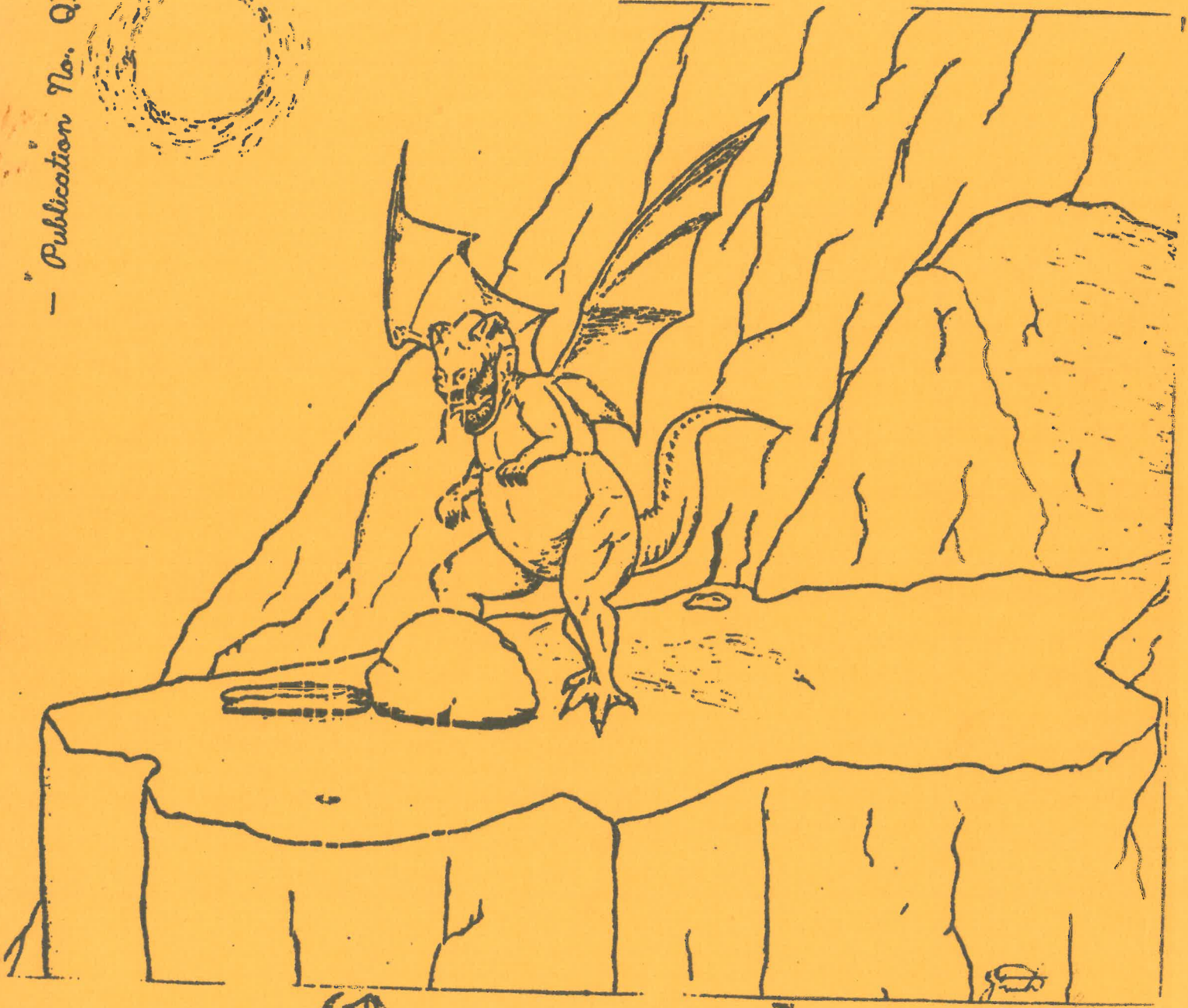
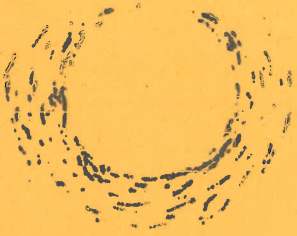


ISSN 0159-0383

— Publication No. QBH 3141



Queensland

Magamer

APRIL , 1983

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QUEENSLAND WARGAMER IS THE JOURNAL OF THE
UNIVERSITY OF QUEENSLAND GAMES SOCIETY,
PUBLISHED FOUR TIMES A YEAR.

1983 Editor: Nina Williams
C/- Welfare Office,
University of Queensland Union,
ST. LUCIA 4067

1982 Q.U.G.S.

E D I T O R I A L

A somewhat belated introduction to new members by the magazine, but a warm hello to both new and continuing members.

