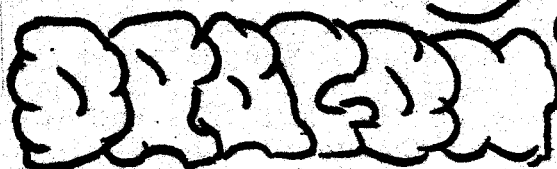


Saint George

AND THE



Vol. V, No. 1

June 10, 1979

A West Wasteland Publication

Diplomacy is realizing in the middle of an amusing anecdote about how you stabbed your old ally, that you're talking to your new ally.

Some announcements:

The New BRUTUS BULLETIN lives ! Despite some announcements to the contrary, BB has folded its old format, not the zine itself. TnBB will appear less often than its old bi-weekly schedule, but continues on. Available from : John Michalski, Rt.10, Box 526 Q, Moore, OK 73165

Our new feature on Miniatures is promised to begin next issue by its author, Dale Kemper.

We're going to try to play-test the new version of WW III at Origins. All interested parties are invited. If the version plays well, I will be opening one, maybe two sections. it's a 15 player variant, now. The European countries are combined into the Common Market and the Warsaw Pact. There will be a game fee to offset the cost of maps, since I can't get these printed free.

I just received a copy of Whispers, a semi-pro magazine devoted to fantasy and horror. It's available from: Whispers Press, Box 1492-W, Azalea St. Browns Mills, NJ 08015. It's \$7.00/4 issues or 2 double sized issues. there is no comparble amgazine for fantasy buffs.

I have this press left over from 1979AX, The Ghost: St.Petersburg: The Tsar wishes to thank all of those Powers who have agreed to become door mats.

There's a notice to Iowa gamers on page 5.

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. NO GAME OPENINGS

*Diplomacy is a registered trademark for a game invented by Alan B. Calhamer
and copyrighted by Avalon Hill

1976IJ, End-game statements

England(Lee Kendter, Jr.) When this game started I was hoping to form and English-German alliance, but after hearing from the German player I knew this was hopeless. He had no intention of owrking with me or Russia. After Winter 1901, Dave and I agreed to form an alliance against Germany. The alliance was fine until Russia stabbed me in 1904. That same turn the Austrian stabbed Russia, something I suspected was going to happen, and that was the only reason I wasn't in too bad of shape. While I lost three centers, Russia only picked up one, and this had to be built down south. At this point I knew I had no chance to win. I then tried to form an alliance against the Russian only to be stabbed by the Italian. At this point I was sure the game was hopeless and went after the Italian for his stab. I felt I could hold on at three centers for a long time, which I did, and I was still able to continue harassing the Italians to the end of the game. The possibilities were there to even take more Italian centers had the game not ended. Congratulations to Dave Ditter who played a fine game.

Austria(Eric Verheiden) This game was dominated by the relationship between Russia, Austria, and Italy. Caught in the middle and offered alliances by both sides, I accepted the alliance from Italy and stabbed Russia. I did this mainly for strategic reasons, however did not count on Italian stupidity. Smith pulled back from easy gains in the west and spent his time battering fleets against Austrian shores. He got all the way to Trieste by the end of the game. On my end, I simply threw everything against the Italian and advised the Russian that I would not defend the rear. I've done this a number of time in similar situations and nine times out of ten, I can drag the attacker down with me.

Congratulations are certainly due to Dave Ditter, particularly if he suckered Smith into attacking me. I think he would have been out of it if the alliance had held.

Russia(Dave Ditter, Winner) Overall, considering that this game began early in 1976 and ended just now in May, 1979 it was indeed frustrating. I am a strong advocate of tarring and feathering (so-called) hobby GM's. That is, those GM's who publish at their convenience.

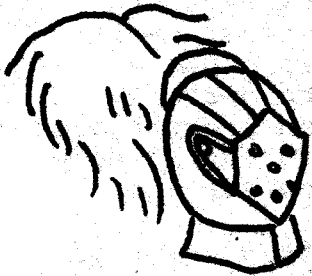
As it turns out a 1907 win is a quick, unexpected one. Much thanks to Roy Smith who got this game going again in SG&D. It was a great pleasure to play with Lee, Jr., Bill, Steve, Roy & Eric.

I would especially like to thank Bob Sergeant for a steady performance as a GM. He stands as an excellent example to all GM's!((This was an unpaid testimonial. Thanks Dave, and congratulations again.))

