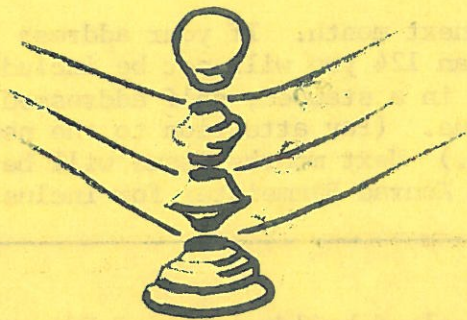
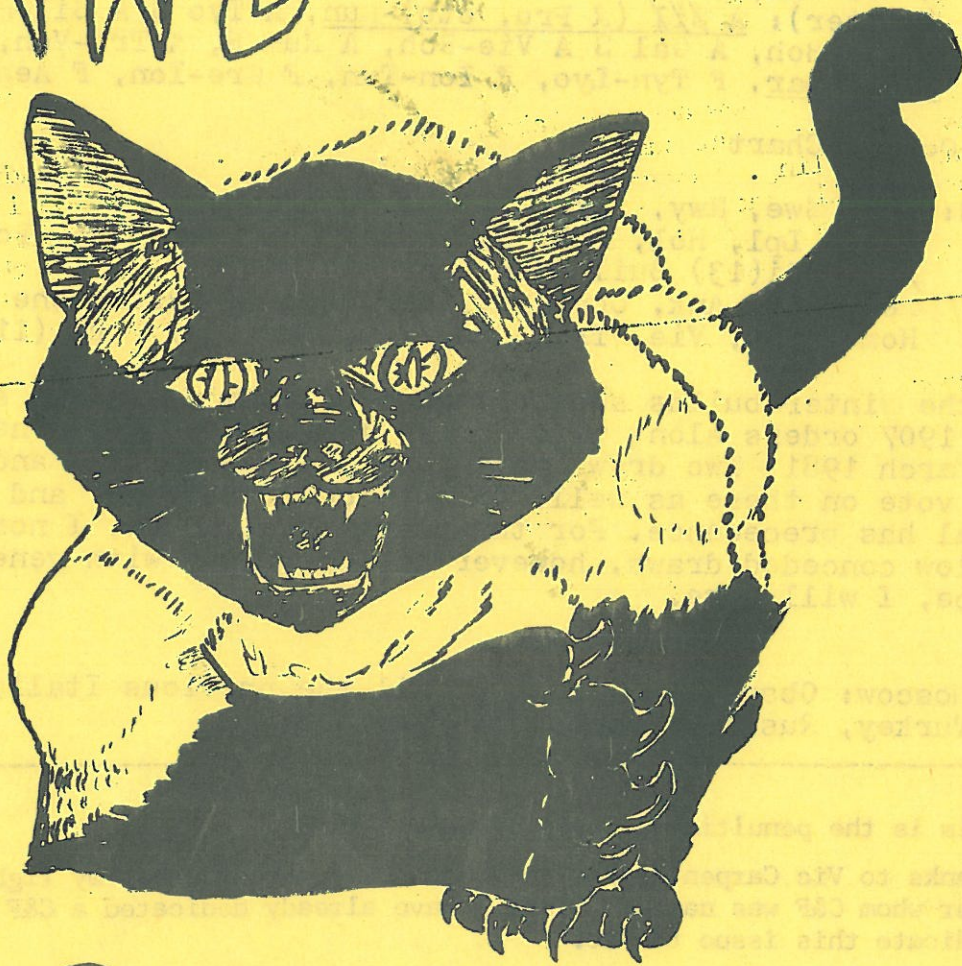


CLAW + FANG



Number 123
February 20, 1981

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
Phone: (213) 334-3149

1979 CT Claw & Fang Demo Invitational

Fall 1907 Game Winding Down to Probable Draw

England (Palter): A Nwy-StP, F Fin S A Nwy-StP, F Bot S A Nwy-StP,
F Ska-Nwy
France (Reese): F Nat-Nwy, F Cly-Edi, F Nth S ENGLISH F Ska-Nwy,
F Eng-Mid, F Por-Spa sc, A Bur-Mar, A Hol-Ruh, A Den-Kie,
A Ber S A Mun, A Mun S A War-Sil, A War-Sil, A Lvn S
ENGLISH A Nwy-StP
Russia (Baker): F Bar-Nwy, F Nwy S F Bar-Nwy, A ~~StP~~ (A)-Lvn,
A Mos-War, A Sev-Mos, A Ukr S A Mos-War
Italy (Ditter): A ~~StP~~ (R Pru, otb)-Mun, A Tyo S A Sil-Mun,
A Vie-Boh, A Gal S A Vie-Boh, A Rum H, A Tri-Ven,
A Pie-Mar, F Tyn-Lyo, F Ion-Tun, F Gre-Ion, F Aeg H

