

Saint George

AND THE



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A Vast Wasteland Publication

Diplomacy is saying, "Just because we've been in 7 games together, and I've attacked you in 6 of those games and wiped you out, and in the seventh you're England and I'm Turkey and I talked France and Germany into allying, and in this game you're Turkey and I'm Austria, doesn't mean....."

A last minute entry in my Annual "Isn't-this-weather-rotten" Festival from John Michalski: "Here in Oklahoma, it certainly is rotten. After a typical bone-dry summer, we've had 2 overcast days and one night of rain. These 70° days are offset by 40° nights, a sure sign of imminent winter..."

Acutally, the weather here isn't bad for Indiana and November. We've been having above average temperatures the last month, several days in the 70's and 60's, and the forecast fortomorrow has been changed from an original high of 45 to a predicted high of 65. Even if the Winter turns out as bad as the predictions, the Fall has been really super so far.

As many of you know by now, Boardman numbers are being assigned again. Many thanks to Dennis Agosta. Most of you will find the Boardman number for your game next to the report. The number for The Vampire is 1978HH Vampire has been delayed because of the Canadian postal strike. The issue to Canada was returned by the post office and I was unable to mail the copy until last week - an insufficient time for negotiation. If I get the Italian moves by sometime this week, I will send out the results by letter. Otherwise, the new deadline will be December 9, 1978, and you will be able to revise your moves, if you wish. If I do not send the results by letter the players in Vampire will have an additional issue added on to their subs. I think this is fair.

I have an article this time on playing Russia. I have been promised an article on Germany by another multiple winner. If there are any other multiple winners out there for the same country, i.e. 2 wins as Austria, etc. please let me hear how you did it. Anonymity is promised.

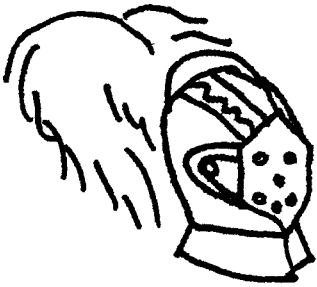
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SAINT GEORGE SPEAKS

Battlestar Galactica Discussion Continued



From Eric Verheiden:

"I happened to be on a tour at Universal around the time the 'Cylon gunslinger' episode of Battlestar Galactica was filmed. The plot sounds like something out of an old Wagon Train episode. This is because it was a plot out of an old Wagon Train episode which the producers happened to like.

As for the special effects, there were all sorts of objects made out of silver-painted plywood lying all over the backlot, in particular the western backlot, where that episode was filmed.

I think you have to realize that any television series, even Battlestar, has a much more limited length of time and budget for filming than a movie like Star Wars, where for instance six weeks was spent in simply editing the final battle sequence. When they can save time and money, they certainly will.

As to the violence, they get away with it because the Cylons are robots, i.e., not flesh and blood and in any even, the violence is not very imitable. Certainly nothing like the good old days, when the hideous old witch could torture and finally eliminate the two young lovers on a series like Thriller." 11-5-78

((First I don't think I objected to the sets. I am willing to accept a frontier planet. What I did object to is the fact that either the author, or the producer, did not follow through and make the planet self-consistent. Star Trek, in its later, and worst episodes, re-used other sets - I remember an episode set in the thirties of Earth history, but on "another planet."

I am enough of a realist to accept the fact that they are going to re-use scripts - Lord knows enough series already have re-done Wagon Train episodes. But if they are going to do a SF series, they are, or ought to be, going to have to change the old script so it appears to be SF.

If they are going to use Western sets, they ought to use a fresh script, and vice versa.

As to violence, the statement that the Cylons are not flesh and blood is, I think, the excuse the producers would use. I don't think it's valid, since the Cylons appear to be alive. However, don't get the idea that I am opposed to violence on TV. I was raised on violent shows before people decided that might be harmful. I'm not a particularly violent person. I just wondered why the groups which safe-guard our minds from dangerous thoughts haven't objected to this.