This edition sees a variety of topics covering reviews of boardgames (Diplomacy, Wake Island), together with detailed discussions on Duckgod, and Han Dynasty. Allan, club President, has submitted a new list covering club equipment not listed in previous editions. There is a standing invitation to all members to either contribute any material they may wish or to participate in games at the invitation of other members. Any old games magazines you don't want? Don't throw them out - the club may be able to use them!

In addition I'd like to extend a personal invitation to all members to submit articles for this magazine. It's your magazine, so please feel free to send in any articles or suggestions about the magazine's presentation.

Also a brief reminder from Jack Ford, Treasurer, in this edition about membership and budget allocation.

Q.U.G.S. MEETING DATES FOR 1983

Saturday 7th May
Saturday 4th June
Saturday 6th August
Saturday 3rd September
Saturday 1st October
Saturday 29th October
(The first Saturday in November
is at the end of Study Week!!)

All meetings are held in the E.G. Whitlam Room which is open at 11.00am. Meetings commence at 1.00 pm and run for approximately an hour. The Whitlam Room is then left open for the rest of the afternoon. The above dates are official and any changes to these times will be notified to you through the mail.

Membership fee is now overdue!

There are still a number of last year's members who have not renewed their membership to Q.U.G.S. The cost of membership is \$3.00 and is payable to:

The Treasurer
University of Queensland Union
ST. LUCIA 4067

Also it has come to the attention of the Executive that there are a number of student Wargamers who are not members of Q.U.G.S. If you know of any U.Q. student who is interested in, or already is involved in, any form of simulation gaming, you should encourage him or her to join Q.U.G.S. The benefits of being a member of this Society are listed elsewhere in this magazine. Show this magazine to non-members and ask them to come along to the next meeting.

REMEMBER - IF YOU ARE A STUDENT AND A WARGAMER, Q.U.G.S. WANTS YOU !

A REVIEW OF WAKE ISLAND

by Jack Ford

Wake Island is produced by Mayfair Games, and is the simulation of the Japanese assaults on the United States base of Wake Island from December 8th 1941 to December 23rd 1941. Historically the Japanese finally overcame the defenders of Wake Island though this game is balanced enough so as to enable the U.S. player to hold out until the last turn (2400 hours or December 24th).

This boxed game contains one 17x22 map, a ten page book of rules, a record chart, dice, and two sheets of counters. These counters are colour-coded and represent U.S. Marine and Marine Air Force Units, American Civilian Workers, individual Japanese ships, Japanese aircraft, and marine units. The Japanese ship counters represent individual destroyers, cruisers, transports and destroyer transports. The Japanese aircraft counters represent land based bombers and carrier based dive-bombers. The Japanese land force counters represent marines of the Special Naval Landing Force, and the Imperial Japanese Naval Battalion, and (for desperation) Japanese destroyer crews.

The game is played in 17 game turns which move from 8th December to the 24th December 1941. Each individual date turn is divided into 8 time turns, each of 3 hours duration, with three special night phases for 0300 hours, 2100 hours and 2400 hours. There is no air combat during the night phases. The Victory Conditions are simple. The U.S. player must hold out for as many date turns as possible, while destroying as many Japanese units as possible. The Japanese players must take Wake Island as quickly as possible with the minimum of loss so as to reduce the level of U.S. Victory Points.

Having played Wake Island, I find it a highly enjoyable game, balanced, and with a simple rules system. The Japanese player has to destroy the American coastal guns and air support before he can attempt a successful landing. Thus the Japanese player concentrates his overwhelming airpower against these objectives and usually finds it difficult to attempt an invasion before December 13th. Once ashore, the Japanese player whittles the U.S. forces down until there are no undisrupted U.S. units left. Combat results are not very bloody and reflect the general wearing down and disintegration of units under combat. Thus the danger for both players is that they could destroy their units through continuous attacks. Of course this is a bigger headache for the U.S. Player who has fewer reserves to draw upon. Most combats end in disruption which involves the flipping over of a counter which reduces its movement and destroys its attack factor. Two disruptions to a unit and it is automatically eliminated.

Perhaps the most important counter for the U.S. player is the Headquarters Unit which improves his chance of undisrupting the units it is stacked with. The best strategy for the U.S. player is to defend as much of Wake Island as possible, abandoning positions only when forced to do so. Counter-attacks should be made only if there is an excellent chance of

success. For the U.S. player, holding out to the last turn is the most important objective. My only complaint about the game is with the allocation of extra bombardment points on December 21st (8 per turn). Usually bombardment is given from ship counters which are subject to counter-fire from American Coast Defence Artillery. But after December 21st, the Japanese player receives bombardment factors off the mapboard which are therefore unable to be engaged by the U.S. Coastal Defence Batteries. These factors presumably belong to Japanese battleships. If the U.S. player's forces are so weakened (which they usually are by this time) then it is possible for the Japanese player to use his bombardment factors to destroy the remaining U.S. units. Historically this is inaccurate because due to the ineffectiveness of naval bombardment (as proven later in the Island Campaigns) the Japanese would still need to use their land forces to capture the island.

