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DUE DATE:
DIPLOMACY, ETC.
WEDNESDAY - JULY
23RD, 1986

A p.b.m. gamezine published by Lu Henry; 3601 Penbrook, Apt. 18; Flint, MI 48507-1460; which Seven-eleven refuses to sell. We run Diplomacy and Diplomacy Variants in the zine and approximately a dozen other pbm games, mostly naval in nature via separate mailings. You get this free if you are playing in a game (or are standing-by or are trading); for anyone else we set a price of \$1.00/issue to keep the mailing list as small as possible. In emergency situations, you can phone in orders to (313) 235-1738.

SPECIAL ANNOUNCEMENT

Bryce Allen; 2-5 Monk St.; Ottawa, Ontario, Canada K1S 3Y5; will run a p.b.m. game of Quarterdeck's Royal Navy for four players. It's the Graf Spee scenario and yours truly is already signed up. And I won't back out as I did in Bryce's WSIM Gulf of Genoa game. For cost info and to sign up, write Bryce at the above address.

STANDBY CALLS AND LIST

STONEHENGE DIPLOMACY - We need a standby for the Saxo player in this Dip variant.
MACHIAVELLI - We ~~also~~ need a standby for the Florentine player ~~and a standby for the French position.~~
DIPLOMACY - 85-AF -- BILL BECKER FOR THE FRENCH POSITION.
85-HB -- SCOTT CAMERON FOR THE ITALIAN POSITION

I'm scrapping the existing standby list due to staleness. If you are willing to standby for any of the games in this zine, please drop me a note.

STATE OF THE ZINE

With two contracts expiring on July 1st (general city employees and supervisors), continued negotiations and possible arbitration on three others for 1985-?? (police sergeants, lieutenants and captains, and firefighters), but possibly a settlement with police patrol officers, this month should be busy. All of the indicted police (13 who were alleged to be involved in controlled substance position/distribution) have pled to reduced charges. More indictments are possible and there may be some grievance arbitrations regarding the probable discharges of any of the pleaders who aren't sentenced to jail. But enough of that. We have finally gotten current on the outstanding games. If you think I owe you a turn report since the last issue, write, it's lost in the mail.

