

# LIBERTERREAN

1215

October 17, 1984

LIBERTERREAN DEADLINE IS: Monday, November 5, 1984

**NOTICE:**

Have you noticed this issue is a week late? I have! I broke the dip switch on my disk drive last month. On September 25, 1984, I gave the drive to UPS to deliver to Indus Systems in Chatsworth, CA. That's the last anyone seems to have heard of it. I expected to have it back in a week or 10 days -- plenty of time to spare for the Oct. 8 deadline.

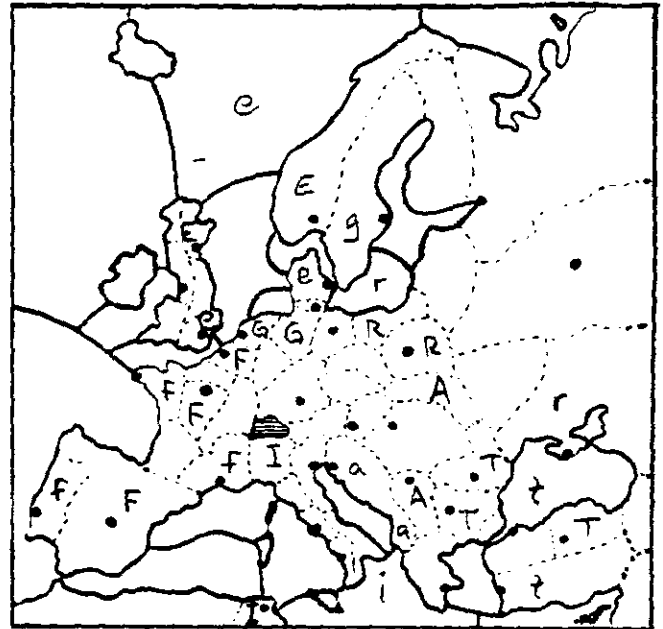
The UPS tracer hasn't come back yet. When it does, I'll send a copy to Indus so they can send me my drive (any drive!). If UPS can't show delivery, they'll have to give me the money so I can get another one (more delay in any case!). So I'm rebuilding my files from scratch. I didn't want to start over, so I waited several days.

The "new" LIB Diplomacy scoring system is the same as the old, with the addition of two new categories of bonus points: An 18 center winner receives 1 point for each position eliminated by the end; a survivor placing 4th or below receives one point for each supply center controlled at game's end. Rescoring all LIB games with this correction (easy since I have the scores all on a spreadsheet) gives the following results:

- |                          |                            |
|--------------------------|----------------------------|
| 1. Kevin Tighe: 31.03;   | 2. Kevin Kozlowski: 26.16; |
| 3. Joe Tuharsky: 25.42;  | 4. Freeman Butland: 21.45; |
| 5. C.J. Cottle: 18.46;   | 6. Dave Ditter: 18.44;     |
| 7. Robert Cheek: 17.39;  | 8. Tom Graessle: 12.73;    |
| 9. Blaine Fowers: 12.64; | 10. Fred Phrogus: 11.04;   |
| 11. Jack Fleming: 10.91; | 12. Gary Coughlan: 9.90;   |
| 13. Carl Olson: 9.00;    | 14. Ron Brown: 8.73;       |
| 15. Mike Moyer: 6.21;    | 16. Bob O'Donnell: 5.84;   |
| 17. Bill Hugh: 1.13;     | 18. Seth Fine: 0.15;       |
| 19. Alex Steffen: -2.48. |                            |

We have four players signed up for the next Top Board game. As soon as at least 7 have signed up, the 7 highest rated will be accepted into this game.

Bill Becker, 810 Turwill, Kalamazoo, MI 49007 has begun a game line for the play of United Soccer. Write him for rules and more information. I see he already has LIB subscribers in his game. You might enjoy this.



