

IT'S TIME AGAIN FOR....



## THE BACKSTABBER

THE BACKSTABBER #5  
Issue #5 February 1979

TBS is a monthly publication put out by Russell Gilpin of P.O. Box 52 Berkeley Springs, WV 25411. Subs are \$3 for ten issues.

### NEWS FROM THE HILLS

Well, I finally got the logo from Scott Holder. I think it's pretty good and hope you all like it too. Now the Backstabber rises a social level as far as 'zines go by having it's own masthead.

The weather has been rotten lately. Not much snow but a lot of ice. It has also been ill timed. Wouldn't you know that we'd get hit by a terrible ice storm the night before the Superbowl. Knocked out our TV station for all of Sunday and of course the Super Bowl. It also stopped members of our club from visiting Morgantown West Virginia for a sort of mini-convention. Needless to say, I was overjoyed over the outcome of the Super Bowl. Looking forward to seeing the Steelers win Super Bowl XIV.

The Backstabber is ending it's affiliation with the Shenandoah Wargamers Club. This is because certain members would like to play some of the games carried in this 'zine. From now it's all mine (it really has been all mine since the beginning but now it's official).

Circulation rose only slightly after January's boom. I am playing an ad in the General in hope of expanding my base. But as slow as Avalon Hill has been of late, the ad probably won't be published until the summer.

As to the future of TBS, I probably will not add any new games to those already carried by the 'zine except for Third Reich variants (see inside) and possibly a role-playing game called En Garde. En Garde is a game of Seventeenth century France. Players attempt to climb the social ladder by various means including duelling, joining prestigious regiments and clubs plus a whole mess of other ways. The game fee will be \$2 per first character and \$1.50 per additional character. Let me know what you think and I'll make my decision before the next issue.

A couple of games are starting with this issue. House rules for all games in which you are in are included. For KM players there is a play-by-mail map. Also inside is a Third Reich variant using Turkey as a major power.

GAME OPENINGS

Kingmaker #2: Four openings. No players signed yet. Game fee is \$1.75 which includes a photocopied KM pbm map.

Third Reich #2: No one signed yet. Five openings. Game fee is \$1.25. This game is a regular game.

Victory in the Pacific #2: Two openings. Game fee is \$1.50.

En Garde: Possibly will be carried. Game fee is \$2 for your first character, \$1.50 per character thereafter. If I do carry it I will give away three free opening to the first three people to sign up (not three per person). If I do carry it I will need at least four players before we start.

ITOLD EVERYBODY THAT THE STEELERS WOULD AKE IT ALL AT THE BEGINNING OF THE SEASON THEY DIDNT BELIEVE

LATE MOVES

I hope I can put an end to this annoying problem before it even starts. Players may miss a total of five late moves, after which they are ejected from the game. Players who miss moves twice in a row will also be dropped. A missed move counts as two late moves. The above penalties are in addition to those penalties already mentioned in the various house rules.

EBUT NOW WE ALL SEE THAT I PREDICTED CORRECTLY HOWEVER IN THE FC I PREDICTED MINNESOTA BUT THAT WAS

TBS PLAYER OF THE YEAR AWARD

At the end of the year I will pick a player as the player of the year based on how well he played and a couple of other factors. To be eligible, players must have no late or missed moves. That's about the only qualification besides how well you play. Winners will get a lifetime sub to TBS.

CAUSE I AM A DIE HARD VIKING FAN NEXT YEAR I PICK BITTSBURGH AND LOS ANGELES OH ME OH NY OH ME OH NY OH ME OH NY

SASE POLICY

All questions will be answered in the Backstabber unless accompanied by a SASE. Questions that require a long answer must be accompanied by a SASE as I refuse to use a whole page for one question.

LETTERS AND ARTICLES WANTED LETTERS AND ARTICLES WANTED LETTERS AND ARTICLES WANTED LETTERS AND

LETTERS AND ARTICLES WANTED

Your editors mind is extremely overtaxed by the many things he is involved in and unfortunately he has little time to write good articles. So he asks that anyone out there wanting to give it a try, write a good article and send it in. If published the author will receive \$2 in credit. Letters are worth 50¢ and if you have any interesting fillers, they are worth 50¢.

ALMOST THE BOTTOM OF THE PAGE I REFER TO THIS PAGE AS MY JUNK PAGE BECAUSE MOST OF THE STUFF IS JUST THAT

Student: "But professor, isn't this the same exam you had last year?"

Professor: "Yes, but I've changed the answers." Thanks to Albin Gersich

KNIGMAKER #1

I have cut this game down to four players in order to start it this issue. Set-ups and card allocation is due by the deadline. In the following lists, the nobles you control plus all other crown cards are underlined.

