

CLAW & FANG

Number Eighty Six
January 10, 1978

Beginning the sixth year of uninterrupted publication. Published monthly by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Tele: (916) 383-4848. Deadlines are on the 10th of the month for my games; the 7th for most Guest GM games. Subscription rate is 6 months for @2.00. Number of games that must end before there are openings: $\frac{6}{54} \frac{1}{1}$. Articles, puzzles, recipes, etc are solicited from readers. Remuneration at the rate of \$1.00 value of subscription per published page of material. (One third page equals 1 issue, etc. CLAW & FANG is copyrighted by Don Horton. Diplomacy is copyrighted by Avalon Hill.

My brother-in-law finally threw me out so all mail and telephone calls can be directed to Sacramento.

FANG OF THE YEAR

J.W.McManus was nominated Fang of the Year by H.D.Bassett who says "I nominate J.W.McManus for Fang of the Year for his patience and timing." For his winning nomination H.D. gets a years worth of CLAW & FANG. What does J.W. get? A couple of standby positions.

FOUR GAMES END

Four games ended this month. Only one more game needs to end for there to be new game openings. The wrapup of 1976BN is on page 7. The other games were 1976EC, draw between France (Roland Straten) and Germany (H.D.Bassett), 1975V, won by Austria (Mike Willemsen), and 1975GC, draw between England (Dennis Goldston), Germany (Dave Nelson), and Turkey (Gerald Rogowski). All players should send final statements to their respective GMs. Wrapups will appear over the next two months.

STANDEY LIST

I am redoing my standby list. As of now all names have been removed. If you wish to be a standby, please let me know. I do need standbys.

THE GRAND OLDE GAME 1974-75 GM: FANGMASTER

AUTUMN 1918: French F Tyn R WMed

[WINTER 1918] SPRING 1919 ANOTHER YEAR OF WAR BEGINS. RESERVATIONS AT OLD SOLDIERS HOMES DRISK.

ENGLAND Hightower (9): [even] F StP(nc)* H, F Yor*-Nth, A Swe* & F Bal* S F Nth-Den*, F MAO* S FRENCH A Bre-NAF (NSO), F Tun H /d/ R(NAF,OTB)*, F Bar-Nwy*, A Bel* \$ FRENCH A Bur-Ruh

FRANCE Reynolds (5): [build A Par] F WMed* (unordered) H, A Mar* \$ A Par-Bur*, A Bre-Pic*, A Bur*-Ruh

GERMANY Kendler (5): [remove A Mos and A Lva] A Ber*-Kiel, F Kie*-Hol, F Hel*-Nth, A Ruh* \$ A Hol*-Bel

TURKEY Hudec (15): [build A Con] F Aeg* S F EMed-Ion*, F Tyn* S F Ion-Tun*, F Nap-Rom*, F Rom-Tus*, A Con-Bul*, A Rum-Gal*, A Arm* H, A Mun* S GERMAN A Ruh, A Tyo* H, A Tus-Ven*, A Ukr* H, A Sev* H, A Pie*-Mar

FALL 1919 due February 10. The vote for a concession to Turkey did not carry. There has now been a call for a vote on an English-French draw.

PIESS... PARIS: As it looks like this game might come soon to an untimely end, I propose that from now on moves be published only once a year, at Christmas time.

MONTHLY HOROSCOPE

Aquarius (born Jan 20 to Feb 18)

At the risk of sounding commercial, Aquarius is known as the "3M" sign, imprctical, insensitive, and impersonal. You, at least, give the facade of being cosmopolitan and you have difficulty relating to just one person. Your righteous indignation is easily aroused and you try to radicalize those around you for the cause, whatever it is at the time. However, with your personality don't hold any sit-ins in a place larger than a water closet.

SPACELANCES #4

by Tony Watson

Notes: "Spacelanes" is a column devoted to SF gaming, and currently appears in two west coast Diplomacy 'zines, CLAW & FANG and the author's own RURITANIA. At the present Spacelanes consists of a series of mini-reviews of SF games currently on the market. Each column concerns games of a distinct category.

The following ratings are used:

Complexity-----how hard a game is to play.

Physical-----a rating of physical components.

"Feel"-----the "SFness" of the game, the flavor of the situation portrayed.

Overall-----Self explanatory.

ROLE PLAYING SF GAMES

Note: Role playing games are those descended from the D&D mold in which each player, in essence, becomes a character in the game. Rules are usually free form and maps and counters, if used at all, are of an auxillary nature. Role playing games are the closest attempts to create high levels of personal adventure (the playing out of fantasies). They usually require the services of a non-playing gamemaster.

STARFARING/Flying Buffalo/\$6

Comp 3 Phys 3 Feel 3 Over 1

This is not really a rule book; it is more a collection of rule ideas with little structure. Anyone attempting to use this for a campaign will have to add a considerable amount of his own material, more than should be expected (hence the low overall rating). What is there is fairly imaginative but you'll be left with the feeling of "what to do now" when you're done reading it. A considerable portion of the pages are full page cartoons; perhaps more rules and less jokes would have resulted in a better final product.

COSMIC ENCOUNTER/Eon Products/\$10

Comp 2 Phys 5 Feel 4 Over 5

This game is difficult to classify. It is not really a role player as defined above, but the category seems to apply best. The physical components are well done, consisting of five hardboard playing sections, a deck of cards, cardboard playing tokens and fifteen alien cards, each with an imaginative illustration of the alien. The game is simple, mechanically on the level of RISK but requiring more subtlety and decision making. Combat is decided by the number of tokens in an attack and the card played, while deals can be made if both sides play special compromise cards. The best feature is the aliens, each possessing a special power to circumvent rules or otherwise gain advantage. The interaction is very interesting. Lots of fun and well suited for everyone (wives, girlfriends, young siblings, and even tired wargamers). Playing time is short. Somewhat tongue in cheek. Recommended.

TRAVELLER/GDW/\$12

Comp 4 Phys 5 Feel 5 Over 5

Like D&D, TRAVELLER comes as a boxed set of three books for \$12 (a bit high methinks) but the game is easily the best of this category. An extensive and impressive amount of rules cover such aspects as character generation and background, personal combat, starship construction and functions, as well as planet and lifeforms rules. The rules are, for the most part, very complete, though I would have preferred some sections on aliends, robots, and such. (Perhaps a supplement??) The game is imaginative and really captures the costume epic style of Star Wars or Dune. Recommended.

