

WILD & WOOLY

YOU JUST WON A
FREE WILD'N WOOLY



Wild 'n Woolly #65

August 29, 1966

Spring 1902

1966KN

ENGLAND FLEET EDINBURGH TO THE NORWEGIAN SEA army holland to belgium
(Nelson) FLEET NORTH SEA TO DENMARK FLEET ENGLISH CHANNEL HOLDS

FRANCE fleet brest to the english channel army picardy to belgium
(Garland) ARMY BURGUNDY TO MUNICH FLEET SPAIN (NC) TO MID ATLANTIC

GERMANY FLEET SWEDEN HOLDS ARMY RUHR HOLDS
(Davidson) army berlin holds RETREATS TO KIEL

ITALY ARMY VENICE HOLDS ARMY ROME HOLDS
(Tzudiker) FLEET NAPLES HOLDS FLEET TUNIS HOLDS

AUSTRIA-HUNGARY ARMY VIENNA TO TYROLIA FLEET ADRIATIC TO IONIAN SEA
(Fletcher) ARMY TRIESTE SUPPORTS VIENNA TO TYROLIA

RUSSIA FLEET ST. PETERSBURG (North Coast) TO THE BARENTS SEA
(Dygert) ARMY MOSCOW TO ST. PETERSBURG ARMY MUNICH TO SILESIA
ARMY PRUSSIA TO BERLIN FLEET RUMANIA HOLDS
FLEET BALTIC SEA SUPPORTS PRUSSIA TO BERLIN

TURKEY ARMY CONSTANTINOPLE HOLDS ARMY GREECE TO ALBANIA
(Gemignani) FLEET BLACK SEA TO BULGARIA (East Coast)
FLEET SIYRNA TO THE AEGEAN SEA

CHANGE OF ADDRESS: ENGLAND; Derek Nelson
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POSTMARK DEADLINE: Fall 1902 moves; September 30, 1966

Spring 1904

1966KL

ENGLAND ARMY ST. PETERSBURG TO LIVONIA ARMY NORWAY TO ST. PETERSBURG
(HicCallum) ARMY EDINBURGH TO NORWAY ARMY SWEDEN HOLDS
FLEET BARENTS SEA SUPPORTS NORWAY TO ST. PETERSBURG
FLEET NORTH SEA CONVOYS EDINBURGH TO NORWAY

FRANCE ARMY PARIS HOLDS ARMY BURGUNDY TO GASCONY
(Wells) ARMY PIEDMONT HOLDS FLEET MARSEILLES SUPP. PIEDMONT
FLEET WESTERN MEDITERRANEAN TO THE TYRRHENIAN SEA
FLEET GULF OF LYON SUPPORTS WEST MED. TO TYRRHENIAN
FLEET TUNIS SUPPORTS WESTERN MEDITERR. TO TYRRHENIAN

GERMANY (Cline) fleet baltic sea convoys english army sweden to livonia
 ARMY SILESIA TO WARSAW ARMY BUDAPEST TO SERBIA
 ARMY GALICIA TO BUDAPEST army bohemia to vienna
 army tyrolia supports bohemia to vienna

ITALY (Ward) army venice to piedmont
 army tuscan supports venice to piedmont
 fleet tyrrhenian sea holds MUST RETREAT
 fleet naples supports tyrrhenian sea

AUSTRIA-HUNGARY (Root) ARMY VIENNA HOLDS ARMY TRIESTE SUPPORTS VIENNA

RUSSIA (Bounds) ARMY MOSCOW HOLDS ARMY UKRAINA HOLDS FLEET SEVAST. HOLDS

TURKEY (Koning) ARMY CONSTANTINOPLE TO BULGARIA army armenia to sevastopl
 ARMY RUMANIA SUPPORTS CONSTANTINOPLE TO BULGARIA
 FLEET BLACK SEA SUPPORTS CONSTANTINOPLE TO BULGARIA
 FLEET AEGEAN SEA TO IONIAN SEA

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 Sacramento, California, 95819

POSTMARK DEADLINES: Italian Retreat; September 12, 1966
 Fall 1904 moves; September 21, 1966

Games Research, Inc.
 P.O. Box 18C
 Boston 18
 Massachussetts

has complete
 games for \$7.50, conference maps 100 for \$3.00 and rulebooks for \$1.00 each.
 Instead of paying for the board yourself and since it takes 7 players to make
 up a good game, why don't you get some of your friends to share the cost of
 a complete game and own it jointly?