- 1984 CN WINTER, 1901**
- AUSTRIA (GARDNER):**  
(COA: BOX 60, Eugene, OR 97440); build F-TR1\*; A-GAL\*, A-SER\*, F-ALB\*;
- ENGLAND (GESTIEHR):**  
build F-LON\*, A-EDI\*, A-NWY\*, F-DEN\*, F-NWG\*;
- FRANCE (NESTER):**  
build F-BRE\*, F-MAR\*, A-PAR\*, A-BEL\*, F-POR\*, A-SPA\*;
- GERMANY (BROWN):**  
NMR! No Phantom move! F-SWE\*, A-HOL\*, A-KIE\*;
- ITALY (HUGH):**  
build F-NAP\*, F-ION\*, A-TUM\*, A-PIE\*;
- RUSSIA (MILEWSKI):**  
no adjustments; A-PRU\*, A-WAR\*, F-BAL\*, F-SEV\*;
- TURKEY (KOZLOWSKI):**  
(COA: 505 N. Roosevelt Blvd. #515, Falls Church, VA 22044); build A-ANK\*, F-SMY\*, F-BLA\*, A-RUM\*, A-BUL\*.

The deadline for Spring, 1902 is 1.00 pm, Monday, November 5, 1984.

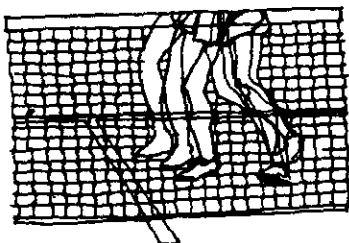
**PRESS:**

AUS)ENG: SURE! At least, as long as they happen to someone else I do.

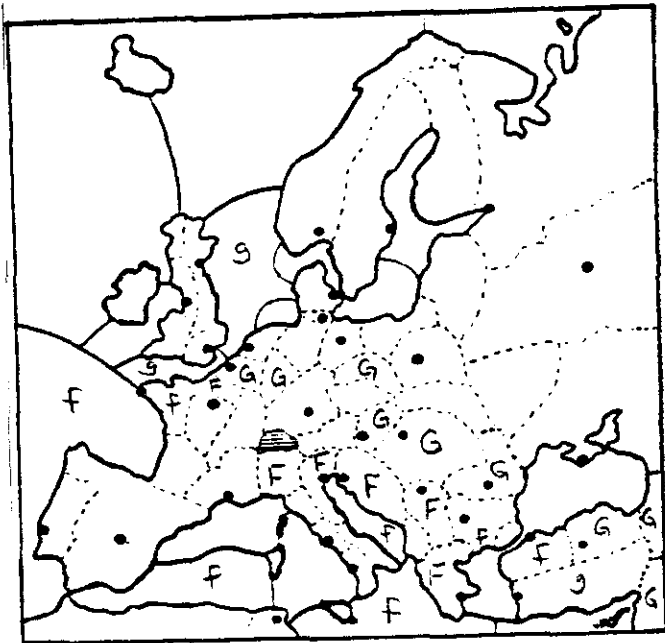
TIR: The garrison is surprisingly quiet, but down at the docks....

FRA)ITA: I didn't, you did. Why? I'm sure you have a reasonable explanation. Now it looks as though I have to. Drop a note.

FRE)GER: Now what? Drop a note.