Games not reviewed: METAMORPHOSIS ALPHA (TSR) and SPACE PATROL (Gamescience)

Final note: I will be doing a future column of SF games designed primarily for postal play (like Flying Buffalo's STAR WEB). My listings are very sparse indeed, and I would appreciate any help any readers could offer. (201 Minnesota St, Las Vegas, Nevada 89107)

ALLIANCES IN DIPLOMACY: MAKING THEM AND BREAKING THEM
PART I: THE MAKING

by Konrad Baumeister

Diplomacy is a game that can not be won alone. To win a game of Dippy one must, have had at least one ally. Otherwise, the winner could not have gotten into the winning position (barring six drop-outs in Spring 1901, followed by Civil Disorder). Whether or not the ally was later executed or not is immaterial--the winner had an ally.

There are basically three kinds of alliances; the Game-Long Alliance, whether or not it lasts the whole game; the Temporary Alliance, whose expiration depends upon a certain event or year, and the standard Non-Aggression Pact. Let's take them apart one at a time.

I. The Game-Long Alliance. This, in my opinion, is the strongest weapon available to the players in any game. They are usually formed at the very beginning of the game. In theory, they destroy all enemies utterly, break all potential stalemate lines by sowing dissention among the key countries, and end the game in a stunning 17-17 draw. In execution, one would be simply amazed to see all of the little things that can result in a win for one power or the other, without breaking a single clause in the agreements between the two powers. But the point remains clear: with the two-way, game-long alliance, the elimination of the opposing players is made easy. (Note that if the alliance does not end in a stab, the probability of a win is fairly good. In some games in which I am upholding a two-way alliance I am really going for the win if at all possible; in others, I am putting a-1 my weight into the draw, and will attempt to draw the game even if I am at 17 and my partner has 12 supply centers. Why do I not play for the win in all, or go for the draw as a rule? Generally, my objective at the start of the game is to win, but as the game goes on my feelings may change for several reasons. Perhaps he has played a very good game, and it would not be extremely nice to steal the win from under his nose after he has done so much for me, or maybe he is necessary in a few other games. Don't let all this 'ethics' talk fool you, games are extremely closely related, and one must always try to think about what would happen in another game if you stabbed, etc.)

The pain with this alliance, as with most others, is in setting it up. If at all possible, this should be done at the very beginning of the game. If you don't attempt to ally with this player until 1909, he may feel differently about it then he would have in Winter 1900. For example, he may not wish to break other commitments just for you, or may think you have something up your sleeve and come after you, or one of a million things. This proves two things: try to form your alliances as early as possible, and never give anyone in your game the 'silent' treatment. Eventually, they will pay you back for it, and possibly with heavy interest.

Back to forming the alliance. Your basic goals in writing to your prospective ally should be roughly along these lines:

- 1) That you and he can conquer the board if you co-operate immediately, but the process will be infinitely more difficult if either hesitates or stabs.
- 2) That you are both able and willing to perform your part of the bargain in conquest of the board. It helps if you are not a drop-out, for if your ally has proof that you are really a dedicated player, that may change his feelings about you, should you be number 1 on his enemies list.
- 3) That a stab within the alliance would destroy its own purpose. This category should be given adequate coverage in your letters, as it is a very important point. You must show this player that, once stabbed, you will do all in your power to destroy him and to help his largest rival win the game. The logic in this is that, if someone else wins, then the stab was basically for nothing, whereas, had he not stabbed, a two-way draw would be forthcoming. You will fight him in this game until (a) his largest opponent wins, or (b) Hell freezes over. You should keep playing up the fact that he cannot do well without you (and vice versa), but don't play it up too much, or he may want to find out for himself.
- 4) That the alliance on the other side of the board (there usually is one forming) will destroy both of you unless countered immediately.

(continued overleaf)

Basic plans for conquest should be drawn up, analyzed by both players, and discussed thoroughly. I know a very good player that draws up maps of short and long-range plans for the alliance on conference maps, which shows center occupations, neutral zones, and other helpful things. I approve highly of this tactic, as well as drawing up the position every season, as many others do. These little touches can make a good impression; often choosing between allies can depend on 'little things.'

Each season tactics for both countries should be approved, with the understanding that any drastic and unannounced change in the moves be taken as an act against the alliance. These tactics should not be too one-sided, favoring one country more than another, for this is likely to cause suspicion. About one half of all stabs are made because the players were suspicious of each other. Rather, try to make the best moves for the alliance, attempting to eliminate the current #1 enemy because when partners grow too unevenly, one partner can be easily tempted to stabbing the other.

Basically, the two-way, game-long alliance is the most powerful tool in Diplomacy. Even if, towards the end of the game a stab occurs, the stabbee can usually secure second place. And if neither of the partners win, then there is always the two-way draw, which has always been a most beautiful thing in Diplomacy.

II. The Temporary Alliance. This type of alliance is seen much less than the game-long variety. Basically, it is employed when the game is already nearing a conclusion, with at least one power threatening to win the game. At this time, someone co-ordinates the rest (or as many as he can muster) into alliance against the current leader(s). The idea is to take the initiative and to force the leader down to the size where he can do no harm. Unless the alliance is a stalemate alliance, whose purpose it is to draw the game with the leader(s), somewhere in the initial letters there will be some objective mentioned. After this is reached, most of the players of The Grand Alliance will fall out among themselves, trying to rejuvenate their chances of ending the game in a choice position. Of course, this leaves what is usually still a viable power with the balance of power in its hands; but try to explain that to someone that things they have the chance to win.

I will tell you about a typical game of this sort: by 1905, Italy was at 14 centers. At this point, Russia, Germany, France, and the remnants of Turkey (Austria and England had already been eliminated) formed a five-year alliance against Italy, to be terminated in Winter 1910. Russia, as I remember it, is to be credited with putting this unbalanced alliance together. The alliance began to work wonders, and by 1908, Italy was at a mere nine centers. However, by Fall of 1910, Germany had maneuvered into a position where he could overrun all of Russia in a short time, whereas Italy had grown back to 10. Meanwhile, Russia thought it would be understood that they were to ignore the date of expiration, and continue against Italy until it was gone. No such luck. In Spring of 1911, Germany struck, and in two years Italy had won back all its lost territory, and had climbed Sevastopol to boot. The game ended in a three-way draw, with Italy at 16. Only a stalemate had kept him from winning after Germany's move on Russia. Russia was eliminated.