Rules to be followed by the Gameemaster

1. All of the original rules as published by Games Research, Inc. will be adhered to. (Except for the choosing of countries by lot and ending the game with a mere majority of units)
2. A precedent set in a game will be followed throughout that game.
3. No conditional move will be accepted. (Except in a regular speed game wherein a move is sent in in advance of and contingent only on another move, retreat, or build move which will be published prior to the deadline for this move.)
4. No joint moves will be accepted. This means also that moves for one player will not be accepted from another player. (Signatures, sworn statements, etc. are meaningless.) (moves from Authorized substitute players will be accepted, of course.)
5. Any unit attempting to move may be Supported only to where it is going. If stood off, it cannot be Supported in the province it started from.
6. When a unit is successfully attacked from a province that it is attempting to move to, it still stands off any equally or less supported unit that may be attempting to follow the successful attacking unit.
7. No moves, retreats, or building of units will be done for any player by anyone other than that player (or Authorized Substitute or Approved Replacement Player) No retreats will be made automatically or conditionally (conditional on other current retreats, that is) even though there may be no choice involved. A unit that is dislodged and not given a retreat order will be removed from the board.
8. This rule has been cancelled. It was out dated and useless. Besides, I've been continually violating it anyway.
9. When a player resigns, his units will attempt to hold (and may be Supported for holding by other players) for the remainder of the game. Replacement players will usually be required to pay a small fee and all of the other active players must give their approval in writing to the Gamesmaster before any of the Replacement Players' moves can be put into the game.
10. The rule against two units exchanging places will be applied regardless of what fancy convey maneuvers may be attempted to effect the exchange.
11. The Decisions of the Gamesmaster, right or wrong, and of his Assistant, right or wrong, are final. (The Assistant Gamesmaster is Earl Thompson)
12. A convey move does not cut the Support against the fleet that is the last fleet to convey the Army in the "convey-chain". When one of the Fleets in the "convey-chain" is dislodged, the attempted convey does not cut any Support at all.
13. When two or more units are dislodged and ordered to retreat to the same place; they are both, or all, removed from the board.
14. Players who habitually fail to submit moves will not be entered into our games.
15. In the event of the demise of a player, his positions will be turned over to his widow, or, lacking a widow, his eldest son, or, lacking either a widow or a son, his eldest male heir. The decisions of the Gamesmaster are final.

17. All winners of games in Wild 'n Wooly will play for free other games in Wild 'n Wooly which commence after the completion of the game in which they won.

ABOUT THE NEW MAGAZINE

As you all know by now, I'm going to be an Assistant Gamesmaster in a new Diplomacy magazine. Besides just me, I'm trying to organize a staff of at least 3 other people to assist the worthy editor of the new magazine.

Most of you will get the first issue for one reason or another. If you have games paid for in Wild 'n Wooly; Wild 'n Wooly will pay the new magazine the necessary cash for the same number of games in the new magazine. You'll be told about this with the first issue. If you have a paid subscription to Wild 'n Wooly for a lengthy term; part of that subscription will be transferred to the new magazine. If you have a paid subscription to Wild 'n Wooly for a short term; you'll get one issue free. If you're a player in Wild 'n Wooly who gets his moves in; you'll get one issue free. If you represent a large group of players (such as Goldman in New Jersey, Bounds in Baltimore, Koning in Youngstown, Nelson in Scarborough, Cline in San Diego, McCallum in Alberta, Turner in LaFayette, or Johnson in D.C.); you'll get several issues free.