ADDENDUM TO CLUB EQUIPMENT AND LIBRARY INVENTORY

In a previous issue of this magazine we listed the equipment possessed by the club. Since then, further material has been obtained, and is listed below:-

BOOKS:

Charles GRANT: WARGAME TACTICS

David LONGFORD: WAR IN 2080

OSPREY MEN AT ARMS SERIES: THE ARMY OF NORTH VIRGINIA, ARMY OF THE POTOMAC

MAGAZINES:

SABRETACHE (AUSTRALIAN MILITARY HISTORICAL SOCIETY): Issues 3 & 4

BREAKOUT Vol. 2 No's 2, 3 & 4

WHITE DWARF Issues 36, 37 & 38

ALLAN
PRESIDENT

THE WRG HAN DYNASTY ARMY LIST: AN ANNOTATED MISSIVE FROM A CONFUCIAN
IN A BUDDHIST HELL

I was quite young when the first 'official' armies list was introduced into the gaming fraternity, and quite frankly I couldn't see what all the fuss and opposition was about. After all, here was a nice man providing me with a ready worked army and saving me all the fuss of research. Then I grew older. Research became just as much part of the enjoyment of gaming as the confrontation itself, and suddenly everybody began packing up their bat and ball and going home. It wasn't fair my army wasn't, it weren't in a published list. Would you like to check my references enquired I in my innocence? Nope.

From here I went to a Taoist monastery and there did I ruminate at length. This is a Confucian's revenge in scholarly combat at the lists: a refutation of the WRG blue lists, a correction of my own past errors, and a brief history of the two Han dynasties of China.

The WRG army list for the Han period purports to cover the years between 206 BC and 220 AD. At first I thought I was reading an excerpt from those excrable Buddhist texts the Monty Python sutras. But no! I was deceived, surely not. Surely they did not expect the gullible western devils to believe that the army of any nation had remained unchanged for centuries, and certainly not that of an empire greater than, yet contemporary with, Rome. Uncultured barbarians!

And so reluctantly I took brush in hand in order that, in my own poor style, I might defend the greatest of all confucian virtues - scholarship.

Let us then begin at the beginning. In 206 BC the commoner rebel Liu Pang successfully founded the first of China's two Han dynasties. At the head of an army of popular rebellion he first successfully defeated the short lived Ch'in dynasty and four years later in 202 BC defeated his fellow rebel Hsiang Yu, thus firmly establishing his empire. Liu Pang will henceforth be referred to by his posthumous title, Han Kao-tsu.

The first sixty years of the empire were spent in consolidating its hold on the people of China, and putting down the rebellions of those marshals of Kao-tsu who sought to presume upon their position of trust. Thus did the reigns of four Emperors pass in relative peace, though at the cost of steadily increasing tribute to the barbarians of the north, the thrice accursed Hsiung-nu.

Then, in 141 BC, the dragon arose from the nest and assumed the throne, becoming known to history as Han Wu-ti, the martial emperor. And Heaven preserved his reign to the year 87 BC. A man of vigerous disposition, he campaigned strongly against the barbarians on all sides pushing them back to the Gobi, conquering in the north of Annam (Vietnam ed.), capturing thousands of piculs of grain from the Ch'iang in the west, and receiving tribute from the "hundred Yueh" in the south.

And after Wu-ti came seven other emperors, each a true son of Confucius, until in 9 AD the villainous Wang Mang usurped the throne from the

infant emperor Liu Ying. The rule of the usurper lasted until 22 AD, when a cousin of the old imperial line re-established the Liu clan upon the throne, thus becoming Kuang-wu, the founder of the second or later Han dynasty.

The later Han was committed only to maintaining its borders, dealing with trouble as it arose. Yet under the influence of the military genius Pan Chao, the borders of the empire were pushed into the Tarim basin and to the Pamirs, where Pan Chao defeated and received tribute from the north Indians. He and his son found that the most effective army they could lead was composed of a motley collection of horse nomads, men from the oasis states of the Tarim basin, and a strong stiffening of Chinese officers and heavier cavalry.

In 220 AD the later Han collapsed into rebellion and that ends the history as far as it goes.

Where then do the lists fit?

Perhaps the WRG list could be considered as accurate for the formative years of the former Han dynasty, though to view the veterans of Kao-tsu as Regular D infantry seems grossly unfair to them and their ancestors, and such exotica as mounted crossbowmen cannot be proved for this period (and honesty forces me to say that they are damned hard to prove for any period). Further, China just having emerged from the classical Chou dynasty, which is in some ways analogous to classical Greece, there would probably have been a higher proportion of nobles fighting from chariots with the k'o (2HCTW), or warriors fighting on foot with the same.

