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ISSUE NUMBER 11 AUTUMN 190/5 (A), 4 (B), 2 (C)

Dear WB readers, I've bad news for some of you - this is the last WB you will see that has been produced by me. I want to apologise to those people who will be upset by the change of GM or possibly the collapse of WB altogether. Now you know I've been 'threatening' to withdraw myself from the function of producing WB for some time. I wanted to stop doing it because although it was a little fun, it used up a lot of time and was basically hard work. I did keep going though, because I reckoned I was making other people happy, and that thought kept me happy. I in fact sacrificed quite a lot of things - and I don't mean socialite parties either - because I felt to a fair degree highly responsible to the subscribers having started the thing. I mean a lot of my friends are involved - friends that I knew before - and some of them are going to be really pissed-off with me. Nevertheless, I nearly resolved not to do this issue, because I regard the whole exercise as so trivial, but I might as well so as to upset the upsetable less. I daresay someone will take it over. It's a shame since only last week I purchased a bottle of stencil corrector fluid and a stylus (with which I was going to do maps of battle movements and was even wondering if I ought to attempt to make some cartoons). My change in attitude came about as a very minor side-issue in the tremendous mental changes that have been taking place in the community I live in over the last week, and particularly last weekend. Having decided a lot more clearly what direction I am going to aim my life in, I am no longer willing to indulge in highly trivial activities at this moment, when I most need to sort out the tremendous quantity of ideas I've encountered lately. That's not to say I'll stop playing board games, or producing magazines, but simply that WB will cease herewith with me as producer. Sorry.

Mind you from the responses and non-responses to the questionnaire, I don't think many people care. At least about WB. I'll keep in touch by post with those of us who have been writing reasonably frequently, might even come up (always up - Southampton's at the bottom of England) to visit you. I suggest for those keen enough to want to keep the magazine going, you write in and offer your services. Hartley, might well be the ideal, but I know he's already got a lot on his plate, and he would still need another GM for the game he is in (if he left - he might feel vengeful). So give me a number out of a hundred to indicate how eager you are to take over, and I'll hand over to the highest. My files are complete and relatively well organised, so it shouldn't be too difficult to manage. Remember - some of the personal letters sent with WB were written before this, and if some things seem contradictory, it's because I've changed slightly into a new person since then.

Much love, and mind how you go.

DPL B 190 4, A / XGM. |

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*It was a
 tear, not blood*

A game - Autumn 1905

B game - Autumn 1904

C game - Autumn 1902

GB A / Pic - Burg
 A / Keil
 A / St P
 F / G of B sups above
 F / Hol
 F / Brest
 F / Eng Chan - Mid Atl
 F / Bel - Eng Chan
 F X Port - Spain (X-N/S?)
 F / Noweg - Baronts

12 bases, gains 2, armies in London and Liverpool.

G A / Berlin stands in anar
 No bases, army Berlin removed

R A / Ukr stands in anarchy
 No bases, remove army Ukraine

T A / Rum - Bud (only just)
 A / Ser) sup above
 A X Gal)
 A X Liv - St P
 Mos sups above
 Aeg - Greece
 F / Con - Aeg
 F / E Mod - Ion
 F / Tunis sups above

11 bases, gain 2, armies in Con and Stryna

AH A X Boh - Gal
 A XA Bud
 A X Vie sups above
 1 base left, remove Boh (GM)

I A / Gas - Mars
 A / Nap - Apu
 A X Munich - Ber
 A X Tri - Vie
 A X Ven - Tri
 F / Adr sups above
 7 bases, add 1, A Rom, since Ven is occupied

F A / Par)
 A / Pic) stand in anarchy
 1 base, remove 1, remove Pic (GM)

GB A / Lon)
 A / York)
 A / Hol)
 F / Eng) stand
 F / Bel) un
 F / NSea) ordered
 F / Sve)
 F XR Keil)
 Retreats to Bal (GM)
 8 bases, no change

G A / Mun - Kiel
 A / Ber sups above
 3 bases, gain 1, A Mun

R A / War - Pru
 A / Mos - Ukr
 F / Bal
 3 bases, no gain or loss

T A / Sev - Rum
 A / Bul)
 F / BIC) sup above
 F / Aeg)
 F / Con) sup Bul
 6 bases, gain 1, A Ank

AH A XR Rum. Retreat - Gal
 A / Bud
 A / Tyrol
 A / Ven all un-
 A / Ser ordered
 F / Greece
 F / Tri
 6 bases, loose, lose Ven (GM)