And that is the weakness of the tempoary alliance: while it can act like a game-long alliance for a while, it deteriorates when the expiration date nears. Not recommended unless used wisely.

When you try to initiate one of these alliances, you should go through at least the following points with your prospective allies:

1) Point out that the opposing power(s) will win unless countered by immediate action involving all of the countries still alive. Even if there is a power in your alliance that is strong, nothing will stand in the largest power's path without assistance from the others.

2) The time of expiration of this treaty. I would advise you to make it dependent upon an event, rather than after a period of time. If you make it stay together until the opposing power is down to five or six centers, then that power will no longer be very powerful. However, if your treaty goes through 1908, and Turkey is still at 16 when the alliance falls apart, you won't be in good shape.

3) Tactics. Each season you, as the head of the alliance, should suggest tactics for the minor powers. These should not benefit a single power, but rather should cut down the main power as much as possible in a single blow. Another thing, fight for position, not supply centers. Good positioning of units will allow you to kill the

(continued on page 5)

large power quicker than just fighting for a center now and then losing it again next season.

4) The "Talkis Cheap" approach. You must keep forever in mind that the large power being slowed or stopped completely is not enjoying the fact as much as you are, and will attempt to break up the alliance by having one of your partners stab the rest of the alliance. You must have a stronger grip on your allies than does the leader, or you will lose.

In closing, let me say that this type of alliance can be strong, but is often crushed under its own weight. It's still one hell of a lot better than losing.

III. The Non-Aggression Pact. This is not really a firm alliance, but merely a protection against assault. At the start of the game players that don't have the opportunity to work together in the immediate future (such as France and Italy) but are close to each other can initiate Buffer Zones and/or information exchanges. (Note that exchanging information can and should be done with any and all players in your game. In a tight alliance it is automatic. I recommend that an exchange with a good player on the other side of the board be formed, just to have an idea of what will happen at the end.)

The pact has many advantages, with few disadvantages to compensate. Between two competent players, it can mean the key to victory. Between two bad players, it can be worse than not writing at all, because it can breed mistrust. But, basically, it is designed to give both countries a sense of security in their backfield, so that they can become heavily involved on other fronts. Since your friend is usually fighting in other battles than you (or he would be a real ally), they shelter you from the Big Bad Giant on the other side of the board. Of course, you do the same to him in return.

The non-aggression pacts are usually set up at the beginning of the game. The non-aggression pact is designed to have a series of DMZs between you and your partner. These are either non-supply provinces or sea spaces, or both. The point is that when either of you enters one of these provinces unannounced, it is considered a stab, and you have been given warning without losing any centers. This insurance helps keep you apart, as no quick stab is possible, and thus the lightning gains possible with a stab are minimal.

There are also definite possibilities for DMZs later in the game. For instance, once Germany and France have destroyed England as part of their two-way rise to power, England could be evacuated, and all of the northern waters declared DMZ, since this lessens the chance of a stab over England later in the game. So, while there may not even be a non-aggression pact at the beginning of the game, later events might necessitate one.

There are a few points that are paramount in proposing non-aggression pacts.

1) You should point out that fighting amongst yourselves will get either of you nowhere, and would only leave you open for attack from behind by your aggressive neighbors. Staying together, you can each deal with your separate spheres without bothering each other.

2) Trading information. This can be helpful, and it never hurts to see whether your ally is telling you--or him--the truth.

3) Diplomatic non-aggression. While there can be no enforceable bars on diplomacy, it would be in the spirit of the military non-aggression not to attempt to provoke attacks on each other by other players. In fact, just ignoring each other's countries in your letters would be a good idea.

4) Spreading rumors. While this is actually a smaller point, I have used it a great deal in many games. The point is that you might like to have someone tell someone else something that you would not like to have coming from you (phew!). So you can ask your friend to pass the rumor, and then you can do a favor for him later on.

All in all, the non-aggression pact is very helpful to most players, and virtually essential a safe backfield. In fact, just because you have corresponded a little, future co-operation in that game becomes easier than had you been giving him the 'silent' treatment.

Now that you've all worked so hard to get your alliances together, you get to break them all! Hi, John Michalski! So stay tuned for a future issue of CLAW & FANG, which brings you an article on how to stab.

A REPLY TO TALLYRAND-S "A BRIEF COURSE IN BEHAVIORAL DIPLOMACY"

by Mark L. Berch

I wish to take strong exception to "Tallyrand's" statements expressed (CLAW & FANG #84) in the following sentence: "When a player manages to win through sheer dogged perserverance, flawless tactics, and complete honesty, one admires him only as one would a poker player who won even though he had all his cards face up on the table--we may envy his fortune, but we wonder how he can maintain his enjoyment and interest in the game when his options are so severly restricted." Nonsense. Such a person should be admired not for his "fortune" but for the exact same reason that the victorious stabber should be admired: because he won. If a player has employed the aforementioned honest approach, and won, then he obviously selected the correct strategy for that particular game. Of course, there are games where such an approach will lead to ignominious failure. But there are games where even on or two unmet pledges will doom you. If a player in the latter type of game executes a stab, rationalizing to himself that such behaviour is (in Tallyrand's words) "acceptable, if not de rigueur", then he has no one but himself to blame when the other players turn on him. Such a move is un-Diplomatic in that game, and is a serious diplomatic error by him. He has no more right to complain than does the French player who finds an English fleet in the Channel, A German army in Burgandy, and an Italian army in Piedmont in Spring 1901, when he could have blocked all three. To both players I'd say: Your approach is perfectly respectable in Diplomacy, but you've used it in the wrong game. For the French player to complain "Why is everyone so dishonest", for Tallyrand to moan that his stabs are so disapproved of, is really to say, "Why can't everyone play this game the way I want to do it?" If you've a fixed idea of what the Sportsmanship level should be at for the game, and the remaining players are at some different level, then your diplomacy is out of step from the realpolitik. And someone whose diplomacy is so flawed is usually going to be wiped out.