1978CO

France(Lee Kendter, Jr.) There is not much to say about this game. After Austria missed his moves in Fall, 1901, the Italians and Russians had a definite advantage, which allowed Russia to win. I saw this possibility in 1901, but England and Germany were not willing to fight the east. Later in the game, I managed to get the German to work with me, only to have him stab me later. I knew by then the game was a Russian win. I felt this was a poorly played game. The lack of co-operation by the western powers gave the game to the east. Why the German stabbed me still does not make any sense, and I hope his end game statement may give me a clue.

Turkey(George Pyfrom) I thought the temporary alliance I had with Russia would not hold. Although we had the stand-off, I was suspicious of him. When Aus wrote me to join him, I passed this(Continued on page 10)



1979AK

Good Guy Invitational

Spring, 1901

Austria(Mathias) A bud-SRB, A vie-BUD, F tri-ALH
 England(McLendon) F lon-NTH, F edi-NWG, A lvp-EDI
 France(Kendter, Sr.) F bre-MAO, A par-GAS, A mar-SPA
 Germany(Jones) f kei-BAL, A ber-KIE, A mun-RUH
 Italy(Rittel) A ven-TYO, A rom-VEN, F nap-ION
 Russia(Rohde) F stp(sc)-GOE, F SEV-bla, A mos-UKR, A WAR H
 Turkey(Pyfrom) A con-BUL, A smy-CON, F ANK-bla

COMMENTARY - Ledder

In the East, there is what appears to be a standard two-on-one with Turkey on the receiving end. Russia has not played as aggressive a move as he could have, which may mean that he is uncertain about the intentions of England and Germany. The moves in the West indicate a real basis for such Russian fears. Germany and France are obviously allied, and Germany seems to be headed for Scandinavia. A German move to Scandinavia and an Italian move against Austria would relieve some of the pressure on Turkey.

France is the player who seems to be having the most diplomatic success, and it is he who will in large measure direct the course of the game. Everyone has moved away from France, whose move leaves his intention in doubt. France and Germany could be attacking England, but then why give England a chance to take Belgium? France's move seems more useful as an attack on Italy. Had the Italian moved to Piedmont, France would have been in position to hold Spain and Portugal without jeopardizing Marseilles' build opportunity by directing both armies to Marseilles (unless Italy played A PIE S French A spa-MAR). If France is attacking Italy, he can now play his fleet to Western Med while securing two builds with his armies. The Eastern players should thus be wary of a possible Western Triple Alliance.

It is Italy who has the most difficult decision to make in the fall. He can attack either Vienna or Trieste and he has the option of trying for Greece, if Turkey will support him. Such an attack would guarantee Italy at least one build while preventing Austria from getting more than one. But in attacking Austria, he'll have to trust France not to attack him. A wiser decision might be to try for Munich. If successful, this attack will weaken the might of a Western Triple Alliance and give Italy two builds. At worst, Germany will have to use one of his armies for defense instead of occupation of the low countries.

Next season, the relationship between Italy and France should be more clear, and we'll have a better idea of which countries will be successful and which destroyed.

((Lee Kendter has asked me to point out an error in fact in Berch's pre-game statement. Lee GN's 1978IS; he does not play in it.))

COMMENTARY-Berch, Incipient Western Triple Puts Italy on the Spot.

There is evidence aplenty of a western (EFG) alliance. France's pulling his armies west toward Iberia is very pro-G and F bre-MAO plus nothing adjacent to Bel is very pro-E. Germany obliges both neighbors by floating his fleet in the Baltic, and England's I-trust-France A lvp-EDI completes the story. All is in readiness for F'01, when France moves F mao-WES (or even convoys to NAF) against Italy. Germany stands R out of Swe, Eng convoys to Nwy and either takes Bel or delays that a bit to enter Bar or Ska. (More on page 4)

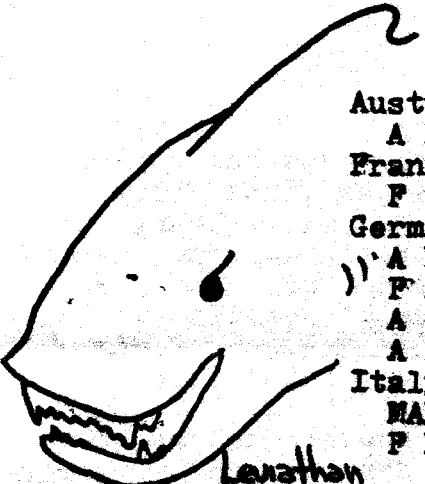
 COMMENTARY-Berch(continued)