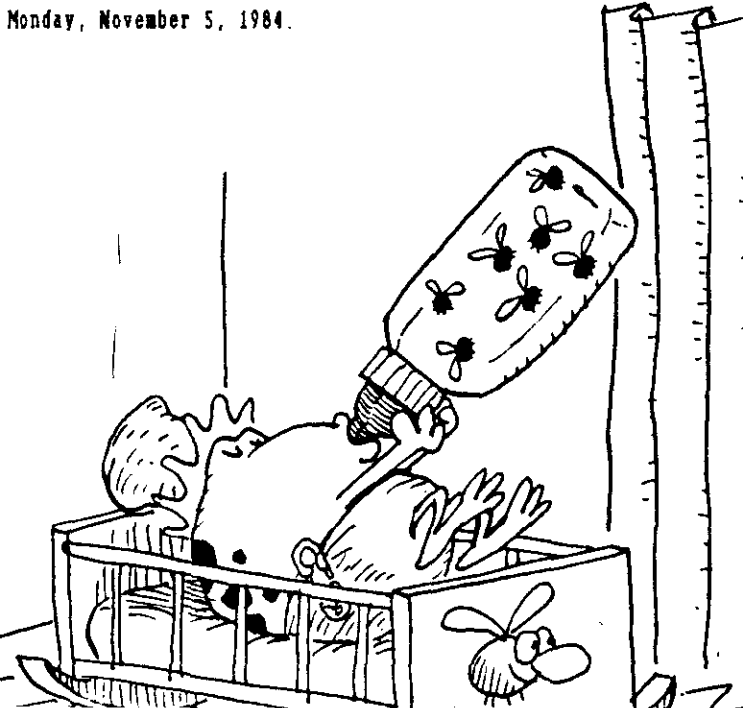


**1983 AH FALL, 1911  
F-G DRAW PROPOSED!  
AUSTRIA (MOYER):**

A-gre/a/, A-ank/a/ /&/ A-sm/y/a/;  
**FRANCE (DITTER):**  
F-MID\*, F-BRE\*, A-PIC\*, F-WES\*, A-PIE\*, A-VEN\*, A-TRI\*, F-ADR\*,  
A-SER\*(rum, A-alb)GRE\* (S) by F-ION\*, F-aeg)BUL\*sc, F-COM\* (S)  
G.A-arm)Ank;  
**GERMANY (POWERS):**  
F-eas)SMY\* (S) by A-SYR\*, A-arm)ANK\*, A-sev)ARM\*, A-RUM\*, A-VIE\*  
(S) A-BUD\*, A-SIL\*, A-BEL\*, F-ENG\*, F-NTH\*, A-mun)RUM\*;

Center Distribution:  
AUSTRIA: /con/, /ank/, /sm/y/ (0) [out];  
FRANCE: home, spa, por, lon, lpl, edi, tun, rom, nap, ven,  
gre, tri, ser, bul, COM (17) 2 short [+3];  
GERMANY: home, den, hol, bel, swe, nwy, stp, war, mos,  
sev, rum, vie, bud, SMY, ANK (17) 3 short [+5].

The deadline for BOTH Winter, 1911 AND Spring, 1912 is 1.00 pm,  
Monday, November 5, 1984.



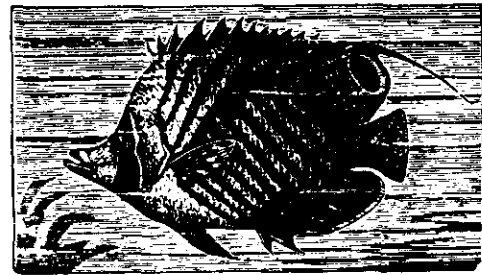
**1983 CH FALL, 1908  
CONCESSION FAILS!  
ENGLAND (GALICIA):**

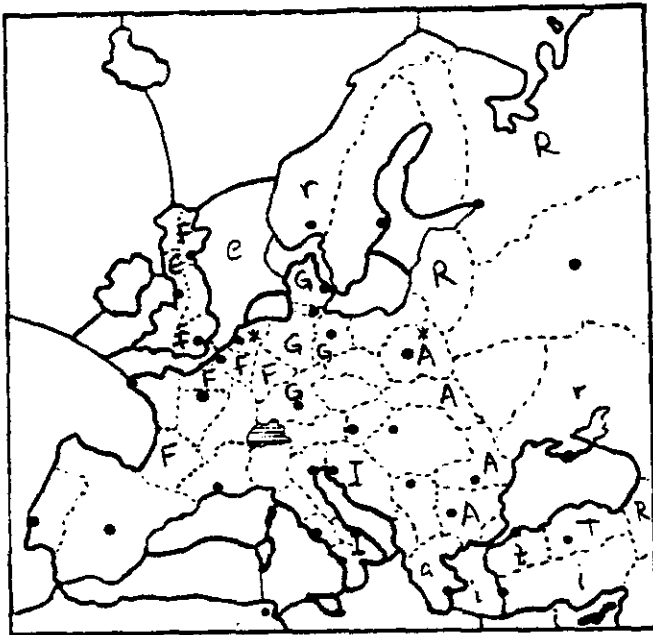
A-LPL\* (H)  
**FRANCE (LEE):**  
F-ENG\*(nth /s/ by F-NWG\*, F-LON\* & F-EDI\*(yor, A-ruh)HOL\* (S)  
by A-BEL\*, A-BUR\*(mun, F-tys)TUN\*;  
**GERMANY (FOWERS):**  
A-ber)KIE\*;  
**ITALY (HUGH):**  
[F-ion-r-NAP\*]; F-adr)APU\* (S) by F-NAP\*, A-TUS\* (S) A-VEN\*;  
**RUSSIA (O'DONNELL):**  
F-YOR\*(lon /s/ by F-NTH\*, F-NWY\*(nwg, A-STP\*(nwy, A-swe)DEN\*,  
F-hol/d/(bel, A-kie)RUM\* /s/ by A-MUM\*, A-pru)BER\*, A-bob)SIL\*,  
A-tya)PIE\*, A-VIE\*, A-SEV\*;  
**TURKEY (NESTER):**  
F-ion)TYS\*, F-aeg)ION\* (S) by F-GRE\*, F-alb)ADR\*, A-TRI\*(ven,  
A-ser)BUD\*, A-bul)RUM\*.