One point that must be made is that the statement made by WRG in the comments to this list that the weapons with blades, hooks and points, have been classified according to what appears to be their primary use is, in historical terms, sheer and utter nonsense, especially if we assume that infantry weapons are made for utility rather than decoration. A weapon with a blade such as the k'o has a blade and is used for cutting, a second variety of the k'o has a blade and a point, surely it is so that both may be used.

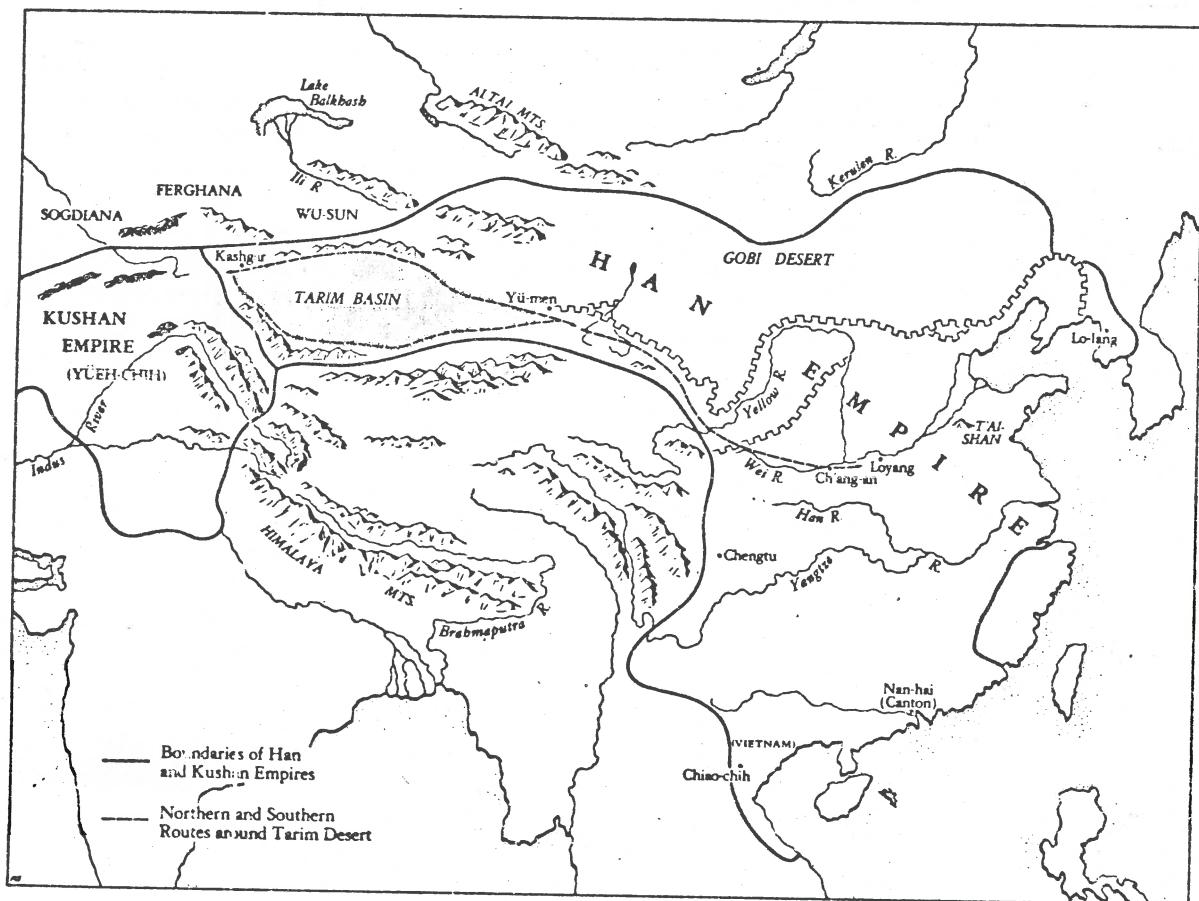
Hopefully the point has also been made that the Han used as great a diversity of techniques for fighting opponents of different calibre as did the Romans in the first four hundred years of what was really a succession of Roman empires. Probably more so as the Han did not have the standard corps that the legions provided, it is therefore ludicrous to point to a single Chinese army, they range from fast moving cavalry armies in the north, to waterbourne armies of marines in the south, to slow moving seige armies designed to deal with rebellion in the central provinces.

The next article in this series will be devoted to organisational aspects of the military and its overall strategies at various points in history, the size of the subject matter will make the coverage unfortunately sketchy. Hopefully this and the following article will properly prepare the way for a series of approximately six armies lists to cover

the period. Troop types and availability will be expressed in percentages rather than numbers and the player will be asked to express common sense in not creating an army of specialist troops.

