Each turn, the air units have two alternatives. Either the pair moves as a unit, in which case the air element may not 'fly', or the air element carries out a mission, in which case the ground support element cannot move. The five missions available are Close Support (of friendly attacking ground units), Combat Air Patrol (lending assistance to friendly defending units), Air Superiority (attacking enemy ground support units), Interdiction (disruption of retreat and supply routes) and Interception (nullification of an enemy air mission). There is no air-to-air combat as such, but ground support units are of course vulnerable to attack by enemy ground units, and if the ground support unit goes, then so does the air element.

These are much more comprehensive air rules (in a strategic land game) than in most other games (exactly the same rules appear in France 1940). The nearest previous approach to this level of flexibility in air missions was probably Blitzkrieg, and the modular Blitz rules produced in S&T 19. These rules provide another degree of freedom to the players - indeed, good use of air units will have a very marked effect on the progress of a game.

All the rules are quite clear, with one exception. In the section dealing with Air Interception there occurs one of those printer's nightmares in which all the lines in a paragraph have got mixed up, some lines appearing twice (often in an original version then a corrected version, or even vice versa). The whole section is most confusing, and I tried for a long time to make sense of it, without success. Luckily the publishers have included a rule amendment sheet with the game, which clarifies the ruling. The amendment sheet also corrects one or two other minor sources of confusion in the main rules, and emphasises the fact - noted with suspicion in the main rules - that railways are only used for supply purposes, and have no effect on movement. I wonder how many other people spend time hunting for the railway movement rule, as I did, before reading the amendment sheet.

Kursk is six games in one, orders of battle being provided for six different dates. These are clearly tabulated in the rules, and two situation maps make initial dispositions quite clear for the two games which are based on actual historical situations (August 3rd and July 4th).

Altogether a very clear set of rules, providing you remember to read the sheet of amendments. No problems were left unsolved at all.

The play.

If a military history addict were to read that a game called Kursk is now available, he would probably expect a game at tactical level, principally concerned with armoured vehicles. This is not the case. Kursk is a strategic game, and could more correctly (but less evocatively) be titled Operation Zitadelle. The map covers the area, not only around Kursk itself, but also beyond Bryansk in the north and beyond Kharkhov in the south. Units are division sized (German) and Corps sized (Russian). The game revolves around the fortified lines, the German Hagen line, the Russian lines in front of Kursk operative in May, June and July, and the German line parallel to the latter.

Thus the play consists mainly of breakthroughs in one or more portions of the line, the remainder of the line holding firm, followed by counter-attacks, breakthroughs in the other direction and blocking tactics. The play was most reminiscent of the Test Series game 1918, which we enjoyed testing when we reviewed it in ALBION some time ago. In fact, the rules

of Kursk and the rules of 1918 are remarkably similar in many respects. (Not so remarkably, perhaps; Jim Dunnigan designed both, and the situations have much in common). There are differences, of course - in Kursk there are air units, supply/artillery units in 1918, motorised second impulse in Kursk, infiltration in 1918 - but the concepts are much the same.

Movement is on a two-impulse system; all units move and have combat, then motorised units move again (no combat) before the opposing player's turn. A line is thus subject to penetration after a successful attack.

Whichever game is played, it is only six turns long. This makes play short by normal standards, with actual playing time perhaps $1\frac{1}{2}$ hours on average. Set-up time is slightly longer in proportion than normal - perhaps 30 minutes - because of the relatively large number of units in use; at the start of a game, there are over 100 Russian units and about 80 German units to be deployed. A careful initial set-up, taking one's time, is essential when the game is so short, and when the rules dictate that every square of each side's fortified zone has to be covered by a friendly zone of control.

The actual mechanics of play are straightforward enough. Movement penalties are imposed, not only for terrain, but also for movement into and out of enemy zones of control, and such penalties are cumulative. It takes a little time, therefore, to calculate particular moves and their movement costs, but the system is clear enough and familiarity comes rapidly. On the other hand, the main action is likely to be in concentrated areas, rather than spread out along the whole line, so it would be unusual for a player to move more than about one third, or perhaps one half, of his total units in a particular turn, and during the motorised movement phase the proportion is much smaller.

A most satisfactory set of play mechanics, which make play straightforward and interesting without being too complex and drawn out.

Postal play.

All units are identified, so no problem there. A grid system is needed; this is printed in ALBION 31 Page 7. The air rules can be operated by mail without difficulty, and the game will be a quick postal encounter.

Quite suitable for postal play, therefore.

Summary.

There is little that is new here. Kursk is the result of a well-tried formula being cleaned up, re-shuffled slightly, and applied to a new game situation with new and interesting air rules. Comparisons between Kursk and 1918 are perhaps pointless for those who have neither game; yet if you own 1918, you will get little novelty by buying Kursk other than a new set of air rules. Let me be clear here - I don't condemn Kursk because it is so similar to 1918; we thoroughly enjoyed 1918, and I am confident that Kursk will be just as enjoyable to battle out, if not perhaps slightly more so (the air rules again). However as a 'new design' Kursk has little to offer; as Charles Appleby pointed out in ALBION 30, there is little merit in applying old rules to a new situation.