I A X Pie - Tyr
 A XI Ven sups above - @@
 A / Rome sups Ven
 F / Mars stands
 F / Spain - Port
 6 bases, gain 1, F Naples

F A / Gas all un-
 A / Burg ordered
 F / Pic
 2 bases, loss 1, lose Gas (GM)

GB A / Nor - Fin
 F / N Sea - Norway
 F X Skag - Swe
 F / Lon - N Sea
 4 bases, no change

G A / Sil - War
 A X Mos - St P
 A / Den - Swe
 F / Bal sups above
 F / Hol - Hel
 F / Bel - Hel
 8 bases, gain 2, A Keil, Mun A

R A / St P stand un-
 A / Gal ordered
 F / Sev
 2 bases, lose 1, remove Gal (GM)

T A XR Bul. Retreat - Greece
 A / Con all stand
 F / Ank unordered
 4 bases, no specified resupply

AH A / Bud - Rum
 A / Tyrol)
 A / Trieste) mutual support
 A / Ser - Bul
 F / Aeg sups above
 6 bases, gain 2, AA Vienna, Bud

I A / Ven)
 A / Pic) mutual support
 F / Tyr - G of I
 F / W Mod sups above
 4 bases, no change

F A X Mar - Pic
 A / Pic - Bel
 A / Burg)
 F / EChan) sup above
 F / Spain (S)
 6 bases, gain 1, F Brest
 ;;;;;;;;;;;;;; ;
 ; / - succeeds, X - fails.
 ; XR - & retreats, XA - & destr
 ; XI - 'cos illegal.
 ; @@ - A is in Tuscany not Ven

With reference to DPL, nobody in B game seemed to notice there were 2 people occupying Venice, according to WB10. Obviously, Italy's move Tuscany to Venice should have been marked a failure. But I didn't notice it till today. Italy suffers in his ignorance because he was stupid enough not to have seen it. In A game too ... cancel all that. In WB10, AH was forced to retreat his army to Apulia. Thus correction to above. AH has A in Apulia not Venice, hence has only 5 bases, hence loses Greece (GM). Also Italy's move Pic - Tyr succeeds forcing AH to retreat A at Tyrol to Vienna (GM). In A game meanwhile, WB10 was wrong and AH A in Trieste was actually forced to retreat to Vienna. I hope all that's right.

We have just had Boardman Numbers assigned to games A, B, and C by an American who keeps track of all postal games played - a fanatic indeed. They are: 1970BT, 1970BU, and 1971Y.

Magazines received: Wargamers Newsletter, and Graustark - oldest (234th issue!) and the best one I've yet seen. There's more on the way - for whoever takes over.

Midgard II and Let's start again shall we are included in distribution even if you didnot specifically ask for more info.

If you are hung up, make an estimate of how much I ought to pay back of your fee, and I'll try to refund it. Sorry no press releases, there was only 1. Keep diploming after this issue. we may get a takeover done fast. We'll let you know the deadline by post as soon as possible.

MIDGARD II Being a propaganda sheet for a proposed game of the same name.
Produced by Hartley Patterson, Finches, 7 Cambridge Rd.,
Beaconsfield, Bucks for his own inscrutable purposes.

First of all I have to apologise for the confused nature of most of what follows. My excuse is that it is intended not as rules but as possibilities, to provoke discussion rather than lay down the law.

What follows now is a reprint of a sheet I brought back from HeiCcn about the German game ARMAGEDDON. I have not yet been able to establish contact with the organisers of this game (can anyone out there help?) so the reprint is without their permission.

* * * * *

ARMAGEDDON is a game of war. It can also be called a strategical game since the player has great liberty as far as movement of the figures and choice of time and place are concerned. In developing ARMAGEDDON, this freedom of actions and the greatest possible analogy to reality were of great importance. ARMAGEDDON is an archaic game of war. The figures (pieces) are knights and barbarians, heroes and wizards from the realm of Sword and Sorcery. The weapons: sword, lance, bow, sling, axe. The battle machines: ram, siege-tower, throwing-machines, war-chariots, scaling-ladder.

The field consists of a screen of regular hexagons, which allows a maximum regular possibility to move into six directions (plus several side directions). This hexagonal screen is divided into different landscapes (water, low-land, high-land, mountains, etc). The particularity of the region of course influences movement and battle (i.e.: difficulty in advancing in the forest, dying of thirst in the desert, freezing in the polar region, disadvantage of the one fighting uphill, etc).

