

WAR BULLETIN

12 1 71

ISSUE NUMBER 9

(A) AUTUMN 1904
 (B) AUTUMN 1903
 (C) AUTUMN 1901

Back to Superior Type Grade II.

We've been deceiving ourselves all this time you know. Collectively, we thought that Wargaming magazines was a comparatively rare breed, but our ignorance was gross. I just received my first ever issue of Diplophobia, issue number 37, most of whose content was devoted to lists of other fanzines published in the US. Credit the fact that the US is America of course, but nearly 100 publications! When we in Britain have only 2, as far as we know. ALBION or War Bulletin here, take your pick, howabout such fascinating names as Glory Road, Fantasia, A Droite A Gauche, Atlantis, The Kobeldomichtenstein Journal & Monthly Cyclopedia Of The Autonomous Grand Duchy of Strassmanhouffalitzheim, Rohan, Shaaft!, Xenogogic, Serendip... And many of these seem to contain sub-zines. Note it was Diplomania 31 I was talking about, not Diplophobia, another of Don Turnbull's magazines - he appears to produce about half of the things on the market, and probably uses Diplomania as an organ of propaganda for his others. He promises full details nextish of the new British Dippy 'zine, War Bulletin, but apart from that I found little to grab my attention in Diplomania. Anyone interested in expanding their reading would do well to write first to Don Miller (not Don Turnbull, editor of ALBION, as is intimated above) whose address is 12315 Judson Road, Wheaton, Maryland, U.S.A. 20906., stating interest and requirements of him. The many magazines he receives by trade cater for straight Diplomacy and others, games involving various degrees of 'doctoring' to the original, 'home-made' games, games whose action takes place in space or Middle-Earth. This way fanaticism!

ALBION number 25, Don Turnbull, 6 St George's Avenue, Timperley, Cheshire, (England), actually contains something exciting this week. A map, and rule (alterations), for a Diplomacy variant called 'Abstraction'. An extended version of the original, it looks to be a more versatile and 'realistic' game. There are at present 2 people on its waiting list. Both Will Haven and Charlie Winstone have succeeded in insinuating themselves into

game ALBION 71/6, the latest game of Diplomacy to get off the ground. And don't think I haven't noticed Adrian Brine's attempted, but as yet unconsummated defection to ALBION's ranks, so soon after he joined us!

Via an ad that Hartley Patterson placed in the British Science Fiction Association (BSFA) Bulletin, we now have 3 new 'interested parties', though whether they will want to play, or simply watch, I know not yet. One of them is a member of the armed forces even, should bring us back down to the ground.

Now some overdue odds and ends:-

Diplomacy games may be commercially purchased from Hewitts Ltd, King Street, Knutsford, Cheshire, at around 48/-, if you can't find a shop selling it.

I have no maps left, except for the facetious gesture of those 'logical maps', and am not making any one by one. I have no sets of rules left, but could get some for 3/- I expect. Please note that in the past I could supply these things free, since I obtained them free. But I think quite a number of players in 'C' game are still subsisting on very poor quality hand-copied maps. Anyone wanting back issues of WB can have them for 6d a time if I've got any, or think it worth running-off some more. Remember though, that WB2 was never printed, but was written out individually for the players when I was in hospital with no duplication activities at my immediate disposal.

Dave Rowe has for sale a very superior home-made Diplomacy board, which he would part with for £5. It is on thick blockboard, 3'6" by 2', fairly heavy, wall-hanging or table (top), painted very beautifully after the original, utilizes wooden pegs for units, and is a good buy for someone who can spare money like that, has room for it, and can transport it from Southampton.

I recently discovered I have a postal code all of my own. SO2 1SY. And since Southampton is one of the 3 towns in the country possessing automatic machinery capable of processing mail so marked, I feel it worth using, despicable as it is.