I would recommend Kursk to those who have not got 1918; they might buy both, of course, but would probably stick to Kursk alone. Those who have 1918 - well, you are getting very little more in this game - have a look at the air rules in France 1940 and see what you think.

Don Turnbull.

Order of Service

on the occasion of the marriage of

PATRICIA JANE WHITE

and

MALCOLM WATSON.

AnALBION Special Report.

WATSON WEDS WHITE

or The Wages Of Gin Is Breath

Your ALBION special agent, reporting on events of the weekend August 6th/ August 7th 1971. Any resemblance between the characters appearing in this report and normal sober human beings is quite remarkable.

The weekend really started on Friday August 6th at about 6 p.m. I was strolling in the 45-acre grounds of the Turnbull summer cottage, breathing the balmy air and the pouring rain, chatting with the wild animals that roam free in the pasture, sacking a gardener here, patting a head there, sometimes escrying a housemaid in the bushes (go and look up 'escrying'), nodding affably to the signs of respect and tugged forelocks of all I passed, and examining the pure silver roses which the head gardener had nurtured on my expert advice. All was peace and tranquillity - the world breathed softly and souls were at rest.

The tranquillity was disturbed by a vague premonition of doom. Looking over the rustic fence, woven in platinum with diamond studs, at the main road to the nearest township, an amazing sight met my eyes. I stood in astonishment. And a pile of manure; I sacked another gardener.

It seemed that the entire rustic population of Timperley was on the move. A vast horde of locals, mainly young, strong, healthy and vigorously male, was pouring up the road towards me; stones and sticks were flung from the front ranks, and harsh voices were raised in a tumult of insulting abuse; on the flanks, ready for swift movement, rode leather-clad young ~~ba~~ gentlemen on high-powered motor cycles, machine guns tucked into their long boots; at the rear came a whole wave of militia, customs officers and immigration authorities.

The object of this frenetic activity fled before the crowd. Head back, arms pistoning frantically, eyes bulging, legs going like windmills, ran a person who, from the sporran, kilt, tammie, and the cabers hanging from his belt, I recognised immediately as a Welsh Nationalist. His breath had not entirely left him, though, for over his shoulder he flung at the crowd such abusive comments as "Hoots an' awa' ye creekit Sassunach beesties", "Speir ye muckle burdigin', ye fou' loonies", "Dundee an' the Bruce fo' eiver" and "Yon claymore's fair killin' me". Such were his brave sentiments as he sped like a dervish for the high gates of the Turnbull mansion, pausing only to turn briefly, take a caber from his belt, and toss it disdainfully, and with improbable inacturacy, at the mob.

The lodge-keeper knows his job, of course, and steadfastly refused to open the gates before an appropriate fee had been paid. Mouthing freely, the fugitive dug into his sporran and showered IOUs on the lodge-keeper, the lodge, the swept gravel drive and the beds where repose my priceless thriving weeds. He then climbed the gate, much to the distraction of the front rank of the crowd who were by then standing immediately beneath him. Having paid the entertainment tax to me, the crowd duly dispersed, and I turned to see our guest.

Of course, this refugee from the English Board For The Welcome Of Tourists From Overseas was none other than that scion of the Highlands, John Robertson, come to celebrate with us the nuptials of his fellow-countryman on the morrow. Close behind him, in complete safety and a car, appeared his wife Morina and his daughter Pamela. And an interpreter. They unloaded the car and generously presented us with a bewildering array of traditional Scots food. I can't remember all the names, but there was a Selkirk Bannock (magnificent - 'twas gone ere night fell), bridies, Scots sausages, Scots pancakes and, of course, a pair of haggises who, on being released from their captivity, greeted each other with open glee and delight, and were last seen making curious gestures to each other in the cabbage patch.

(Since then most of said food has disappeared down the capacious Turnbull stomach; I will never again make critical remarks about Scots food - they clearly know how to handle things properly up there).

After this, John dug into the recesses of his garments and produced a metal-bound wooden casket, amply padlocked, and set it down on the table with a knowing leer. We imagined it was the fabled treasure of the Incas. When we persuaded John to open it, however, there was revealed the most compact and lethal portable Scots bar. Two large decanters of whisky filled most of the available space (and none of your blended stuff, either) and there were four small glasses, securely packed and ready to undertake any journey, however hazardous. (With that whisky, who needs large glasses?) We sampled. And sampled again. We then went out for a typical English meal (curry) and thence to 7 Alexander Drive, where the star of the show was waiting.

