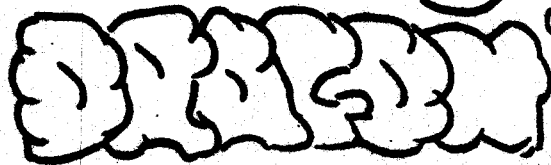


Saint George

AND THE



Vol. IV., No.6

January 14, 1979

A Vast Wasteland Publication

Diplomacy is the ability to take something and act as if you are giving it away. - The Farmer's Almanac

First a note about openings of regular Diplomacy. I have none. I will not be opening any new games at least until two of the present ones have ended. BUT I do need standbys. I have exhausted my present list. If you are willing to again standby, or are willing to standby now, please let me know and I will put you on my list. You will earn my undying gratitude. It might even cause me to ally with you when I am Austria and you are Turkey! So don't miss this offer!

Second, I do have variant openings. My 19-player variant map is ready. If you wish to play, a map can be had for asking. Dave Bunke is going to GM this so deadlines will be a week before regular ones so he can adjudicate it and get it back to me. So far Steve McLendon, Dave Rohde, Jack Brawner, Konrad Baumeister, David Hooton and I are going to play in it. There is no game fee and you get a free set of maps. All you have to do is maintain a sub. If you are unsure whether you want to try a variant, take one of the regular board positions. There is a basic set-up with just enough variation to make it different in strategy. Do not request maps unless you intend to play.

Third, I am opening one section of Holocaust, Steve McLendon's world Variant. Maps may be obtained from Steve for 1.50. I am charging no game fee, just maintain a sub. The maps are large enough for PTF play so this is a real bargain. Steve and Fred Hyatt have expressed interest in playing in this. Write Steve McLendon, Box 57066, Webster, TX 77598 for the map, enclosing 1.50. Then write me and tell me you intend to play.

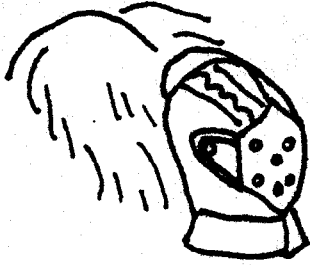
And although there was a blizzard in Chicago last night, we got 1" of snow, making a total of 6", or thereabouts we've had so far this winter. SUPER!

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Saint George and the Dragon is a monthly journal of postal Diplomacy* available from: Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224 Phone:(317) 293-4394. Subs 10 issues/\$2.50. VARIANT OPENINGS ONLY

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SAINT GEORGE-SPEAKS

The New Movies

From Jack Brawner: (re Lord of the Rings) I'm not the kind of person who thinks a movie adaptation should be exactly like the book(s) it's adapted from. Some differences are expected and acceptable. So what am I getting at?

Lord of the Rings was very, very close to being an applaudable effort. However, there were a couple of major blunders that any true Tolkien fan can't accept. The first was the hastiness of the hobbits' trip to Rivendell, especially the complete omission of Tom Bombadil, Old Man Willow, the Barrow-wights, etc. The second was the omission of the gifts of Lady Galadriel, which are essential to any understanding of many events (some yet to come).

If the creator wants to aim his movie only at a Tolkien-literate audience - o.k. If he wants to make elves as tall as men, make Nazgul limp, Balrogs only eight feet tall and other such much-voiced complaints o.k. But omitting integral and interesting parts of a masterfully interwoven tale is NOT o.k.

((I am disappointed to hear this, since this movie is next on my list to see. I probably will see it anyway, but I am getting less enthusiastic about it. I have also heard that work on the remainder of the story hasn't even been started. They are waiting to see if they make a profit from the first. I have gone through this disregard of the audiences' opinions before. It took Zelazny 6 years to finally finish the Chronicles of Amber. I think he should have either provided some sort of conclusion for each book or waited until the whole thing was done before publishing.))

From me(re Invasion of the Body Snatchers): I hear a lot about how the first version was actually a commentary on the McCarthy Era and the alienation of man from his society and that the present version is a much paler indictment of the drug culture and the withdrawal from straight society. PRETENTIOUS GARBAGE! The present version is not so much a re-make as it is a sequel. And the present version can stand on its own. We finally find out exactly how the transfer of the pod body for the human one takes place - and well worth your money.

Body Snatchers is a well done little horror tale with a particularly good ending - No, I won't spoil it by telling you. I also advise you not to read reviews of this movie. One I saw in Time actually was telling you things you were not supposed to know, but could figure out from the film. I'm glad I didn't see the review until after I saw the film.