Part of Tallyrand's problem is that the range of what he can enjoy is narrower than Diplomacy-as-she-is-played. A game without lies, he says in "only barely worthy of being called Diplomacy." I recall clearly a face-to-face game once in which for at least the first five years there were no stabs of any type--indeed, the players where lying in wait, to pounce on the first stabber. At the same time, only very short term alliances were being made, which produced a frantic pace of negotiation, as you practically had to start all over again every season. And if you didn't check with your neighbor you'd almost surely be attacked. Although it was nervewracking, it was great fun and it was certainly Diplomacy.

On an unrealed point, I would disagree with the statement that it is necessarily "unsportsmanlike to.....ridicule the victim." A little ridicule can sometimes help keep an ally in line, as part of a you-eon't-want-to-switch-sides-and-ally-with-an-incompetent-like-him-do-you pitch. As such it belongs in correspondence, not in the press.

1975CA

GAMEMASTER: FANGMASTER

WINTER 1913: England builds A Lon; Russia removes F Bla

SPRING 1914: A SEASON WITH LITTLE MOVEMENT SEES SMYRNA FALL TO RUSSIANS

AUSTRIA Klein (2): F Bul(ec)* S A Rum, A Rum* S F Bul(ec)

ENGLAND Power (15): F Iri* & F Eng* S F MAO* H, F Gas* S FRENCH A Spa, F Bal* H, F Nth* C A Lon-Den*, A Lva-Mos*, A Sev-Arm*, A Sil*, A Ukr*, & A Boh* S A Gal* H, A Bur* S F Gas, A Mun* S A Boh

FRANCE Parks (3): A Mar* S A Spa, F Por* S A Spa, A Spa* S A Mar

ITALY Stevens (11): F Naf* H, F Lyo* S FRENCH A Mar, F Con* S F Smy, F Smy S F Con /d/ R(EMed, Aeg, OTB)*, A Ven* S A Tyo, A Ser* & A Bud* S AUSTRIAN A Rum, A Tyo* & A Tri* S A Vie* H, F WMed* S FRENCH A SpaRUSSIA Novak (3): A Ank*-Con, A Syr* S A Arm-Sry*

Fall 1914 due February 10. There has been another call for a vote on a 5-way draw.

1975HG has been delayed. Scott is contacting the players directly.

1976BN GM FANGMASTER (MENSA 6)

FALL 1908: RUSSIA WINS!! ENGLAND JUST GLAD TO HAVE SURVIVED.

ENGLAND Koenig (4, 2 short): F Lvp* S A Yor→Wal* CTRS:Lvp,~~Lvp~~,~~Lvp~~,~~Lvp~~ (1)GERMANY Vagts (10): F Nth*→Nwy, F Eng* S A Wal→Lon*, A Kie→Ruh*, A Ber*→Mun,A Mun*→Boh, A Spa→Por*, A Mar→Pie*, A Bre→Pic*, A Den*→Swe

CENTERS: Home, Den, Hol, Bel, Par, Bre, Mar, Spa, POR, LON (12)

ITALY Reynolds (2): A Nap* S F Rom, F Rome* S A Nap CENTERS: Nap, Rome (2)

ARMENIA Straten (17): F Swe* H, F Aeg* H, F Nwy* H, F Nwg*S A Edi, F Gre* H,

F Con* H, F Bot* H, A Mos* H, A War* H, A StP* H, A Pru* H, A Vie* H, A Tyo* H, A Boh* H,

A Ven* H, A Tri* H, A Edi* S GERMAN F Nth→Yor NSO

CENTERS: Home, Nwy, Swe, Rum, Vie, Bud, Tri, Ser, Con, Ank, Gre, Bul, Smy, Ven, EDI (18)

TURKEY Young (1): F Ion→Tyn* CENTER: Tun (1)

SUPPLY CENTER CHART

	00	01	02	03	04	05	06	07	08	
AUSTRIA	3	4	3	2	1	0	-	-	-	George Waller-Frye (dr S 01), Bob Wartenburg(out F 05)
ENGLAND	3	4	3	4	5	6	4	4	1	John Koenig
FRANCE	3	5	5	4	3	1	1	0	-	David Carawan (dr F 05), C.D. (out F 07)
GERMANY	3	5	6	6	6	7	8	10	12	Stephen Merrill (dr S 01), Arnold Vagts
ITALY	3	4	4	4	3	3	4	2	2	David Blank (dr S 01), David Reynolds
RUSSIA	4	5	7	8	9*10	14	17	18		Roland Straten (won F 08)
TURKEY	3	5	6	6	7	7	3	1	1	William Young

PLAYERS' STATEMENTS

ROLAND STRATEN: This game began with an agreement between Russia and Turkey to ally for a win. I became suspicious of Turkey when his first move was to Armenia, but we were able to resolve our differences. Austria's refusal to play the game was a real benefit to us and more than any other factor contributed to Russia's victory. Bob Wartenburg as standby played a tremendous defensive game, but the original Austria had caused too much damage. The Turkish-Russian alliance held firm until 1904 when we seemed to lose some of our coordination and headway. All going 1905 we tried to get our alliance back on track but by 1906 we came to open blows. Fortunately, Russia came out ahead.

Meanwhile, in the North, I had originally negotiated an alliance with England against Germany. Germany MMRed out and Arn Vagts did an incredible job salvaging Germany. First he convinced England to attack me. At the same time he convinced me that he would be a trustworthy ally. We negotiated a pact where he would basically run the attack in the north. As soon as we agreed, he called off the attack on England and got England to attack France with him. With Russia on the sidelines, the attack against France was quite successful. However, I began to get very nervous over the growing English-German alliance especially with the determination of the Turkish-Russian alliance and I put substantial pressure on Germany to resume the attack on England. After almost breaking the alliance, we launched an attack on England.

Finally, because of my incredible good fortune in picking up 8 supply centers in 2 years, victory became possible without allies and if everything works out ok Russia will have 18 centers this year. [It did.]

JOHN KOENIG: This is the first game where I've survived till the end. If Germany had listened to me about four years ago, we'd all be congratulating him as the winner now. Oh, well.

DAVID REYNOLDS: A very good game. Turkey early on proposed to me a fair alliance against Austria, but then did not abide by it. Having then no hope of winning, I decided to remove his hope of winning, and did so.