Malcolm and John greeted each other with all the enthusiasm and affection one would expect from two friends who perforce must meet only rarely. The night rang to the happy sounds of thumping fists, cracking bones and good clean Scots curses. Alan, Malcolm's brother, joined in with enthusiasm, while Malcolm's mother watched with a smile of pride on her face. Protocol over, we settled down to the real business of the evening; at which point things started to become rather hazy to your ace reporter. I remember very little of the events following, except thinking it was time Malcolm stopped his lounge from moving around when I was trying to sit quietly. A feeling of well-being, even towards Scotsmen, wafted over me, and an inane grin sat on my face for the rest of the long long night, or so I am told by authorities in the matter. I gather some kind soul carted me home, eventually, and laid me to rest behind the aspidistra, which was the first thing to greet my eyes the following morning. It looked at me sternly and forebodingly, and I remembered I hadn't taken it for walkies the previous evening, for one reason or another. I gave it a piece of butterscotch, which calmed it down a little.

Saturday August 7th dawned clear and dry - the only day in August in England to do so for many years, so they tell me. John and Morina were up early, and Pamela earlier still, while the regular inhabitants got into gear in the usual haphazard way.

I reported to the church at 10.30 a.m. in readiness for my duties as usher. I carefully opened 537 hymn books at the first hymn announced on the board. Vic (Pat's brother, and the other usher) arrived, looked into the deep abyss of my eyes, smelt the waft of good Scots malt from a hundred yards downwind, and understood completely. He then made the first contribution to the long list of Errors Made By Ushers by seating Malcolm's mother, the first arrival, on the wrong side of the aisle. I tactfully moved her over, and gave her a hymn book. She pointed out that the hymns on the board were for the previous Sunday, and anyway the words of the hymns were printed in the Order of Service. I toiled to close 537 hymn books and put them back in their right places.

Malcolm arrived. And fell into the font. We seated him, somewhat cautiously, in his appointed place, and asked Alan, who was to be best man, to keep an eye on him. People started arriving. We seated them in the right positions, with a skill born of long practice. I went to the gate of the church, to open the bride's car when it arrived. Twenty minutes later I decided to go back in and tell everyone that one of the stars was missing, and could we hold the curtain for a while, please. To find that Pat had sneaked in at another gate, and the ceremony was already under way.

The service went very well, with Malcolm intoning the responses confidently and at the right times. The interpreter, at his elbow, told us what he said. Vic joined in the hymn singing with a baritone part so extreme in advanced harmonic thought as to virtually dissociate him from the proceedings altogether. He confessed to me "This suit's killing me". As well it might, local singers of a more orthodox training were heard to remark.

The reception was at a local hotel, the staff of which establishment - called, appropriately enough, the Links Hotel (Links - bonds - marriage - get it? Oh well) - having but one object in mind, which was to make the entire assembled company paralytic before the meal and speeches, no doubt thinking that they were thereby guaranteed some ripe entertainment when the worthies in our midst got on their hind legs to utter. In my own case, the sherry, plus the excesses of the previous evening, soon took their toll, and it was through another of those misty hazes that I ate the meal and saw people starting to stand up and speak. The first was Malcolm - or perhaps he was the second. Anyway - "Ladies, Gentlemen, and Don" he opened, causing me to resolve never to buy him a wedding present again. He had prepared, as I knew, a speech of such a diabolically insulting nature to my person and habits that I was prepared for the worst. However the malt had affected him too, and it was with profound relief that I heard him say that he had forgotten his prepared speech, he was having a GREAT time, and would Pat please bring that wine bottle a bit nearer to hand.

I dozed quietly through the reading of the telegrams, opening one eye when the name of a wargamer was mentioned. The telegrams went on..... Suddenly I became aware of a hiatus; I opened my eyes slowly to find everyone looking at me. All of a sudden, with no previous warning, I found myself on my feet, being urged to give a speech on behalf of the wargaming fraternity, who know Malcolm so well and love him so dearly.

It appeared that Alan, having read out some telegrams from wargamers, and having forgotten his prepared speech as well, decided to pass the buck to the stupidest wargamer he could set eyes on. His selection didn't take long.

I will pass over my speech. Suffice it to say that its profound oratory, its deep sentiment, its uproarious humour, its sound common sense, its useful advice on married life - these were but a few of the characteristics which my speech lacked so notably. I remembered to toast Malcolm and Pat at the end, and sat down to mystified and what some may call sporadic applause.

The next time I regained consciousness we were at Pat's former home, where a pitched battle was waging fiercely between the Scots and English guests. The wine and spirits flowed freely, as did the blood of the combatants. I told the joke, read in a book somewhere, about the Scotsman called Angus who wouldn't even give bloodhounds a cent (cent - scent - bloodhounds - get it? Oh Gawd) and was justly ignored.

At 6 p.m. Malcolm and Pat prepared to leave. The normal custom in England, for the benefit of overseas readers, is for the newly-weds to leave the reception fairly quickly, and leave the relatives and friends enjoying the revelries. Malcolm announced, with impeccable logic, that it was his wedding, after all, and he didn't see why he and Pat should be left out. Also the booze was free.... So they stayed until early evening, which gave everyone else time to decorate his car with priapic slogans and toilet paper. When they eventually drove off for Yugoslavia - at least, to the airport; even Malcolm knows where Yugoslavia is - it was in a vehicle which had long since ceased to resemble the most tortuous brain-child of the Chrysler Corporation, and it's my bet they were arrested long before they got out of the immediate area.