Some people have praised the film, some have panned it. I would say if you liked the first one, you'll like this one. But don't go expecting great commentaries on society. That's not really what this kind of film is about. If it has any message, it's that things are not always what they seem and you don't always know whom to trust. A lesson that Diplomacy players have presumably already learned.

1976IJ

The Changeling

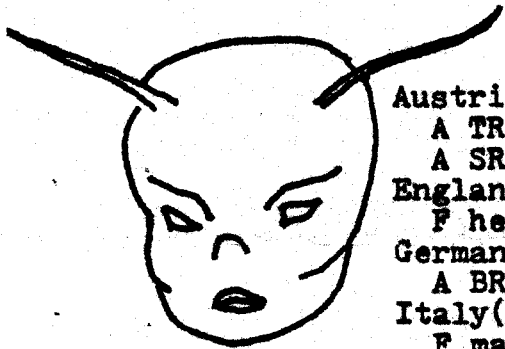
Winter, 1905

A:removes a sil; E: F nth R NWG; I:builds F NAP,
R: builds A MOS; T: Builds F SMY

ITALY AND AUSTRIA STONEWALL EACH OTHER

Spring, 1906

- Austria(Verheiden) A RUM H, A BOH S A TYO, A TYO S A TRI,
A TRI S Turkish F GRE-alb, F BUL(SC)-gre, A VIE S A TRI,
A SRB S Turkish F GRE-alb
- England(Kendter, Jr.) F eng(d, r pic, iri, wal, lon) S
F hel-NTN, F hel-NTH, F NWG S F hel-NTH
- Germany(Nielsen) A hol-RUH, F BEL S Italian F mao-ENG,
A BRE H
- Italy(Smith) F ALB-gre, F ION S F ALB-gre, F nap-APU,
F mao-ENG, A PIE-tyo, A VEN S A PIE-tyo, F ADR-tri
- Russia(Ditter) F bal-SWE, F den-HEL, F nth(d, r lon, yor,
edi, nwy, ska, den, hol, otb) S F den-HEL, A kie-MUN,
A mos-STP, A ber-SIL, F SEV-bla, A war-GAL, A UKR S
A war-GAL
- Turkey(McLendon) F GRE-alb, A CON-bul, F smy-AEG, F ANK-bla



The Changeling

There was insufficient interest in separation of seasons. England must retreat from the English Channel; Russia must retreat from the North Sea. If both retreats are to London, the units will be annihilated. The concession to Italy was defeated.

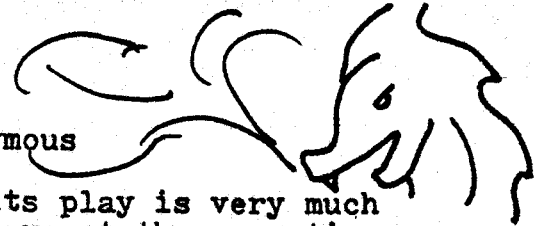
DEADLINE FOR FALL, 1906 IS FEBRUARY 10, 1979 12 NOON EST

Changeling Press--
Paris-Rekjavik: The Kaiser respectfully requests permission to paint his pieces sky blue and build army Paris.
Kaiser to his Troops: Oh well, guys, it was worth a try.

Vienna-Rome: Evidently you don't quite appreciate how I play this game. I play in a fair number of games at once (15-25), mainly replacemnet positions, like this one. I can afford to make an example of one game so as to be able to point to it in others. The object lesson in this case is "stab me in a stupid fashion and I'll beat you into the ground, or die trying". I find this much more satisfying than negotiating to the last center--and it saves time and postage too! The next time we meet, I will negotiate with you, however we will have that little understanding out of the way.

"The Play of Russia" was not mine, by the way.
Rome--A long awaited dispatch was received today from the Italian 1st fleet, now stationed off the Cherbourg peninsula. The commander of the fleet, Esono de Dinero, reports that the last remnants of the French army surrendered recently in a co-ordinated attack with elements of the exiled German army. While the German troops fought their way to the sea, the first fleet supplied needed shore bombardment. Reportedly, the Italian sailors took to filling shells with Egyptian hashish and incendiaries, but it is not known what effect this had on the battle.(continued pg.

Dragonfire



"The Play of France" - Anonymous

France's corner position hides the fact that its play is very much like that of a central power, i.e. that it can have at the same time many friends and many enemies, with conflicting interests. To win as France, one must use these people to your advantage, much as Machiavelli would have done. If these cruel principles are not strictly adhered to, France will not be played to its full potential.

