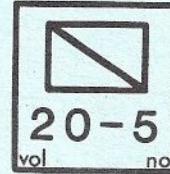


# NEWSLETTER OF AHIKS



## THE KOMMANDEUR

### THE PRESIDENT'S CORNER

Burt's been threatening me for a piece on Omar's delightful face to face weekend - threats usually get my attention. It's not that I didn't want to say nice things about the Weekend - it WAS fun. It was what came after that wasn't such a thrill.

Omar's weekend came at the perfect time, as it does every year. Winter is ended and da boids are tweeting. I needed a break desperately. Half through my Masters thesis and starting my last course....thank God!

I was pleasantly surprised by the crowd at Omar's. Attendance has ben down the past couple of years, part of the general malaise affecting gaming for two, three years. But this year's crowd was of good size - a solid sign to me of a resurgence I'm seeing in the field.

Kevin Murray was in FINE voice for the game of JUNTA. Now, there's someone who can threaten! Kevin has been known to flatten mountains while speaking in a conversational tone. As usual (sigh) I did not win. As usual (deeper sigh) Steve List blames me for HIS not winning. As usual (snicker) he's right!

What was not as usual was we were playing the new West End version of JUNTA. Yes, I'm still advising West End, so take what I say with that in mind. I didn't help with the JUNTA revision, but I can say it was done by people who know and LOVE the game. We all know how revisions get screwed up - the "revisor" whose ego gets in the way, who can't leave well enough alone. That didn't happen with JUNTA. These guys did a SUPER job, taking a great game and making it BETTER. They deserve a hearty round of applause from us all.

All in all, a great job by Omar. Hopefully, there will be even more of you there next year!!!

Of course, I never have simple days, right? Everything I do seems to take on the proportions of the maiden voyage of the Titanic.

I left Omar's smiling and relaxed. One night away from school and politics - LOVELY! I zoomed onto the Garden State Parkway at about 80 - luckily. My coil went belly up and the high speed was the ONLY thing that got me into a service area. Like boring? How about sitting in a service area all Saturday night!

Did get to see something you don't often see, however - a McDonald's actually RAN OUT OF FOOD! (Ahem, no it wasn't me...)

On to more presidential matters! We may be doing a major membership push through retailers. I am doing a column for Model Retail Magazine. the editor suggested setting up a campaign for retailers to attract new members for us. This is the kind of thing I've been looking for - a way to expand membership without compromising our standards. Like any organization, we need that continual inflow of people with new ideas. More than that, expanding our base opens up lots of game possibilities for us all. Fingers crossed!

-El Watkins-

### THE SOAPBOX

So you think things don't change, huh? Well, take a careful gander at the Officers list on page 2. THREE, count 'em, THREE changes! Bill Lindow and Bill Salvatore has traded positions (Secretary and Judge. AND Sid Jolly has taken the bait from Joe Horne and become the repository of our megabucks. Good luck to the traders and real good luck to Sid. On a final note, let me say thanks from all of us to Joe Horne for a lot of years of hard work and effort. Thanks, Joe - and Good Gaming now that you have some time...you do remember what a game is...

Very little to comment on this time around, but that's never stopped me before. I've just finished developing a dandy little game for 3W called STRUGGLE FOR STALINGRAD - a kind of poor man's STREETS OF STALINGRAD. Area movement, only 100 counters, rules that are complex to write but easy to handle. A very up-for-grabs game. Watch for it. Also have West End's AIR CAV for review for Keith at 3W. Cross between FIREPOWER and ASSAULT. Fun, but I wish they had put in some ammo depletion rules. It's tough watching a single Israeli 500MD Defender attack chopper armed with TOW ATGMs blow away 30 Syrian tanks - with some misses thrown in for good measure. I have to say that I've been as impressed as our Prez about the stuff coming out of WE - and I DON'T have a connection with them!

The VC have deployed in our VIETNAM game and the US is getting ready to commit. Stay tuned!

-JDB-

### THE BARRAGE

The Southeast region has again added two new members to its ranks. Henry Crosswhite of Sykesville, MD, joined directly from the latest Origins Convention. The other member is Robert LaBoon, of Lyman, SC. He's 28 and in construction. He's been gaming since 1968 and considers STALINGRAD his favorite. His interest in AHIKS was aided by a member friend. A warm welcome

to these gentlemen - may their membership be long and enjoyable.

The fact that a member interested his friend in AHIKS - with that friend subsequently joining - intrigued me. I went through our regional membership list to see 1) what our membership total by state was, 2) what it was by city. (On the latter, please allow me the luxury of ignorance concerning cities: some of which are close geographically but which have different names.) With that disclaimer filed, here we go:

Total membership = 89  
Statewise: MD(24) VA(19) FL(14) GA(6) SC(6)  
NC(4) WV(4) DE(3) TN(3) MS(2) AL(1) KY(1)  
and two in South America.  
Citywise: (excluding cities mentioned only once)  
Lauerl, MD (4), Balt. MD and Richmond, VA (3),  
Fredrick, MD, Miama, FL, Reston, VA, Roswell, GA,  
and Woodbridge, VA (2)

Interesting statistics - some might even call them IMPRESSIVE. Until you add the fact that our region IS the southeast portion of the US. I could understand the figures if we were competing with another national wargaming organization. But we're not. AHIKS is THE premier PBM club in the country. But it doesn't stop there - were INTERNATIONAL in scope. We've been around since the 1960s, so we're not a Johnny-come-lately. I was involved in another wargaming organization back when national clubs were the rage - I held a similar position to the one I hold now. That club is gone - like many others. AHIKS is still here - that's longevity.

Now on our side of the ledger, how do we, the wargamer, show our support for OUR organizations? 89 members from 12 states and South America. In nineteen years.