But that doesn't mean that F'01 will actually turn out that way, and E, F, & G are doubtless denying any such alliance to their other neighbors, regardless of their true intentions. For example, this could easily be a set-up of England, with France moving F mao-Iri/Nae and Germany moving to Denmark Holland and Belgium, leaving England in an inappropriate anti-R stance. Similar set-ups of F & G are possible, so you cannot conclude that the western triple is already operating until you see the F'01 moves.

One man badly needs to know this fact: Italy. In a well-played game of Diplomacy, a single misstep should doom a country, and Italy is in a position where any single move could be the fatal error. If he is to be attacked early by France, an extra build would be very handy but not necessarily essential. The line of F Tun, F Tyr, A Tus, A Ven/Pie can bottle up the French if an eastern fleet will co-operate by providing an uncuttable support for Tunis. Gaining that center from Austria will embroil him in a war with Austria which won't be a quick one because Russia will be too busy in the North to help much. Taking a German center would seriously stall EFG, and possibly de-stabilize it, as E-F-I vs G would certainly look attractive to E & F. But if EFG stayed together, Italy would eventually lose his 5th center. This would allow Italy to remove an army, bringing him to 3F and 1A, which is stronger against F than 2A & 2F. He has a third alternative, viz. to try to take both Vie and Tri. This requires a gullible Austria, but has the virtue of providing enough builds for both stonewalling France and, with Turkey's help, finishing Austria off quickly. Italy's most complex option is to attack both G & A, on the theory that one of these attacks is bound to be correct and should give him the muscle to deal with the other attack's consequences.

On the other hand, if Italy believes that there is no Western Triple, then the attack on G will not be profitable unless G is being set up, and even then F & E may not tolerate for long Italy sharing the spoils. Under these circumstances, the attack on Austria is more appealing and less risky. This is especially true since T seems likely to be anti-A. The standoff in Bla is almost certainly pre-arranged, given the lack of army movement into Arm and Sev. Note that Russia provides no camouflage for the R-T alliance: doing A Mos-Sev would have produced the same board situation and obscured Russian intentions in this regard.

Italy's first order of business is thus to write E & F & see how they react to the proposal of A Tyo-Mun. As E, F & G are all experienced players, it is likely that if there is a western triple, they have concocted a cover story. Most likely X & Y will say: We're setting up Z. Z will either say: We're setting up X or Y, or Yes, there is a triple or will not respond. But who is selected as Z? If G was picked, E & F will be forced to tell Italy - go ahead & grab for Mun, forcing G to cover Mun. Which means (assuming F Gob-Swe) that G gets only one build. However, G may find this just too chancy. Antagonizing R, attacked by I and surrounded by strong & unhindered F & E & just get one build? I sure wouldn't like that. So G as Z(Geeze) would have been an unfortunate choice. But even if F or E were chosen as Z, he still has to tell his story about setting up someone and if that someone happens to have been G then the west has the same problem. The only cover story that would keep I out of the picture would be if both F & E say they are setting the other up with G supporting one of those tales. The upshot should be a good deal of lying. If I decides that there is a triple, but decides not to attack G, then he(continued pg)



I SEE

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(McPherson) F POR S F SPA(NG), A mar(d, a) S F SPA(NG),
 F SPA(NG) H
 Germany(Berch) F MAO S A GAS, A GAS S Italian A pie-MAR,
 A BUN S Italian A pie-MAR, F BRE S A GAS, F IRI S F MAO,
 F NAT S F MAO, A MUN S A BOM, A SIL S A BOM, A BOH S A SIL,
 A stp-MOS, A PRU S A SIL, A WAR S A stp-MOS, A LVN S
 A stp-MOS, A bel-RUH, F NTH H, F ENG S F MAO
 Italy(Beyerlein) F NAF-mae, F WES S French F SPA(NG) A pie-
 MAR, A ven-PIE, A TYO S Austrian A VIE, A TRI S A TYO,
 F BUL(EC) H, F aeg-ION, F GRN S F BUL(EC), F ARM H

There is a call for a I-A-G draw; please vote with your Spring, 1915 orders.

