

Good Morning, O stalwert readers, I trust you had a pleasant time breaking your fast? You've been waiting for many a day to peruse the contents of WB10 due in the first instance to the strike, and in the second on those fellow-players of yours who needed to be reminded of the revision of the games deadline in the instance of the aforesaid strike actually taking place. On the completion of the striking activities, the deadline should have been regarded as 15/3/71. However another 2 weeks was necessary to persuade all players to get in their movement orders. If I'd stuck to the post-strike deadline, I would only have been able to publish orders for 4 players in 3 games.

Gray Boak (T/A) has suicided, but left a suicide-note requesting that his advisors permit as a last request that Nigel Haslock (G/B/A) be sanctioned to take over France's militia. Unfortunately, I felt this should not be fulfilled because the new 2-power commander could i)'win' with either country, ii)'sacrifice' one to the greater advantage of the other, or iii)deceive all other players somewhat beautifully if they don't appreciate the 'absolute' collusion between the two powers. That he should have done was perhaps have his advisors conceal the fact of his suicide, and have the English commander run his country 'invisibly' through his past address. The GM could do no more than suspect then. Which reminds me - Kathy (G/B)'s last MO was datemarked Oxford - ? In a game, Russia is also thrown into anarchy as of this move, but nowhere in what I sometimes facetiously refer to as my 'files' can I determine whether or not it happened this move, my memory not serving.

Printed errorless on luxurious green paper you will find a veritable work of art performed by the venerable Hartley Patterson (AH/A) masquerading under the title 'Midgard I'. Everything they say we are, we are, and so I leave you at liberty to write to HHP should you feel inclined.

Charlie Winstone (I/A) has generously yet again printed off some maps for the use of anyone who needs/wants them. They are only slightly larger than this, but are correctly drawn and labelled. If you want one write and ask, and I'll send it with WB11. I will enclose one to those members of C game that whom I know to be subsisting on my own hand-drawn originals.

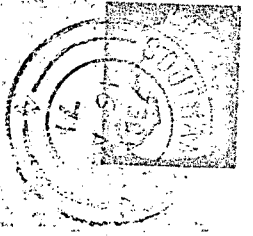
- ANTIADVERT
- When I first started running the DPL games, I decided to borrow Dave Rowe (V/B)'s diplomacy set. We came the 'backway' - I'd just invented from the university to Church-lane, and when jumping off of a wall, spilt and lost a number of plastic bits. Now I've consequently had this guilt-feeling for some time, and Dave makes me feel bad. So if you have eight units of the sort below specified, how does it sound that you send me one from each set you can? Then, with luck I'll make up the set again.
 - mauve - 5 short
 - blue - 5 short
 - green - 4 short
 - red - 3 short

K Feintuck and Ian Maule have their names down for D game. Any more?

DPLB 190 4 S/GM. 2

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An obviously major task-force representing the WB chapter of Wargamers were present at the Easter 71 Science Fiction Convention held this year at the Giffard Hotel, Worcester. Present (in order) were: Hartley Patterson, Peter Roberts, Gray Boak, John Piggott and Ian Maule. We didn't organise and conduct a game of diplomacy, which was won in Spring 1902 by Italy! I did see GO being played however. The con itself could rather circumstantially be regarded as an overall success, though the actions of the vigilante committee were perhaps rather suspect with respect to logicality and allround happiness. In actuality, I met up with one of the freaks ejected from the bar hitchhiking back to Soton. Also present (although I didn't actually get to speak with him) was Michel Feron, the Belgian counterpart of myself, who edits a magazine called Moeshoeshoe. I had only the day before the con got his letter and zines for trade, hence. I've also now seen Midgard II, which, if Midgard I will divert sufficiently, is well worth writing off for.

Corrections to WB9

(getting to be quite a regular feature!)