THE TAEMA WARGAME

About five months ago, two dedicated wargaming fanatics got together to produce what they would like to call the "last word" in wargames: their purpose was to produce a wargame in which the players would have to take into account as many and the same factors as world leaders have to contend with today. Whether their purpose was fulfilled or nor is up to you to decide. Since then, their number has doubled, but still it is not enough to produce the truly realistic situation the originators had hoped for. Therefore, they present the fruits of their labours, such that they are, to you in the hope that some of you may be sufficiently interested to take it up.

The Taemian Wargame is designed for imaginative, even romantic people. Under its rules, each player looks after his own country, over which he has full control; to organise as he will, within the rules.

The Taemian Wargame begins at 1000BC our time, and advances from that date according to population statistics and the standard of living of a country: note that it does not advance simply chronologically; this means that one country can be more advanced than another. Eventually we hope to pass through all the periods of man's history, and even into the future - but that's a long way ahead yet.

Ah, yes, the rules. There are many rules in the game. There are rules to govern the establishment of colonies, civil war, colonial independence, strikes, mutinies, tactical rules for battles, rules for every aspect of the economy down to the herding of sheep and the chipping of wood; rules for spying - with assassin rules in the pipeline, rules imposing penalties for mistakes of the most trivial nature, and even rules about the making of new rules.

The latter are necessary, for the rules are constantly being improved and expanded, and will continue to be so, until the final purpose is truly realised.

One of the most basic ideas of the game is that everyone can make anything that man, anywhere in the world, had at the date in development, which they have reached. Practically, this means producing an acceptable sourcebook (ie not Daniken) which says that X had Y

before this date. Of course, there is some incentive for finding out yourself: you don't have to reveal your source or even what you are working on, until the spying rules say so...and that could be 10 years. So, a country falling behind in the development stakes, can make up for it by having an energetic leader.

Most of the rules, it is true, deal largely with industries and the economic side of life (which is reasonable when you think about it): but don't think because of this wars are scarce. So far, it is true, we have had no international wars, but that is only because (a) on the two occasions it could have arisen, the loser conceded before fighting, (b) at least 250 miles lie between all parties at the moment, (c) up to one game year ago only two people were playing.

Nonetheless, in the nine game years already played, my own country, the Haya Confederation (of peace-loving states) has been respectively, a kingdom, a semi-democracy (3 elected gvts), a dictatorship, and a semi-constitutional dictatorship, while in Taema, they have had over 15 strikes and 3 civil wars. A ruler's lot is not a happy one; at least not all the time.

It may be noted that the other functions of world leaders, including to some extent, appeasing their own people, are also the responsibility of the players: eg, the H.C. has just signed an international patents agreement with Taema (the other nations are expected to follow suit), and Taema has ordered some materials (I can say no more) from the H.C.

Each new country is sited in a mining area, with sufficient land cleared to support a population approx. equal to the existing ones. So, if you have any particular preference...we are centred around the W. Med. at the moment.

To those, if any, of you who are still interested, perhaps you will want to know how long this game takes, all I can say is, depending how deep you get into it, between 4 and 24 hours a fortnight. Theoretically, the game itself can go on for ever, but I expect it will end when (a) you are destroyed, (b) everyone else is annihilated, (c) you are bored.

Our aim is to produce a wargame as realistic as possible: any constructive ideas for improving the rules would be gratefully received.

If anyone is interested in playing, despite what I've written, and would like to see a copy of the rules; /cont page 69

Questionnaire, well so far I've had 3 replies, all from 'B' game, out of the 13 people who got in their movement orders in time. If we were bored enough to read the questions, we might as well peruse the answers.

*1 Unanimous NO!

*2 Yes, no, no.

*3 Yes, no, and some peculiar comment about not being 100% ruthless - and if letter arrives 2nd post, it should be accepted. Don't believe all you read, John, just because it says by 1st post on your order order sheet doesn't mean it's so - it would be faintly ridiculous. Charlie ran off those sheets for us, very generously, and anyway I think we have only one post usually. The only reason I have a deadline at all is because I want to get WB out all in one go, and not have it lingering on for days because of late orders, and because of minimum time except at weekends - you may have noticed that deadlines appeared mostly then, when for one day, no mail arrives.