WILLIAM YOUNG: Congratulations to Roland Straten for a well-played game under adverse conditions. Again this demonstrates that the enthusiasm of a new-comer means more than the experience of old-timers. Germany and Austria being weakened by too many neighbors, Russia can hardly be stopped without an alliance between England and Turkey. Here both Germany and Austria were further weakened by early MMReds and change in command. England and Turkey could have taken control of the game by a concerted attack against Russia. But both Koenig and I, experienced players, were lulled into a false sense of security by the enthusiastic diplomacy of the new-comer. Straten has a bright future if he continues as energetic as he was in this game. Thanks to Italy, Reynolds, for a well-played game--wish I would have allied with him.

1977CX GM: Charles Eaton, 19606 Gary Ave, Sunnyvale, CA 94086

WINTER 1903: TURKISH NAVY SWEEP UNDER

AUSTRIA Spiekerman: Build A Bud. ENGLAND McSweeney: Remove F Den, A Yor.

GERMANY Long: Build F Ber. RUSSIA Ditter: Build F StP(nc), A Sev.

TURKEY Curtis: Remove F Bas, F Aeg. FRANCE Jones: Even. ITALY Boggs: Even

Spring 1904 moves due February 7th. Those players who would like a collect call if I do not receive their moves, please send tel.#. Mine is (408) 733-3684. I cannot guarantee to make, or be here to receive, any call. Keep up the good game.

Mike Boggs has had to resign as Italy. I am asking Sheldon Kahan to take over. Sheldon Kahan, 5918 3/4 Barton Ave., Los Angeles, Calif 90038

LONDON: To France and Russia, Great Britain has only the following words to offer: Beware the betrayed and wounded British Lion.

1977CW GM: David Reynolds, 3468 Gunston Road, Alexandria, VA 22302

AUTUMN 1903: Russia: F Ank R Arm. Germany: A War R Mos. England: F Lvp R Cly.

WINTER 1903: Austria (9) build A Vic, A Tri, A Bud, 1 short. England (4) even.

France (1) Remove F Eng, F Iri. Germany (10) build A Ber, A Kiel, 1 short.

Italy (7) build A Ven. Russia (3) remove A StP, A Sev. Turkey out.

Spring 1904 due February 7.

1976DE GM: Gary L. Burce, 211 Alden St., Apt 343, Wallington, NJ 07057 (201)472-9579

SUMMER 1907: Austria NMR: F Ion R OTB

FALL 1907: EASTERN ALLIES TAKE MONTH OFF

AUSTRIA Dahnke? (7): NMR A Pru*, A Sil*, A Boh*, A Tyr*, A Ven*, A Pie* H

CENTERS: Home, Gre, Ser, Ven, ~~W~~ (6) even

ENGLAND Weswig (7): A Wal* H, ~~F Nth* Eng~~, ~~F Eng* MAO~~, ~~F MAO* Spa(sc)~~,

F Spa(sc)-Lyo*, F Mar* S F Spa(sc)-Lyo, A Bur* S GERMAN A Mun

CENTERS: Home, Bel, Bre, Spa, Por, MAR (8) build 1

FRANCE G.D. out

GERMANY Forte (6): A Ruh* S A Mun, A Ber* S A Mun, A Kie* S A Ber, A Mun* S A Ber, F Bal* C A Lva-Den* CENTERS: Home, Den, Hol, Par (6) even

RUSSIA Funkenbusch (2): A StP* S GERMAN A Lva (IMP), F Fin-Both*

CENTERS: StP, Nwy, Swe (3) no room for build, 1 short

TURKEY Hudec?(10): NMR A Mos*, A War*, A Ukr*, A Sev*, A Rum*, F Aeg*, F Ion*, F Adr*, F Tyr*, F Rom* H CTRS: Home, Sev, Rum, Bul, Mos, ~~S~~, Nap, Rom, WAR (10) even

WALLINGTON: Winter 1907 and Spring 1908 moves are due here February 7, 1978.

Standby orders requested. For Austria: J.W.McManus, 5101 48th Ave., N, Crystal, Minn. 55429. For Turkey: Konrad Baumeister, 11416 Parkview Ln, Hales Corners, WI 53130

TUNIS TO AUSTRIA: May your death at the hands of the Turks be swift and painful.

TUNIS TO ENGLAND: What can I say, John, I would have done the same thing!

FUNKENBUSCHGRADE: In an important announcement, it was revealed that Russia's Termite Corps participated in the recapture of Funkenbuschgard last season. How important their use was is unknown but the superstitious Turkish troops are reputed to be terrified, especially since many of the insidious pests (the Turks, not the termites!) have wooden teeth.

SAHARA DESERT: Rumor has it that Turkish agents are scouring this desolate area in search of woodpeckers and aardvarks to counter Russia's termites. Why look in the desert? "The light's better here," is the usual reply.

1975GU GM: Cathcart, 6617 Hiddenite Ct., Alexandria, VA 22310

SPRING 1912: ALPHONSE MEETS GASTON ON LAND AND SEA

AUSTRIA (Funkenbusch)(2): A Sil-Mun*, A Ven*-Pie

ENGLAND (Karlinski) (11) A Den-Kie*, A Ber* S FRENCH A Mun, A Lva* S A Mos-War*, A Lon-Nwy*, F Nth* C A Lon-Nwy, F NAF* S FRENCH F MAO-Wes NSO, F Eng* H, F Nwg-Bar*, F Both* S A Lva, F Bal* S A Ber

FRANCE (Reynolds) (7): A Mun S ENGLISH A Ber-Sil /d/ R(Ruh,OTB)*, A Par-Bur*, A Mar* S A Pie* H, F MAO* S ENGLISH F Naf, F Por* S F Spa, F Spa(sc)* S A Mar

TURKEY (Kahan)(14): A War-Lva /d/ R(Sil,Gal,OTB)*, A Sev-Mos*, A Ukr* S A Sev-Mos, A Pru*-Ber, A Gal-Boh*, A Tyo* S AUSTRIAN A Sil-Mun, F Tri-Adr*, A Ser-Bud*, A Bul-Sev*, F Wes* H, F Lyo* S F Wes, F Tun* S F Wes, F Ion-Tyn*, F Tus* S AUSTRIAN A Ven-Pie

Summer and Fall due February 7. All of a sudden this game looks interesting!