 SUPPLY CENTER CHART 1976IF Leviathan 1914

AUSTRIA: bud, rum, srb, sev, vie..... 5, even
 FRANCE: ~~mar~~, por, spa..... 2, even, 1 anni
 GERMANY: bel, ber, bre, den, edi, hol, kie, lvp, lon,
 mos, mun, nwy, par, stp, swe, war.....16, even
 ITALY: ank, bul, con, gre, nap, rom, smy, tri, tun,
 ven, MAR.....11, build 1

 DEADLINE FOR WINTER, 1914 & SPRING, 1915 IS JULY 14, 1979 12 NOON CDT

 Holocaust A Winter, 1950

Africa(Ledder) builds A EGY, F SUD, F WAF
 Australia(Sulsberger) builds F MEL
 Canada(Sokel) Builds A NW TEN
 China(Hyatt) builds A PEK, F CHUN
 Europe(Hooten) builds A GER
 Japan(Price) Builds F HOK, F TOK, F OSA
 Russia(Paulson) F vln R OTB. builds A SEV, A LEN
 South America(McLendon) builds F CHI, F BRZ
 USA(Pyfrom) builds A DNV, F WASH

 DEADLINE FOR SPRING, 1951 IS JULY 14, 1979 12 NOON CDT

Press, Holocaust
 Toronto: It was reported that the Prime Minister placed his hands on his
 Mahogany desk, looked to the heavens and said, "Why me, Lord ?"

Russia: Having no allies sure makes negotiating easy !
 NOTICE !!! NOTICE !!!

Dennis Sulsberger(712)876-2635 is trying to organize a carpool of Iowa
 gamers to Origins. Call if you're interested.

SAINT GEORGE SPEAKS

Alien



If you are at all interested in SF, you must see this film. And not for the plot. Alien is the first film to convince me that the SF trappings are real. There isn't a lot that can be said about the plot for several reasons. One is that the plot is really that of a monster movie, not SF. And for non-SF buffs, -I hear there are some of you- I must point out the two genre are different.

Second the film relies on genuine surprise for much of its impact. And it has plenty of impact. For the final 3/4 of the film, the woman seated next to me watched the film from behind the inadequate protection of her purse. She held the purse in front of her eyes and muttered, "I can't believe I paid to see this." I can't believe she paid not to see it.

I don't recommend the movie for pre-teenagers, accompanied by parents or not. Of course I wouldn't have recommended "Jaws" to them either. I didn't even recommend "Jaws" to myself. I don't like to see people eaten alive, although I seem to be seeing it a lot in movies lately.

But the strong drawing point of Alien is the sets. I simply don't see how they accomplished their effects. There is a scene in the alien spaceship which takes place in a gigantic room. I assume part of the back-ground had to be painted, but if so I couldn't detect it. Otherwise they have built fantastic sets. I sat open-mouthed at some of them. The 9.9 million was well spent.

The actors are also a cut above the run-of-the-mill cast. Some don't stay around to make much of an impression, but some, Sigourney Weaver, for example, take the events happening with deadly seriousness.

I don't think this will gross anywhere near what Stars Wars did because of the nature of the film. But I could be wrong. I don't usually like bloody movies, and I think I shall see this again.

Good summer viewing.

Re my editorial of last issue.

To those who have asked, neither Dennis Agosta nor Craig Reges has written to discuss 1978FK. Mr. Crockett has not written. I do have a letter from another player in my game 1978CQ who confirms that Dave Crockett did write the other players in my game although I had done nothing to him, and he was not in the game.

That's all I intend to say on the subject unless one of the above gentlemen responds.

Those of you who will be at Origins- I'm looking forward to meeting all of you, some of you again, and some for the first time. Remember, Origins is a time to have a good time, not to indulge in arguments. If you find an enemy of yours there, the best policy is to ignore him, or her. Anyone interested in Tunnels and Trolls, I am signing up for the free demo. I recommend it for a pleasant way to spend Friday. The Diplomacy Tournament will be: 10am-2pm & 6pm-10pm on Saturday and 20am-2pm on Sunday. I'm entering- caveat emptor.