In 1901 it is very unhealthy for France to gain three centers, since the other powers will suddenly see how strong it has become. However, France must not allow Germany to reach six centers either, and England should be kept down to four centers. This means that Belgium must stay neutral. That's for you to pick up in 1902. If Germany picks it up, you will be on the defensive, and nobody wins games on the defensive. If England takes Belgiu, you'll never get it back and will never be able to attack Germany around it.

As for negotiations, you will want a Pie-Lyo-Wes-Naf neutral zone with Italy. I don't know what happens when Italy breaks this; it's never happened to me ! You will try to get Germany to open with his F Kie-Den, so that pressure on Belgium is relieved, and so that Russia gets just a little bit ticked off at Germany. Never hurts to have a Russian ally. You will try to play England and Germany off against each other. This will give you the option of attacking either of them at your will. However, of the two, it is almost always better to attack Germany with England than vice versa. Defeating England takes more time than you have handy, and France is an easy target for a greedy Germany. On the other hand, if you have a willing tool in England, you should be able to dissect Germany quite nicely. Try to play off two eastern countries against the other, so the status quo is preserved in the Balkans while you make your move in western Europe. This will pay off later.

Your opening moves are for Burgundy with support, and to the Mid-Atlantic. This opening assures you Iberia and a strong anti-German position for 1902.

While you're hacking away at Germany, England will become more and more exposed and the temptation may arise to stab him, possibly in conjunction with Russia (if at all possible). Take it. If you stab well, then the harder half of the game is already over for you. Having used your English tool against Germany for as long as you've needed him, you should dispose of him as quickly as possible to make sure he doesn't make repercussions towards the end of the game for you. Your Russian "ally" should still be occupied in the Balkans, but not to the extent that he can not help you acquire the left-over centers in Germany and England. He should be bothered enough that he can't pick up anything himself.

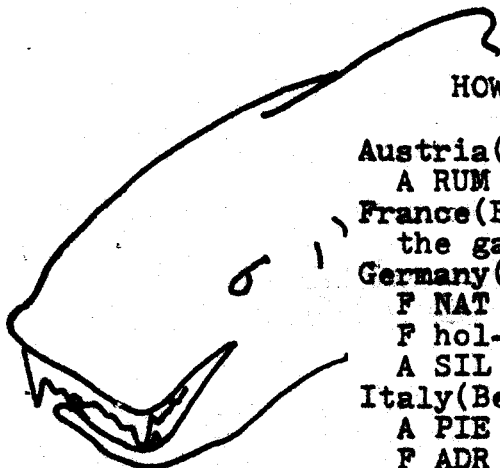
All this time, Italy has been off fighting Turkey and/or Austria. Now that you have been building fleets against England, he won't be losing sleep over a fleet build in Marseilles. Strictly routine, y' understand. In the Spring after that build, you should move for the Western Med from the Atlantic and to the Gulf of Lyon from Marseilles. This should be backed up by at least one more fleet from the north, and an army to be sent into Pie in the Fall. This sets up a supported attack against Tunis

(continued on page 5)

F: A lvp R OTE; G: builds A BER

Spring, 1912

HOW TIME FLIES WHEN YOU'RE HAVING A GOOD TIME



Leviathan

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 POR S F SPA(NC), F SPA(NC) supports ending
the game someday, A MAR S F SPA(NC)
Germany(Berch) F MAO C A WAL-gas, A BUR S A GAS-mar, A BER H,
F NAT S F MAO, F ENG C A WAL-gas, F lvp-IRI, F NTH H,
F hol-BEL, A WAL-gas, A MUN S A BOH, A BOH H, A gal-WAR,
A SIL H, A MOS S A UKR, A UKR H, A GAS-mar
Italy(Beyerlein) F RAF-mao, F WES S French F SPA(NC),
A PIE S French A MAR, A TYO S Austrian A VIE, A TRI S A TYO,
F ADR S A TRI, F BLA S Austrian A SEV, F GRE S F BUL(SC),
F BUL(SC) H
Russia(McLendon) A ANK H

The five way draw is defeated. The five-way draw is again proposed for next season. Please vote with your Fall orders.

DEADLINE FOR FALL, 1912 IS FEBRUARY 10, 1979 12 NOON EST

Dragonfire

"How to Play France"-continued

for the next year, if you get to Tyrrhenian Sea -- and why shouldn't you? Italy is off a mile away. That stab will probably give you the game, handing you the last few centers needed for the full 18.

While this task force is busy in the Med., you have just cleaned up on Germany and England with a relatively weak Russia. And he's next. You don't need Russia any more, so rid yourself of him. Fleets appearing in Nth, Nwg, and Bal while armies pop up attacking Ber will do the trick. In the position that you will be in, stabbing Russia is child's play. If done correctly, you will reach STP and War in two years, and the game will be over.