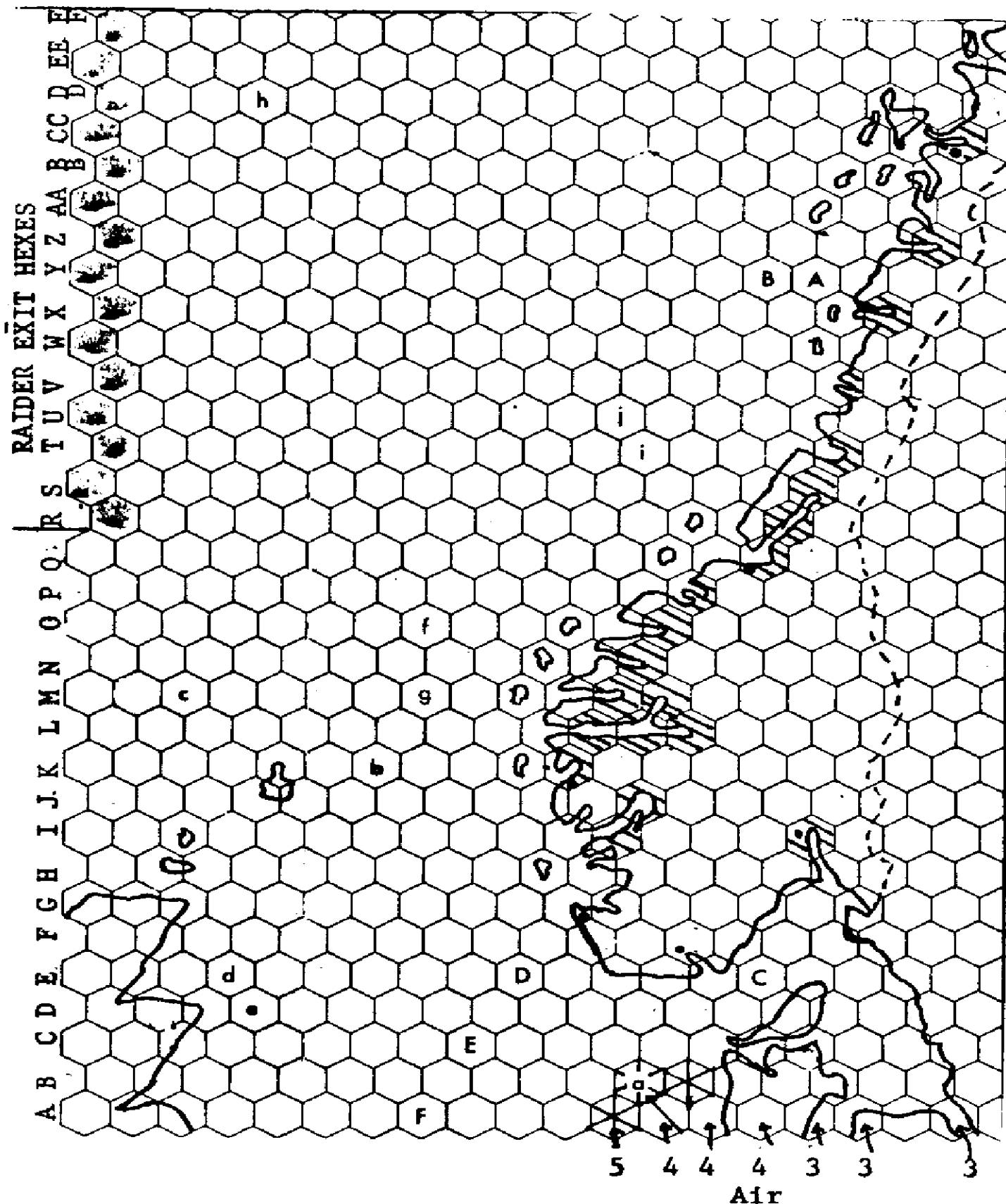
GAME OPENINGS

DIPLOMACY - 4 entered although as of this moment I can put my hands only on John Crosby's preference list. If you are not John Crosby, please sign/resign up for this game by sending me your preference list. The gamefee is \$10.00 if this is your first game in the zine; \$4.00 if you are already playing something.

IRONBOTTOM SOUND -- still berths available

FLATTOP -- will be run after we get some of the contracts settled.

OTHERS -- yes, but not until some of the ongoing close out and I see how much time I have to devote to them. The office is getting an AT compatible, so maybe some of the time consuming chores will be a bit easier after hours.



TURN 1--7 April 1940-1000. KEY: UPPER CASE = BRITISH
 A=Detached DD; B=BC Renown, 2 DD Flots, 1 ML Flot;
 C=Sunfish; D,E,F=SS Flots. lower case = german
 a=Scharnhorst, Gneisnau, DD Flot.; b=U-47; c=U-48;
 d,e=U-Boat Flots; f,g,h=Oilers; i,j=U-boat Flots

NORWAY '40
AFTER ACTION REPORT

Quarterdeck's Norway '40 is a dual map hidden search game depicting the strategic naval situation as of April, 1940.

Although similar in fundamental scope and difficulty to The Avalon Hill Game Company's Midway, the players are confronted with a greater number of options. The chief reason for this is that the German ultimate objective is not tied to the same repetitive goal. Prior to play, the German player rolls the dice on an objective matrix to determine if he will have the opportunity to attempt an objective (exiting surface raiders) other than the invasion of Norway. Two-thirds of the time he will have the option. Even if the option is available, however, the German player may always opt for Norway invasion.

The British player, both in initial submarine setup, air search, and surface ship movement and search, must attempt, as best as he is able, to foreclose all of the possibilities.

Both players reap victory points for sinking or damaging enemy ships. If raider exit is the chosen option, players gain points for exiting or denying exit to the raiders. If Norway is the German goal, Norwegian territorial objectives confer victory points.

In the game analyzed here, the British difficulty in defending against the possibility of either German option is brought home with devastating impact. Although aircraft and submarine attacks resulted, surface gunnery officers never saw a target.

Playing the British was Mark Gorski; the German was Dave Anderson. As the German Anderson opted for his available raider exit option--namely to exit Lutzow, Gneisnau and Scharnhorst with the assistance of any seven surface support ships or flotillas from the counter mix. In addition, the sniping capabilities of four U-Boat flotillas and both Prien's U-47 and Schuitze's U-48 were available to the German.