There remains little to tell. We continued the celebrations, of course, long after the objects of them had disappeared. However the Turnbulls and the Robertsons took themselves off home before long, put Pamela to bed (she had behaved perfectly all day - a real credit to John and Morina) and settled down to a quiet evening, some more malt, and a game of Avalon Hill Management. I modestly announce here that I won by a very large margin. I should add, perhaps, that I had conveniently lost the rules, and that John and Morina had never played the game before. Also - it helps to put secret markings on the backs of the situation cards (which are drawn at the start of each turn, and which have a most significant effect on the game, particularly if you happen to know in advance what's coming.....)

On the Sunday John and I played perhaps the worst game of Stalingrad ever known, and I refuse point-blank to relate the errors we made and the strange strategy and tactics we employed. The result was a draw, I think, with almost every unit isolated. We wondered, at the end, just which counters represented the Germans and which the Russians, since their positions bore little resemblance to those in any other game we had played.

At lunch-time John, Morina and Pamela drove back to North of the Border, no doubt anxious to relate to their friends the peculiar customs and habits of the mad English. And the Turnbull household resumed its normal state.

To be sincere (for the first time in this report, as if you hadn't guessed) we wish Malcolm and Pat many years of happiness together. The secret, Pat, is - when dusting, forget the wargames room; one single counter out of place is now regarded by the cognoscenti as ample grounds

Don Turnbull (now recovering slowly).

breakdown in communications would, as in real life, force either the unit commander to act without orders or to remain dormant for that particular move.

News of battle and/or enemy activity is supplied only to the commanders concerned. They then pass this information on to their superiors who piece the various reports together and plan the next move etc. Builds and removals are controlled direct by the Supreme Commander, while commanders are drafted or made redundant as the case may be.

The one big disadvantage with this game is the number of players involved. I therefore suggest either a three- or four-country game. With four countries there are 22 supply centres; thus 26 people at maximum would be involved (including 4 Supreme Commanders) of which 16 would be required at the start. In a three-country game one would need 12 players initially and a maximum of 19.

One other point on Colin's game; surely enemy units approaching one's own home soil would be spotted by coastal or border patrols? Thus any unit coming within a move's distance of a home territory should have its presence indicated to the country concerned.

Would anyone wishing to start a multi-commander game please contact me and I'll try to get something arranged. There will be a small fee to cover postage costs etc.

Yours, Graham.

**** An interesting idea, though very prone to players dropping out. Individual commanders would perhaps pay a sum in proportion to the number of moves in which they took part, which might make the accounts complicated.

Any takers please write to Graham.

djt ****

From Charles Appleby, 2 Hulcote, Towcester, Northants.

Dear Don,

Just one idea I had recently. How about a PanzerBlitz 'new situations' section in ALBION in which ideas the readers work out are suggested? And a PanzerBlitz 'design' section in which methods of expanding the game, both in board size and time-wise are suggested? Perhaps if these headings were suggested in ALBION, contributions would follow.

Sincerely, Charles.

**** A welcome suggestion. A brief look at one design aspect of PanzerBlitz appears later this issue, and I would welcome contributions under the two headings suggested by Charles. The next AHKS British Region meeting, this winter, will centre round a multi-commander PanzerBlitz game, and I hope we can produce a full and detailed report of this in ALBION, which will certainly give some ideas for expansion of the game space-wise. Michael Nethercot and Chris Hancock, who are setting up the game, are using six boards, I think, though whether these are two sets, or combinations of boards from three or more sets, I am not quite sure. Anyway, we shall see. My thanks for the suggestion, Charles.

djt ****

From Bill Mell, 21 Wheathouse Terrace, Birkby, Huddersfield HD2 2UY.

Dear Don,

I've had quite a good couple of weeks wargame-wise, and your friendly set-up seemed just the right outlet for a few random jottings.

To begin with, an extra bulky package that thudded onto the doormat last week contained both the ever welcome ALBION and issue 27 of S&T, complete with new game. On Thursday the glorious 12th PanzerBlitz arrived and so my cup was temporarily full. On S&T 27, I'm inclined to agree with your ALBION comments - too much on the analysis front and not enough on games. The game itself, France 1940, looks pretty good with some new combat ideas that at first glance recreated the same sort of advance interest I had when I first met Bulge, with its then new 'contact' and 'engaged' results.