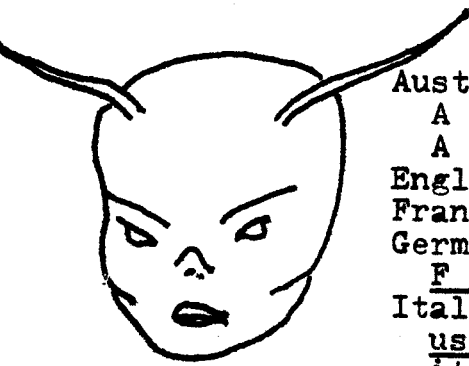
And lastly, from this and the many others I received, one thing is apparent. Although no one I know is happy with the episodes, everyone is watching. Which demonstrates my principle that to be successful, a SF show's science fictional quality is inversely proportional to its intended market. The recent Ice planet episodes would have been better if they had dealt more with the clones, but I think this show knows its audience.))

1976IJ

The Changeling

Spring, 1905

A TIME OF DECISION



The Changeling

Austria(Verheiden)F BUL(SC) H, A SRB S F BUL(SC), A mun-BOH,
A tri-TYO, A gal-VIE, A BUD S A gal-VIE, A war-SIL,
A RUM S F BUL(SC)
England(Kenater, Jr.) F ENG H, F NTH S F HEL, F HEL S F NTH
France(Kelly) A BRE-par
Germany(Nielsen) A PAR-bre, A HOL S F BEL, F BEL S Russian
F NWY-nth(nso)
Italy(Smith) F por-MAO, AMAR receives gift of one slightly
used bong from the Portugese military government and puts
it to good use H, A vie-bud(d, a), A ven-TRI, A rom-VEN,
F ADR S A ven-TRI, F ALB S A ven-TRI, F ION S Turkish
F aeg-GRE
Russia(Ditter) F NWY H, F DEN H, A KIE S F DEN, A stp-LVN,
A UKR-sev, F BLA-sev, F ber-BAL
Turkey(McLendon) F aeg-GRE, A CON-bul, F ANK H

Underlined orders cannot be carried out. The Italian A vienna is annihi-
lated. A concession to Russia is proposed, please vote with Fall orders.

DEADLINE FOR FALL, 1905 IS DECEMBER 9, 1978 12 NOON EST

Changeling PRESS--

Budapest: Since the effect of the Italian attack is a concession to
Russia and since I will no longer negotiate((sic)) with the Italian under
any circumstances, I suggest we simply end the game with a concession
to Russia now, rather than later.

As for Italy's press release of last issue, I think he has been smoking
a few too many reefers. I have been extraordinarily patient with his
waffling and can be faulted mainly in crediting him with a rudimentary
intelligence, subsequently shown to be sorely lacking.

Certainly I will be careful in a subsequent game if I find myself in a
game with Smith and his inseparable ally Alan Rowland, particularly if
one of them has a commanding one-unit position.

Vatican City-Rekjavik: The new supreme Pontiff, Pope George Ringo I,
re-affirmed the church's stand on homosexuality yesterday by strongly
condemning the use of faggot-pink paper in reporting the military and
political news of the secular world. Said his popeship, "Matters such as
these deserve the true blue, although occasional use of mellow yellow
and closet-queen green would be permissable." His lordship noted that
only those colors used on the holy mapboard should be permissible, with
the possible exception of "That horrid brownish-orange" used to denote
elevations between 2000 and 3000 meters. Commenting on the fact that
the Austrian units are red, a close cousin of pink, His Highness said,
"It is common knowledge that Austria was added as an afterthought, and
doesn't really belong on the map at all. Therefore I don't even consider
it as a part of the mapboard." His popeship urges all God-fearing
Christians to join and remove Austria from the map once and for all, and
thus rid the world of this despicable semi-nation. He extends this in-
vitation to all inquisition-fearing non-Christians as well.(more on page)

DRAGONFIRE



"The Play of Russia"

((By way of introduction, let me say that the author of this article, who prefers to remain anonymous, has played Russia 6 times in FTF, postal and tournament play. He won all six games outright. So he knows what he's talking about. I have done only limited editing, to preserve his anonymity, only.))

I feel that Russia is the most powerful country on the board and if through diplomacy you can stay at peace in the north in 1901 and have only one enemy in the south in '01 and '02 you become almost unstoppable beyond that point.

First I will agree to anything Germany wants in '01 in order to gain Sweden and I will never send a second unit north as it can only irritate Germany and/or England and force a second front before Mother Russia can handle it.