Center Distribution:  
ENGLAND: lpl (1) [0];  
FRANCE: home, spa, por, bel, edi, lon, HOL, TUN (10) [+2];  
GERMANY: /ber/, KIE (1) [0];  
ITALY: home, /tun/ (3) [-1];  
RUSSIA: home, /rum/, nwy, swe, /bud/, vie, den, mun,  
/kie/, /hol/, BER (10) [-3];  
TURKEY: home, bul, ser, gre, tri, BUD, RUM (9) [+2].

The deadline for BOTH Winter, 1908 AND Spring, 1909 is 1.00 pm,  
Monday, November 5, 1984.

**PRESS:**  
England)World: Darn, I thought I was eliminated last  
season.





1984 AI FALL, 1903

AUSTRIA (GALICIA):

A-sil)WAR\* (S) by A-GAL\*, A-ser)BUL\* (S) by A-RUM\* & F-GRE\*;

ENGLAND (Civil Disorder):

A-LPL\*, F-NTH\*;

FRANCE (KOZLOWSKI):

(COA: 505 N. Roosevelt Blvd. #515, Falls Church, VA 22044);

A-yor)EDI\*, F-LON\*(n)th, F-eng)BEL\* (S) by A-PIC\*, A-ber)RUH\*,

A-spa)GAS\*;

GERMANY (GORHAM):

F-bel/d/()nth, A-DEN\*(s)we, A-KIE\* & A-BER\* (S) A-MUN\*;

ITALY (LEE):

(A-mun-r-TYA\*); A-tya)TRI\*, A-rom)APU\*, F-aeg)SMY\* (S) by

F-EAS\*, F-ion)AEG\*;

RUSSIA (DITTER):

A-war/d/()sil, F-NWY\*(s)we, A-stp)LVA\*, F-bla)SEV\*, A-fin)STP\*,

A-sm)ARM\*, A-bul/a/ /s/ It.F-ion()gre (NSO);

TURKEY (KOTT):

NMR!! No Phantom move! F-CON\*, A-ANK\*.

CENTER DISTRIBUTION:

AUSTRIA: vie, bud, /tri/, ser, gre, RUM, BUL, WAR (7)

[+2];

ENGLAND: lpl, /edi/ (1) [-1];

FRANCE: home, spa, por, lon, EDI, BEL (8) [+2];

GERMANY: kie, ber, hol, den, /bel/, MUN (5) (0);

ITALY: home, tun, /mun/, TRI, SMY (6) [+1];

RUSSIA: stp, mos, sev, /war/, swe, nwy, /rum/ (5) 1 short

[-1];

TURKEY: con, ank, /smy/, /bul/ (2) [-2].

The deadline for BOTH Winter, 1903 AND Spring, 1904 is 1.00 pm,  
Monday, November 5, 1984.

PRESS:

BER)MOS: Ok, ok, ok -- sorry about my past!!

BER)VIE: If I remember correctly, we did write, several times, and in perfect German, something YOU are supposed to be able to speak.

PAR)BER: I knew only Russia before this game started, with whom you were allied until you started going for Sweden.