On page 69, the formula,

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

100

should have read,

$$PQ = 100 - \frac{(\log_{10}(1 + 52^2(E-2)^2)) \cdot 2.215}{100} \%$$

100

for as many of you wrote in to point out, without that factor of 52 squared in it, the per limit of the Poverty Quotient is £24,000 a week, which is faintly ridiculous, instead of the paltry conservative sum of £194 a week (£5000 p.a.), with the factor inserted.

Bottom of page 5, it should read A not F in Sweden for GB in B game. And the reference should be to Mike (GB/B) not Nigel (GB/A).

On page 5 in B game, France's A in Gascony is not annihilated.

Line 9, page 69, it should be B not A game re GB's F in Belgium.

Page 5, in B game, Italy's F should specify West Med to Spain(S), as the MO didn't, and which I didn't notice, but would have conceived of as unambiguous anyway.

On page 3, in the accounts, Don Turnbull pays 6d per ish not 1/6.

Price Rises

Issues of WB, to subscribers other than players are now 4p each, to cor 2½p postage. Players will not suffer a further fee, but we'll see later if a no-money squeeze stops publication.

Location Amendments

Nigel Haslock (GB/A) has moved for good to 100 Eastcote Avenue, Greenford, London.

Office phone: 01-432 6263.

Office Telex: 885690 MADAPRO LON.

Phil Watson (AH/C) is temporarily back at 9 Cranmer Close, Eastcote, Ruislip, Middx.

Charles Burton (I/C) has informed relevant parties of his various demises.

I suspect some DPL stuff is not getting to its destinations because some people have not informed me of address changes. For instance, Mike Lightfoot & cousin where are you please?

Further note: Phil Watson stated in his letter that his tempory address lasted till "after Easter".

Publications Received

Midgards I & II: comments previous relevant.

Moeshoeshoe: Despite the fact it is written in a rather perverted form of French,ishes I, II and III, as well as I bis (whatever that may mean) were fairly readable. The publication concerned diplomacy results, much superior 'Presse Communiques' than I have seen in WB or ALBION by virtue of more skillfully witty writing, and bis is perhaps the name of some war game set in southern Africa. Published by Michel Feron, Grand-Place 7, B-4230 HANUT, Belgium, around 2 sheets at 12 issues for \$1, 4c air-mail postage per hit. Issue II for instance, I have observed, illustrates the usage of (sic) just as we have in our language.

ALBION 27: An article on the development of diplomacy (through American SF fandom apparently!) which is quite interesting. By Don himself, it is 8 sides long. A report on the publication 'Strategy & Tactics', issue 24. A report (13) on the game on 'The Battle Of Moscow'. 4 sides of Editorial, mostly about money. 3 sides of letters. AHKS

British Members' Bulletin number 23.

Taama Wargame Rules (March 71): Very complex, almost unreadable, giant-sized, miniscule-

detailed, highly irrelevant, long-winded piece of prose. Do't know what the game's like though.

Severe Complaint

I question the taste of the individual in B game who sent part of a letter from one player to a third player, with defamatory note attached. I feel this an invasion of privacy, however startling the revelations in the letter itself.

Brief Comment

As for John Piggott (I/B)'s 'rival', 'superior' version of War Bulletin, even if it was to fall into my hands (as it did), I wouldn't publish anything from it, despite belief to the contrary, since it involves strategies of diplomacy, and as such is outside the GM's jurisdiction. Not that I thought any of it worth that effort!