The number of possible players is practically unlimited, depends, however, on the size of the board, which in turn can be of any size. A circle of 2 metres diameter has well worked for 4 to 7 players. The size of the hexagons was 1.8 cm per side, which means appr. three and one half thousand hexagons. Anything less than $\frac{1}{2}$ by $\frac{1}{2}$ meter cannot be recommended, not even for a simple battle or siege between two parties. Of course the size of the hexagons depends on the pieces you use (in our case Airfix!).

Before beginning the game, it's dimensions need to be determined (i.e.: number of players, number of pieces used, the boundaries, the locations of fortresses, treaties, declarations of war, and after all this the start). There is no limit to the number of pieces that can be used; the amount determines the length of the game. There has to be sufficient room, however. It is not necessary that all the players receive an equal number of pieces. The confrontation of smaller and larger powers results in interesting treaties. Within the framework of the complicated rules a certain individualism is possible for the players; for example by giving to one party war-chariots, to another war elephants, to a third long ships instead of sailing ships, etc. Nevertheless, the ratio of power should not be too disproportionate.

The game itself has three phases for each player: advancing, climbing, fighting. These three types of motion belong to one move. All pieces can be moved, but, do not have to be. Within the set rules the player can decide about the extent of the move, also about the direction if there is no hinderance. The climbing is an additional type of motion which follows the advancing, for example the mounting of a horse, or the entering of a ship. Third is the fighting - if the pieces are within possible fighting distance of each other. A distinction has to be made between far reaching weapons and hand to hand combat weapons; i.e.: archers, onagers, knife throwers versus sword fighters, lancers or axe fighters. When a direct hit is concerned, dice decide if the blow is fatal or not. The player himself decides the direction of the blow, which pieces support each other to gain the most in effectiveness. The fight ends the move. Now it is the enemy's turn. The weapons have different values in relation to each other. A combat list shows which pieces can be killed by which pieces and with what number of eyes on the π dice. The game is decided once all the players agree

or do not own any more pieces. However a player has not only the enemy to deal with, but also mythical animals like giants, sea serpents, unicorns or iniquities like unfavourable winds, volcanoes, hurricanes. All these things are moved constantly by the dice. Furthermore each player owns a wizard with whose aid, by throwing a specific formula on the dice (which can be invalidated), he can win certain advantages for himself (such as doubling of speed, reinforcement of his troops, weakening of the enemy, moving of mythical animals, changing of locality, etc).

For several years an Eternal Game is in progress, which goes on continuously. It started with 5 players. Through invasion several others have joined them. Empires have risen and fallen since, always ~~was~~ changing the picture of the WORLD OF WONDER, as we call our invented world. Occurrences during the games have been preserved in stories and will be the basis for a series of sword and sorcery stories. Games only take place when a player declares war. During the intermittent periods of peace building and recruiting is going on. Within a complicated system of zero-time, game time and peace time a strong analogy to reality is given.

The WORLD OF WONDER consists at present of a Northern hemisphere, a combination of three boards of 2m diameter each. The hemisphere is limited to the South by the equator and the Endless Ocean. As soon as a larger number of qualified players is available the Southern hemisphere too will be worked out. Furthermore a system for games without personal contact is in the making.

There are also plans for a printed pattern of hexagons which can be combined indefinitely. Since the battles take place during zero-time, which means that only the immediate fighting pieces are involved, the acquisition of a board is not necessary. Photographic maps are sufficient from which the particular area can be drawn where action is taking place.

The issue with the printed rules is unfortunately out of print. An overall revision is necessary in any case as the basic edition caused confusion in many cases and did not include any of the new rules and concepts.

A new edition will be out as soon as possible.

Postal

The game I'm proposing is postal. This has obvious disadvantages - moves are limited in number (25 a year?) and so such things as actual 'war gaming' (moving actual model soldiers around on a table) are out unless physical contact is possible between the players. On the other hand the players can be restricted from obtaining full information about both the ~~me~~ actions of others and the world itself, which would not only be more realistic but also more fun - if it can be worked in practise.