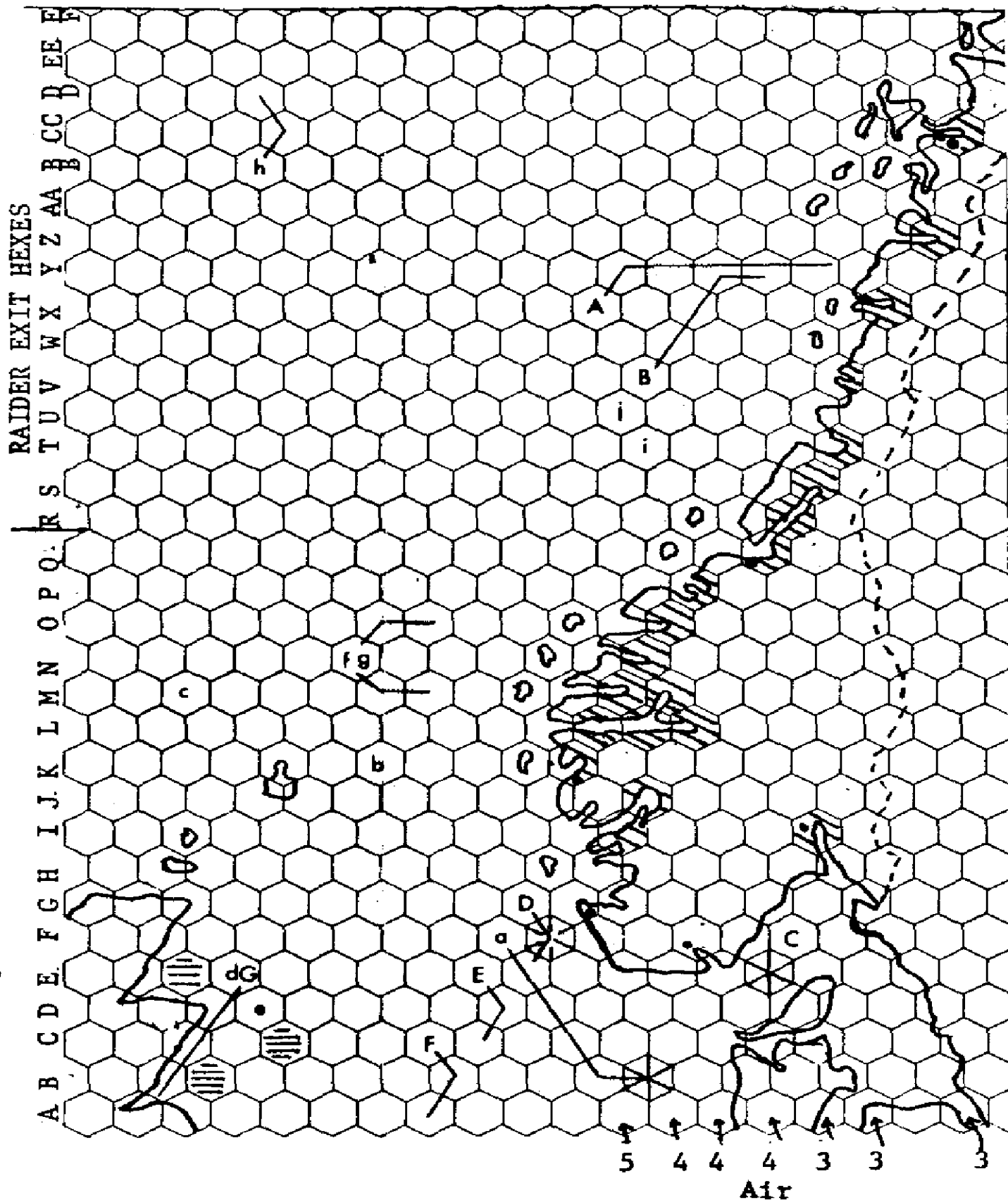
Leaving all of his cruisers in port, Anderson chose to form two task groups--the first consisting of the two battle cruisers combined with one destroyer flotilla; the second consisting of Lutzow, two destroyer flotillas and a torpedo boat flotilla. In addition, the German player controlled three oilers sailing in the North Sea for possible fuel resupply. In the event, the Lutzow group remained off board sailing near Helgoland.

Turn 1 -- 7 April 1940 - 1000 Hours:

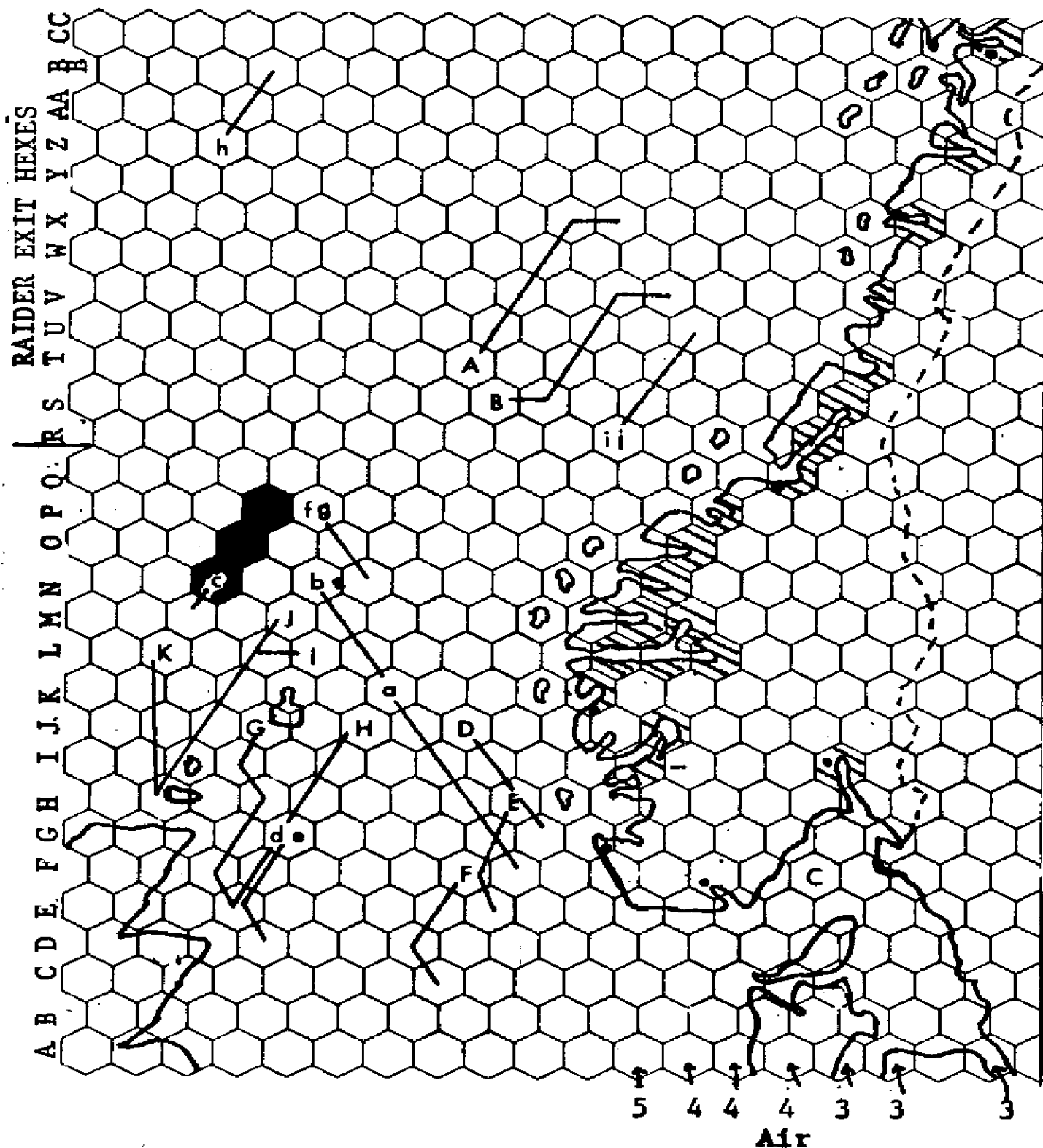
Lutjen's Log: Our benevolent leader, Hitler, has deemed that our raiders breakthrough the blockade and raid into the North Atlantic. Our greatest fear is that the RAF Coastal Command will spot us and blow us out of the water with his bombers based at Lossiemouth. The other problem is his submarines; his are better than mine ((due to German torpedo detonator problems)). If we can escape him this turn and next while there is still daylight ((and, thus, air search and attack capabilities)), we will only have to worry about surface combat. The Lutzow task force will remain near port until darkness falls.