*4 Yes, no, no. GM'ing his own game?

*5 Universal negative.

*6 No, -, no, it couldn't.

*8 Poor you!

*9 You shouldn't!

Actually, it wasn't meant to be replied to; I just thought it about time we had a questionnaire; and to prove how unresponsive the readership is on the whole. The general conclusion, concluded from the response is that I should continue to do things as I like, and since I'm pretty 'free and easy' anyway, not really giving a damn, OK. So much for attempted democracy then. It also means I can pack up WB and being GM for any length of time if I feel like it. I've just got the sack, so letters received on Monday after the supposed deadline will be accepted, contrary to usual practice, as I'll still be able to get them in on Monday. So... a 2nd chance for the 7 overdue order forms.

As I believe I've said before, I don't intend to make a profit, even on the penny level, but then nor will I stand making a loss. (I wonder if that makes any sense in grosser economics, when I ensure I have had more in fees than I have expended?). I have received several gifts from people wishing to see the continuance of WB; and as you see, I have included them. If I hadn't, income and expenditure would be equal. I have in past been able to get things free, and still sometimes get paper free, but as you can see, more income will be needed shortly. Any ideas?

	£	s	d
<u>Income</u>			
Fees, game 'A', 5/- 7 times.....	1	15	0
Fees, game 'B', 7 players @ 10/-	3	10	0
Fees, game 'C', 3 @ 10/- to date.	1	10	0
Kibitzer, Ben Prole.....	5	10	
Don Turnbull, @ 1/6 per issue td.	1	6	
New subscribers.....	6	0	
Gift, Colin Hemming.....	1	10	0
Gift, Charlie Winstone.....	10	0	
Gift, Ben Prole.....	5	0	
	<u>9</u>	<u>2</u>	<u>6</u>
<u>Expenditure</u>			
Stencils, 26 @ 1/3 each.....	4	12	6
Stencils, 2, for introductory WB/2	2	6	
Paper, for WB1,3-5,7.....	9	8	
Duplication WB5, unavailable free	7	0	
Large envelopes, 6 @ 5d.....	3	0	
	<u>2</u>	<u>14</u>	<u>8</u>
Stamps, 21 @ 4d, replies inquiries	7	0	
Stamps, 5d for WB, 110 thereof!..	2	5	10
Stamps, 13 @ 4d, for non-players.	4	4	
Stamps, 14 @ 4d, for WB.....	4	8	
Stamps, 18 @ 5d, urgent corrections	7	6	
Stamps, 4 @ 5d, 5 @ 4d, query replies	3	4	
Stamp, 1 @ 3/-, letter Don Miller	3	0	
Phone calls, 2 @ 6d.....	1	0	
	<u>3</u>	<u>18</u>	<u>8</u>
Subscription to ALBION.....	10	0	
(Diplomania from US by trade)....		0	
	<u>10</u>	<u>0</u>	<u>0</u>
Income.....	9	2	6
Expenditure.....	7	1	4
Balance 9/1/71.....	<u>2</u>	<u>1</u>	<u>2</u>

QUOTES FROM LETTERS COLUMN

Hartley Patterson (AH/A) - "What's happening in DPLA? Why is no one replying to my letters? Is Austro-Hungary going to be wiped out this move? Ever since his visit to Count Dracula (commander of our armies in Hungary) the Emperor has been behaving most strangely."

Charlie Winstone (I/A) - "There's a beautiful doublecross in progress - AH told me his moves, in anticipation of my cooperation. I have enforced a 'PAX ROMANA' on his city of Trieste (if it succeeds). Serves him right for attacking Venice!"

John Duckworth (AH/B) - address is Pembroke College for next 8 weeks.