As yet neither 1940 nor PanzerBlitz have received any play handling, but complex as it may prove I feel that the latter could well turn out the easier game. I say this from a personal point of view because it reminds me very much of table-top wargaming. Modern war has never really come off on the table-top because of range, scale and weapon limitations. Avalon Hill may well have solved it, for me at any rate. There are those who will never forsake the model; for whom the building and painting of models are essentials of the hobby, and long may it be so. For me World War II is for the board and with PanzerBlitz the Americans, in their thorough way, have come up with all the answers in terms of realism, practicability and playability. Or so it seems to me.

One of the main purposes of this letter was to comment on your last editorial where you touch on the future of ALBION. It seems you have already broken considerably with the apparent exclusive nature of your beginnings which I gather was to co-ordinate Diplomacy games. So what sort of magazine do we want? Well, part of the answer is implicit in our mutual disappointment in S&T 27. What I would like to see is a British 'S&T' that combines as many aspects of wargaming as possible. Perhaps you don't need to concern the magazine with table-top, since Messrs. Featherstone and Tunstill are probably both doing a good job. I see something that's broad in scope, research details, historical stuff, 'best buys' and - above all - more comments on existing games. No more than one big article per issue and as many smaller ones as possible. Until the price became prohibitive I enjoyed the General with its 'How to win at Watergrad' approach. Being a house magazine restricted the General, but you need have no such inhibitions commenting (as you do) on games from all sources. By all means maintain a Diplomacy corner, a letterbag and that matey editorial. For me, then, a combination of S&T and the General that exudes a friendly approach with a growing professionalism - I wish you all the luck in the world.

Finally, should you ever get into these parts - despite your antipathy to Yorkshire (not serious I'm sure) - please feel free to call.

Sincerely, Bill.

**** The future of ALBION has been given much thought, and comments from readers are very useful in this respect. Watch for announcements!
As for Yorkshire - I married into the county after all, which is a severe trial for any man..... djt ****

DIPLOMYOPIA

by Colin Hemming

**** Readers will remember Colin's idea for a 'restricted-vision' Diplomacy variant. The above title is most appropriate, in my opinion - who thought it up? Anyway, Colin let me have the rules for the variant, as follows. djt ****

In addition to the normal Diplomacy rules the following will be used.

1. The 'vision' of each country is limited to those provinces adjacent to those occupied by its own units. Further, each supply centre held is deemed to be occupied by a small garrison, at least one member of which is deemed to escape and report back if and when the centre is occupied by foreign forces.
2. A player attacking an empty province is deemed to enter the province before he encounters opposition, if any. In this case his forces are able to ascertain who his opponents are, and from where they are attacking (or supporting) but are unable to take the time to scout around and determine who occupies any other adjoining provinces. However, a player attacking an occupied province is deemed to be repelled at the border if the occupying unit is sufficiently well supported; he is able to tell only who his opponents are, and not where they came from. For example, if Spain is occupied by a French army; if England orders F(Por)-Spa-NC supported by English F(MAO), he might be told that he was repelled by one French army and a boat-load of Italian sailors, from which he could well infer that an Italian fleet was in GOL or Mar.

Similarly, a player's unit is deemed to enter a province only if its support is needed and the province is empty. This rule occurs, of course, only if a player is supporting a unit of another country (otherwise he'd be able to see perfectly well with his attacking unit). If you like, a player is being granted extra vision in exchange for his support.

3. Convoy. The only difficulty occurring here is convoy of a player's army by a fleet of different nationality. The logical answer is that, seeing as it is travelling through the same waters, the convoyed army should be able to see as well as the convoying fleet, even if it is eventually repelled in its attack. The trouble with this is that it might discourage players from convoying other people's armies, something I wanted to avoid. What do you think?

Also, surrounding fleets (and armies in adjoining coastal provinces) will be able to see that a fleet is convoying an army and the immediate destination of the convoy; whether this is also the final destination of the convoy depends on how many fleets are being used in the chain. An observing fleet will see the adjacent sea space into which the convoy disappears, but not where it goes from there.

I hope these rules work out well in practice; I'd like to stress that all rules are open to discussion.

Colin Hemming.

**** I gather that Colin has a vacancy for one player in the game. Please write to him if you are interested. The game looks as though it would be interesting, though tough, to play. djt ****

Diplomacy Miscellany.

Michel Liesnard, Ave Evariste de Meersman 43, Berchem-St-Agathe, B-1080 Bruxelles, Belgium, intends to start a game of the Youngstown Variant. This has the same rules as normal Diplomacy but an expanded board which adds Asia and parts of Africa. There are 10 players - the normal 7 plus India, China and Japan. Six players have already signed up - if you are interested please write direct to Michel. Sorry - no idea of the game fee.

Regrettably, I have to announce that a well-known American Diplomacy magazine, Lonely Mountain, seems to have ceased publication. In the last issue I received, Charles Wells indicated that the five years he has spent as a postal Diplomacy gamesmaster - and he has been publishing magazines for much longer - have started to wear on him, particularly since he was getting less and less co-operation from other editors (you may recall that the magazine was a combination of three or four individual magazines, each with its own editor). Lonely Mountain was a good magazine from many points of view - it was the only magazine, as far as I know, to report on games by means of reproductions of the Diplomacy mapboard; it was the founder magazine for the political game PARLEMENT, invented by Charles himself; it was always interesting to read comments and articles written by Charles and the other editors; it was reasonably regular in appearance, and well presented. We regret the passing of Lonely Mountain, and hope that contact with Charles, who is on the subscriber list for this rag, will continue. Trade with Terry Kuch, the LM almoner, ceases in consequence.

