

Saint George

AND THE



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A Vast Wasteland Publication

Diplomacy is learning the lesson "No one can be trusted", and sharing the lesson with an ally.

Unfortunately we can't provide you with reviews of the new SF since the Fall season doesn't start til next week. Early indications are that Battlestar, Galactica should be quite a good show. The special effects, by Dykstra, are touted as the real star of the show. More about this next issue.

Dave Grabar has sent notice of a BIG money Diplomacy tournament to be held next year, May 26, 27 & 28 in, appropriately, Las Vegas. If you are interested, write Dave Grabar 4346 E. Armel Ct., Las Vegas, NV 89110.

Konrad Baumeister has announced a new zine, Egnog. For details on that, write Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130.

Meanwhile, I would like to express my thanks to Curtis Gibson and others who from time to time tell me privately what's going on in their games. Though I can't answer these letters I do appreciate them since it makes the job of GMing a little more interesting.

I have been asked about my rule of ousting players after 3 cumulative NMR's. I do take into account the length of the game and the players' over-all attitude. If the player seems interested in his game and the 3 NMR's are widely spaced then I probably won't oust him. However, the most likely event would be for the three NMR's to occur in 3 years in which case I would feel an obligation to the other players to find a new player.

Saint George speaks was delayed from this issue due to the 1977CZ wrap-up. It will return next month.

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 NO GAME OPENINGS. Subs:10/2.50. Phone No. (317) 293-4394

1977CZ, Cerberus Wrap-up

Berlin(Curtis Gibson)

Of all the 13 games I've played in postal Dip. this is the only one in which I feel I did a below par job. My main error was, I now guess, in supposing a secret alliance existed between Russia and the pair attacking France, i.e. Italy and England. I badly needed peace with Russia and Austria in order to spare my forces to save France(I automatically side with victims of gang-up attacks, as France was). But when I asked Russia to make his '01 build in St.P either anti-English fleet n.c. or neutral army, he instead built anti-German fleet s.c., so I knew what was coming. Then I did my best to get Austria's alliance or neutrality. I even persuaded Turkey to shift from fighting Austria so that Austria could see he and I were not his foes. But Austria was already so hostile to Turkey, his '01 foe, that he instead took advantage of my kindness to turn on retreating Turkey and help Russia crush him. But I did accomplish two important things: (A)make a loyal friend out of J. Fiack, a man of quality;(B) give Bunke and Machir another lesson in the unprofitability of victimizing the easiest prey. My aim to make sure D.B. & J.M. would not get into a win I did accomplish. If the German replacement had been 9 fellows out of 10, the Bunke-Machir scheme would have worked. The truest Americans detest 2 on 1 fights and automatically side with the victim. Leonidas of Sparta could have told Athens, yes, you're unfortunate in facing overwhelming odds, but Persia won't feel it worthwhile to conquer our peninsula, so we can't afford to get involved. Later he re-incarnated as Alexander of Macedon & got full revenge on mighty Persia! Merica could have let Germany win WWI, &/or WWII. Almost any other nation on Earth would have taken the easier course. But the spirit of Leonidas still lives, in true Americans. P.S. Russia bid for my alliance vs. Austria or England, but I thought he was an E/I ally playing me for a fool. I offered neutrality, but his reply, building St.Ps.c. convinced me I'd been right. His success can be called a well-played game, but when you succeed and make an enemy of an honest man, you'll find it was folly, like attacking Kelly.

St.Petersburg(John Michalski)

I seem to have drawn Russia an inordinate number of times, but this time at least, it didn't turn out so bad. I might have had an outright victory, of course, but then I may have gone down the tubes too, so I'll take my $\frac{1}{2}$ CP and run. Actually, the game proved quite interesting. Early on. I saw trouble brewing in the West and proposed to take Norway since England probably wouldn't/couldn't. He agreed, but I was too suspicious and missed it in 01. John Machir's England was true to his word then, as he was throughout the game, one factor that both pleasantly surprised me and helped me. The Austrian alliance began as a temporary thing, but worked out quite well: just about the time I was thinking "Now would be a good time to join with Italy and perhaps turn the other way...", Italy wrote and proposed just that. I was impressed with Italy's logic and timing but at the same time, I'd learned that this was Austria's first game. Having all but officially won my OWN first game at the time, I became a softie and decided to stick with the Austrian alliance so he could start in this hobby with at least a partial win like me. (Oddly enough, THIS game will enter the records before my win in 76IK, since this GM is conscientious, unlike my situation in IK) continued on page 8...