A game, Spring 1905		B game, Spring 1904		C game, Spring 1902	
GB / A	Keil stands	GB / A	London)	GB X A	Norway - Sweden
/ A	Norway - St P	/ A	York) stand	/ F	North Sea - Skag
/ A	London - Picardy	/ A	Holland)	/ F	Norweg C - Nth C
/ F	Eng Chan c above	/ F	Eng Chan) un-	/ F	London s above
/ F	Brest) s above	/ F	Belgium)	G / A	Munich - Silesia
/ F	Bel) s above	/ F	Nth Sea)	/ A	Warsaw - Moscow
/ F	G of B s Nor -StP	/ F	Keil) ordered	X A	Denmark - Sweden
/ F	Holland stands	/ F	Sweden)	X F	Belgium - N Sea
/ F	Edin - Norweg Sea	G X A	Munich - Tyrol	/ F	Keil - Holland
/ F	Mid Atl - Port	X A	Berlin - Keil	/ F	Berlin - Baltic
G / A	Berlin stands AN	R / A	Warsaw) stand	R / A	St P) stand
R / A	Ukraine)	/ A	Moscow)	/ A	Galicia) un-
XA F	St P (S)) st AN	/ F	G of B - Baltic	/ F	Sev) ordered
T A	A Sev - Moscow	T / A	Sev) stand	T / A	Con) stand
/ A	Warsaw - Livonia	/ A	Bulgaria) un-	/ A	Bulgaria) un-
/ A	Rumania - Galicia	/ F	Aeg Sea) un-	/ F	Ankara) ordered
/ A	Bulgaria - Rum	/ F	Bl Sea) ordered	AH / A	Vienna - Tyrol
/ A	Albania - Serbia	/ F	Con)	/ A	Trieste s above
/ F	Ionian sea - Tun	AH / A	Rumania)	/ A	Serbia) mutual
/ F	Smyrna - E Med	/ A	Budapest) stand	/ A	Bud) support
/ F	Con - Aegean Sea	/ A	Tyrol)	/ F	Greece - Aegean
/ F	Bl Sea - Con	/ A	Venice) un-	I / A	Venice) mutual
AH / A	Tyrol - Bohemia	/ A	Serbia)	/ A	Pied) support
/ A	Vienna - Budapest	/ F	Greece) ordered	/ F	Tunis - W Med
XR A	Trieste - Tyrol	/ F	Trieste)	/ F	Rome - Tyrr Sea
I / A	Spain - Gascony	I / A	Tuscany - Venice	F / A	Paris - Picardy
/ A	Rome - Naples	/ A	Rome) s above	/ A	Spain - Mars
X A	Munich - Tyrol	/ A	Pied) s above	/ A	Burgundy s above
/ A	Apulia - Trieste	/ F	Marseilles stands	/ F	Brest - Eng Chan
/ A	Venice s above	/ F	Spain (S) s above	/ F	Port - Spain (S)
/ F	Adr c Apul - Tri	F / A	Gascony stands	/	succeeds s supports
F / A	Pied) stand	X A	Burgundy - Pic	X	fails c convoys
/ A	Paris) in	X F	Picardy - Eng Chan	XR	"&retreat st stands
XA F	Picardy) anarchy			XA	destroyed AN anarchy

non-matrix format mark I

(WB1)Notes on non-matrix format mark I

PRESS RELEASES

A game
Russia's fleet in St Petersburg (S) is annihilated, as per rulebook, as the country stands in anarchy. Austria-Hungary's army in Trieste retreats to Vienna in the absence of retreat orders since it cannot go anywhere else. France's fleet in Picardy is destroyed as the country stands in anarchy as of this move. GB is not permitted to take-over France's command as requested.

B game
Stella Berg has determined that now that her exams are finished she will continue to boss the Russian troops around. I am assured that from henceforth (to emphasize the point) her standard of game-playing and abidance of game-ettiquet will be somewhat enhanced.

(GB/A)
I, Supreme Commander of Northern Europe, do hereby declare total and unrelenting war on the heathen hoard at present holding sway on the Old World!!

(I/A)
Despite demonstrations in the capital by an extremely small minority, the Emperor has no intention of abdicating. "The Turk has been at the gates of Vienna before," he said, "he shall not prevail this time either."

(G/C)
To Nigel Haslock:
Come back, all is forgiven; Will.

(GM)
Longer releases & bump overload.

