

GM & Publisher: ERIC OZOG (312) 237-4650
1526 N. Lawler Ave
Chicago, IL 60651

"I come charging
out of your mailbox"



Rate: \$5.00 gamefee plus postage. See my
houserules sheet for all discounts.

Diplomacy is a game invented by Calhamer
and copyrighted by Avalon Hill, ect, ect.

Le Front 1980 ZO / Fall 1906: Dan Stafford the winner in Air-Sea Kriegspiel

A most grueling game to GM, but a short one at that, lasting from May of last year until now. Air-Sea Kriegspiel is a blind game, incorporating airplanes and submarines in addition to the usual armies and fleets. In addition to that, there are additional GM headaches. However, I must say that I vastly improved my gamesmastering technique for this variant. It took me roughly six hours to adjudicate and type out the results when I first started. I cut the time down to two hours at the end of the game.

Below is the actual Turkish turn for this Fall. This will give people a rough idea on how the results are printed.

TUR (Stafford) a den-kie, GER s kie D R; p lvp S a den-kie NSU; p yor U H; p swe & p fin & p gal S a den-kie; p swe L war, p fin L swe, p gal L gal; a rum-bud; p rum S a rum-bud, L rum; a bul-ser; p bul S a bul-ser, L syr; a vie-tri; p con & p ser & p alb S s rom; p con L naf, p ser L tus, p alb L alb; s rom S p naf CAP nap; p naf CAP nap, L bul; s nat-lvp; a swe-den; s eas-s-ion-s; s aeg-s-gre

positions: s lvp, p yor, p swe, a den, a kie, p war, p gal, a bud, p rum, a tri, a ser, p bul, p alb, s gre, p syr, s ion-s, s rom, p tus, p naf

flight paths: tun,EMP; tyn,EMP; nap,ITA s; ion,EMP; aeg,EMP; edi,FRA s & p; nth,ENG s; bel,EMP; hol,GER a; mun,EMP; vie,EMP; tyo,GER a; ven,EMP; apu,GER p; tus,ITA p

centers: ank con smy bul gre rum SER BUD TRI ROM sev war mos stp swe nwy DEN
KIE LVP nap (19) has 19 units, should have 33, build 6 (8 short)

Stafford's turn result was rather dull this time for he did not encounter any resistance. Take note that a player will be told when his units are attacked by other units; such as:

a con-bul, aa AUS p; p ank S a con-bul, L syr

The above meaning: Army con while moving to bul was attacked by AUS plane. The move to bul did not fail because the Turkish player had support from its own plane ank. Note that you must order your plane to (L) land, or else it crashes.

s lon-enc, o FRA f

The above meaning: submarine London fails to move to the channel because French fleet (o) opposes the move.

Submarines may also move to the sub-space of a province of a body of water. They may capture supply centers, but may not convoy an army. Airplanes may move up to 8 spaces per turn, use the CAP option (a bombing run equivalent to a normal attack) as well as support and cut the support of other units. In the blind version of Air-Sea, planes tell the player what units are on the ground when his plane flies over a space when the player submits a flight path for his planes. Submarines have the advantage of being undetectable when they move under water (blind version).

OPEN YOUR HEART AND ADOPT AN ORPHANED HUN



Daniel Stafford as a child

Also note from Stafford's turn results that there are many more units involved in this game. That is because each supply center is worth 7 points, and it costs 4 of these points to build any of the four units. Thus, at the beginning of Winter 1900, a major power will be able to build 5 units, Russia 7.

There are other fine details of Air-Sea and its Kriegspiel version. If you are interested in playing this variant or even gamesmastering it, ask me for a copy of the rules and their clarifications.

I will be opening one Air-Sea game, minus the Kriegspiel. I need a vacation from blind diplomacy for a while. I will open a blind version in the future.

Below are the statistics for 1980 ZO.

Game: 1980 ZO Air-Sea Kriegspiel Gamesmaster: Eric Ozog
 Zine: Le Front de Liberation du Diplomacy Subzine: Diplomacy By Moonlight

	<u>1901</u>	<u>1902</u>	<u>1903</u>	<u>1904</u>	<u>1905</u>	<u>1906</u>	<u>Played By</u>
AUS	4	-					Ted McDonald (drop S'02) Scott Copeland (out F'02)
ENG	4	4	5	3	1	-	Bernie Oaklyn (out F'06)
FRA	5	6	5	4	5	5	Jim Stevenson (survival '06)
GER	5	5	3	4	5	3	Bob Olsen (survival '06)
ITA	6	8	9	12	10	7	Jim Burgess (survival '06)
RUS	3	3	3	1	-		Victor Melucci (out F'05)
TUR	6	8	9	10	13	19	Dan Stafford (win '06)

My congratulations to all the players who stuck it out, especially Dan Stafford (talk about overkill).