1978??

The Vampire

Fall, 1901

AND AFTER A SLOW START-CONFLICTS AROUND

- Austria(Lawniczak) F ALB-gre, A SRB S Russian F rum-BUL(EC),
A BUD-rum
- England(Hayman) F nwg-NWY, F NTH C A YOR-den, A YOR-den
- France(McPherrren) F mao-POR, A mar-SPA, A PIC-bel
- Germany(Bailes) A KIE-den, A ruh-BEL, F HOL S A ruh-BEL
- Italy(Smyth) A apu-TUN, F ION C A apu-TUN, A ven-TYO
- Russia(Phipps) F rum-BUL(EC), A sev-RUM, A UKR S A sev-RUM,
F gob-SWE
- Turkey(McLendon) A bul-gre(d, a), F con-AEG, A ank-COM

The Vampire

Underlined orders cannot be carried out. CAPS denote final resting place of unit. COA: James M. Lawniczak, 220 N. First #C1, Ann Arbor, MI 48104.

SUPPLY CENTER CHART

The Vampire

1901

AUSTRIA:	bud, tri, vie, SRE.....	4,	build 1
ENGLAND:	edi, lvp, lon, NWY.....	4,	build 1
FRANCE:	bre, mar, par, POR, SPA.....	5,	build 2
GERMANY:	ber, kie, mun, BEL, HOL.....	5,	build 2
ITALY:	nap, rom, ven, TUN.....	4,	build 1
RUSSIA:	mos, stp, sev, war, BUL, RUM, SWE.....	7,	build 3
TURKEY:	ank, con, smy.....	3,	build 1, 1 annihilated
NEUTRAL:	den, gre.....	2	
		<u>34</u>	

DEADLINE FOR WINTER, 1901 IS OCTOBER 14, 1978 12 NOON CDT

And introducing...

The Werewolf

- Austria: Clyde Hayman, 6 Tulip Rte. 2, Destrehan, LA 70047
- England; Jack Brawner, 496 Johns Pass Ave. Madeira Beach, FL 33708
- France: Richard Kovalcik, Jr., Rm 205 Bexley Hall, 50 Massachusetts Ave., Cambridge, MA 02139
- Germany: John Michalski, Rt.10, Box 526 Q, Moore, OK 73165
- Italy: Anna Morailis, 2621 W. Leland, Chicago, IL 60625
- Russia: Charles M. Price ET1, SSC Staff, ET-A School (A-1) Great Lakes, IL 60088
- Turkey: Mark L. Stevens, 760 W. North Union Rd. Auburn, MI 48611



The Werewolf

The Austrian and Russian players owe \$1.00 each, game fees. Good luck to all.

DEADLINE FOR SPRING, 1901 IS OCTOBER 14, 1978 12 NOON CDT

1976JW

The Phoenix

Fall, 1910

PROGRESS IS SLOW, BUT SURE



France(Machir) F STP(NC) H, A pic-BEL, F mao-WES, A MAR H,
 A PIE S German A tus-VEN, F TYN-nap, F TUN S F iom,
F iom S F NAP-apu(d, r alb, otb), F NAP-apu, A LVN S
German A SIL-war
 Germany(Bunke)(A ven R TUS) F nwy-NTH, F PRU S French A LVN,
 F bal-BER, A SIL-war, A BOH-gal, A MUN-boh, A TYO-tri,
A tus-VEN, A ROM S A tus-VEN
 Italy(Reges)(A nap R APU) F EAS & F AEG S F adr-ION,
 F adr-ION, A APU-rom, A TRI S A VIE, A VIE S A TRI,
A RUM-gal, A srb-BUD, A GRE H, F ven h(d, R ADR)
 Russia(Gibson) A MOS S A WAR, A WAR S Italian A RUM-gal
 Turkey(CD) F BLA H, F ANK H

Underlined orders cannot be carried out; CAPS denote final resting place of unit. Italy has declared his intention to retreat to ADR; France must retreat from the Iom. There is a call for a concession to Italy and for draws: FGIN, GIR, FIR. Please vote with your Winter orders.