The key to this type of play is to move directly from one unwitting victim to the next. Just as one enemy is beginning to go, you start work on another. Without a Russian puppet this is impossible, so make sure he is in your camp 100%. Little does he know that you are engineering a stalemate battle in the Balkans, from which he will never become free. England is to be used in a northward expansion of your units against Germany, until the opportunity of a stab presents itself, in which case not only his units but also his centers become French. While you are building fleets, you naturally shift south and catch Italy off guard, walking into his centers without any effort at all. The north is easily swept by merely continuing east after Germany and England are gone. And that's it. The entire game should go no longer than until 1907 even with bad(cont'd pg.)

1978HH

The Vampire

Fall, 1902

I DON'T UNDERSTAND ANY OF THIS



Austria(Lawniczak) A rum-SRB, A vie-TRI, A bud-VIE,
F gre h(d. a)
 England(Hayman) F NTH C A yor-NWY, A yor-NWY, F NWG S A yor-
 NWY, F SKA S A yor-NWY
 France(McPherran) F ENG S A pic-BEL, F por-MAO, A pic-BEL,
 A MAR H, A BUR S A pic-BEL
 Germany(Bailes) F HOL-nth, A bel-RUH, A KIE-mun, A DEN H
F BAL S A DEN
 Italy(Smyth) A tyo-MUN, A BOH S A tyo-MUN, F ION S A alb-GRE,
 A alb-GRE
 Russia(Phipps) F STP(NC)-nwy, F SWE S F STP(NC)-nwy, A gal-
 BUD, A ukr-RUM, F SEV S A ukr-RUM, F BLA-bul
 Turkey(McLendon) F AEG S A BUL, F ANK-bla, A BUL S Austrian
A rum(otm)

The Vampire

Underlined orders cannot be carried out; CAPS denote final resting place of unit. COA: Randolph Smyth, 275 3rd ST, S.E., Medicine Hat, Alberta, Canada.

 SUPPLY CENTER CHART 1978HH The Vampire 1902

AUSTRIA:	bud , srb, tri, vie.....	3, even, 1 annihilated
ENGLAND:	edi, lvp, lon, nwy.....	4, even
FRANCE:	bre, mar, par, por, spa, BEL.....	6, build 1
GERMANY:	ber , ber, hol, kie, mun , DEN.....	4, remove 1
ITALY:	nap, rom, tun, ven, GRE, MUN.....	6, build 2
RUSSIA:	mos , mos, rum, stp, sev, swe, war, BUD...	7, even
TURKEY:	ank, con, smy, BUL.....	4, build 1

 DEADLINE FOR WINTER, 1902 & SPRING, 1903 IS FEBRUARY 10, 1979 12NOON EST

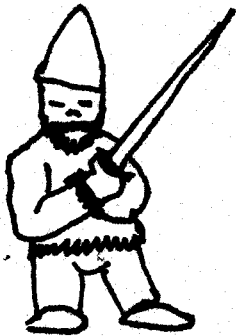
NEED A GAME ?

The new publisher of Diplomacy World not only intends to retain the need a game listing, Lee Kendter, publisher of WHY ME ?, is going to maintain the listing for DW and keep it up-to-date on a monthly basis. if you want to know who has openings in regular and variant, write Lee, 4347 Benner St., Philadelphia, PA 19135, providing a business sized SSAE.

If you are a publisher, write Lee and tell him what you have openings in, and provide the details on what it will cost to play - sub rate, game fee and deposit, if any. DO NOT expect him to cull your zine for openings. He is willing to publicize your openings, give him help by telling him specifically what they are.

1978HS The Dwarf Fall, 1902

EUROPE DIVIDES DOWN THE MIDDLE-FRANCE NODS OFF AGAIN



The Dwarf

Austria(Brawner) F ALB-gre, A BUL S F ALB-gre, A HUD S A RUM, A RUM S A BUL, A gal-SIL
England(Mathias) F nth-ENG, F WAL S F nth-ENG, A LON H, F NWY H
France(Dralle?) A SPA H, F eng h(d, a), A PIC H, F MAO H
Germany(Phipps) A bur-PAR, A BEL S A HOL, A HOL S A BEL, A DEN S F ska-SWE, F ska-SWE
Italy(Swords) F tyn-TUN, A APU H, F ION-aeg, A GRE H
Russia(Hooton) F swe(d, r gob, bal, fir, otb) S English F nor, A war-GAL, A UKR-rum, F SEV S A UKR-rum, A STP H
Turkey(Baumeister) F CON-bul(sc), A ARM-smv, F SMY-aeg