PRESS RELEASES continued

(T/A) Dateline Constantinople 1905S

His most splendid Majesty, the Sultan of Turkey & all its empire, hereby declares his intention of gaining full naval superiority in the Mediterranean Sea. It can now be revealed that the apparent lingering of the Turkish navy's two most powerful fleets on the shores of the Black Sea was in fact due to a subversive element amongst the coalmen of Constantinople who have been refusing to supply coal for our illustrious battleships, claiming that the purchasing power of the Turkish £ has fallen by over 40% since the start of the bloody war that is sweeping through Europe. However, this month has brought good news from the Eastern front; having subdued a few uprisings in India, the noble Turkish forces have taken advantage of a difference of opinion between Russia and China to overrun both countries. His most splendid Majesty the Sultan has thus, with threats of a similar fate, been able to drive the Americans from their isolationist policies into a firm trade agreement, and is now able to pay not only the coalmen, but all Turkish workers, in US dollars!

(GB/C)

"We, His Majesty's Government, feel it our duty to warn the governments of Europe against the bloody ambitions of the Kaiser. Not satisfied with the diabolical betrayal of his trusting Tsarist ally, and a murderous violation of the neutrality of the low countries, he intends, we are reliably informed, to carry out the Pan-deutch doctrine of Anschluss, the absorption of Bohemia and Vienna into his Reich. We extort our brother nations to overthrow this prince of darkness, and to preserve Western Civilization."

(ANON/C)

STOP PRESS

England and France have decided to form an alliance against Russia and Turkey who have fallen asleep while Italy is perched on a massed invasion of Switzerland (watch out GM@1 (returned) whatever happened to GM@2 anyway?) Meanwhile the AN generals have split the atom and are to start tactical nuclear warfare before its time. I'll change the course of history yet he screamed!

From Will Haven

23 Teck St, Liverpool, L7 8RR

For those of you who like simple wargames, such a one has been developed in the 1914-18 period. It's a naval game fought in the North Sea (of which I just happen to have two admiralty maps) and the English Channel area.

There are two supreme commanders (German and British), who have already been chosen (simply by virtue of the fact that we

already have the maps - however an umpire would be nice, and I'm quite willing to act as one if somebody else wants to be Sup Com: but they would have to buy Admiralty Map no. 4011 N. Atlantic Ocean (Eastern portion) at about £0.75.) but the game is very much better if there are other lesser commanders playing. Which is why we are letting you know all about it. If you read the rules and don't mind having a go, then write to me (W.L. Haven - please don't leave the L out, or else my father will open the letters.)

We haven't worked out any hard and fast postal rules yet because we didn't know what the response (if any) would be. If any of you have any ideas or have played this sort of thing by post before, well, (hesitates before writing) I'm open to suggestions.

PS Coming soon from the HOUSE of HAVEN!

A brand new wargame, recently adapted for postal play, in the finest traditions of board wargaming. For all of you who prefer the smell of battle rather than the reek of dicing empires: a multiple-commander wargame with simple rules (less than 50 in number) based on the Anglo-German naval conflict 1914-18. Commanders are needed for the battleship and light cruiser commands.

Editorial Postscript

It seems I was repetitious there - I just didn't notice it was a description and 'flyer' for the same game.

Will - I'm not going to keep reaming out loads of what you produce 'advertising' your games. If you want the 'stuff' distributed with TB, either send me RONEO stencils (which can be enscribed rather than type-written), or send duplicated sheets like Hartley did with Midgard I.

This last section is another questionnaire. I'm going to avoid being fascist by saying that only in the situation where most people send in answers will I refuse to accept the Movement Orders from players not responding to the questionnaire.

- 1) How strongly do you object to a) your game collapsing due to my withdrawal, b) a change in gamesmaster?
 - 2) Can you make constructive suggestions on how the GM should change his policies for a 'fairer' and more equitable arrangement?
 - 3) Would you accept a (slight) increase in cost to yourself to allow whatever zine you are receiving to contain several subzines?
 - 4) Ought there to be say another week's time allowed for resupplying/retreats?
 - 5) Ought absence/tardiness of Movement Orders to result in some penalty?
 - 6) Do you want to participate further in D etc when your present game is finished/for kibitzers - do you want to join a future game?
- Any other comments?