"If nothing is done then everything is achieved" Lao Tzu

Alex Prior



THE HAN EMPIRE *Boundaries of the Later Han.*

DUCKGOD - DADAEI - (FOR RUNEQUEST) by Kevin Flynn

Mythos - Son of a powerful River God, Dadael spent most of his life wasting his time in idle efforts, caring little of the world's affairs. When Death, Devil and Chaos arrived he took little notice till he was captured. Tempted to join with the enemy to survive, he finally rejected their ways but not before he was cursed by Yelmario, who thought he was going to join them. Dadael and his offspring were malformed into bird type creatures but he was able to retain some aspects of his old ways, hands and intelligence being prominent, with the help of Yelmario who repented what he had done. Rather than hide away from evil, Dadael began a quest to regain his pride and restore his reputation. He travelled from god to god seeking help and trying to gain knowledge. Some gods, notably Humalet, Orlanth, Waha and Lanthor Mhy, responded to his requests and so he returned to his people and taught them what he knew. With the beginning of time, because Dadael cannot personally regain his honour, it has been the duty of Drake Lords and Priests to continue his quest. For this reason Ducks tend to be prideful, but fairly honourable, tend towards arrogance to their gods who would not aid him and rather rash and short tempered. Ducks are promised continued life in the Great Pond of Dadael if they improve the opinion of other people about Ducks. Ducks who dishonour Dadael are promised to set at the bottom of the pool, only glimpsing the joy far out of reach at the surface.

Runic Association is Water and Beast.

NATURE OF CULT

Reason for Existence - To restore the honour of Ducks in the eyes of the powers of the world. To help the race survive under the conditions in which it was.

Socio-Political Position and Power - Within the Duck Race this is the Prime God. Most life revolves around his duties and all Ducks feel responsible to his ways. Outside of Ducks, he is not taken all that seriously, although a few gods hold some respect for him.

The High Priest/Lord (must be combined) of Duck point is the strongest authority of the Cult. Wandering Lords and Priests are expected to uphold the reputation of Dadael, and have authority over all lesser members of the Cult, should they meet. Duck troops have fought for Sartar against the Lunarites and they have some minor influence there.

Likes and Dislikes

They like lightbringers who aided them with knowledge and they like Humaht who taught them battle ways. They are very fond of Waha, who aided Dadael more than anyone, teaching him how to survive in his cursed form. Members of Dadael are foes of Chaos and do not like any related Chaos Cult.

Holidays:- Waterday of Movement Week. High Holy Days, Waterday of Godtimes.

ORGANISATION

There is only one race of Ducks, those in and around Duckpoint. Few ducks live for any great length of time and most return to die or retire to Cult activities. The High Lord/Priest is the Supreme Interpreter of Dadael and holds power over all other Ducks. Duck Lords and Priests serve as Leaders of sections of the population. These sections of populations are called Flocks and consist largely of family groups. Reputation will determine a Duck's position in the Cult, but as this isn't always obvious, age is more common.

Center of Power and Holy Place in Duck point and the Stream, believed to be Dadael's place of rest in the Godtime.

LAY MEMBERSHIP

Requirements to Join: Must be a Duck or Duckfriend. Must be recommended by an Iniate of the Cult. Iniates or better of Waha can join anytime.

Requirement to Belong: Must uphold Duck honour, should attempt to attend all High Holy Days at Duck point, and observe Holy Days (anywhere). Request for exemption can be made if person is going out to do honourable /glorious thing for Duck-kind.

Mundane Benefits: Lay members get swimming skill training free (Ducks have natural skill 60%).

Skills: Reduced $\frac{1}{2}$ - Sense Ambush, Spot trap, Tracking, Hide in Cover, Move Quietly.
Increased 2X - Oratory, Climbing, Riding, Speak Other Languages.

Prohibited: None

Battle Magick: $x\frac{1}{2}$ - Dullblade, Padding, Protection, Shimmer, Fanaticism.
x2 - Bludgeon, Ironfist

Unique: Dadael has use of the Humakt Parry spell. Should they take it however, they will be bound to the Humakt Code - except for no resurrection.

Requirements for Initiation: Must have 50% in one weapon, 90% swimming and not dishonoured Dadael.

To remain: Must sacrifice 1 pt of power every Holy Day (regained) and 1 pt permanently on the High Holy Day unless excused by High Priest.

Must never dishonour Dadael, be responsible for any Dadael members under his control.

Mundane Benefits - Feed and care for by any other Dadael as best as possible. All half price skills can be gained free but in double time. Will receive weapon or shield training free but at double time.

Skills - none new.

Battle Magic - May sacrifice for single use Runic Magic of 1 pt rating if they wish. If on special mission, can request better Runic Magick.

RUNIC LORDS (Drake Lords)

Note, Ducks do not distinguish between Male and Female except in reference to reproductive capacity. All Ducks of Runic status are addressed with the title 'Drake'. A duck family group does not isolate individuals to specific duties, each duck is expected to be able and willing to perform all duties of family life at all times.

Duck pairs will however address themselves as Duckmate or Drakemate as appropriate.