GM Comments: The accompanying map show Turn 1 Movement and air search. The British search the cross hatched hexes while the Germans air search Bergen, Stavanger and Kristiansand to create the impression that a Norwegian invasion is imminent. Sunfish takes position to snipe at possible German forces moving on Oslo while the three full submarine flotillas establish a loose picket line against either raider exit or invasion of Norway. The initial disposition of the Renown force and the British detached destroyers is historic and imposed on the British player. Due to ultimate irrelevance, we did not show the location of in-port Norwegian naval forces (set up by the British player) because they are frozen until actual German violation of Norwegian territory by naval forces.

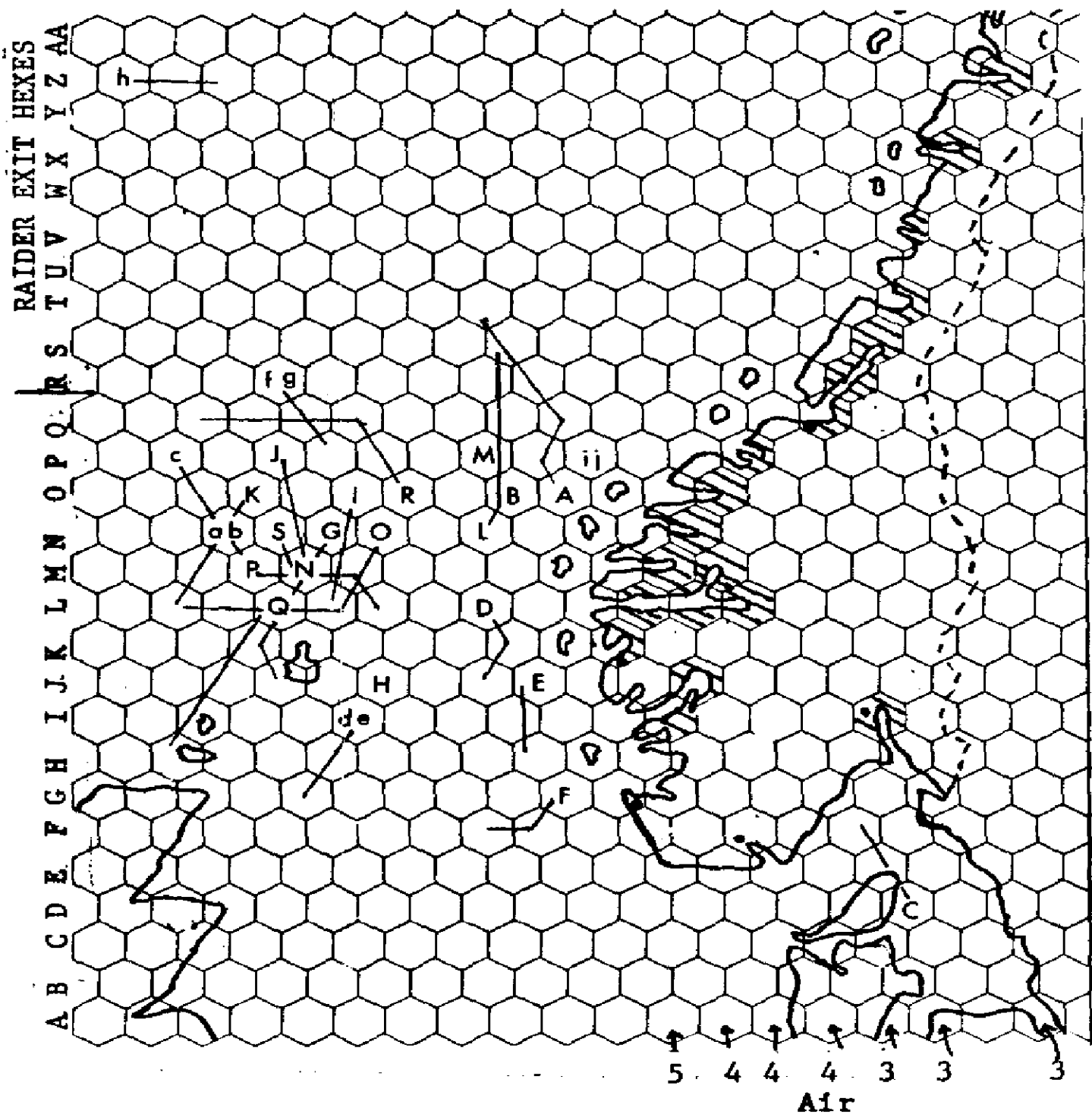
The RAF locates the German task force. Although knowing some German force is present the sighting report fails to give ship identity. The British player must now decide whether to risk flying bombers to attack what might be an inconsequential force or to stay on the ground and miss a chance to inflict substantial damage.