The Werewolf

Austria(Hayman) A GAL S Turkish A srb-RUM, A BUD S Turkish
 A srb-RUM, A tri-SRE
 England(Brawner) A wal-BRE, F ENG C A wal-BRE, F bar-STP(NC),
 A stp-LVN, F den-NTH, A BER-sil, F BAL S A stp-LVN,
 F nwg-NAT, A RUH-bel
 France(Kovalcik) A BUR-bel, A mar-GAS, F LYO S F WES, F WES S
 F LYO, F naf-MAO
 Germany(Michalski)(A sil R MUN) A MUN S English F den-kie(nso)
 Italy(Meraitis) A KIE-mun, A tye-TRI, F TUN S F TYN, F TYN
 S F TUN, F NAP S F TYN
 Russia(Price) A SIL-ber, A WAR S A ukr-MOS, A ukr-MOS,
 A rum S F SEV(d, r ukr, otb), F SEV S A rum
 Turkey(Stevens) A srb-RUM, A BUL S A srb-RUM, A smy-sev(nsu),
 A GRE H, F ION S Italian F TUN, F CON H, A ARM (U) H

For the next season only, Oren Phipps, 2280 Desinia Ct., Reston, VA 22091
 will play England while Jack Brawner is getting married, and other foolish
 things. Oren was selected by Jack, so negotiate with him as though he
 were Jack.

 SUPPLY CENTER CHART 1978HT The Werewolf 1904

AUSTRIA: bud, ~~xxx~~, vie, SRB..... 3, even
 ENGLAND: ber, den, edi, hol, ~~xxx~~, lvp, lon, nwy, swe,
 BRE, STP. 10, build 1
 FRANCE: ~~xxx~~, mar, par, por, spa..... 4, remove 1
 GERMANY: bel, MUN..... 2, no room to build
 ITALY: ~~xxx~~, nap, rom, tun, ven, KIE, TRI..... 6, build 1
 RUSSIA: mos, ~~xxx~~, ~~xxx~~, sev, war..... 3, remove 2
 TURKEY: ank, bul, con, gre, ~~xxx~~, smy, RUM..... 6, even

 DEADLINE FOR WINTER, 1904 & SPRING, 1905 IS JULY 14, 1979 12 NOON CDT

Press: The Turkish people applaud the valiant Germans for fighting to the
 end. He will not be the first to go and may be around for a long time.

1979AX The Ghost Spring, 1901

DIRTY WORK AFOOT

Austria(Michalski) A vie-TYO, A bud-SRE, F tri-ALB
 England(Kemper) F edi-NWG, A lvp-YOR, F lon-NTH
 France(Lawniczak) A par-PIC, A mar-SPA, F bre-MAO
 Germany(Stevens) F kie-HOL, A ber-KIE, A mun-RUH
 Italy(D'Alessandre) A ven-APU, A rom-TUS, F nap-ION
 Russia(Schaller) F stp(sc)-GOE, A war-SIL, A mos-UKR, F SEV-bla
 Turkey(McPherran) F ANK-bla, A con-BUL, A smy-CON

Underlined orders cannot be carried out; CAPS denote final resting place
 of unit. Press: Rome: Extensive flooding from a recent storm has caused
 the evacuation, temporarily, of Venice. It is not known if a similar
 occurrence has hit Trieste.

The Ghost !!

 DEADLINE FOR FALL, 1901 IS JULY 14, 1979 12 NOON CDT

AFRICA

Nigeria(Hooten) F MAUR S F gha-SE.ATL, F gha-SE.ATL., F ida-GOGUI.
A GAB-zai, A nia-CHAD, A c.a.r.-DARE
Sudan(Yerkey) A ANG-zai, A SUD S A ANG-zai, A SOM H, F RED-w.i.o.
South Africa(Kemper) F W.I.O. S A TAN-som, A TAN-som, F Johan-NAMIB,
A ZAMB S Nigerian A GAB-zai,

ASIA

China(Rohde) A chun-SHANG, A can-VIET, F shang-S.CHI.S., F BON S.
F shang-S.CHI.S, A viet-THAI
India(Kendler, Sr.) F cale-BOBEN, A bom-KASH, F MAD-e.i.o., A BANG H,
A PAK H
Japan(Hyatt) F TOK-nw.pac., F NW.PAC-pap, F YEL S F NW.PAC-pap., A SKOR H