1977A GM: Lee Kendler, 4347 Benner St., Philadelphia, PA 19135
WINTER 1904

England (Smith) Remove F Yor. France (Cathcart) Build F Mar Italy (Kahan) Even.
Germany (Don Dittor) NDR A Bel R OTB. Russia (Bassett) Build A War
Turkey (Forester) Build A Ank. Spring 1905 due February 7. Standby orders for
Germany are requested from Chuck Spiekerman, 707 Bristol Ave., Stockton, Calif 95204.

1976II GM: John Weswig, 2115 N.W. Elder St., Corvallis, OR 97330 (503) 752-8883
FALL 1905: ENGLAND PAUSES AND ITALY IS KILLED WHILE RUSSIA TURNS AND ALLIANCE
STRUCTURE CHANGES TO MEET VIGOROUS AUSTRIAN THREAT.

AUSTRIA (BEARDSLEY, 11): F BLA S A ARM/sev, A con-BUL, A bul-GRE, A SEMR S A bud-RUM,
A TYR S fa mun, F VEN H, F TUN H, A ROM S F ion-NAF. vic, bud, tri, gre, bul, scr, con, smy,
ank, tun, ven, RUM, NAF, ROM (14), build 3!

ENGLAND (*, 3): NDR--Fs NTH & ENG h, A YOR H. edi, lon, lpl (3), even.

FRANCE (McSWENEY, 6): F LYO S F WES S A gas-NAF C by F MID, A PIE/ven,
A MUN / ga ruh-kie (NSO). par, bre, mar, mun, por, spa (6), even

GERMANY (KAHAN, 3): F HEL & A RUH S A hol-KIE. hol, kie, bel (3), even

ITALY (DIEHL, 2): F nat-CLY, F TYR / af tun-wes (NSO). ~~for, for~~ (0) OUT

RUSSIA (SMITH, 9): A NWY H, F DEN H, F BAL C A swe-LVA, A ber-SIL, A MOS S F SEV H,
A sil-GAL / by A ~~W~~ (DISLODGED). sev, mos, war, stp, nwy, swe, den, ber, ~~W~~ (8), remove 1.

* Bruce Degi just resigned due to other time requirements (school). As England
is still not only alive but in a critical (?) position, I'm asking Don to assign a
replacement. [The new England will be J.W. McManus, 5101 48th Ave., N, Crystal, Minn
55429] Tentatively W05 and S06 orders are due at or before 7 pm PST on 7 Feb 78, and
may be conditional on retreats, builds, removals, etc. However, although the W05
situation is fairly simple, there will be a new player. Therefore, IF (and only if)
at least TWO (2!) players request a delay of S06, only W05 orders will be due then
with S06 due 7 Mar 78. Even if you ask for a delay, be sure to send in S06 because
it will require TWO players to get the delay!

PARIS: The Government of the French Third Republic shall never acquiesce to the
rapacious decadence of the Habsburgs. Nor shall France ever surrender territory in
the miserable fashion of Italy and Turkey.

France hereby issues invitations to Great Britian, the German Empire and the
Russian Empire to convene with us in Geneva to forge an alliance for the preservation
of Liberty in Europe to finally hand defeat to Austria. France offers her offices
to restore good relations among Great Britian, the German Empire and the Russian Empire.

L'Offensir a'outrance! Vive La France! Vive L'Europe Libre!!!

MAZAMA: Frankly, "To the barricades!" is easier to spell and stands a better
chance of getting the idea across.

1976BO GM: FANGMASTER

AUTUMN 1907: Russian A Mos R Sev

[WINTER 1907] SPRING 1908: RUSSIA RELINQUISHES TYROLIA. FRENCH REPULSE ENGLISH LANDING.

ENGLAND Forte (9): [even] F Spa(sc)* S FRENCH A Bur-Mar, F MAO* & A Gas* S F Spa(sc),
F Swe-Nwy*, F StP(sc)-Doth*, F Por* S F MAO, F Eng* C A Lon*-Pic, A Mos* S GER A War-Ukr

FRANCE Burce (2): [even] A Bur*-Mar, A Bre*-Pic

GERMANY Williamsen (7): [build A Kiel] F Nth-Bel*, F Bal* H, A Lva*-War,
A War*-Ukr, A Mun* S A Kiel-ruhr*, A Sil*-Boh

RUSSIA Scensny (3): [remove A Vie] A Sev* S A Gal*-Ukr, A Tyo-Boh/c/ R(Pie, OTB)*

TURKEY Verheiden (13, 1 short): [build F Ank, A Con, A Smy] F NAF* S F WMed,
F Lyo* S F Mar, F WMed* S F NAF, F Mar* S F Lyo, F Ion-Tyn*, F Ank-Bla*, A Con-Bul*,
A Smy-Ton*, A Ven* S A Tri-Tyo*, A Bud-Vie*, A Bul-Ser*

FALL 1908 due February 10.

1976BW GM: FANGMASTER

AUTUMN 1906: England NRR: F Den R OTB, F Bel R OTB, F Bre R OTB

Germa. F Nth R Ska

WINTER 1906: Austria builds A Vic only, will be 2 short. England NDR will be one short.
France even. Germany builds A Mun. Italy builds A Ven only, will be 1 short.

Turkey c.d. GM removes Bla and Syr. A Arm remains. Spring orders due February 10.

here has been a call for another vote on an Austrian-Italian-German draw. Standby
orders for England requested from Robert Fabry, P.O.Box 251, DeKalb, Ill 60115.

R'lyeh 2.6 Eric Verheiden; Caltech 1-86; Pasadena, CA 91126
9 Jan 78 Phone (213) 795-2279 (eves.)