Supply Center Chart

England: Lon, Swe, Nwy, ~~StP~~, StP (4) No change
France: Home, Lpl, Hol, Bel, Den, Kie, Mun, Ber, Spa, Por,
~~StP~~, Edi (13) Build one (was one short)
Russia: Mos, Sev, Ank, Con, Smy, ~~StP~~, War (6) Build one (1 annl)
Italy: Home, Tun, Vie, Tri, Bud, Rum, Ser, Bul, Gre (11) No change

Since the winter builds seem rather predictable, please send winter 1907 orders along with Spring 1908 moves by the next deadline of 15 March 1981. Two draws have been proposed: F/I/R and F/I/R/L. Please vote on these as well. No vote counts as 'no' and the latter proposal has precedence. For the player that asked, I normally do not allow conceded draws, however in accordance with general C & F practice, I will here.

Press

Paris-Moscow: Observe the fate of all the previous Italian allies, i.e., Turkey, Russia, France. You are next.

This is the penultimate issue of CLAW & FANG.

Thanks to Vic Carpenter for this month's cover of Bebe, my fighting Siamese cat after whom C&F was named. Since I have already dedicated a C&F to Bebe, I'll dedicate this issue to Vic.

I have to type up new address labels for next month. If your address label has a number on it and that number is lower than 124 you will not be included in next month's mailing. However, if you send in a stamped, self addressed long envelope I will send you next month's issue. (Pay attention to the news to determine what next month's postage will be.) Next month's issue will be larger. I've already received an article from Konrad Baumeister for inclusion.

1980AA -- WINTER 1904

Austria removes F Adr, A Tri (A Rum R Ser). England builds A Lon, F Edi.
France builds A Par (A Ven R Rom). Germany removes A Tyo, A Gal.
Italy and Russia even. Turkey builds A Con A Ank.

Change of address: Paul Meyerholtz, 23 Mercy St. #9, Mountain View, CA 94041.

SPACELANES #15

by Tony Watson

This is the last edition of "Spacelanes". With both CLAW & FANG and my own RURITANIA ending, it seems opportune to end this now. My efforts in this vein are probably better spent in writing for the gaming journals anyway.

This installment will attempt a very brief recap of the 1980 year in SF gaming. This facet of the wargaming hobby has grown tremendously in the last few years and 1980 was in many ways a banner year.

In the publications field, two new magazines made their appearance. ARES, put out by SPI was to SF gaming what S&T is to wargaming. ARES featured a game each issue (half of the first year's games were SF, half fantasy), fiction pieces, game reviews and reviews of movies and books. Something new and very interesting. THE SPACE GAMER, long published by Metagaming, was sold to Steve Jackson. It went monthly and featured numerous capsule reviews of the flood of new titles. GRYPHON, an effort by the publishers of FIRE AND MOVEMENT made its debut. Its first two issues (it is a quarterly) had some very fine in-depth reviews.

Of the game publishers, GDW was probably the busiest, mainly due to their TRAVELLER line. A new edition of HIGH GUARD (Rulebook 5) appeared as well as four adventures, Game 3 AZHANTI HIGH LIGHTNING and a couple of new supplements. Their Journal of the Traveller's Aid society remains very popular. TRAVELLER has clearly come to dominate the SF role-playing field, just as D&D dominates the fantasy genre. GDW also published DARK NEBULA, a small format game using the IMPERIUM system and modular maps, and ASTEROID a pure and simple space opera as a hastily assembled group of unique characters attempt to stop a runaway asteroid base headed for earth.

Fantasy Games Unltd published SPACE OPERA, perhaps the first serious contender to unseat TRAVELLER. Its impact has yet to be determined.

Metagaming, the usual champion of SF gaming was more absorbed with fantasy during the year. Their SF releases included three micros: ANNIHILATOR, ARTIFACT, and DIMENSION DEMONS, none being particularly interesting.

Task Force Games released WAR OF THE WORLDS an interesting attempt to bring the book of the same name to life. It doesn't play just like the book but... Also, a follow up to their STARFIRE tactical spacer (STARFIRE II naturally) and an expansion book for their very popular STARFLEET BATTLES.