Turn 2 - 7 April 1940 1500 Hours -- A=Detached DD;
 B=Renown, 2 DD Flots, ML Flot; C=Sunfish; D,E,F=
 Submarine Flots; G=Galatea, Arethusa, DD Flot;
 a=Scharnhorst, Gneisau, DD Flot; b,c,d,e,i,j=
 U-Boats



TURN 3 - 7 April 1940 - 2000 Hours: A=Detached DD, B=Renown, 2 DD Flot, ML Flot; C=Sunfish; D,E,F=SS Flots; G=Galatea, Arethusa, DD Flot; H=Detached DD; I=Penelope & DD Flot; J=Repulse, Sheffield, DD Flot; a=Scharnhorst, Genisau & DD Flot; b=U-47; c=U-48; d,e,i,j=U-Boat Flots; f,g,h=oilers



Turn 4 - 8 April 1940 - 0030 Hours: A=Detached DD; B=Renown, DD Flot; C=Sunfish; D,E,F=Sub. Flots; G=Galatea, Arethusa; H=Detached DD; I=Penelope & DD Flot; J=Repulse, Sheffield; K=Rodney, Valiant; L=DD Flot; M=ML Flot; N=DD Flot; O=DD Flot; P=DD Flot; Q=Bertin, French DD Flot; R=Polish DD Flot; S=Detached DD; a=Scharnhorst, Gneisnau, DD Flot; b=U-47, c=U-48; d, e, i, j=U-Boat Flots; f, g, h=oilers

Turn 2 -- 7 April 1940 - 1500 Hours:

GM Comments: Beginning with the combat phase, the British dispatch its available bomber force to strike the located task force. Although all bombs miss their targets, the British learn that the battle cruisers are at sea.

Lutjen's Log: I am extremely cautious this turn. If I can survive the air and submarine attacks, I will be safe. At least in surface combat, I can inflict damage on the enemy.

GM Comments: The British air search the cross hatched hexes; the Germans air search the cross hatched hexes near Rosyth where Galatea, Arethusa and a Destroyer flotilla may be encountered leaving port. The German submarines similarly remain in place to snipe at these British ships. The British submarine flotillas back up their picket line while the submarine Sunfish retreats nearer Oslo. I question the repeated air search of the hex in which the Germans were sighted last turn. Perhaps this is based on both hind sight and GM knowledge, but the strongest play would be to search the gaps in the British submarine line to at least, if search was unsuccessful, know that the enemy had not passed beyond a certain point. As it is, the British have lost all contact with the German units which may, from the viewpoint of the British player, still be headed toward either German objective (exit or Norway).

Lutjen's Log: His air search did not locate me, but I may still have been sighted by his submarines. If so, I will have bombers overhead again and doubt that I will be as lucky as last time.

Turn 3 -- 7 April 1940 - 2000 Hours:

GM Comments: The torpedoes from the German submarine flotilla miss Galatea but German HE-111 bombers sink one of the destroyers accompanying the Galatea force. The Germans, thus, score 2 victory points.

Lutjen's Log: I think he is still thinking I will invade Norway. I am regrouping all of my U-Boats into packs with my Turn 3 movement. The oilers will stay together so that if I get Scharnhorst and Gneisenau off the board into the North Atlantic, I will be able to refuel my destroyers and return them to port. Then, I will release Lutzow for her attempt to raid. ((Your gm's view is that combining the oilers into one hex is not a smart idea. If a British naval force stumbles on the oilers while searching for enemy warships, two, rather than merely one, oiler will be lost.