We're reviewing the Rules in Brobdingnag, Lonely Mountain, Stab, and ??Graustark!! to formulate a set of Rules for our Gamesmasters to follow. We will keep them pretty standard and avoid the weird ones (like Swenson's) We'll use Koning's rule. WE'RE INTERESTED IN YOUR COMMENTS (brief) ON RULES AND PROCEDURES AND SUCH!!

We'll have a reasonable schedule (perhaps 3 weeks) and use Air Mail Postcards for all of the moves. Then the moves, retreats, etc. will be republished in the magazine itself but they'll be old history to the players who will be deep in negotiation over the next moves by then. The reason for using postcards on every move is principally one of time-saving. To quote BROBDINGNAG (published by John McCallum, Suffield Experimental Station, "A" Quarters, Ralston, Alberta, Canada - 10 issues for \$1.00), "the best way to handle this is the way that Brannan does in Wild 'n Wooly. He publishes 5 issues of his journal per playing ((game))"year": Spring moves, Spring Retreats, Fall moves, Fall Retreats, - Fall Build Orders, in exact conformity with the Basic Game" - - "He is able to follow this procedure by publishing on a nine day schedule, a rate that most of us would find impossible to maintain . ". The trouble is, Brannan (me) finds it impossible to maintain, at least over any long period of time. I am currently one full issue behind. My inability to keep up with my schedules has caused me to violate one of my own favourite rules (postponing deadlines) and I cannot run games at any kind of smooth pacing this way. The time loss is not in the Gamesmastering itself but in going to one town to cut stencils and another town to run a mimeograph. On postcards, I think that I can run up to 100 games and still get to bed at a reasonable hour. Artwork, Press releases, and such can be published over a weekend about once every 3 weeks and it should be fun instead of a chore. We may send out the Spring and Fall moves and the Fall Retreats on postcards and put the Spring retreats and Fall Builds in the magazine or we may send everything the players need on postcards for maximum speed. The Postcards can go out the same night that I receive the moves while a magazine can't get out until the second or third night.

Game Fees: Wild 'n Wooly; \$6.00 for the 1st game and 50¢ for each additional game paid for all at once.
new magazine; \$4.00 for the 1st game and 50¢ for each additional game paid for at the same time. (And the new mag should be bigger and better)

Subscriptions: Wild 'n Wooly; \$1.00 for 10 issues Back issues; 50¢
new magazine; \$1.00 for 10 issues

We also have Dan (SUPERGAMESMASTER) Alderson's magazines at the rate of \$1.00 for a six months subscription to them all. They include Superdiploamcy magazines NORSTRILLIA NOTES and LESKLIN MEMOS, Rollicking THE WERELD SCHEMERING WEEKLY WOMBAT, THE TOOREY TRIENNIAL TORTOISE, the MORGLAY game in ASGARD, (where I'll really get slaughtered). You should see the MORGLAY rules. They're a traumatic experience in themselves.

YOU HAVE A CHOICE OF COUNTRY!! in Wild 'n Wooly and probably in the new magazine too, so if you want to play, send me your country choices to get on the priority lists.

Charles G. Brannan
c/o General Delivery
Berkeley, California
94701

Third Class Mail
(Printed matter only)

The back page of Big Brother (published by Charles N. Reinsel, 120 Eighth Ave., Clarion, Pennsylvania) showed the grids for the game "Salvo" sometimes called "Man 'O War" and similar to "Submarine" by ?Avalon Hill? Now, if this game were made 3 dimensional (I once played a 4 dimensional Man O' War game) and the ships were reduced to just one square instead of several; then the ships could move on each turn, each ship could have a maximum speed and range (each ship would have its own guns and shots) (The smaller ships would have less shots, shorter range, and more speed) and the Gamesmaster could publish the co-ordinates (exact location) of each ship along with a list of the Hits in each issue. You could have 7 to 13 players, Build orders, and Supply centers.

On each turn, you order your ships to move to a certain location and list the co-ordinates for the shots fired by each ship. In the event of a Collision, the shots from those ships wouldn't count. A hit destroys that ship. A "hit" occurs when a shot fired by any ship within the range of the co-ordinate which that ship moved to has the same co-ordinates as where some other ship moved to on that turn