Nobles:

1. Berkeley
2. Clifford
3. Courtenay
4. Fitzalan
5. Greystroke
6. Hastings
7. Holland
8. Howard
9. Mowbray
10. Neville
11. ~~Stafford~~
12. Stafford
13. Stanley
14. Talbot

AUDLEY

Mereenaries

1. Burgundian Crossbowmen
2. Burgundian Croosbowmen
3. Flemish Crossbowmen
4. French Foot Soldiers
5. Saxons
6. Saxons
7. Scots Archers
8. Scots Archers

Ships:

1. Le Lucas
2. Le Michael
3. Le Nicholas
4. Le Rose

Offices:

1. Admiral of England
2. Captain of Calais
3. Constable of the Tower
4. Marshall of England
5. Treasurer of England

Titles:

1. Earl of Westmoreland

Clergy:

1. Bishop of Carlisle
2. Archbishop of Canterbury
3. Bishop of Durham
4. Bishop of Lincoln
5. Bishop of Norwich
6. Archbishop of York

Cities:

1. Bristol
2. Carisbrooke
3. Coventry
4. Newcastle
5. Northampton
6. Nottingham
7. Shrewsbury

Note: Cities and ships that come with an office are not listed.

Here is the addresses of the players in the gaem.

Scott Holder: 510 S Rosemont Ave., Martinsburg, WV 25401

Tim Pickering: 513 S ~~Rosemont Ave~~ Raleigh St. Martinsburg, WV 25401

Walter Bixby: P.O. Box 139, Kansas City, MO 64141

Bill Daub: P.o. Box 38, Keyport NJ 07735

Players are encouraged to name their factions. Note on optional rules, all optional rules listed in the house rules must be voted upon by the players. To pass they require an unanimous vote.

Special notes for each player are included. Be sure to read them.

AT THE TIME I AM TYPING THIS IT IS GROUNDHOGS DAY EVEN THOUGH THE REST OF THE ISSUE WON'T BE TYPED UNTIL AF

Potholes are a pain in the asphalt. thanks to Albin Gersich.

THIRD REICH #1

Here is the set ups for fall 1939. Movement orders and front options are do in my hands by March 10th.

Britain (Holder): x1BEF-L23/ x2BEF-J25/ (GM note- You listed ~~my~~ two 3-4 inf. units. There should be three. Sned set-upx along with your movement orders next turn) xMalta-GG19/ xEgypt-MM30/ xPales-KK33/ •Polish-K23/ oWdf-MM30/ 5air-K25/ 5air-K24/ 2air-MM30/ 1air-GG19/ 1air-AA7/ 27nav-F26/ 18nav-AA7/ 9nav-MMLL29.

France (Newman): xCol-DD14/ x13-GG36/ x6-024/ x7-024/ x10-P23/ x11-P23/ x16-P25 x17-P25/ x8-Q24/ x18-T21/ xAlp-U20/ x44-V20/ o1-P24/ 5air-021/ 5air-R20/ 27nav-V19

Russia (Krakowski): x28-U48/ x6-H42/ x8-I41/ x9-D44/ x10-F42/ x12-D44/ x13-R37/ x14-Q37/ x16-O37/ x18-O43/ x19-S37/ x20-L39/ x21-N38/ x22-K40/ x24-P37 x29-T37/ x30-M38/ •4ME-M40/ o19ME-P39/ o22ME-H47/ 27nav-V38/ 5air-039/ 5air-I42.

Italy (Matuschak): xAlpini-U26/ xCelere-U26/ xLibya-III17/ x14-Z27/ x16-W24 x17-AA23/ xx20-KK24/ x35-Y22/ o1-U25/ 9nav-II17/ 27nav-AA24/ 5air-Y22/ 5air-W22

Germany (Gersich): x1-N26/ sFsjr-Q25/ x3-026/ x5SS-P26/ x6-Q33/ x10-N32/ x11-K29/ x13SS-K36/ 09-P29/ •14-029/ o19-P29/ o24-029/ 18nav-J36/ 1air-D41/ 4air-J36 5air-L31/ 5air-N29/ 5air-R29.

YOU CAN CALL MERAY OR YOU CAN CALL ME JAY OR YOU CAN CALL MERAY JAY OR YOU CAN CALL MERAY JUNIOR OR YOU CAN

TURKISH VARIANT

Besides the six major antagonists, two other countries had a power only little less to affect the outcome of the war. As it happened, both remained neutral through out the conflict. These two countries are Turkey and Spain. This variant deals with Turkey. Some time in the future I will devise one for Spain. This variant goes beyond the simple minor variations of Third Reich. This variant is largely untested so I'm not sure how it will affect play balance as I have had little chance to test it but if you all try a game using it, maybe you can send me your opinions and suggestions for improving it. Sometime in the future, I may have a Third Reich game using this variant.