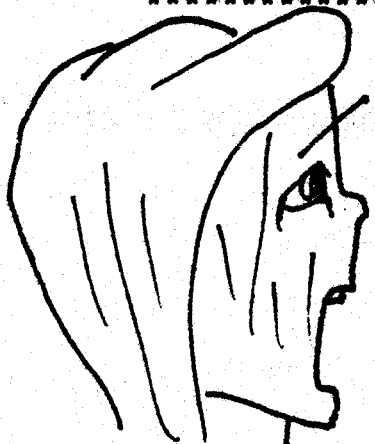
COA: Jack Brawner, 215 Hayden Road #30, Tallahassee, FL 32304. Ron Kelly, Apt. 314, 6038 Richmond Highway, Alexandria, VA 22303 is asked to submit standby orders for France.

SUPPLY CENTER CHART 1978HS The Dwarf 1902

Table with 2 columns: Country and list of nodes/builds. Includes Austria, England, France, Germany, Italy, Russia, and Turkey with their respective node assignments and build counts.

COA: Dan Mathias, BE/E Staff, SSC/NTC, Orlando, FL 32813

DEADLINE FOR WINTER, 1902 & SPRING, 1903 IS FEBRUARY 10, 1979 12 NOON EST



The Banshee

1978CO The Banshee Winter, 1903
G: builds A BER; I:Builds F ROM, R:builds A WAR, A MOS, F STP(NC); T:F aeg R SMY
NEW BLOOD Spring, 1904
England(Jerry Jones, P.O.Box 8529, San Marino, CA 91108) F iri-WAL, F ENG-nth, F nth-HEL
France(Lee Kendter, Jr., 4347 Benner St. Philadelphia, PA 19135) A mar-spa(d, r gas, otb) * See page 10
Germany(Randy Swords, 1866 Coventry Road, Columbus, OH 43212) A ber-SIL, A MUN S A ber-SIL, A bel-PIC, A ruh-BUR, A DENH, F HOL-nth
Italy(John Machir, 2553 Holman Ave., Silver Spring, MD 20910) F aeg-SMY, F gre-ION, A srb-TRI, A vie-BOH, A TYO S A vie-BOH, F rom-TUS, F WES-spa(sc), A pie-MAR, F LYO S A pie-MAR
Russia(Jeff Richmond, 2996 Birch Hollow #1A, Ann Arbor, MI 48104) A CON S Italian F aeg-SMY, F ANK S A CON, A bul-RUM, F BLA S A bul-RUM, A war-PRU, A mos-WAR, F swe-BAL, A nwy-SWE, F bar-NWG, F stp(nc)-NWY
Turkey(George Pyfrom, 609 Chinguapin Dr., Eglin AFB, FL 32542) F smv-aeg(d, r eas, syr, otb)

Press on page . Jerry Jones is the new player for England.

Changeling Press--

Rome(continued): His Popeship, George Ringo I, commented on hearing the news, that he was surprised that there was still fighting going on in France. Indeed, he had thought that all of the lands west of Italy were now deserted waste-lands, inhabited only by an occasional hash farmer, and that the 1st fleet had sailed off the edge of the world, never to be heard from again.

His Popeship also commented on Italy's economic growth. Some economists claim that the apparent growth is only due to a major effort to recycle obsolete military equipment and that this year Italy actually suffered an economic slide. Most of the decline, claim the economists, can be traced to the Austrian government's nationalizing several large Viennese factories owned by Italian concerns. Pope George Ringo I disagrees. He pointed out that it is against the laws of God for Italians to own means of production outside the Imperial borders and added that the owners of those factories have been "dispatched with". "It is unnatural for a nation's means of production to be located in another nation's capital. Besides, I understand that most of the vehicles made in those Viennese factories had serious steering defects, though the transmissions are of novel design and bear looking into by Italian military engineers. Perhaps they can be modified for use on our aircraft."

Banshee Press--

France(from the Paris Gazette): Rumors of the abandonment of France are true. The army is already leaving France to visit England. While this may keep France alive a little longer, where will we retreat to next? Rumors say it will be America, but how can we fight from there?

Sorry, Lee. France's moves for 1978CO, Spring, 1904:

A mar-spa(d, r gas, otb), A gas-CLY, A BRE H, F MAO C A gas-CLY,
F NAT C A gas-CLY



Robert Sergeant
3242 Lupine Drive
Indianapolis, IN 46224



- Sub
- Trade
- Player

FIRST CLASS MAIL FIRST CLASS MAIL

Doug Beyerlein
640 College
Menlo Park, CA 94025