Yaquinto published both MARINE 2002 and SHOOTING STARS, both near future treatments of battles on the Moon and in near space respectively. Both games were expensive, mainly due to physical components. Both games have received only lukewarm reviews.

Many of the third world publishers concentrated on jumping on GDW's coattails and printing stuff to go with TRAVELLER. Small concerns like Group 1 and Judges Guild each produced about a half dozen supplements and play aids to go with the role-playing game.

Big expansion was noted in both the miniatures and computer game fields. I only dabble in the former and have little knowledge of the second, but both areas saw numerous new product lines being offered.

1980 was a good year for SF gaming and from all indications, it looks like 1981 will equal or surpass it.

NOW! Back after a long, long vacation....

POIGNARD #17 -- composed tenderly and lovingly, but oh, so slowly by David Loewenstern, Haverford College, Haverford, PA19041. telephone 215-649-3970.

1979CX: AUSTRIA, RUSSIA, AND ENGLAND PERFORM CARDIOTOMY AND LOBOTOMY WHILE GERMANY SLUMBERS UNDER VERY HEAVY ANESTHESIA...SCOTTISH AND WELSH TOURIST BUREAUS ANNOUNCE RECORD YEAR...AUSTRO_RUSSIAN AXIS SHUFFLES COLONIES; FRANCE SHUFFLES UNITS; ENGLAND SHOVELS GRAVE FOR GERMANY...DIPLOMACY-STARVED PLAYERS RIOT WHILE GM DRONES ON...

S'08 correction: R.Fgre-ion. No one complained about this omission, and the move had no effect on either S'03 or F'03 moves, so I will not postpone the deadline again for this correction.

Fall 1908:

A.(Jim Cassity, 10, 1short): AvenSatus-pie, Arom-tus, Atvls&AbohSAMun, AmunS R.Asil-ber, Avie-h, Fwme-lyo/b, Fnat-cly.

owns: A.,ser,bul,rum,nap,~~xxx~~,rom,ven,MUN=10B1 (1 short)

E.(Scott Copeland, 6): FporS&FengSFiri-mat, FnthCANwy-bel, Fbar-nwg.

owns: E.,nwy,hol,por,BEL=7B1

F.(Jerry White, 4): FbreS/o E.Feng-mat, AburS G.Aruh, Apie-mar, Fspas-lyo/b,

owns: F.,spa=4 even

G.(Paul Sallabedra?, 5): Fwal&Fswes&Akie&Fden&Aruh-U.

owns: kie,~~xxx~~,~~swes~~,den,~~xxx~~=3R2

R.(Gary Howe, 9, 1short): Fnaf-wme/b, Astp-fin, AlvaSAMos-stp, Fber-bal, Awar-pru, Asil-ber, Fion-tyn.

owns: R.,T.,tun,gre,BER=10B2 (1 short)

/=fails, b=bounces, o=NSO, B=build, R=remove, -h=holds, -U=unordered.

+++PRESS (and a pitiful press it is!)+++

((BRITISH PRESS)): Now is a good time to catch up on my Sartra.

((This may make me sound incredibly dense, but is that supposed to be Sartre? Scott, I hope you are not being forced to read Nausea (La Nausée in the original), one of the most aptly-named works in French literature.))

ZURICH: Omniscient/omnipresent/omnipotent press (All the news. Fit to print or not.) This month marks the second month of the international press strike, called to protest the sacking of the town of Gutenberg's birth by ~~the~~ one of the invading hordes. Art-lovers of the world, ~~xx~~ take note! With Rome, Athens, Munich, and Brussels under the Philistine supression of foreign invaders, it will only be too soon that Paris, Moscow, Vienna, Jerusalem, Madrid, Peoria, and other great cities of the world will be squelched, their treasures destroyed!

N'03 and S'09 due 3/17/31.

(Back in 1973, the first year of publishing C&F, I squirreled away an article by Andy Weill. He submitted two one month. This was for use when I might come up short an article. Now that 1981 is here and the demise of C&F is only one month away, there is no need to hold it any longer.)

HOW TO PLAY ITALY

by Andy Weill

General Overview. It is clear by studying the mapboard that a victorious Italy is a naval Italy. Land routes are narrow and divergent to and from Italy, and this defensive advantage turns to an offensive disadvantage. It is in naval strength that Italy comes into her power.

This being said, it is at once obvious that a land campaign is undesirable; thus, Austria is not a desired target. Austria is virtually no naval threat, and generally has to worry more about Turkey or Russia than a wise Italy.