In the south I will negotiate very hard with Austria and Turkey as well as Italy. I will agree with Austria to take out Turkey and with Turkey to take out Austria, but will always go with Austria and attack Turkey. Double-dealing Turkey is important as you will then have an inside track on his moves. You can then cover this by telling Austria how you set up Turkey, so if they compare notes you already were super open with Austria. You must also give Austria any information which will help him against Italy, Turkey or Germany, making him think you are really a nice guy and can be trusted. The reason I would always go with Austria is simple; Turkey has his back to the board and is almost impossible for Russia to take out Turkey alone but not so in reverse. Only if Austria is played by a super player and Turkey by a novice would I consider changing this philosophy.

In regard to Italy, I would ask him to let me know who he wanted to attack because that's also who I would attack so as to get the inside track on his thoughts. I would use the soft-sell to try and steer him after Turkey, but only the soft-sell ! I would also give this information to Austria as per reason above. Long range I would feed him any information that would help him in the West and any info about Turkey which would help my cause.

If the above is successful you should be at 6 centers after 1901. My specific moves would be F Sev-Bla, F St.P(sc)-Both, A Warsaw-Galicia, A Moscow-Ukraine. Many of you will question A War-Gal and rightly so as this threatens Austria, but it virtually guarantees Rumania. For after this move is made and then you don't hit Austria in the Fall, you can actually strengthen your alliance. In any division of centers, remember it rarely works out that way in the onlg run. Keep Austria on your side by both diplomacy and strength and promises of the lion's share.

It is important to get Austrian and Italian fleets into the war with Turkey because Turkey must fall quickly for the best diplomat can only keep the north quiet until 1903 at the latest.

(Continued on page 6)

"The Play of Russia" - continued

In the north I try and steer England and France together, or France and Germany together, whichever seems more probable. England and Germany is the worst possible combination for Russia as it provides a solid front against Russia. I feel England/France is the best combination for Russia for it forces Germany into your camp and you can slowly move in behind Germany out of necessity, for he will need your armies and navies to support his units in defensive position. Then when the break comes because of added Russian builds in the north, because of gains in the south and a strong relationship with Italy because of all you are doing for him. This allows Germany to eventually go to the offensive and when he does, France and England scramble and you save them by walking in Germany's back door. Note: be sure England and France have been adequately reduced so a comeback is impossible.

Back to the south: Once Turkey is reduced, Austria can only move after Italy if you have done your diplomacy, for Italy will have more to gain by hitting Austria and you are, of course, his buddy because of all you have and will do for him. Also you must maintain a position of power. Don't open yourself up. Allies are easier to keep if they can't gain by hitting you. Once Austria has moved far enough out of position you move in his backdoor, taking as many as 4 centers in one year.

If you keep your diplomacy one country ahead of your stab, you are never without an ally and you need one in both the north and the south. The north should take care of itself simply because the odd man out will need help. In the south very heavy diplomacy must be used. If you want to win consistently, you must use the phone and talk to everyone every move, but then that's another article (which you are invited to submit)).

Using this plan of attack, you should go as follows: 1901-6, 1902-8 or 9, and 1903- 10 to 12. After 1902, you can stop carrying your hat in your hand and start demanding your share. By this time, you are not only strong enough to fight on both fronts, you have also allowed natural enemies to get good and mad at each other. Death for Russia occurs when Russia gets too aggressive and makes enemies in the north before 1903 or loses the odd man out diplomacy fight in the south. After this, Russia becomes almost impossible to stop unless everyone stops fighting and takes out Russia, and how does this happen with France and Italy almost enforced allies if they want to grow.

Most how-to-play country articles generally deal with tactics and less on diplomacy, but I have found diplomacy is more important, especially in postal play. I have beaten many players I consider better than me tactically ((I have withheld their names because I think you might be able to tell who wrote the article from some of the names on the list. I will mention that I am one and he has indeed beaten me)).

You may question my methods as to the number of knives I am willing to use, but if you do then settle for fewer wins and more friends. To me winning is what the game is all about.

Ed. Note: I think this article admirably repeats the philosophy of playing this game with all players, and not merely making a single alliance. His instructions show that he clearly tries to take command of what's happening in the game. A good article.