Before starting a complete geography of the world would have to be worked out. This could be done by the gamesmaster on his own, by someone (or several people) who don't intend to become players, or by the players themselves. All these have disadvantages...the object is to arrive at the 'game in progress' situation where the players are uncertain about the nature of distant lands - which rules against the third alternative. Perhaps once the basic board (which all players know about) is decided the players should suggest various geographical features leaving the gamesmaster to place them on the board. ((I know there's a green dragon somewhere in the world to destroy this ring - now I've got to find it))

Correspondence raised another problem. Plainly the GPO in Hyperboria or Middle Earth was hardly modern - are we to forbid players from writing letters? This I suspect is impractical, so I merely suggest a system of talking ravens and leave it at that...though at least we can forbid telephone calls to all but telepathic wizards!

Winning and Losing

Though the players will be represented on the board by pieces, they will be immortal. A player 'captured' by another can be carried to the edge of the world (which is flat of course) and dropped off, after which he must wait several moves before returning - in a new identity ~~if~~ if he wishes - ~~x~~ for another try.

To prevent a player from winning the following is suggested: when a player's

Let's start again shall we?

April 1971

It's now three months since the preceding two pages were typed. Since then we've had our postal strike, and the mailings of the organisations mentioned in the heading have only just gone out. I did type out an earlier third side but further information reaching me has rendered it largely irrelevant. Hence the title...

Addresses

There are two war games zines known to me in Britain:
ALBION Don Turnbull 6 St Georges Avenue Timperley Cheshire
WAR BULLETIN Dave Berg 17 Church Lane Highfield Southampton SO2 1SY
Albion is a general zine dealing with all kinds of war games. It has a supplement, COURIER, which contains the moves and details of a number of postal Diplomacy games being conducted by the editor. Recently an 'improved' version of Diplomacy has started a trial run. WAR BULLETIN also runs a number of Diplomacy games
ALBION 30 pages every month, 10p per issue + postage
War BULLETIN 2-4 pages every fortnight, 5 for 2/6 (sorry, 12¹ap!)

The only other War Games zine in Europe known to me is
MOESHOESHOE Michel Feron Grand-Place 7, 4280 Hannut, Belgium.
which is in French though this presents no real difficulties.
Cost for this one is 12 for \$1 + 4c. postage per issue (What's that in our decimal currency please Michel?)

In America as you might have guessed there are over 100 games zines...the only one to fall into my hands so far is
DIPLOMANIA Don Miller 12315 Judson Road Wheaton Maryland 20906.
This is mostly a checklist of all other American postal game zines.

Meanwhile back on the fantasy front...
TOLKIEN SOCIETY Mrs V Chapman 21 Harrington House Stanhope St London W11
concerns itself with the works of fantasy author JRRTolkien and related topics. Membership details from the above address. I know they have a magazine called MALLORN cos I duplicate it but there has been a distinct lack of mailings this year....

Mercenary

MIDGARD is free until such time as I find it's costing more than I can afford. It will be sent to anyone interested or anyone I hope I can get something out of, like publicity or a trade. Interested people are defined as those who respond:

Feedback

Obviously constructive criticism would be preferred. There are probably whole sections I've missed out, all sorts of problems to be sorted out. Students of the I Ching will perhaps be alarmed to hear that the Hexagram for MIDGARD was 6 - 'Conflict' with the last line moving....

Other scenes

I don't propose to limit these sheets to MIDGARD, anything that turns up will be limited to the end of the game sheets though.

Dave Berg has proposed that MIDGARD and his own WAR BULLETIN have a joint distribution. Subscribers and players in WB will therefore receive their MIDGARDS through that publication, whether they want them or not! If the game ever actually starts the moves will plainly not be published...now there's something to discuss - perhaps an 'open' game would be preferred?

I'd be glad to hear of any other publications dealing with postal games, war games, fantasy or anything else of relevance. If anyone is prepared to distribute MIDGARD I or future flyers with their own publication I'd be very glad to hear from them.

There are (I read in DIPLOMANIA) at least two Diplomacy type games using Tolkien's Middle Earth as a basis. It looks to me as though these simply involve manouevring armies in direct derivation from Diplomacy - still, if and when I manage to secure the rules for 'Mordor vs the World' or 'Third Age' further comments will be made.

Next issue

will contain comments by various people on the game - the first requests for copies of II are beginning to come in from ALBION 27, and WAR BULLETIN 10 has also just gone out. It might also contain book reviews (both war gaming and fantasy, any offers?) and anything else that occurs to me or is requested by you. Basically I'm trying to balance MIDCARD on the fence between two at present totally seperate fan groupings, whether it will succeed I just don't know.