RULE MODIFICATIONS

1. Turkey may attack only those minor countries adjacent to it.
2. Turkey may not declare war on the Allies until after Russia is invaded by Germany. Turkey is considered an ally of Italy and Germany at that time and has the same status as they do.
3. Britain/US may not have more than nine factors in Lebanon-Syria (not including Free French) or Turkey may immediately declare war. This is the only exception to #2.
4. Iraq is treated as a normal minor country worth five BRP's. Units listed in Axis variation #1. The capital is Mosul.
5. If Turkey invades French or British territory (not Vichy France) the British player immediately adds one 3-4 infantry and two 1-3's to his force pool.
6. Turkey falls when Ankara is captured.
7. Germany gets no minor variation chit.

TURKISH VARIANT CON'T

7. Force pools.

Turkey: at start. 7 x 2-3, 1 x 2-5, 2 x 2-4, 1 x 9nav. Builds. 2 x 1-3, 1 x 2-5, 2 x 2-4, 1 x 9 nav.

Additions to Russian Force Pool: At start. 2 x 1-3, 1941 2 x 2-3, 1942 4 x 3-3.

Additions to French Force Pool: At start. 1 x 2-3. Must remain in Lebanon  
syria.

8. At start BRP level for Turkey, 60 BRP's. Growth rate, 20%.

[illegible]

VITP #1

This game is ready to start. Patrolling phase orders are due by the deadline. Japanese player; remember to list your surprise attack ships.

Japanese player: Albin Gersich, 323A Walsh Hall, Grand Forks, ND 58201.

American player: Tim Pickering, 513 S Raliegh St. Martinsburg, WV 25401

Note: House rules enclosed.

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## GAME DESCRIPTIONS

I have some space to waste so here is a description of the games carried by TBS.

Third Reich: Third Reich is a strategic level wargame of World War II. Players command one of six nations (or one of five in the play by mail version-one player controls both France and the US). The game system is based on a realistic economic system utilizing the Basic Resource Point. With this players pay for offensives, declaration of war, and rebuilding units. This game is ideally suited for play-by-mail.

Victory in the Pacific: VITP is a strategic level game of World War II in the Pacific (natch). The game is not near as complicated as Third Reich but is a bit harder to adapt to play-by-mail. The combat system is very simplistic with no charts or anything like that. For those of you familiar with War at Sea, this game is very much like it.

Kingmaker: Kingmaker is a game of the British War of the Roses. Players control a faction of nobles and attempt to capture the last royal heir and crown him (or her) King (or Queen) of England. This game is also good for play-by-mail.

I know they're not the best descriptions in the world but they will suffice.

IF I COULD ONLY THINK OF SOMETHING TO WRITE AT THE BOTTOM OF THIS PAGE I WOULD BE FINISHED WITH EVERYTHING

If money doesn't grow on trees,how come all the banks have branches???

A group of students were touring the Denver mint. One of them asked the guide "Why do you stamp "IN GOD WE TRUST" on all the pennies?"

"That" explained the guide, "is for all the EE's (electrical engineers) who use them for fuses."

Ellenberg's Theory: One good turn gets most of the blanket. All thanks to A

Gersich

Well, after five issues I feel I can safely say that The Backstabber is a success. I know, there still are a few mistakes in the typing and in my writing but all in all I think the overall quality has grown in the last few issues (not counting last issue, I had typewriter troubles). Circulation is still not large but I am not losing money. That's probably because I get it printed for free and all I have to do is buy stencils and paper which I get at lower prices where I work.

Be sure and write me and state whether you would like to have En Garde carried in this 'zine. And don't forget the deadline of March ~~1979~~. Orders should be in my hands by that time.

14

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X DO YOU WANT A SUB/TRADE?

RESERVED FOR PERSONAL NOTES.

\_\_\_\_ YOU HAVE VARIANT NUMBER \_\_\_\_ FOR THIRD REICH #1

TRADE FO  
LOANS?

\_\_\_\_ YOU ARE SIGNED UP FOR \_\_\_\_

\_\_\_\_ COMPLIMENTARY ISSUE

\_\_\_\_ YOUR SUB END WITH \_\_\_\_

XXXXX DO YOU WANT A COPY OF THE HOUSE RULES (SPECIFY WHICH GAME)

\_\_\_\_ YOU HAVE \_\_\_\_ SUB CREDIT

\_\_\_\_ YOU ARE ON MY STAND-BY LIST

\_\_\_\_ TRADE

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