Drake Lords are warriors of Dadael, sworn to uphold and restore his honour. A Drake Lord is typically short tempered, arrogant, impetuous and probably 'quakers' (sorry!) Drake Lords are sworn to protect the nest and those he leads. Successful Drake Lords are extremely well respected and not just by ducks.

Requirements for Acceptance:

One must have been an initiate for one year, and be recommended by another Runic Level person. This initiate must have 90% ability in 3 weapons, one of which is a one-handed spear, and 90% ability in two of the following skills - Sense Ambush, Spot Trap, Tracking, Hide in Cover, Move Quietly. Upon acceptance, they must go forth immediately and return with the head of a chaos creature, in exchange for this they will be given one piece of iron armour, usually a small one.

Restrictions:

Drake Lords are sworn to protect other Ducks, to slay chaos, to attempt to be first into battle and last to leave or surrender. They are expected to help all lightbringers, to follow (as near as possible) the Humakt Code, to respect the life and ways of creatures who follow Waha.

Benefits:

Drake Lords are allowed, after permission is gained, to wander in search of Chaos/and/or honour and glory. They are allowed to hire out to allies as mercenaries. They can lead initiates on quests of importance. They may sacrifice for Rune Magick as they see fit at any temple of Dadael. (Most are at Duckpoint).

DRAKE PRIESTS (Rune Priests)

Priests of Dadael follow the code of honour required by Dadael, unlike Drake Lords they are not uncontrollable, in fact they tend to counter-balance Drake Lords in their ways. They are thoughtful, always in search of knowledge and rarely enter combat.

Their primary duty in many ways is to protect and help expand the Nest of Dadael - Duckpoint: They are the guardians of the flocks and tenders of the young. They interpret and decide the words of Dadael.

Requirements for Acceptance:

Must have been an initiate of good standing for 1 year and recommended by another Rune status person. They must have a power of 18 and 90% in 2 knowledge based skills and 90% in any two other skills (not swimming).

Restrictions:

As with Drake Lords, except in regard to combat, and are sworn to protect the nest until death.

Benefits:

As with Drake Lords, usually however they will accompany a Drake Lord and group of Initiates.

Runic Spells - All those listed in Rune Quest both of I or II points. No III point spells are available.

Cult Special Runic Spells

One Point Spells -

1. Summon Small Undine
2. Detect Truth, non reusable, from Humakt.
3. Analyse Magick, from Lanhhor Mhy
4. Summon Spirit of Law, non reusable, from Waha.

Two Point Spells -

1. Oath, non reusable - from Humekt.

Special Notes:

1. Ducks cannot fly, or glide much either. They can, however, reduce falling damage to half what it would have been.
2. The God Yelmario is rated Neutral to Ducks.

Picture the setting:

You walk up to the counter of the local model shop, looking for that particularly coveted newly-released kit, which, from initial scrutiny is definitely not on the shop's shelves. You hope that a new shipment may have just arrived, so you try the sales assistant.....

"Do you have any 1/72nd Scale Eschi Smoke Unit Kits, (German), (German infantrymen in winter camouflage)."

"Pardon?"

"I'm after the new Eschi E-S-C-I 1/72nd scale plastic kit of german smoke units."

"Eer, um, I'm not too sure about that. What did you say they were?"

"(Patiently), Eschi 1/72nd scale plastic kit of german smoke unit. (exasperated) Do you have an Eschi Catalogue for this year?"

"..Don't think so I'll just have a look on the shelves."

I follow mutely, explaining that I have already searched the shelves, and there are not any kits there. The assistant persists, and after some five minutes of staring vacantly into the rows of kits, pulls out one he hopes might be the right one...

"Is this the one?"

"Er, no. That's 1/32nd scale, and it's a tank. I'm after the 1/72nd scale kits. This is not the one I'm after. It's german artillery, I'm after the smoke unit kit."

The assistant looks frantically at you, and then at the shelves, and then back at you, as if the kit in his hand will materialize into the desired kit.

I realize by this time that there's little point in pursuing the matter further. Fortunately by this time the shop manager comes to our aid. I repeat the request and the reply is straightforward.

"No, they haven't come in yet. That was Williams, wasn't it? Should be in by next week."

Matter closed.

Now it should have been relatively easy to enquire about such merchandise. I have often worried whether it's just because junior assistants don't see many female enquirers, and they get flustered, or whether I'm using the wrong lingo. In any case, the number of blank stares from assistants and other customers alike warrants some mention.

Don't ever, in some situations, ever mention that you are involved in making plastic models. For some reason it's aesthetically acceptable (not to mention philosophically pleasing) that people create model ships (be it wood or plastic).

For some unknown and obscure set of standards it is just as non-acceptable that women can gain some sense of achievement and enjoyment from making planes and tanks. Woe betide the individual who aspires to creating human miniature figures (it seems that some fear a mysterious "repetition" of character, somewhat akin to modern photographs "stealing the soul of the indigenous peoples").