1977 H1 W 1902/S 1903 GERMANY HEADING EAST; SO IS ENGLAND

Austria (McManus): A Ser-Tri, F ~~Yen~~ (R Adr, otb) S A Ser-Tri,
F Gre-Ion, A Vie & A Bud S TURKISH A Rum-Gal
England (Hueston): A Yor-Hol, F Nth C A Yor-Hol, F Lon S F Nth,
F Ska-Den
France (Cercken): Build A Par. A Bel S ENGLISH A Yor-Hol, A Par
S A Bur, A Bur H, A Mar-Pie, F Tus-Rom, F wes-Tyn
Germany (Diehl): F Den-Bal, A Kie-Ber, A Ruh-Kie, A Mun-Sil
Italy (Oaklyn): A Tri-Ven, F Apu S A Tri-Ven, A Naf-Tun,
F Eas-Ion
Russia (Hudec): F Swe H, A Mos S F Sev, F Sev S A Gal-Rum,
A Ukr S A Gal-Rum, A ~~Zy~~ (R War, Boh, otb)-Rum
Turkey (Reese): Build A Con. A Con-Bul, F Smy-Aeg, A Rum-Gal,
A Arm-Sev, F Bla S A Arm-Sev

Deadline for Fall 1903 is 7 February 1978 (6 Feb for phone calls)

Press

Munich: With a shortened supply-line, Germany offers to be a willing tool in the Anglo-French plan to rule Europe. Instructions awaited as desired.

Berlin: OK London, now you don't have to worry about France "getting too strong to ----."

There was some French press also, it has not quite caught up with me as yet, however. Maybe next time...

On a personal note, the convention in Atlanta was useful but exhausting. The primary purpose of the event (from my standpoint) was to contact potential employers. The next step in the process could very well involve further interview trips in the rather near future on short notice. So again, players are advised to avoid depending on the phone, if at all possible.

In any event, a move on my part can be expected some time this year, anytime from March to August depending on circumstances and to practically anywhere in the country. I guess we'll cross that bridge when we come to it. Over to you, Don.

* * * * *

1976EF GM: FANGMASTER AUTUMN 1907: Italian A Ven R Rome
WINTER 1907: Russia builds F StP(nc) and A War
SPRING 1908: PEACE REJECTED

FRANCE Eaton (7): F Nwg*-Nwy, F Cly-Edi*, F WMed-Tyn*, F Eng* S GERMAN F Nth,
A Bur* & A Ruh* S GERMAN A Kie-Mun, A Mar-Pie*

GERMANY Williamsen (5): F Hel* & F Nth* S A Den, A Den* S A Hol*-Kie, A Kie*-Mun

ITALY Scott (6): F Gre*-Bul(sc), F Ion*-Aeg, F Adr* S A Tyo-Tri*,
A Rome*-Ven, A Smy*-Con

RUSSIA McSweeney (16): F Ank* S A Sev-Arm*, F Swe* & F Bal* S F Ska*-Den,
A Ber* S A Mun* H, A Sil* S A Mun, F Bar* S F StP(nc)-Nwy*, F Con*-Aeg, A Tri-Vie*,
A Ven*-Tri, A Bul*-Gre, A Rum-Ser*, A War-Gal*

I, 1908 due February 10. The vote for a concession to Russia did not carry.

1975HF GM: FANGMASTER DEADLINE DELAYED
AUTUMN 1909: Austrian A Ber R Sil and France A Lva R Sil. Both annihilated.

I made an error in the supply centers last season. Austria took StPete away from France. With the retreating units both being annihilated both Austria and France have 2 builds. Russia has one. Deadline for Winter 1909 and Spring 1910 is February 10. There has been a call for a vote for an Austrian-French draw. New address for Bill Klitzke: William P. Klitzke ETR3, 395 52 6688, Class 7804B, NAVNUPWRSCOL NTC, Orlando, Florida 32813.

PRESS: VIENNA....France! Let's hang it up! Enuf is Enuf!

THE EPITAPH '79: GM: Michael W. Boggs Phone: (213) 988-5485
6345 Kester Ave. #309, Van Nuys, Ca. 91411

1976 JB GERMAN BREAKTHRU THREATENS ST. PETERSBURG! SULTAN DEPOSED!

AUTUMN 1904: Austrian A Vie R Bud; German A War R Pru,
German A Lva R OTB

WINTER 1904: AUSTRIA: Remove A War.
Germany: Build A Ber.
ITALY : Build F Nap, A Ven.
RUSSIA : Build F Sev.
TURKEY : G.M. Removes F Aeg.

SPRING 1905:

AUSTRIA: Forester (3): A Ser*-Bul, A Bud*-Tri, F Ion*-Gre.

FRANCE: Funkenbusch (8): F Sp(sc)*-WMed, A Bur* S GERMAN A Mun,
F Nth* S GERMAN F Swe-Nwy, F Cly* S GERMAN F Edi-Nwg,
F Mar* H, F MAO* H, A Gas* H, A Yor* H.

GERMANY: Ditter (7): F Edi-Nwy*, F Kiel-Bal*, F Swe-Nwy*, A Pru-Lva*,
A Sil-Gal*, A Ber-Sil*, A Mun* S A Ber-Sil.

ITALY: McManus (7): F Gre* S TURKISH A Bul, A Ven* H, A Tri-Alb*,
A Vie* S GERMAN A Sil-Gal, A Tyro*-Tri, F Tun*-WMed,
F Nap*-Ion.

RUSSIA: Bassett (7): F Nwg-Nwy /d/ (R: NAO, Bar, OTB), A Ank-Con*,
F Sev-Bla*, A Rum* S AUSTRIAN A Bud H (NSO), A Ukr*-Gal,
A Lva-War*, A Mos* S A Lva-War.

TURKEY: ~~Slyngster~~ (2): NMR A-Bul* H, F Smy* H. ((CD))

PRESS:

PARIS: Ho Hum.

VAN NUYS: Fall 1905 moves due February 10th (also Summer retreats).

1977 IC SPRING 1902: BELGIUM & GREECE FALL BEFORE FOREIGN
ONSLAUGHTS: JUTLAND BATTLE LOOMS AS
TWO KAISERS ABDICATE! SULTAN IN HIDING!

AUSTRIA: Hansen: A Ser* S F Alb-Gre, A Tri-Ven /d/ (R: Vie, Bud, OTB),
F Alb-Gre*. (Oh yeah, 4 centers)

ENGLAND: Fabry (4): F Nth* C A Edi-Den, F Lon-EngC*, F Nwy-Ska*,
A Edi*-Den.

FRANCE: Workman (5): F Sp(sc)-MAO*, A Por-Spa*, A Bre-Pic*,
A Par*-Bur, A Bur*-Bel.