John Piggott (I/B) - "You realise, of course, that this whole game is a fiddle, and if there were any justice at all in it my glorious Italian scientists would have invented the atom bomb + killed off completely any player foolish enough to resist my forces. The obvious way to improve WB would be to make it bigger. This would mean that players would have to write something for it. I doubt if it would work, though the GM's job would prove too laborious even for you + I guess many of the players in this wretched game would be too apathetic."

PRESS RELEASES

(I/B).....ROME, DECEMBER 1903. Antonio Kodliveroyl, supreme commandant of the Italian Navy, has issued the following press statement:

"In view of the opprobrious epithets uttered by the French Government against our dynamic, tall, dark, and handsome King, I have been honour-bound to attack France and her possessions. The French Government are advised to cease calling His Majesty 'bullshitter' forthwith, lest more serious retribution fall upon them. A reward of ten million lire has been offered for the capture, dead or alive, of the person or persons who uttered the offensive words."

Meanwhile, Signor Whippy, a high-ranking member of the Italian Parliament (Parliamento Italiano) has given a grim warning to Franz Josef Dracula, the Austro-Hungarian Emperor:

"Do yourself a favour and get out of Venice before you get thrown out."

Signor Whippy also told out reporters:

"Communication between the Italian Government and the German family planning bureau reveals that all is not well with the Kaiserin. She is suffering from an attack of gafia and threatened our ambassador with abdication. (Sounds painful). Recent reports bring hope that she is now fully recovered, and ready and willing to assume once again the responsibility for the safety of the German people."

(G/C).....FLASH! Control of the Southern Army, of the Imperial Germanic Armed Forces, while engaged in peaceful manouvers in the fatherlands' eastern territories, has been seized by a little known corporal, an extremist, who, in his madness, may attempt to bring down the Kaiser by angering a foreign power in the name of Germany. Therefore, let it be known that the Kaiser declaims and abhors any action taken by the Southern Army while in the hands of the madman, and apologises in advance for any inconvenience or embarrisement which may be felt by the allies of Germany in this area.

Long live the Kaiser.

The Taema Wargame - cont from page 2 would they please write to me at the address given below, enclosing 2/- p&p: There are a lot of rules, and anyway, I owe it to my Scottish ancestors!

May you walk forever in the light of Dragas Anroth,

23, Teck St W.L. Haven
Liverpool

L7 8PP

Letter from John Piggott, cont from p 3

I don't know about the other players, but speaking for myself I find little postal discussion occuring, now that the first 2 or 3 moves are over, and I feel that it would make it more realistic to have a shorter period of postal discussion between moves (say 7 or 8 days instead of the 12 or so we get now). As far as I can see there's little to write about now - the only player I communicate regularly with is Kathy, and our letters don't really have much to do with Diplomacy. I've not heard from anyone else so I don't know what the others think about this.

Letter from John Duckworth (AH/B)

I reckon that GM ought to have great discretionary powers to make moves for people whose orders are late in. At present, we are not only fighting each other, but also the GPO - and how does one beat the GPO?

If GM has discretionary powers to make moves/resupply etc the game would be more interesting and realistic. At present, I became suddenly too powerful because Turkey forgot to give resupply orders, and I lost my hold in the Balkans because of the GPO (I'm not complaining - serves me right). But had GM used discretionary powers the game would have been fairer.

Letter from Mike Lightfoot (GB/B)

Sorry to everyone that I haven't replied to diploming letters - exams. Normal services resumed Feb 11th. Merry Xmas, Happy New Year!

(instruction/advice on (GB/B)'s movement order sheet:-) Forces have been ordered not to retreat.

Letter from Kathy Hudson (G/B)

much hope have I got of succeeding! I get the feeling there is only me + John Piggott with l/h-and's left - ie we're the only ones communicating.

David Berg (GMABC)

If I might be allowed to comment on your article 'The Taema Wargame' John, without appearing over-critical, I think your description of the game could have been longer, and a lot better organised, and certainly more informative. I still have little idea what it's about, let alone how such a (pretentiously) 'complete' game could possibly work. It appears to be outweighed in disadvantages, most of your piece apologising for them. Maybe if you changed the name from 'rules' to 'current activity restrictions' it would feel better. And what does the abstruse 'X had Y' signify, amongst the several referances I didn't comprehend.