The future of SerenDip, too, seems in doubt. John McCallum says, in issue 76, that he is no longer able to cope with the Diplomacy games proceeding in the magazine, and has made arrangements to pass them to Rod Walker, who will act as gamesmaster for them. Whether John will continue to publish (either under the title SerenDip, or another title) I am not quite sure. I certainly hope the world of postal Diplomacy will not lose one of its most important and influential figures. When the picture is clearer I will announce the result. In the meantime, John remains on the trades list, and will, I hope, remain in contact with ALBION.

* * * * *

Normandy - Die-Cut unit counters.

Recent purchasers of the Simulations game Normandy will have noticed that the unit counters are now die-cut, and very nice too. However these new counters are slightly incomplete, on checking against the old set, and you are advised, when you get the game, to make the following additions.

First, one Allied counter is missing. It is the B7/131 armoured infantry brigade, which is illustrated at the foot of the Allied unit counter chart on the left. You will find plenty of spare counters from which to make up this unit.

Secondly, three German 4-1 infantry units are incompletely identified. The units in question have the number 711 to the left of the symbol. They should have the numbers 731, 744 and 763 on the right of the symbol, one number per unit.

Also the German 15-6 armoured unit which is not numbered should have the number 2 on either side of the symbol.

The ALBION 'HELP' Column.

Books wanted! For some reason, every time I try to order a book for someone in the US from my local shop, it is either out of print (the book) or apparently unable to supply (the shop). If anyone can get hold of either of the two books mentioned below, please contact the advertiser direct.

Battles of the Crimean War. W.B.Pemberton. Published by Pan.
Required for David Isby, 32-25 88th Street, Jackson Heights, New York 11369.
NOTE: I will pay for this book and the mailing cost, if whoever gets it will let me know how much to add to their ALBION credit. (!)

The Other Side of the Hill. Liddell Hart.
Required for Tom Oleson, 1410 N. 51st St., Omaha, Nebraska 68132. Please send surface mail; the financial transaction can be worked by transfers in the ALBION books, if you like. Please advise.

* * * * *

Game Design Magazine - Brief Comment.

I have now read issue 3 of the Simulations Publication Game Design, although issues 1 and 2 have not reached me yet. I thought a few brief comments might be useful to anyone considering subscribing.

The magazine is a single sheet of paper, 24"x14", which folds to form 18 tidy pages. Contents of issue 3 are:-

Designer's Notes. This regular feature tells us what is happening in the field of new games. News in this issue is of a Franco-Prussian War game, with simultaneous movement on the same board! (?) To be published in Autumn, we gather. Also a new game called Clervaux, which will probably involve such novel features as street fighting etc.
A more general discussion on game design is also included.

Engineers in Simulations. Design notes on engineer units with some interesting facts and figures.

TSG Review. News on the future of the Test Series Game range, including the revising of Korea.

Getting into TAC13 and 14. Questions and answers on these two games, both on rules and on more general design arguments and reasoning.

Apparently there is another regular feature - called AH review and written by Omar DeWitt - which got pushed out of issue 3 because of lack of space, the article on engineers being longer than expected.

Obviously we can't expect much for 18 small pages. However in my own opinion the material in this magazine is most interesting - I read every word, which is more than I can say for any issue of S&T recently, with perhaps a single exception. In fact, the type of article which will be printed in Game Design is just that type of article we are missing in S&T itself - the article for the hard-core wargame fan, who is less interested in history and more interested in games old and new, discussions on rules, tactics, design features etc.

I would hesitate to recommend the magazine with enthusiasm after seeing only one issue. However if other issues are similar, then it will be worth the cash. More news in future issues of ALBION.

PanzerBlitz Design Corner.

Number 1. Who's for Hide and Seek?

I think I have only one regret about PanzerBlitz, which manifests itself in situation 7 more than any other. Whether the fault is in the spotting rule or in the terrain format or the board orientation I cannot say - perhaps a reader will be able to pinpoint the actual fault with more accuracy. Whatever the cause, however, situation 7 (in particular, but it isn't the only one to do this) tends to degenerate into a game of hide and seek on board 2 and perhaps board 1, early in the game, with units of one side occupying a wood hex and sitting there. If they are approached by enemy forces, they merely move to another woods hex. And the number of woods hexagons is such that there is ample room for whole divisions to hide in without being fired upon.