GERMANY: Power (5): F Den S F Kiel-Bal, A Hol* S A Ruhr-Bel,
F Kie-Bal*, A Ruhr-Bel*, A Mun*-Bur.

ITALY: Michalski (4): A Tryo* S A Ven-Tri, A Ven-Tri*, F Nap-Apu*,
F Tun-Ion*.

RUSSIA: Diehl (6): A Rum S F Sev-Blk (IMP), F Sev-Blk*, A Mos-Sev*,
A Gal* S A Rum, A War-Ukr*, F Swe* H.

TURKEY: Alan (4): NMR A Bul* H, A Con* H, A Smy* h, F Ank* H.

Fall 1902 moves (& Summer retreats) due February 10th.

James Raby has resigned. Jeff Power submitted stand-by moves and then resigned. James Alan was unheard from. Players addresses:

Charles Hansen, 701 South Grant St., Denver, Co. 80209

Robert Fabry, P.O. Box 251, DeKalb, Ill 60115

Galen Workman, 3531 E, Wilton St. #C, Long Beach, Ca 90804

John Michalski, 913 NE Sixth St., Moore, OK 73160

Jim Diehl, 5008 Normandale Highlands Dr., Bloomingdale, MN 55437

James Alan, 10511 Inwood Ave. Silver Spring, MD 20902

[James Alan was a victim of Gamemaster Confusion. He phoned in his orders to my number instead of Mike's. Helpmate took the call but has no idea who is in what game. It must be the player's responsibility to get his orders to the right GM.]
The new Germany will be Chuck Spiekerman, 707 Bristol Ave., Stockton, CA 95204,

1977CY GM: FANGMASTER (MENSA 7)

FALL 1903: CONFUSION REIGNS IN BALKANS AS FOUR NATIONS CUT EACH OTHERS SUPPORT. ITALIAN RESUPPLY COLUMN NEARS BERLIN...WITH GERMAN SUPPORT

AUSTRIA Reges (5): F Gre*-Dul(sc), A Ser* S A Bud*-Rum, A Tri*-Bud, A Vie*-Gal
CENTERS: Home, Gre, Ser (5) even

ENGLAND Compton (6): F Lon* S F Ska-Nth*, F Nwy* S GERMAN A Den-Swe NSO,
F Iri*-Eng, F Lvp-MAO*, A Yor* H CENTERS: Home, Nwy, ~~StP~~, StP (5) remove 1

FRANCE Funkenbusch (6): F MAO* S F Dre-Eng*, A Bur* S GERMAN A Mun H, A Pic* H
A Bel* H, A Gas-Spa* CENTERS: Home, Por, Spa, Del (6) even

GERMANY Straten (3): A Den* S RUSSIAN A Swe, A Mun* S ITALIAN A Tyo-Boh,
F Hol*-Nth CENTERS: ~~War~~, Kie, Hol, MUN, DEN (4) build 1

ITALY Bassott (5): A Syr* S F EMed*-Smy, F Aeg* S AUSTRIAN F Gre-Dul*,
A Tyo-Boh*, A Der* H CENTERS: Home, Tun, ~~War~~, DER (5) even

RUSSIA Reynolds (5): F Swe* H, F Bla* S A Rum, A Rum* S TURKISH A Bul,
A Gal* S A Rum, A Sil*-Boh CENTERS: War, Mos, Sev, Swe, Rum (5) even

TURKEY Winsor (4): A Bul* S RUSSIAN A Rum, A Arm* S F Smy, F Smy* S F Con*-Aeg,
CENTERS: Home, Bul (4) even Winter 1903 and Spring 1904 due February 10.

1977IK GM: FANGMASTER SPRING 1902: THAT'S FUNNY, I DON'T REMEMBER FRANCE
ANNOUNCING A EUROCON!

AUSTRIA Diehl (4): A Bud* & A Gal* S A Ser*-Rum, F Tri* S ITALIAN A Ven NSO

ENGLAND Kendter Jr (5): F Nth-Nwy*, F Lon-Eng*, F Edi-Nth*, A Bel-Pic*, F Nwy-Bar*

FRANCE Smith (4): F Wied-Tyr*, A Par*-Dux, A Mar-Gas /d/annih, APor-Spa*

GERMANY Oaklyn (5): A Ber-Pru*, F Den*-Swe, A Bur*-Gas, A Mun-Sil*, A Hol-Ruh*

COA ITALY Kador (3): A Picd* S F Lyo-Mar*, A Ven-Rom*

RUSSIA Bassett (4): F Bot*-Swe, F Sev* & A Ukr* S TURKISH A Arm-Rum, A Mos-War*

TURKEY Kahan (4): F Bla* Q & A Bul* S A Arm-Rum*, F Con-Aeg*

Fall 1902 due February 10. Change of address for John Kador to 20 Hilltop Rd.,
Silver Spring, MD 20910

1977IW GM: Bernie Oaklyn, 781 Quince Orchard Blvd., Apt. 12, Gaithersburg, MD 20760
Tele (301) 977-0514 (unlisted) WINTER 1901 BUILDS

ENGLAND Kendter f lon B f edi B has f nwy, f nse, a den, f lon, f edi (5)

FRANCE Fiack f bre B a par B has f por, a spa, a mar, f bre, a par (5)

ITALY Boymel f nap B a ven B has f tun, a tri, a tyo, f nap, a ven (5)

GERMANY Gemignani f Kie B has a bur, a ruh, f bel, f kie (4)

AUSTRIA Hunt a bud B has f gre, a scr, a vie, a bud (4)

RUSSIA Schiwautz a stp B a mos B has a rum, f sev, f swe, a war, a stp, a mos (6)

TURKEY Carpenter f smy B has a bul, a con, f aeg, f smy

Spring 1901 due at noon, February 7, 1978 at Gaithersburg, Maryland.

Press on above three games cut because of space limitations. Will try again next month. No inserts this issue. No "Diplomat's Other Table" and no "Puzzle Page". These should be back next month.

Are you Fang of the Year? See page 1 of
CLAW & FANG #86 sent your way by
DON HORTON
16 Jordan Ct.,
Sacramento, Calif 95826



Your subscription expires this issue.
 Do you want to be on the standby list?

Doug Beyerlein
640 College
Menlo Park, CA 94025