I once committed the indiscretion of actually admitting to making models of ships, planes, tanks, and yes, people. The indiscretion only worsened when I specified the time period in which I was interested (WWII), as well as the (sinful) admission that I played wargames with miniatures. "Warmonger", "fascist", were amongst the kinder names attributed to this hobby.

The mere fact that I was a female modeller attracted hilarious comment from a Southern order-form company,

"Dear _____, it is so refreshing to hear from a female modeller", this led me to believe that our numbers were in fact, quite few.

How do you explain to the uninitiated that there are such things as gaining enjoyment from the combination of glue and plastic, to create beautiful objects. Some, it seems, have not lived.

Nina Williams

First Semester Grants Allocation

Q.U.G.S. was cut back on most things that we asked for, and so it will be a "tighten our belts" year for the Society. This means that we need more members, so we appeal to those members who had not paid their 1983 membership fee, to do so as soon as possible, and for everyone to seek out new members.

Here is what we were granted:

Equipment	\$ 80
Administration	\$180
Activities	\$ 40
Special Grant	\$ 48
Delegation	\$ 50

The Administration Grant should provide us with two magazines and sundry expenses. The Special Grant will give us a letter-head and renewed subscription to the Australian Military History Society. The Equipment Grant gains us a subscription to "The Wargamer" and "The Courier", as well as one book, probably "Armies of Medieval Europe". The Activities Grant will partly subsidise the bringing up from the Adelaide Club, the video cassette on Edward Woodward and wargaming.

JACK FORD
TREASURER

Initial Negotiation In Diplomacy



AND HOW TO FAIL AT IT.

Cameron Thomas

The game of Diplomacy. The events on the board can be exciting and important enough; but it is away from the board, during the ten minutes or so of negotiating time, that the game is decided.

Lets set an example game:

The lots are drawn for countries from the box lid, and six of the players wander away from the table and begin chatting in groups. A lone figure draped over the table cries in pain 'Italy again?'

England and France pair up immediately and both seem confident. Russia is panic-stricken; Germany plans a meeting with everyone except possibly Turkey, while Italy, not caring anymore proceeds to down a can or two of beer in the corner of the room.

Lets follow Germany; always one of the busiest players at this stage as he moves about the room. He has three immediate neighbours - four, if you count England - and is uncomfortably aware that his central positioning makes him rather conspicuous. He starts by checking out Austria.

'Any chance you and me standing back to back for the opening stages - I'm worried about England and France - look they've got their heads together already, the rats.'

'Did you know France is interested in your wife - I'd watch him'

Germany has made this up on the spur of the moment. Austria, who is unmarried, says he'll think about it, after he's seen the spring moves. Germany, discouraged, thanks him, and moves on to Russia.

'Look, I'm in real trouble; I've battled France before, he's ruthless and he's sided up with England; I need my back door covered.'

Within minutes, several compromises had been made. Yes, of course Germany can regard him as an ally. Demilitarized zone in Prussia, Silesia, the Baltic? And Russia in Sweden, by all means, delighted.

'Somethings wrong' thinks Germany; that was too easy. He turns to England and France, who fall silent at his approach.

'Could I have a word with you, separately?' queries Germany.

'Hang on a minute' snarls England. He says something to France in a low voice; France nods importantly and sidles away to talk to Italy who has been drinking in the corner of the room.

'Right' says England cheerfully. 'Thats got rid of that moron - lets get down to business and no nonsense about holding both Holland and Denmark.'

Germany proceeds to converse at length on the legendary beauty of the Anglo-German alliance, before which the other five countries go down like wheat under a combine harvester; he omits to mention that his plan will eventually result in a runaway win for Germany. Suprisingly, England accepts. Together, they compose the necessary orders in full view of the other; each eyeing the other surreptitiously to ensure that neither cheats. Suddenly England clutches his stomach and bolts for the toilet. Germany, seeing himself as a good ally, beats him to the door. "I'll hold your orders, in trust" grins Germany. Leaving England no option but to hand them over.

With his eye on the toilet door, Germany next tries his luck with France. It's not easy to paint a picture of France and Germany sweeping to world domination on level terms, but Germany does his best. France belches loudly and shows other signs of genuine interest. He seems sincere enough.....but as soon as Germany moves away he starts whispering to the toilet door.

A sudden grunt from the corner brings Germany's attention to a drunken Italy; he'd been eavesdropping. Germany desperately ransacks his short-term memory; did he say anything nasty about greasy pizza-eating wops? No? This is his big chance then. Italy seems genuinely enthusiastic, glad that someone cares. He'll attack Piedmont and threaten the French as best as he can. Germany gives Italy two beers from his diminishing FOUR-X stock, as a gesture of good faith. Italy bursts into copious tears of gratitude. Germany is jubilant; a really good Italian alliance is the best any Germany can hope for. He puts it all down to his silver-tongued rhetoric and astute strategic grasp. With a friendly nod to Turkey he retires to finish his orders.