 SUPPLY CENTER CHART 1976JW The Phoenix 1910

FRANCE: bel, bre, lvp, lon, mar, par, por, stp, spa,
 tun, NAP...11, build 1
 GERMANY: den, edi, hol, kie, mun, nwy, rom, swe, ven,
 BER...10, build 1
 ITALY: bud, bul, con, gre, ~~nap~~, rum, srb, smy, tri,
 vie... 9, remove 1
 RUSSIA: ~~war~~, mos, war..... 2, even,
 1 annihilated
 TURKEY: ank, sev..... 2, even

 DEADLINE FOR WINTER, 1910 & SPRING, 1911 IS OCTOBER 14, 1978 12 NOON CDT

Phoenix PRESS--

Moscow: We call for a concession to Italy. Any power that jumps into a battle against the side that weighs 7 to 1, deserves the gold medal.
 Warsaw: In that crazy world we all are supposed to have escaped from, they're learning the hard way that democracy goes to the dogs whenever a crude system of 1 vote per man is used. You can't give equal votes to morons and sages.((But who decides which is which?))It's an insane sop to the ego of the punk. We call on all worthy heads of state in this wistful world we've escaped to, to grant their nations wisely graded franchise based on intelligence & knowledge, i.e. Intellectual Meritocracy.

1976IJ

The Changeling

Fall, 1904

WHY MUST THERE BE ALL THIS VIOLENCE ?



Austria(Verheiden) F BUL(SC)-gre, A SRB-gre, A MUN H,
 A sil-WAR, A GAL S A sil-WAR, A BUD S A RUM, A RUM S
Russian A UKR-sev(nso)
 England(Kendter, JR)(F kie R HEL) F NTH-nwy, F NWG S
F NTH-nwy, F ENG-bre, F LVP-nat, F HEL-nth
 France(Kelly?)NMR A BRE H, F NAT H
 Germany(Nielsen) A bur-PAR, A HOL S F BEL, F BEL S A HOL
 Italy(Smith) A tri-VIE, F apu-ADR, F nap-ION, F ion-ALB,
 A gas-MAR, F POR does 6 bongs of fine Egyptian hash
 Russia(Ditter)(A rum R UKR) F NWY-nth, F DEN S F NWY-nth,
 F bal-BER, A KIE S German A bur-mun(nso), A UKR-war,
 A arm-SEW, F BLA S Turkish A CON-bul(nso)
 Turkey(McLendon) F smy-AEG, A CON MS F ANK

Underlined orders cannot be carried out; CAPS denote final resting place of unit. No standby will be called for the French position.

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 SUPPLY CENTER CHART 1976IJ The Changeling 1904

|          |                                                                                 |                              |
|----------|---------------------------------------------------------------------------------|------------------------------|
| AUSTRIA: | bud, bul, gre, mun, srb, tri, <del>war</del> , RUM, WAR....                     | 8 build 1                    |
| ENGLAND: | <del>edi</del> , edi, <del>kie</del> , lvp, lon, <del>hel</del> .....           | 3 remove 2,<br>1 annihilated |
| FRANCE:  | bre, <del>par</del> .....                                                       | 1, remove 1                  |
| GERMANY: | bel, hol, par.....                                                              | 3, even                      |
| ITALY:   | mar, nap, rom, spa, tun, ven, POR, VIE.....                                     | 8, build 2                   |
| RUSSIA:  | ber, mos, <del>ukr</del> , stp, sev, swe, <del>war</del> , DEN, KIE,<br>NWY.... | 8, build 1                   |
| TURKEY:  | ank, con, smy.....                                                              | 3, even                      |

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 DEADLINE FOR WINTER, 1904 & SPRING, 1905 IS OCTOBER 14, 1978 12NOON CDT  
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 1976IJ PRESS--

The fleet in the English Channel: On to Brest; if the Italian support is there we will have saved England. If it isn't, then we have only sped up the timetable for the death of England.

England-Moscow: We don't accept the short end of the stick either. Return "our" centers, then the fighting will end. Elsewise it will be a fight to the death. The choice is yours.

Reykjavik: Separation of seasons will be granted upon request of three players.