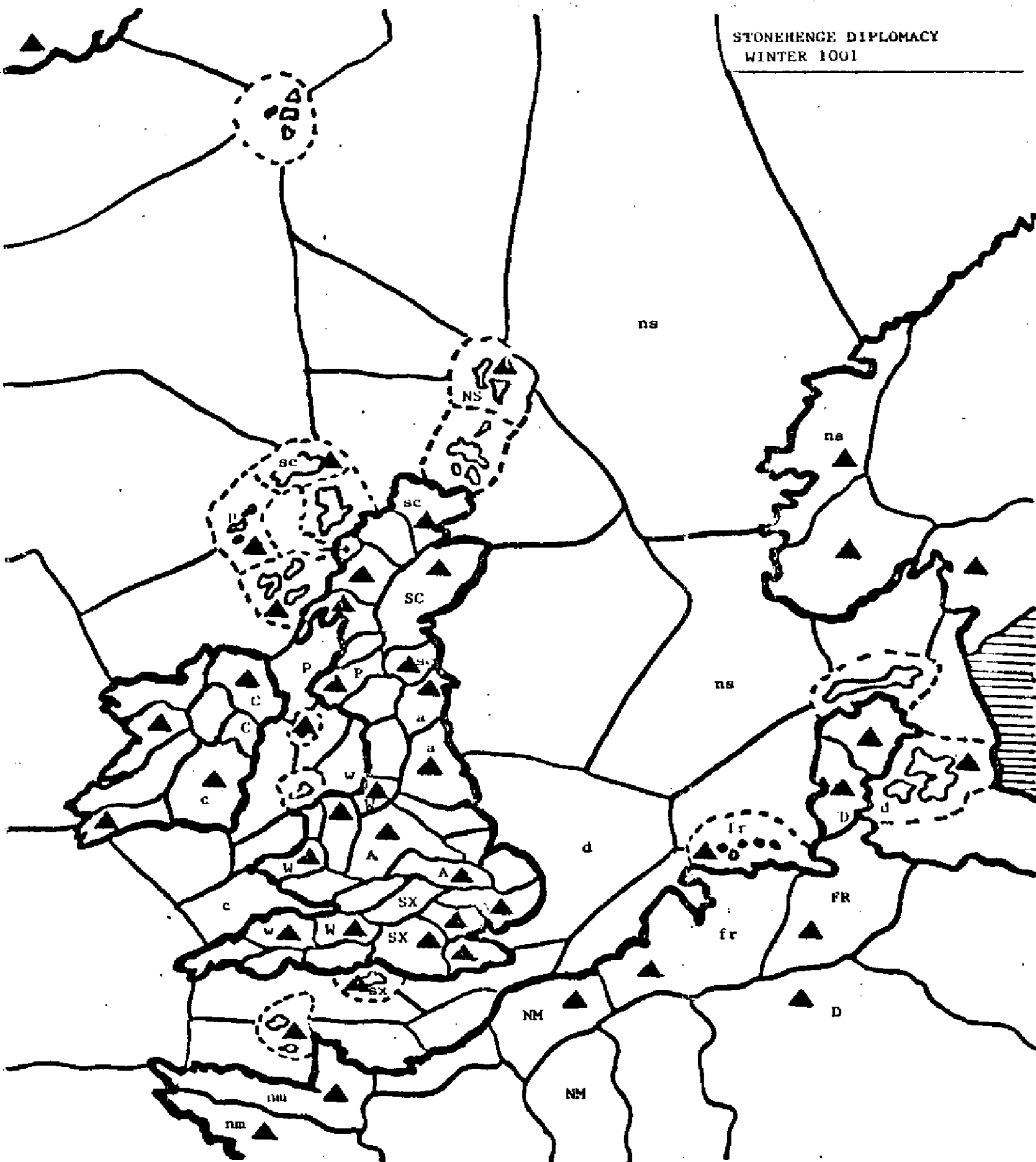
GM Comments: Lutjens breaks through the British submarine picket. No air searches are possible due to nightfall. The British Home Fleet sorties from Scapa Flow led by Rodney, Valiant and Repulse and, contrary to German expectations, reacts to the threatened raider exit. The hexes solidly filled in will be crucial next turn. Measuring possible tracks from the known location of German ships after Turn 1 movement, it must be anticipated that these hexes may contain the German task group after next turn movement if raider exit is to be accomplished at daybreak (Turn 5). These are the hexes, therefore, that the British player must occupy in force.

Turn 4 -- 8 April 1940 - 0030 Hours:

GM Comments: With the dawn of a new day (but still no daylight for air operations), the British move to cover as many hexes as possible. Yet only two of the crucial hexes are occupied. And as luck will sometimes have it, the one uncovered crucial hex is the one into which the German moves. It is my belief that if the British is to gamble, as gamble he shall, as gamble he must, it would be wiser to gamble by massing force rather than by scattering about detached destroyers.

Turn 5 -- 8 April 1940 - 0500 Hours:

Lutjen's exits into the North Atlantic and Doenitz cancels the sortie of the Lutzow force. The DD flotilla is left to its own devices and probable destruction. The final tally is German 22 (20 for exiting Scharnhorst & Gneisenau, 2 for the British DD) and British 17 (5 for Lutzow remaining in port, 12 for the conceded destruction of the German DD Flotilla). The German wins but fails to secure a strategic victory. Will the Germans have available Scandinavian iron ore needed if the war is to go on for any period. That is the question left unanswered by Lutjens' gulliant raid.

STONEHENGE DIPLOMACY
WINTER 1001

85-HB--DIPLOMACY
FALL '02
"Harry Chiti"

Spring '02 correction previously noted to players - Italian a tyo-mun not dislodged.