FRANCE)AUSTRIA: I disagree. I think I'm growing a little too slowly! I agree with you about the lack of writing in this game. All in all, I've heard from Germany & England a grand total of 3 (4?) times, Russia once, Turkey 0, and AI a normal amount of times. Note, Germany, I had never even heard of either Lee or Galicia before this game. I'm allied with them due to good communicating, not pre-game alliances. The growth of Russia and I in the north is due to an NMR England.

AUSTRIA)RUSSIA: Well, you told me I could....

AUSTRIA)AUSTRIA: Hmm. It seems I'm growing a little too fast.

AUSTRIA)ITALY: Oops.

## BUMPAS REVIEWS

WAR IN RUSSIA (SSI: \$80) is a week-by-week strategic simulation of the entire German attack on Russia during World War 2. Written in machine language, the computer operates the Russian side when two players cannot be found. The map scrolls smoothly from Murmansk in the north to Sevastopol in the south; from Warsaw in the west to Baku and the Urals in the east. Terrain on the map shows cities, forest, swamp, rivers, rail lines, mountains, and sea. When the cursor is over a city, you may read its name. The cursor may also be used to obtain information about the various combat units.

This game is one of the few which give the players a flexibility found in board wargames. Up to 398 units may be created and placed on the board at one time. Players may compose these units as desired by placing vehicles and personnel in each division up to the maximum strengths permitted. Up to 6 units (German Divisions, or Russian Corps) may be assigned to a Group (German Corps, or Russian Armies). Groups may be Infantry, Armor, Mechanized, type. Each side has pools of vehicles and personnel which may be augmented each turn with replacements. In any turn in which these pools are drawn down to zero, no further units should be created. We found the Russian infantry pool resets itself after being drawn down to zero, effectively removing any limit to Russian infantry reinforcements. The Russians had a lot of infantry reinforcements, but even the Russians operated under some constraints. This is a bug which should be addressed, but it's not fatal to the game, as the Russian player can just forgo using this unfair advantage. Artillery from another pool may be added to Groups during movement.

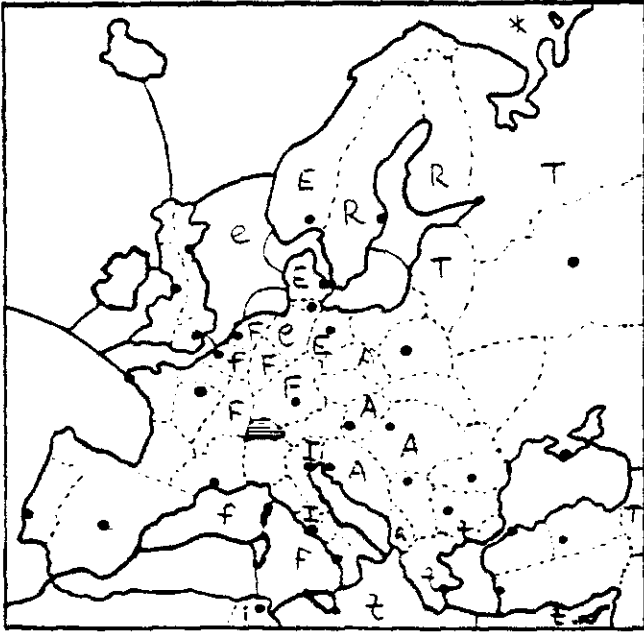
Air Groups may also be created, but these are more abstractly represented than other combat groups. They only show air combat points up to a maximum of 255. Air points may be transferred between any two of the six air groups in order to concentrate their strength for combat. Other combat units may only be transferred between two Groups occupying the same space (up to two groups may occupy any one space).

In addition to producing new combat units, players engage in other economic activities by building factories such as Heavy Industry, Artillery, Vehicle, Aircraft. These factories must be located, and many of them are in cities on the map. The bulk of German factories are off-map in Germany. And many Russian factories are off-map in the Urals. I think the Russian player is wise to create any new factories off-map. The Russian player is also permitted to dismantle factories and move them.

Combat strength is a function of raw strength, experience and fatigue. A strong unit pushed too fast and too far may fall victim to smaller units. Supply is very important for reducing fatigue, and supply lines are difficult to maintain — especially on the offense. Players may use rail lines for movement and supply. And one new unit of railway may be built each turn. As more rails are destroyed than are built, the rail lines get pretty chewed up.