AUSTRALIA

Australia(P.Paulson) F N.ZEA -s.pac., F darw-QUEENS, F PER-e.i.o.,
F TIMOR-pap

EUROPE

Austria(Sokol) A vie-GAL, A BUD S A vie-GAL, F gre-BUL(SC), A SRB S
f gre-BUL(SC)
England(Sergeant) F nwy-NWG, F nth-DEN, A bel-HOL, F lon-NTH, F lvp-NAT
France(Brawner) F BRE-pic, A BUR-pic, F por-MAO, A spa-GAS, F mar-SPA(SC)
Germany(D'Alessandre) A kie-BER, A ruh-MUN, A mun-BOH, A hel-KIE,
F den h(d, r ska, hel, bal, otb)
Italy(Ledder) A tye-VIE, A TRI S A tye-VIE, A ven-PIE, F nap-TYM,
F tun-WES
Russia(McPherran) F KAM H, A tash-TRKM, A stp-LVN, A war-SIL, F n.e.pac.-
SAN DIE, A e.mon-SIE, A iran-IRAQ, F SWE S English F nth-DEN, A RUM S
Turkish A bul-srb(nso), A gal-bud, (d, r ukr, war, otb), F SEV S A RUM
Turkey(Mathias?) NMR! A bul h(d,a), F CON H, F ANK H, A SMY H

NORTH AMERICA

Canada(Lipscomb) F grn-DAV.St., F mon(sc)-N.W.ATL, A ont-N.ENG, A man-
PLNS, F ala-VANC
USA(E.Paulson) A sav-OHIO W., A hou-MEX, F w.ind-CARIB, F ere-N.E.PAC.

SOUTH AMERICA

Argentina(Price) F S.CRUZ-chile, F b.air-ELK SND, F uru-S.W.ATL,
F flk is.-DRK PAS, A LA PAM S Brazilian A PARA-bol(nso)
Brazil(Blevins?) NMR! A VENZ H, F SURI H, A BELM H, A MATO GR H, A PARA H,
F RIO H
Peru(McLendon) F S.PAC-chile, A ecua-COLO, A iqui-AMAZ, A CUZ S A iqui-AMZ

Press:

Austria: His excellency asks that all good allies please come forward.
Help!
England-Other Specific countries: Sorry, guys, but loose lips sink ships.
(How original) Too many people have heard plans, which ought to have
been kept secret.

Players are again reminded that Dave Bunke, 5512 Julmar Dr, Cincinnati,
OH 45238 is the GM. I have so far resisted the temptation to read moves
which were mailed to me, but only so far...
Victor Ricci, 135 Eastern Parkway, New York, NY 11238 is asked to submit
standby moves for Brazil; Dennis Sulsberger, Box 65, Climbing Hill, IA
51015 is asked to standby for Turkey.

DEADLINE FOR FALL, 1981 IS JULY 10, 1979



The Vampire

SMELLING LIKE A ROSE
 Austria(Lawniczak) A TRI-tvo, A bud-vie(d, a), A ALB S
 Turkish F GRE
 England(Hayman) A YOR H, F NTH S F NWY, F NWY H, F cly-NWG
 France(McPherron) A TYO S Italian A BOH-vie, A BEL S A BUR,
 A BUR S A BEL, F ENG S F LON, F LON H, F IRI S F LVP,
 F LVP H
 Germany(CD) A RUH H, A KIE H, F HOL H, A DEN H
 Italy(Smyth) A mun-BER, A BOH-vie, A VEN-tri, F ION-gre,
 F AEG S F ION-gre
 Russia(Phipps)(A bud r GAL) F BAR-nwy, A STP S F BAR-nwy,
 A GAL S A rum-BUD, A rum-BUD, F con h(d, a), F ARM-ank
 Turkey(McLendon) F BLA-ank, F smy-CON, A BUL S F smy-CON,
 A srb-RUM, F GRE H

Craig Reges evidently didn't want the German position. Ron Kelly, Apt.314, 6038 Richmond Highway, Alexandria, VA 22303 is asked to submit standby moves for Germany.