Statistics. Of the 346 hexes on board 2, 76 are woods hexes and 6 are town hexes. That makes just about 25% of the board in which squares a unit must be spotted before it can be fired on. The situation is even worse on board three - out of 346 hexes, 108 are wooded and 6 are towns; this makes about one third of the hexes impervious to fire without adjacent spotting units.

So perhaps the fault is in the design of the boards themselves, and the situation could be solved merely by designing more boards. (!) Yet the boards as they stand do provide interesting features, and anyway, if you decide to make up your own board, you will find few opponents by mail. Are there so many woods in Russia?

The spotting rule itself is rather an approximation. Consider a Hummel unit with an attack factor of 60 sitting on a hilltop. Below, along the road comes a Russian truck with infantry on board; the truck disappears into woods - three woods squares in a block. Now the Hummel cannot fire because no German unit is spotting the Russians in the woods. Yet the answer in practice would probably be the artillery putting down a massive field of fire into the wooded area, almost certainly endangering the units therein and perhaps inflicting more serious damage. We could try to reproduce this, perhaps, by dividing the attack factor by the number of wood squares adjacent to the one the defending unit was in. In the above example, therefore, the Hummel would have its attack factor divided by 3 and would attack with a factor of 20. Perhaps we would need to be even more scathing of the powers of the heavy artillery and reduce the attack factor by even more. However surely, in all realism, there should be a way for the Hummel to have some effect on the hidden unit?

The above argument probably does not apply when town squares are considered. It was seen in WWII that the effect of heavy artillery fire, or bombing, on a defended town was to provide the defenders with more cover, in many cases, rather than wiping them out. There's a difference, I imagine, between hiding under good solid concrete and hiding in a wood - particularly to the men on the spot who are having heavy shells thrown at them. As David Wood commented to me, the problem would almost disappear if we were to use simultaneous movement. In fact, that's not beyond the realms of possibility, since there are few units to deal with. Though the different movement factors would bring their own difficulties.

So - if we are to remove the hide-and-seek aspect of PanzerBlitz, either the spotting rules, the terrain, or the orientation of the boards must be looked at carefully. Or a simultaneous movement system must be worked out. Any offers? Comments from contributors in this column next time.

Don Turnbull.

The ALBION Trades and Subscribers List.

IMPORTANT! Would ALL readers please check their own entry in the list below, then read the section which follows the list. This is essential if we are to get on a proper basis.

Notation. P = player in one of the current games.
S = subscriber.
T = we have a trade agreement.
A = special category.
Figures in (...) indicate the amount of credit (or otherwise) before this issue is published. Note that most overseas amounts are stated in US\$.
New entries are denoted by * before the list number.
COA after a name indicates a recent change of address.

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94 onwards still vacant. Roll up, folks!

Now.....

I confess to a certain amount of embarrassment in printing the above mute evidence. We all forget to pay bills at one time or another, and a few of the people above who are shown with negative amounts are personally known to me, and I know they wouldn't dream of wilfully refusing payment. However something has got to be done, and - whatever it is - it must be the same for everyone. So, please turn to the next page and please read it.

The ALBION Financial Policy.

1. The above figures were typed on Sunday August 22nd - over a week before publication date. It may be that, by the time these figures are published, some of the debits will have been converted to credits; to anyone to whom this applies - my apologies.
2. In future ALBION can only be mailed to those people who have enough credit to cover the cost of the issue and mailing. Each month, I will try to send a reminder to anyone whose credit is running low, so that they can get the cash to me before the next issue is due. I cannot guarantee to pick up these details all the time, however - in the main it is up to you to ensure that I have enough cash to cover the cost of your issue.
Sorry - but I can no longer run on promises. Recently, a 'new subscriber' wrote to me asking for the current ALBION and a couple of back issues, promising payment by return. I sent him the issues but never got the payment. When I wrote last week to remind him, the letter was sent back to me by the post office marked 'gone away'. 39p down the drain. OK, so it isn't much, but there's a limit to my philanthropy, and this last little episode was the last straw.
3. Players in COURIER games. If I haven't enough cash to cover the cost of mailing your copy of COURIER to you, then you won't get it, even though your orders might appear therein. The lack of credit will not affect the validity of your orders in the first move so affected, but it will render them invalid on the second and subsequent moves.
4. The above take effect as from September 2nd 1971 for those in England and the rest of the UK, who will get this copy of ALBION by then. For those overseas who will not see this issue until mid-October, the above will apply on the date of receipt - i.e. if the matter is not put to rights by November 1st, issue 24 will not be reaching you at all. This is fair, I think - surface mail takes 7 weeks at the most, and this allows you 2-3 weeks to get the cash sorted out.
5. To encourage subscribers to maintain their credit, and new subscribers to enrol, there will be a series of competitions in ALBION, as announced later this issue.
6. It will be policy, unless this proves impossible, to maintain the subscription rates of ALBION at the present level (10p per issue plus postage - pro rata for overseas subscribers). The size of each issue will depend on the number of articles submitted, but should never be less than 24 pages.
7. COURIER games. The game fee will remain at £1 until further notice, and no increase in this is contemplated at present. However the number of games reported by COURIER will at no time exceed 8, unless there are strong reasons for extending this. In other words, no new games will be starting in COURIER until one of the current games comes to an end (69/2 can't last much longer!).