The graphics are a welcome improvement over previous SSI games. The addition of sound might be nice. Another item which needs addressing is the ability of an Air Group with no combat strength (or even if it's full of aircraft) to prevent the movement of any enemy combat unit through it. Air Groups have no such ability in reality — they should be walked over and destroyed by any tank or infantry force. Weather and terrain affect combat and movement, but weather effects do not appear on the map. Perhaps the background color could be changed to show different weather conditions.

As it stands, though, this game is a better game and more fun to play than any board wargame on the subject I've seen. It's great to see the board set up in the time to read the disk — only a few seconds. I've played games on the Russian campaign which have required hours just to position all the little cardboard units before play can begin.



Black and the Coauthors, American Publishers

1984 H FALL, 1904  
 CONCESSIONS FAIL! AUSTRIA (GORHAM)  
 A-TRI\* /&/ A-VIE\* (S) e.o., A-BUD\* (S) A-Vie, F-ALB\* (S) A-Tri,  
 A-SIL\*(\*)mun;

ENGLAND (POWERS):  
 A-ed)NWY\* (G) by F-NTH\*, A-DEM\*(\*)swe, F-bel)KIE\* (S) by A-BER\*,  
 F-stpnc/d/ /s/R A-Fin;

FRANCE (GESTIEHR):  
 F-BEL\* (S) A-HOL\*, A-RUH\*, A-MUM\*(\*)sil, F-TYS\*(\*)ion, F-mar)LYO\*,  
 A-gas)BUR\*;

GERMANY (NESTER):  
 A-BOH\*(\*)vie (S) by A-TYA\*;

ITALY (TUHARSKY):  
 F-TUN\* (S) F-F-Tys(\*)ion, F-NAP\* & A-VEN\*(\*)apu, A-ROM\*(\*)tri  
 [IMP];

RUSSIA (O'DONNELL):  
 A-nwy)SWE\* (S) by A-FIN\*;

TURKEY (WHITING):  
 (COA: 118-C Northington Pl., Cary, NC 27511); A-mos)STP\* (S) by  
 A-LVA\*, A-smy)SRM\*, F-con)BUL\*sc, F-aeg)GRE\* /s/ by F-IOW\* (S)  
 by F-EAS\*.

Center Distribution:

- AUSTRIA: home, ser, war, /gre/ (5) [-1];
- ENGLAND: home, /swe/, den, kie, NWY, BER (7) [+1];
- FRANCE: home, por, spa, bel, hol, MUN, (8) [+1];
- GERMANY: /ber/, /mun/ (0) [out];
- ITALY: home, tun (4) [0]
- RUSSIA: /stp/, /nwy/, SWE (1) [-1];
- TURKEY: home, bul, rum, sev, mos, STP, GRE (9) [+2].

The deadline for BOTH Winter, 1904 AND Spring, 1905 is 1.00 pm,  
 Monday, November 5, 1984.

PRESS:

Sicily to Fake London, Fake Real London, etc., etc.: Your  
 commentary is about as illuminating as Edwin Meese's statement  
 that he's been vindicated.

from:  
**JIM BUAMPAS**  
**4405 Dillard Rd.**  
**Eugene, OR 97405**  
**(503) 484-9925**

# FIRST CLASS MAIL

216-207, ...  
 ROD WALKER  
 1273 Crest Drive  
 ENCINITAS, CA, 92024

SUBSCRIPTIONS TO LIBERTERREAN ARE \$5/10  
 ISSUES. DEADLINES ARE TWICE A MONTH.  
 LIBERTERREAN IS A GAME-ZINE FOR PLAYERS  
 OF DIPLOMACY, ARMORED BARBARISM,  
 LIBOURSE & OTHER MULTI-PLAYER GAMES.  
 ALL PLAYERS MUST MAINTAIN A  
 SUBSCRIPTION. EACH SUBBER MAY USE UP TO  
 300 WORDS PER ISSUE FOR LETTERS, PRESS,  
 ADVERTIZEMENTS, & ETC.

THIS IS I I I  
 A SOLICIT SOLICIT SOLICIT  
 SAMPLE A PLUG A TRADE PAGE(S)  
 YOUR SUB IS GOOD THROUGH#