France is not an immediate enemy of Italy, but France's sphere of influence borders on Italy's, and French naval strength is always a worry in the early game. But an early French thrust at Italy requires peace with both England and Germany--unlikely in the extreme. Thus, Italy should expect to gain early neutrality with France, if such is desired. But sooner or later, Italy and France are bound to come into conflict.

Turkey is inherently a naval power and is the only power which can pose an early threat to the Ionian, Italy's "private lake". For this reason the neutralization at Turkey's threat is central to Italy.

As positive allies of Italy, Austria is easily the first choice, for she has as much if not more to fear from Turkey. Germany is an acceptable second, since the offensive chances for such an alliance are good, with little fear of stabs. Russia is a risky ally, though often the best; when Austria and Turkey team up, it is virtually forced. Alliances with Turkey require exceptional circumstances and a lot of trust, but if done properly, this pair is one of the most dangerous on the board.

Opening Plays. An offensive alliance with Austria vs Turkey should be the first attempt. Russian neutrality is preferable to Russian co-operation; there isn't enough of Turkey to carve for three and you don't want Austria and Russia to be too friendly.

Failing Austrian co-operation, but given Austrian neutrality, an offensive alliance with Germany vs France will prove useful. Only if Austria is outright hostile should a serious effort be made to pull Turkey and Russia into an anti-Austrian campaign. Even then, a secret agreement should be secured with Russia to stab Turkey after Austria is gone.

To neutralize Turkey, strife over the Black Sea is most useful. It is important to lock the Turkish fleet into Ankara--if it gets out to the Aegean, the Italians must feel concern, no matter what Turkey says. Only if the Italians hold Greece can Turkey be comfortably tolerated in the Aegean.

It is imperative to prevent the rise of a naval superpower in the West; thus Germany's cause should be advocated. If a Franco-English alliance is inevitable, get a Russo-German team to delay events and switch fronts when feasible. An Italian A Pie can cause France considerable inconvenience.

In an anti-Turkish campaign, control of the Ionian is essential, so convoy the army to Tunis. In an anti-French campaign, strive for A Pie, A Ven, F Tun. A Tus is useless. Someday you will need it as a fleet springboard into Lyon. Always, even in an anti-French game, move to Ion--established your claim no matter

(continued next page)

2/20/81

what. Later Tyrr will be important, but the Ionian is the back door-never leave it unlocked.

Middle Game. The ideal middle game will see an early triumph of Austria--Italy over Turkey. At this point many Italians prefer to stab Austria. This is short-sighted, usually. An Austria-Russia war is usually easy to promote and much more profitable for Austria than attacking Italy. This frees Italy to turn West and (a) become master of the Mediterranean; (b) lock up the stalemate at Gibraltar; (c) expand into France.

If a naval superpower has risen in the West, the task is considerably more difficult, and requires the co-operation of the other Western Powers. Again, this should have been avoided in the first place.

With the fall of Iberia, armies should be built to march through France, aiming ultimately at the Low Countries. Naval assault of England, or a stab of Austria, will at this point bring victory.

In an offensive alliance with Germany, once Iberia and Marseilles are secured (a rather lengthy undertaking) the switch East should be made before it's too late. Always be alert, in any case, to a chance to seize the Aegean or Eastern Med early-it will prevent much worry later. I have even seen one extreme case where Italy took the Aegean Sea in F '01! In that game, it should be noted, Turkey still managed to hold on until France stabbed Italy--Italy having thrown all her forces East. Thus extreme measures are not always appropriate.

Examples. The game is rife with examples of the above ideas. I would note 1972EL as an example of how a land policy for Italy, though successful in the early stages, proves ultimately fatal when neither Turkey nor England are stifled. In a FTF game once, I was Italy, and my Austrian ally was attacked initially by Russia, Turkey, and Germany! I refused to alter my game plan, however, and through a bit of luck, one stab, and a crucial convoy into Syria, Austria-Italy reached stalemate vs England-France-Russia.

I would use 1973J as an example of how brilliant diplomacy can transform Italy into the leading world power by 1905, but I'm just too humble.

Summary. I consider Italy to be a challenging position-not because it is difficult to win, but because victory and sometimes survival rests upon a keen edge which only the skill of your diplomacy can tip. Italy seldom finds itself in a position where it can bludgeon its own way. And yet Italy cannot remain aloof too long-it must destroy one naval enemy early in order to live to face the others.

This is CLAW & FANG #123 (123 down and 1 to go) sent to you by

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