If (I/B)'s reward of 10 million lire will really hold up in daylight, I could very esily procure the only surviving Dave Rowe (F/B) in a stoned state somewhere betwixt live and dead. Well?

Movement Orders 'A', 1904A. Movement Orders 'B', 1903A. Movement Orders 'C', 1901A.

GB / A Keil stands	GB X X York - Denmark	GB / A Edinburgh to Norway
X A Nor - St P	X / A Hol s Hel - Keil	/ F North Sea convoys above
/ Bel stands (fleet)	XI A Keil s York - Den	/ F Norweg Sea sups Edi-Nor
/ F Hol stands	/ F London - Eng Chan	G / A Keil to Denmark
/ F Swe - G of B	X F Bel s above	/ A Silesia to Warsaw
/ F Eng Chan - Brest	/ F N Sea c York - Den	/ F Holland to Belgium
/ F Mid Atl s above	/ F Hel B - Keil	R / A St Petersberg)
/ F N Sea - Eng Chan	G X A Munich - Keil	/ A Galicia) stand
G / A Berlin (anarchy)	XR A Keil - Den	/ E Sevastopol) un-
R / A Ukraine)	X A Sil - War	/ F Gulf of Both) ordered
/ A Bohemia) stand	R / A Warsaw) stand	T / A Constantinople)
/ A Galicia) un-	/ A Moscow) unordered	/ A Bulgaria) stand
/ F St P (S) ordered	/ F G of B)	/ F Ankara) ordered
T / A War stands	T X A Sev - Rum	AH / A Trieste)
X A Alb - Ser	/ A Bul stands	/ A Serbia)
X A Rum - Bud	/ F Aeg Sea s Bul	/ F Albania) see page 69
X A Bul - Rum	/ F Bl Sea s Bul	I X A Piedmont to Marseilles
/ A Arm - Sev	AH / A Rum stands	X A Venice to Trieste
/ F Sev - Bl Sea	/ A Gal s Rum	/ F Tyrrhenian Sea to Tunis
/ F Greece - Ion Sea	/ A Bud s Rum	F X A Burgundy to Marseilles
/ F Bl Sea - Const	/ A Vienna - Tyrol	/ A Marseilles to Spain
AH / A Tyrol - Trieste	/ A Venice stands	/ F Mid Atlantic to Portugal
X A Vienna - Bud	X A Serbia - Bul	
X A Trieste - Serbia	/ F Greece s above	
I X A Munich - Berlin	/ F Trieste s Venice	
/ A Venice stands	I X A Tuscany - Venice	
/ A Apulia s above	/ A Pied s G of L-Mars	
/ A Gas - Spain	/ F G of L - Mars	
X F Adr - Trieste	/ F W Med - Spain	
F / A Pied) stand	F X A Burg - Bel	
/ A Paris) unordered	/ A Mars - Gas	
/ F Pic) unordered	/ F Brest - Pic	