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1976IF

Leviathan

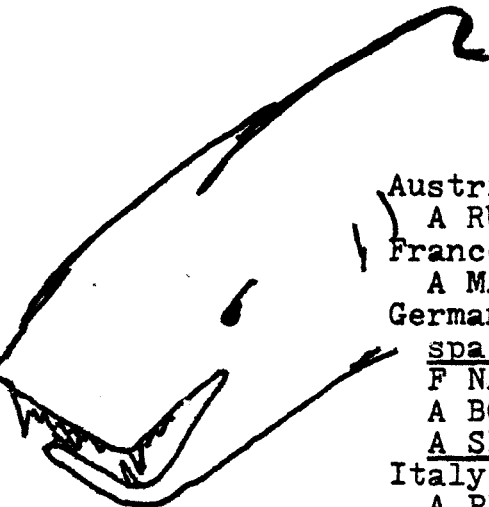
Winter, 1910

G: builds F KIE

Spring, 1911

PEACE SCORNE

- Austria(Kelly) A SRB S A RUM, A VIE S A BUD, A SEV S A RUM, A RUM S A SEV, A BUD S A VIE
- France(Bailes) F gas-SPA(NC), F POR S F gas-SPA(NC), A MAR S F gas-SPA(NC), A yor-LVP
- Germany(Berch) F kie-HOL, A lon-WAL, F edi-CLY, F MAO-spa(sc), A BUR S A bre-GAS, A bre-GAS, F bel-NTH, F NAT S F ENG-mao, F ENG-mao, A MUN-tyo, A GAL-vie, A BOH S A MUN-tyo, A MOS-sev, A UKR S A SIL-gal, A SIL-gal
- Italy(Beyerlein) A TYO S Austrian A VIE, A TRI S A TYO, A PIE S A TYO, F ADR S A TRI, F BLA S Austrian A SEV, F BUL(SC) H, F GRE S F BUL(SC), F NAF-mao, F WES S F NAF-mao
- Russia(McLendon) A ARM S Austrian A SEV



Leviathan

The draw was defeated; there are new proposals for a GIAF & GIA draw; these are separate draws if both pass the larger will take precedence over the smaller. Please vote with your Fall orders.

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DEADLINE FOR FALL, 1911 IS DECEMBER 9, 1978 12 NOON EST  
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Leviathan PRESS--

Munich: I see no need to include a one center power (i.e.Russia) unless either 1) his participation is essential or 2) he has been invloved in a long-term alliance. Since neither of these conditions is met, I have vetoed the 5-way. Please vote for my proposal.

Changeling PRESS--

A Vie-The rest of the Italian Army: Hey, guys, what happened ? You told me you were right behind me. It's not that I'm unpatriotic, or anything, but I'M surrounded by all these un-couth Austrians((not any more)). Now c'mon, guys, get me out of here. You want me to do what ? Budapest ? No, you wouldn't send me there, would ya ? How cum(sic)) I always gotta be the point man, huh ?

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
Novice game openings may be had from: Craig Reges, 1501 Higgins Hall, Western Illinois University, Macomb, IL 61455  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
And regular openings from : Jerry Jones, P.O.Box 8529, San Marino, CA 91108 in Lies Deceit, and Nefarious Schemes.

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Werewolf PRESS--

Constantinople: The Sultan announced today that in response to expansionist western triple alliance, He was calling for unity and mutual support in the east. "We cannot allow such decadent cultures to be forced on our own moral societies."

Off the Coast of Pomerania: "What we won't do to curry the English..."

London(WARTI): The English 1st fleet, affectionately known as the "Werewolves of London" for their odd battle-cry, have occupied the North Sea and are intimidating all enemy shipping. Admiral Lontch Hainey is asking the Denmarkian(!) and Belgian peoples for bids on wartime protection and supplies.

Edinburg(Warti): It is rumored in high government circles that "Wolfman" Jack, the force behind the English crown, has been negotiating with an "unidentified count of some reputation and notoriety" who reportedly hails from Transylvania.

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\*\*\*\*\*

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- Sub
[X] Player
[X] Trader
Sample

First Class Mail

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