AUS (Conrad von Metzke; PO Box 17602; San Diego, CA 92117-0602) - a vie-boh; a tri-vie;
a ser-bul; f gre s a ser-bul; a alb s f gre

ENG (Dave Anderson; PO Box 3761; Pontiac, MI 48059-3761) - a edi-nwy; f nth c a edi-nwy;
f nwg s a edi-nwy

FRA (Pierre Touchette; 1 Rue Georges; Masson, Quebec JOX 2H0, Canada) - f wmd-mar;
a por h; a bel-lon; f eng c a bel-lon; f iri-lpl

GER (Larry Botimer; 13833 11th St. NE, Apt. 3; Bellevue, WA 98005) - a ruh-mun;
a sil-war; f hel-den; f bal-bot; a sws s (Eng) a edi-nwy

ITA (Jeff Zarse; Hinman Box 284; Hanover, NH 03755 -- NMR!!!) - a tyo h; a pie h;
f wmd h

RUS (John Crosby; 1496 Washington Lane; West Chester, PA 19382) - f nwy s f stp(nc)
(dislodged, may retreat to bar, aka or otb); f stp(nc) s f nwy; a ukr-war;
a rum s (Aus) a ser-bul; a atm-ank; f bla s a arm-ank

TUR (Marcel Carbonneau; 240 Iron Drive, Apt. 17; Vista, CA 92083-5729) - f aeg-gre;
a bul s f aeg-gre; a con s a bul; a ank h (dislodged, may retreat to smy or otb)

RECAP: AUS - vie, bul, tri, ser, gre - 5 - even
ENG - ~~IdA~~, edi, ~~IdI~~, nwy - 2 - must remove 1
FRA - par, mar, bre, spa, bel, por, lpl, lon - 8 - may build 3 (only room
for 2, will play minimum of 1 short)
GER - ber, kia, mun, hol, den, swe - 6 - may build 1
ITA - rom, nap, ven, tun - 4 - may build 1 (played 1 short)
RUS - mos, war, sev, stp, rum, ~~IdA~~, ank - 6 - even (if no retreat otb)
TUR - ~~IdA~~, con, smy, bul - 3 - must remove 1 (even if retreat otb)
NEUTRAL - ~~IdA~~, ~~IdI~~

PRESS: Vienna to Turkey: Oh, hogwash! Your problem is, you didn't reply to letters!
Now, I grant you, I am not Mr. Prompt Response, but I do try!

Vienna to Italy: How the hell many people are you attacking? Next you'll
want passage to go after Russia. . . . ((As of right now he's attacking
0 people.))

Vienna to G.M. ((W. Elmer Jr. isn't going to like that, Mr. Metzke; he says
there aren't any ". ." in GM)): Go right ahead, abandon your wife during the
week. She can always borrow my 3" Tonga banana. Or, if she needs a real
thrill, I have several psychedelic Bhutan that will accomplish wonders! My
main reason for taking up Brunei is that they export so much lubrication. . . .
((I made her that offer, but she said she would take up gardening instead.
Something about wanting to plant some cucumber seeds this summer.))

DUE DATE: Try looking at page 1 of the zine.

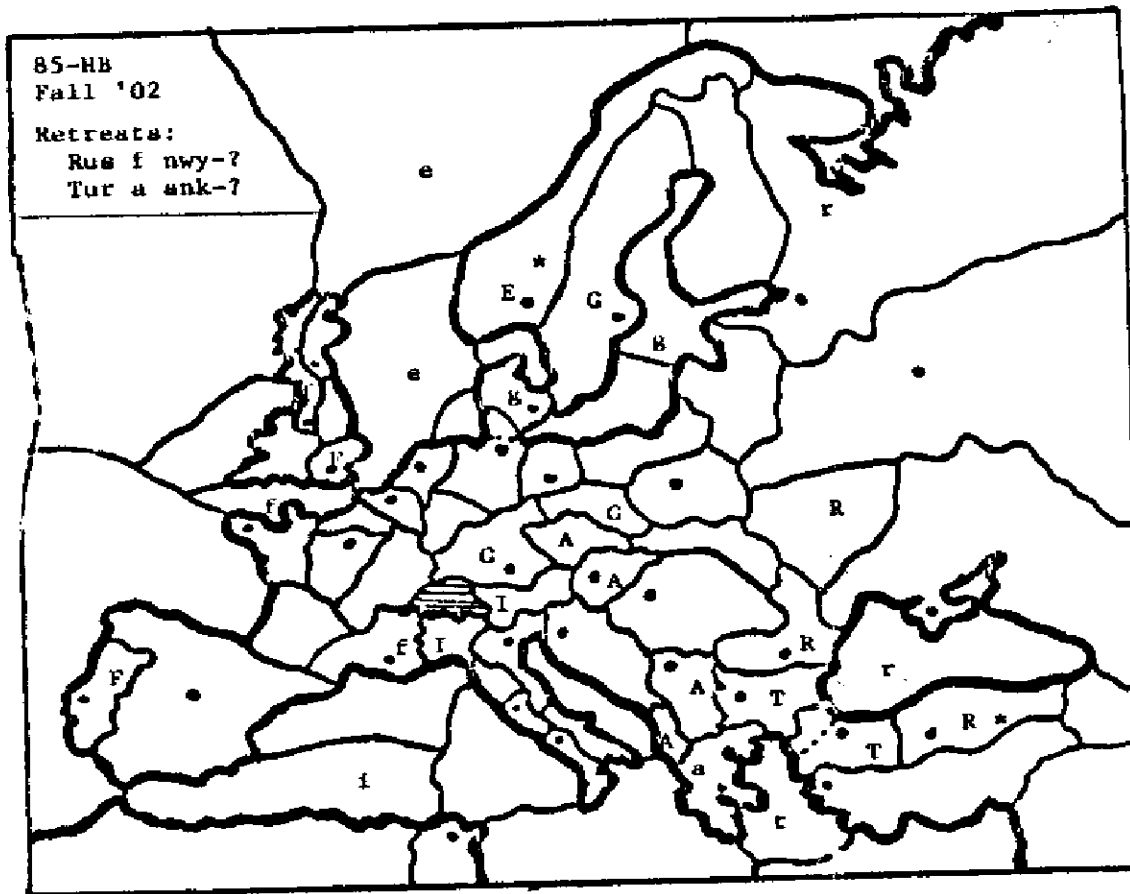
STANDBY CALL: Will Scott Cameron, 4 Meadow Lane, Hicksville, NY 11801 once again
standby for the Italian position?