 SUPPLY CENTER CHART 1978HH The Vampire 1904

AUSTRIA:	tri , tri, vie.....	2, even, 1 annih.
ENGLAND:	edi, lvp , nwy, swe.....	3, remove 1
FRANCE:	bel, bre, lon, mar, par, por, spa, LVP.....	8, build 1
GERMANY:	den , den, hol, kie.....	3, remove 1
ITALY:	mun, nap, rom, tun, ven, BER.....	6, build 1
RUSSIA:	bud, mos, sm , stp, sev, war.....	5, even, 1 annih.
TURKEY:	ank, bul, con, srb, smy, GRE, RUM.....	7, build 2

DEADLINE FOR WINTER, 1904 & SPRING, 1905 IS JULY 14, 1979 12 NOON CDT

1978HS The Dwarf Spring, 1904



The Dwarf

IT'S EVERY MAN FOR HIMSELF !
 Austria(Brawner) A VIE-tvo, A GAL-bud, A RUM S A GAL-bud,
 A SEV-arm, A war-MOS
 England(Mathias) F mao-POR, A LON H, F edi-NTH, F ENG S
 A bre, A bre(d, a) S German A bel-PIC, F stp(nc)-RWY
 France(Kelly) A pic-BRE, A GAS S A pic-BRE, A PAR S A pic-
 BRE, F mar-SPA(SC)
 Germany(Phipps) A pru-WAR, A ber-MUN, F kie-HOL, A bel-PIC,
 A DEN H, A BUR (U) H
 Italy(Swords) A VEN-tvo, A SRB-bud, A TRI S A SRB-bud,
 F ion-AEG, F GRE S F ion-AEG, F nap-ION, F TUN H
 Russia(Hooton) A swe-FIN, F gob-SWE
 Turkey(Pyfrom) F BUL(SC) H, F con-BLA, A ank-CON, A SMY-arm

For the next season only, Jack Brawner has appointed John Michalski, Rt.10, Box 526Q, Moore, OK 73165. Negotiate with John as you would with Jack. Jack claims he will be on his honeymoon all month. He must be a lot younger than I am to make it for an entire month. Ah, youth !

DEADLINE FOR FALL, 1904 IS JULY 14, 1979 12 NOON CDT

1978CB(continued) informantion onto my allies, Italy and Russia. So, when Aus called me after the S'01 moves, he looked like he could use an ally against Russia. So, on his promise of support, I thought to stab Russia before he stabbed me. When Aus NMR'ed, I knew I was in trouble. I wrote Italy asking for a new twist to our agreement; never did hear from him. Anyway, I held out as long as I could against the Russian/Italian onslaught, but could not do it by myself. Congrats to Russia on a fine game & maybe next time he'll be my ally to end game.

Berch's COMMENTARY on 1979AK

must say that he will, so that G will cover Mun and lose a build. Even if he decides there isn't a triple, he still must say he's attacking G to provide cover for his attack on A. The reverse applies if he decides to attack A.

I have gone into great & probably unnecessary detail about Italy, because so many players assume that if you don't have to care about the west. Not so, and this game is a good example.

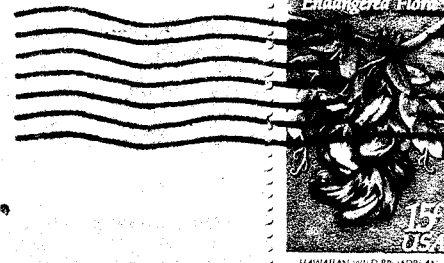
A Mos H is a bit too tame for my taste. He must have been concerned about A Sny-Arm. Northern concerns would have dictated A mos-Stp/Lvn or A War H, A Mos-Ukr((Mark seems a bit confused: those were the Russian moves))

Some final words on the German opening. F Kie-Bal has the drawback that it requires 2 units to take Den & deny R Swe, whereas F Kie-Den-Swe does it with one. And the fleet cannot be used in the west any time soon. On the other hand, if 1) he's not interested in Bel and 2) expects no hostile moves from F, E, I or A then he has a piece to spare. It has the major advantage that it blocks F Gob-Bal in S'02(but not F'01the, such a Russian move gives G an extra build). F Gob-Bal can severely crimp German options - it happened to me in 76IF & to my ally in 78H ! Second, it means that G can take Swe by force in S'02. The more conventional route requires either E help or the build of a second fleet or a S'02 guess to take Swe by F'02. Third, it provides for the possibility of the devastating, but easily overlooked convoy to Livonia. An army placed there in S'02 expeses StP, Mos & War.

Normally one would expect the best diplomatic atmosphere for this opening to be 1) E&F Mutually hostile, so that G can safely pursue an eastern adventure and 2) a Turkish or Austrian ally against R and 3) no problem with Italy. Apparently none of these 3 conditions exist. However a solid EFG alliance could be a decent substitute for point 1). And Austria is poised to stand Russia out of Ram. So G must persuade I to attack A, while persuading A that I won't attack A and keep T from helping R. It's a tall order.

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