Resupply Orders 'A', 1904A	Resupply Orders 'B', 1903A	Resupply Orders 'C', 1901A
GB 10 - 3 in GB, Nor, Swe, Den, Hol, Bel, Keil, Brest. +2= A Lon, F Edi	GB 9 - 3 in GB, Nor, Swe, Den, Hol, Bel, Keil. +2= A London	GB 4 supply bases - 3 in GB, and Norway. Gain a unit - fleet in London
G - Berlin. 0	G 2 - Ber, Mun, Sil	G 6 supply bases - 3 in G, Belgium, Denmark, Warsaw. Gain 3 units - A Munich, Fleets in Keil & Berlin
R 2 - St P, Mos , Gal (GM).	R 3 3 - St P, Mos, War. 0	R 3 supply bases - all in R, except Warsaw captured in A. Lose 1 unit - remove fleet in Gulf of Bothnia. This decision taken by GM in the absence of a Movement Order
T 9 - 3 in T, Sev, Bul, Gre, Ser, Rum, War. +1= F Smyrna	T 6 5 - 3 in T, Sev, Bul. +1= F Constantinople	T 4 supply bases - 3 in T, & Bulgaria. Gain 1 unit - unordered, ungained
AH 3 - Bud, Trieste, Vienna . 0	AH 7 - 3 in AH, Serbia, Rum, Greece , Venice. -1= remove Gal	AH 4 supply bases - 3 in AH, & Serbia. New unit unordered
I 6 - Rome, Naples, Tunis, Munich, Venice , Spain. +1= A Rome	I 5 - Rome, Naples, Tunis , Marseilles, Spain . +1= A Rome	I 4 supply bases - 3 in Italy, & Tunis. Gain fleet in Rome
F 3 - Paris, Mars, Port . 0	F 2 3 - Paris, Brest, Portugal, Spain . -1= remove Gas (GM)	F 5 supply bases - 3 in F, Portugal, & Spain. Gain 2 units - an Army in Paris & a Fleet in Brest

key:- X-fails, /-succeeds, XR-retreat, XI-illegal, -gain since last A, //-loss

Beautiful presentation, for once isn't it! Note that in 'B' game, Germany's army in Keil retreats to Berlin, on the GM's instructions, as no retreating preferences were specified on your G2 sheet Kathy. Note also in 'B' game, that Britain's army in Keil, pretending to be offering support to the attack on Denmark is marked 'XI' because you haven't got an army there, according to my records, you have a fleet in Sweden, Nigel!

late movement order correction in game 'C'

There is some justification for this, arriving as it did on Tuesday (this typing is taking longer than I anticipated, particularly when the owner keeps repossessing this typewriter), because the tardyness was ~~partly~~ partly my fault. Phil Watson (AH/C) sent me his G2 nearly a week before the deadline, complaining that it was marked T instead of AH. Well, he's new, and perhaps he thinks we do things rigorously, whereas I don't really care what you write your orders on. He moves as follows: A Trieste stands, F Albania to Greece supported by A Serbia. He therefore builds armies in Vienna and Budapest, as ordered. END.

Sorry about the misprint in WB8 too. Simply corrected as follows:- in 'A' game it should have been a fleet in Belgium for GB rather than an army. Sorry also about the mix-up in G2 forms for 'B' game players.

No new movement orders have appeared as of Tuesday, except that Peter Roberts (R/A) longwindedly throws his country into anarchy. THIS IS NO TIME FOR FANCY TALKING - THE REVOLUTION STARTS NOW! I did also however, receive a letter from my lovely sister (R/B), saying she couldn't manage running a whole country the size of Russia as well as all the other commitments she had. She suggests someone else takes over. Which I will allow anyone who wants to to do free, seeing as the country's been left in such a degenerate and impoverished state. Anyone interested should send in moves for 1904S (no diplomacy allowed this move) and if there's more than one applicant, I'll hold a lottery, individual risks weighted with x (the interest factor), PQ (poverty quotient), y (loyalty index), and A (the wisdom number) in the formula:-

$$W = \frac{x^y \cdot PQ \cdot A \cdot f}{10^3}$$

where W is the weighting accorded to the odds chance-throw. W may be derived:-

x - on a scale from 0 to 10, low to high interest. 0 would be no interest at all; 10, rabidly high involvement emotion.

PQ - scale 0 to 100%, rich to poor. Worked out as shewn:-

$$PQ = \frac{100 - (\log_{10}(1+(E-2)^2))^{2.215}}{100} \%$$

where E is income per week in £sterling.

y - insert the length of time (t), in weeks, between 1 and 10, that you could tolerate playing such an appalling position into:-

$$y = \frac{(10+t)}{10}$$

A - found by applying age at commencement of game (a) to:-

$$A = +/\sqrt{a}$$

f - delta factor, value 1 or 0, inserted by me for believed sincerity or not.

DPL	190	A/GM.
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