IT IS IMPORTANT THAT YOU ALL READ THE ABOVE AND CONFORM TO IT. ALBION TRIES TO DO THE SORT OF JOB YOU WANT, AND YOUR ADVICE ON THE FORMAT AND CONTENTS IS ALWAYS WELCOME: BUT IT CAN'T GO ON RUNNING ON NO CASH!

To those who are regular and conscientious subscribers - my apologies that you should have to suffer for the sake of the minority. That's life....

For Sale. Avalon Hill ANZIO. £3.25.
Diplomacy. £1.25.
Contact Dave Taylor, 171 Lodge Lane, Hyde, Cheshire. I'm not
sure whether the above prices include postage or not.

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New! ALBION Competitions.

We have pleasure in announcing some competitions to be run in ALBION. These are the first of, we hope, many such competitions, designed both to encourage readers to submit their ideas to the magazine, and to broaden the scope of ALBION and further its functions.

The competitions we are concerned with here are literary in nature - but don't let that put you off - we are not judging the Pulitzer Prize. The idea is that budding authors should submit articles to ALBION, in one of the categories below and in accordance with the regulations; articles will be printed and judged, and the winners will be announced, but not until there has been another competition, the idea of which will be to rank the articles and try to guess the ranking conferred by the judge.

The following categories are to be used:-

- Category I. PanzerBlitz - design, comment, accounts of games in progress, new ideas etc.
- Category II. Diplomacy - strategy and tactics, variants, general comment.
- Category III. Avalon Hill War Games - new ideas, strategy and tactics, design comment, etc.
- Category IV. Simulations War Games - as above but on the S&T games, either the Test Series Games or those in the issues of S&T.
- Category V. Non-Wargames - anything is grist to the mill here - design comment, play value, reviews etc.
- Category VI. Funny - on any subject whatsoever, as long as it is funny.
- Category VII. General articles on wargames - new designs, design ideas, comment etc. Anything related to wargames, in other words, which isn't under any of the above headings.

Prizes. The author of the winning article in each category will receive the sum of £5, either in goods to that value from the Poultron Press UK Agency, or in cash. Or it could even go to your ALBION credit.

The Judge. I hereby appoint myself sole arbiter in each category. There's modesty. At least I can't win.....

- Rules.
1. Articles should be written clearly, preferably typed; the author should indicate which category he is entering, if this isn't clear.
 2. Diagrams relevant to the text should be clearly drawn, preferably in black ink, and should if possible be submitted on a separate piece of paper from the article itself.
 3. The minimum length of an entry should be 1500 words (i.e. about two quarto pages in this size of type). There is no maximum length.

4. Articles will be printed in ALBION under these conditions:-
 - a) they should meet the conditions prescribed above;
 - b) they should be identified as to authorship;
 - c) they should be within the limits of 'normal' good taste, on which the editor shall be the final arbiter;
 - d) they shall be printed exactly as written; the editor will correct spelling and grammatical errors (when he notices them) but will not otherwise mutilate articles except where they fall outside the limits defined in c) above.
5. The competition shall be considered open for entries as soon as this issue of ALBION is published. The closing date will be July 1st 1972.
6. If, in the opinion of the Judge, no article of sufficient merit is submitted in one or more categories, then no prize will be awarded in the category or categories.
7. The Judge and Editor reserves the right to extend the competition if this is deemed necessary for any reason; however the closing date will not be moved forward except in the most dire of emergencies (like ALBION going broke, the editor getting run over by a tram etc.)
8. Each and every entrant to the competition shall abide by the **stated** rules. The decision of the editor/judge is final in every respect.
9. If an article submitted could be placed in more than one of the above categories, then the author shall decide in which category he wishes to enter the article. No article may be considered in more than one category.

Well, there it is - looks rather formal and uncompromising, doesn't it? That isn't the intention, of course - the idea is to broaden the avowed purpose of this rag, to give everyone a chance to write on any subject of their choice (within the field of games), and (you guessed it!) to ensure a constant flow of articles for ALBION.

So - over to you.

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Which brings me to the end of this magnum opus. And the fingers need some attention, I can tell you. The general duties secretary is fine for ... er - general duties; typing, though, is another matter.....

The next page is reserved for any late news that happens to come in between now and the final printing run. Otherwise, that's all for now, as Roddy, exhausted, is to be heard saying to the not-so-well-brought-up-as-her-mother-makes-out Blanche.....



BUT SARGE
IT'S
RAINING
OUTSIDE

O.K. YOU
GUYS-UP
THERE'S
ABOUT HALFA
MILLION KRAUTS
OUT THERE

CLUB WAS HERE

ALIVE WITH YOU

OUT THERE

Handwritten signature or mark.