\*\*\*\*\*





1978??

The Banshee

Winter, 1901

Austria(CD) GM removes F alb, A gal  
England(Hessel) builds F LON, F LVP  
France(Kendter, Jr.) builds F BRE, A PAR  
Germany(Swords)NBR, builds per HR A KIE, A BER  
Italy(Machir) A VEN, F ROM, F NAP built  
Russia(Richmond) builds A STP, F SEV  
Turkey(Pyfrom) builds F SMY

Spring, 1902

AUSTRIA DISAPPEARS: TWO 2 on 1 ATTACKS LAUNCHED

Austria(CD) A bud h(d, a)  
England(Hessel) F NTH S F lon-ENG, F lon-ENG, F lvp-IRI,  
F NWY H, A BEL-pic  
France(Kendter, Jr.) F BRE-eng, F por-MAO, A bur-bel(d,  
r mar, otb) A PAR-pic, A spa-GAS  
Germany(Swords) A ruh-BUR, A MUN S A ruh-BUR, A kie-RUH,  
F HOL H, A DEN H  
Italy(Machir)A ven-TYO, A vie-BUD, A TRI S A vie-BUD,  
F TUN H, F nap-ION, F rom-NAP  
Russia(Richmond) F rum-BLA, F SEV S F rum-BLA, A ukr-RUM,  
A mos-UKR, A STP-nwy, F SWE H  
Turkey(Pyfrom) F bla S A con-BUL(d, r con, ank, arm, otb)  
A bul-SRE, A con-BUL, F smy-AEG



Underlined orders cannot be carried out; CAPS denote final resting place of unit. France must retreat from Bur; Turkey must retreat from the Bla; the Austrian A bud is annihilated. Thanks to John McArdle for submitting standby moves, although they were not needed. The players had the W'01 builds written in their copies. COA: Jeff Richmond, 2996 Birch Hollow #1A, Ann Arbor, MI 48104.

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DEADLINE FOR FALL, 1902 IS OCTOBER 14, 1978 12 NOON CDT  
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Banshee Press--

France-England : Well, you got your German alliance, but HOW long until Italy wins the game ? If Italy does invade France, I will continue on England and let Italy walk into my centers to give him the win that he will get. I suggest you think about your attack again. We will fight to the very last man.

\*\*\*\*\*

In most cases, the long Italian stalemate before Austria might have precipitated an attack on my Russia, but Austria stood by and waited for me to break down the other flank, a rare but enlightening example of trust and co-operation! The struggle in the West, to which I never really paid a lot of attention, must have been pretty vicious, for even as an AR juggernaut began to take shape and Turkey's dying cries of alarm went out, not much opposition coalesced. Or so it seemed. Then too, Jim Fiack's remnant French fleet was a break. Folks, those one-unit survivors far from the old homeland CAN count for much! Whether out of distaste for the others in the west, or out of some sense of I-owe-you-one from an earlier game where his co-operation came at a critical point. He had the right unit on the right front at the right time, and it went a long way toward paving my seaward push, whatever his motives. I didn't ask, just took the break as it came. So, once again, we see the power of trusting alliances, even if part of them is slightly paranoid, like me. This game seem to have been remarkable in just that respect: Fiack, Kehrer, Machir, all did what they said they would. (And ME too, of course!!) Perhaps that's why I enjoyed this win so much: I never really got screwed bad by anyone, and don't think I did so to anyone else. Turkey and Germany might disagree on that, but I never out right lied much at all, just openly attacked and knocked them out. What can be fairer than that? I'd be happy to work with any of these folks again some day, assuming they stayed honest and all that, but then, maybe they were all just setting me up for NEXT time....??

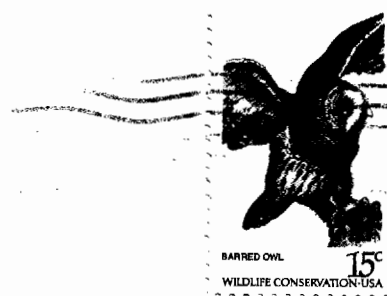
Seriously, my thanks to Bob Sergeant for an excellently GMed game and to the players for what seemed a low-NMR, interesting game.

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Y Player  
x Trader  
     Sub



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