One final note, Because of the larger than usual amount of units in the Air-Sea variant, players must double-up some units on the Winter building season. During Winter for building purposes only is the only time a player may have two units in a supply center (see rules to determine which units may coexist). During the Spring and Fall turns, only one unit may exist in any one province. The planes are the only exception. Now one can see the disaster that can develop if for instance-- a player who builds an army and a submarine in Sevastopol in Winter 1900. He is assaulted by the Turkish and Austrian players which prevents his army and sub from leaving Sev. Because these units may not share a space in the spring, they were removed from the game.

This actually happened to Vic Melucci in 1901. Because of the loss of those two units in the Spring, Vic was hardly able to defend his southern territory, thus Russia never had a chance to develop. Players of Air-Sea must always beware of this situation, especially in the early stages of the game. When you build two units in a center, be sure to write moves for those units that you think will succeed.

On the Memorial Day weekend (Friday & Saturday, May 22 & 23) I took a bicycling trip to Chain-O-Lakes State Park on the Illinois-Wisconsin border. Going there I practically flew, doing 57 miles in 4½ hours, not bad at all. I set up camp (the tent rolls up in a neat little package and weighs about six lbs) and took another ride around Grass lake and the Fox Lake Area, for a total of about 75 miles for the day.

There is a road that goes into the interior of the park that was nearly deserted. I saw a peaceful grove surrounded by trees. It was near sunset and the breeze was cool and damp. Soft flowers littered the prairie grass. At that magic moment, a doe deer whose grace and beauty was unsurpassed stepped out of the trees, into the grove and over to me. She then taught me how to shape-change by communicating by thought, and lo! In the wink of an eye I became a great

 (continued from page 2)

white stag. We then bounded off into the woods without a sound.

The following day I broke camp and journeyed into the town of McHenry for some breakfast. I also visited some friends in that village who live in a typical subdivision and live (yawn) their suburban lives. The gentle memories of the night before were suddenly broken after I had to fight the traffic at the center of the town. (You see, there was only one bridge that crossed the Fox River at the center of town, no other bridge for miles around, thus all the traffic.) Welcome back to the rat race, Eric.

On the way home I had to fight a viscious South wind. What misery, climbing hills with the wind in your face. I nearly gave up on a couple of them. Oh well, such is the life of a cyclist. The total mileage was 146 miles, my third trip under my belt. I hope to eventually get over to the Indiana Dunes and see what they're like, before the summer is out.

OZOG TWO — 1979 IX / Winter 1908—Spring 1909: SUICIDE SHERWOOD, SILENCE FROM ITALY AND GLEE FROM THE TSAR.....

ENG (Stafford) Autumn: f bel R enc. Winter: Remove a yor, remove f hol NSU, GM removes f lon.
 Spring: a wal-bre, f enc C a wal-bre, f mid S a wal-bre, f spa/nc H

FRA (Nelson) Winter: Build f bre. Spring: a ruh-mun, a mun-tyo, f bre-mid D R pic, otb,
 f gas-spa/nc

ITA (Lehto) NMR a rom U H, f nap U H, f tun U H

RUS (Oaklyn) Winter: Build f sev & a war. Spring: a war-ukr, f sev-rum, a con H, f bla S a con, a sil-gal, a boh S a sil-gal, a ber-kie, a pie-ven, f nth-yor, f hlg-nth, f bel S f hlg-nth, a edi-cly, f nat S a edi-cly, f wes-spa/sc, a nwy U H

TUR (Sherwood) Winter: Remove a rum. Spring: f apu-tro IMP, f ion C f apu (IMP) -tro IMP, f gre-alb, a tri-alb, a bud-ser, f adr-lvp IMP, a bul runs like lemmings into the aegean, f aeg S above move.

and then Sherwood has the nerve to say, "Where was my press last time, uh? Censorship!:" Listen to me Sherwood, I'll have none of these Bruce Linsey/VOD/tro bullshits. This is a cleen zeen. I'd let a bul drown itself, really and truly I would, but alas, I must obey the rules. You did not have press last time Sherwood, no last time, you phoned in to my sis, remember???

No standby will be called for Italy, Lehto said he will continue, and I wonder about that... because it seems that no one wants to fight anymore.
 Deadline for Fall 1909 is Monday July 6th 1981

(Turkey to World) It's hard to expect me to give a flying Ozog if you guys don't. Okay, let the plasma beings win, go ahead. I don't care. I don't even care if I get 2nd or not, if there is such a thing. See, I just don't care! John Michalski, come and take me away. ((Don't worry, Michalski will get me too for telling deer stories.))

David Reynolds & D.S. Palter are signed up for the next regular game, Reynolds also for Air-Sea Diplomacy.

There will be two other games that will be opened, one will be a black press game, with press being submitted by even outsiders and the GM, any lies by anyone! Another game will be regular except that there will be optional builds for Winter 1900. Let's get these filled up! Don't forget the discount deals. And there will be regular feature articles in this rag, such as The Dream Police (people writing about their dreams). More on this later.

There will be much to talk about next issue. If you haven't heard by now, my father passed away on May 23rd. After 3½ months of misery, it is finally over, and God bless him. I'll have a few things to say about him and the medical profession.

Remember to pass the word on DEM. Bruce, pick my houserules apart. —ERIC