Come Spring 1901 orders time, Italy has passed out unconscious, and Germany notes that one set of orders is written on toilet paper. He finds he has offended England, France and Russia; there is nothing he can do now but show his willingness to swallow temporary humiliation; try to become somebody's puppet or follow Italy's footsteps to peace.

RE M I N D E R

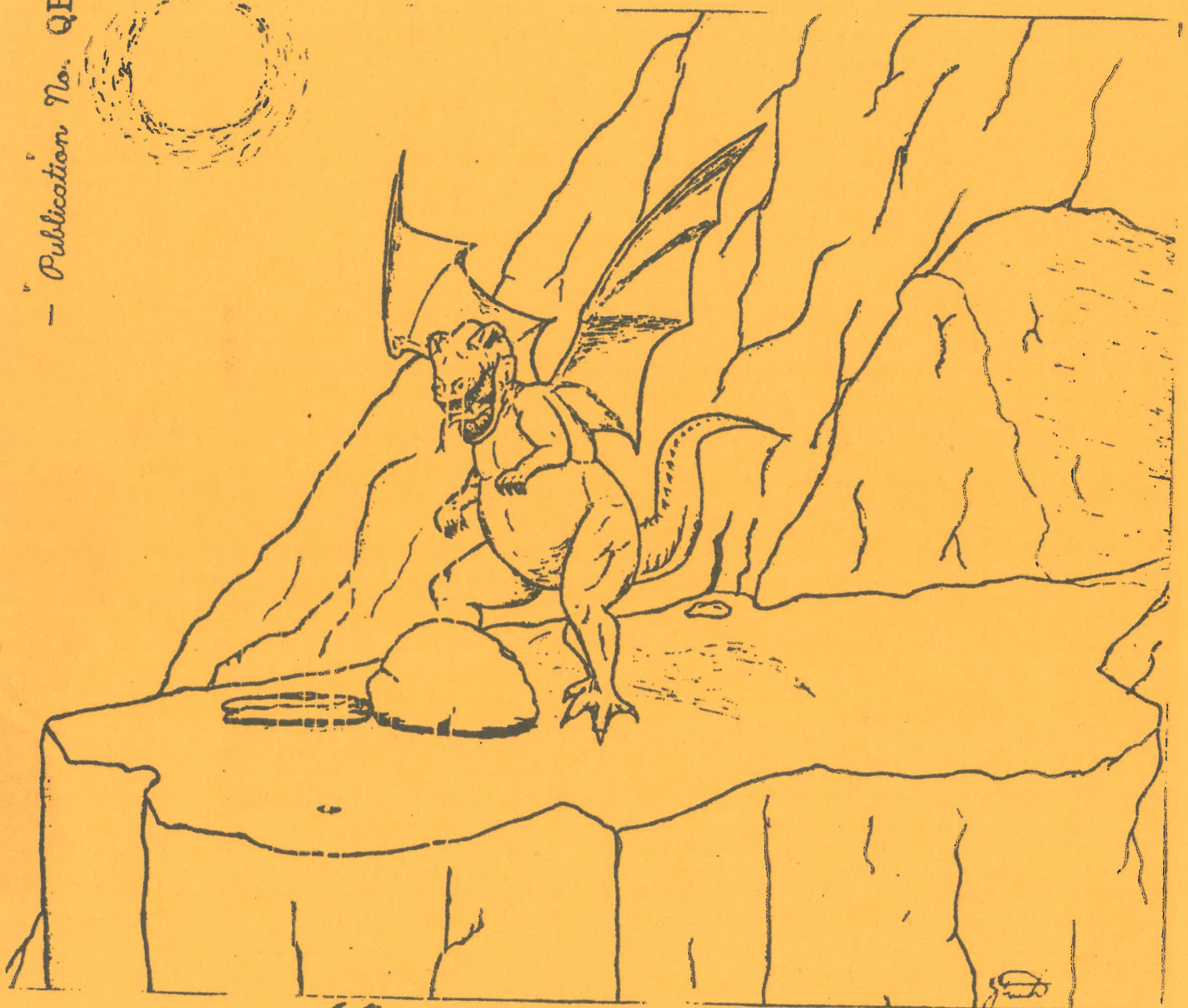
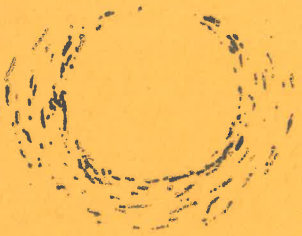
NEXT MEETING

SATURDAY, 7TH MAY, 1983

YOUR 1983 MEMBERSHIP SUBSCRIPTION IS NOW DUE

ISSN 0159-0383

— Publication No. QBH 3141



Queensland Wargamer

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