+++++

CONTEST

It's been several months since we've run a contest around here. This time the contest
has nothing to do with gaming except for the fact that the Stonehenge Diplomacy game
has been named for the subject of the quiz.

For a free gamestart, identify who John Peter Altgeld is or was. Answering that Altgeld
was the subject of Vachel Lindsay's poem "The Eagle That Is Forgotten" will not be an
acceptable answer.



MACHIAVELLI NO. 1

If I put Machiavelli in the zine, I have to come up with two more pages of drivel. Machiavelli goes on insert this time.

DAMAGE CONTROL

MIDWAY - CORAL SEA VARIANT (Anderson-Japanese; Moir-American) - 4 May 42 1100 Air Ops - Americans abort air attack on Japanese CV task force; Japanese press home air attacks on Yorktown and Astoria.

WOODEN SHIPS NO. 7 - GULF OF GENOA (Bryce Allen Guest FM) - Turn 3 - Mayhem in the British line as Agamemnon's movement problems present another stern rake to the French Alcide. In addition, the British frigates Romulus and Meleager collide and foul. The wind backs further to assist the French, caused no doubt by the hot air of the furious "War of the Words".

WOODEN SHIPS NO. 6 - Kamperduin Modified - Turn 7 - Dutch break through British line in three places as British suffer from massive nmr problems.

WOODEN SHIPS NO 1 - CHESAPEAKE - Turn 38 - Gunnery causes a British class 2 to strike while a captured French class 1 drifts ashore and is destroyed. Only 22 unstruck ships remain afloat with two gunnery rounds remaining.

WOODEN SHIPS NO. 4 - ALAND - Turn 20 - Russians sail two captured Swedish frigates toward south edge of board as Swedish nmr results in disproportionate gunnery damage.

84-HX--DIPLOMACY
 SPRING '05
"Paul Minner"

Autumn '04 Retreats: England retreats f eng to lon; Germany retreats a bel to ruh.

Winter '04 Adjustments: AUS - 5 - may build 1, builds a bud; ENG - 4 - even;

FRA - 6 - may build 1, builds f bre; GER - 5 - must remove 1, removes f hel;

ITA - 5 - even; RUS - 6 - even; TUR - 3 - even

AUS (Matt Fleming; 445 W. Gilman, Apt. 401; Madison, WI 53703 -- COA!!!) -

f gre s a bul; a bul s f gre; a bud-tri; a vie s a bud-tri; a ser s a bud-tri

ENG (Mark Gorski; 134 Brady; Salem, MI 03079) - f nwg-nth; f lon s f nwg-nth; a swe-den;
 f ska s f nwg-nth

FRA (Dave Anderson; PO Box 3761; Pontiac, MI 48059-3761) - f mao-nat; f eng-nth;
 f bre-eng; a mar-bur; a bel s a mar-bur; a pic s a bel

GER (John Crosby; 1496 Washington Lane; West Chester, PA 19382) - f hol-bel;

a ruh-bur; a mun s a ruh-bur; a kie-ruh; f den s (Eng) f ska-nth (no such order)

ITA (Steve Cartier; 1100 N. Cedar St., No. 7; Chico, CA 95926 -- COA!!!) -

a ven-pie; f ion-alb; f eas-aeg; a tri h (dislodged, may retreat to ven or otb);
 f adr s a tri

RUS (Paul Kenny; 426 Allison Apts.; Marlton, NJ 08053) - f nwy s a stp; a stp s f nwy;
 a war h; a rum h; a ukr s a rum; f sev-arm

TUR (Dave Carter; 118 Horsham; Willowdale, Ontario M2N 1Z9, Canada) - a gal-sil;
 f bla-con; f aeg-army

Thanks to Dave Carter for assuming the Turkish position. Note COA's for Austrian
 and Italian players.

PRESS: None.

DUE DATE: See front page of this publication.

84-HX
 SPRING '05

Retreats: ITA
 a tri-7