Frankly, I think we could be doing better. AHIKS will grow or diminish depending on you. The next time you're considering a hiatus from gaming - stay with the club. Don't forget your friends, either. If he or SHE is interested in gaming - mention AHIKS. YOU are the best form of advertising.

Okay, troops, what do you think??

-Art Dempsey-

## INTERIOR LINES

I was able to attend Origins XI in Baltimore this year. We arrived at 3 in the afternoon Thursday. Registration took about 10 minutes - THEN we got the bad news. The exhibitors would not be set up until Friday. Open gaming was available but that was about all. In the future, I will skip the first day of Origins. Unless you have something scheduled for the first day, don't bother to show up until Friday. I suspect this is standard procedure for every Origins. We also received a 76 page pamphlet when we registered. It reminded me of a rules booklet! You only needed to read a few pages to find out where everything was located. It seemed excessively long.

Friday through Sunday were all good days. It was difficult to find enough time to do everything that I wanted to.

On Saturday evening a small gathering of eight AHIKS members got together for dinner. I was surprised by this turnout. In fact, I had a hard time finding AHIKS members all weekend! I wasted a lot of time prior to Origins dreaming up superb reasons for my defeats by mail. Alas, I didn't find anyone that I had played over the years. The best thing to do from now on is forget the games that have occurred. This won't be hard since I can hardly remember them anyway!



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### GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. Society dues are \$12 per year, prorated quarterly, with a one time initiation fee of \$8. Additional information is available from the Secretary or the European Regional Director (addresses above).

Subscriptions to the KOMMANDEUR are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Inquire with the Editor or the European Regional Director for details.

Next year Origins is in Los Angeles. It is quite an event. If you get the opportunity to attend one - don't pass it up!

-Kevin McCarthy-

## PACIFIC THEATER

I have almost NOTHING to report this time around, but at the last moment a new member decided to join the fold. He's Henry Lowood, a Librarian/Historian at Stanford University. His specialty is the history or science and technology in the 18th Century. His preference in Historical Conflict Simulation (i.e. wargaming) is pre-Napoleonics and post-1800 strategy level games. Sort of goes along with his professional specialty. Henry's been gaming about 15 years and has 6-8 pbm games under his belt, so he's no novice. Welcome to AHIKS Henry.

-Chuck Leath-

### TREASURER'S REPORT JULY 1985

Hot from our new treasurer...

Starting balance:	\$2002.59
Income:	\$2000.00 (old account)
	\$12.00 (dues payment)
	\$14.14 (interest)
	<u>\$2026.14</u>
Expenses:	\$6.50 (new checks)
	\$8.90 (service chgs)
	\$132.08 (Officer expences)
	<u>\$147.48</u>
Final Balance:	\$3881.25

-Sid Jolly-

### HERE CUM DE JUDGE

The power struggle is over - I am now THE Judge. Bill Salvatore graciously accepted my offer to trade AHIKS jobs. He's now the Secretary. I believe offering him his very own personal "AHIKS Secretary" stamp was the clincher. I really don't think the tank on his doorstep had anything to do with his decision.

Bill wanted a lighter workload and believes the office of Secretary meets that need...heh, heh, ha, ha - sorry I fell off my chair (JDB, you DID promise that this issue would come out AFTER the switch was complete and irrevokable, remember...) (Yup, but your chack hasn't cleared yet, Bill, Ed) I am sure Bill will do a good job as Secretary.

My First Rule as Judge is "The Judge can never lose a game" What?? Impeachment!! Now, wait a minute. You misunderstand I meant no AHIKS Officer can lose a game. Better? What do you mean I don't have that authority? Bill said I did. Why do you think I took the job...oh, oh...

During my reign as Secretary, we received 147 inquiries and sent 80 NEW MEMBER GUIDES out from June 84 to now. That works out to better than 1 new member for every two inquiries. Keep those inquiries coming - for Bill's sake...

Remember to include your membership number when you send in a change of address to the Secretary.

urt is recessed

-Bill Lindow-

### BALLOT RESPONSE REPORT SIMCAN'S ROCKET'S RED GLARE

ROCKET'S RED GLARE is the name of Simulation Canada's game on the War of 1812 in North America. This game was one of the candidates for the "test response survey" instituted by Mike Kaulbars in the K. This article reports the results of the survey.

Sadly, the ballot response for RRG was very poor - three ballots in all. It is almost ridiculous to fairly assess the merits and demerits of the game based on that response. I think there were a couple factors that attributed to the poor response. Sim Can's circulation is way under AH's and there probably aren't too many copies of the game running around. Then there's the subject: The War of 1812 has never been a very popular subject, particularly concerning Americans and Canadians. The US tend to regard it as a Naval War against Great Britain. The Canadians have been proud to view it as a land war successfully fought against superior numbers. Overseas, it was a minor sideshow to the Napoleonic Wars. In the gaming fields only two other games have been published (Gamma Two's WAR OF 1812 and Challenge Game's NEW ORLEANS 1815) and never by a "major" company. I really don't think this game has had a fair chance for assessment. Now for the response: rating 9 (high) to 0(Low) average response shown.

COMPONENTS: 7  
RULES: 4 (Typical SimCan format, hard to find rules cases)  
GAME LENGTH: 5 (Comments said the game was too long)  
COMPLEXITY: 7 (Not that complex but because of the innovative system seems complex.)  
PLAYABILITY: 7 (very different views on this)  
PLAY BALANCE: 8 (very well balanced)  
ENJOYMENT: 8 (lots of fun; one comment was involved system hurt the enjoyment)  
PBM SUITABILITY: 4 (It would be a mess by mail but not impossible)  
SOLITAIRE: 7 (again, different views, but I would say it easily soloed)  
OVERALL: 6.3 (different views slide the game in with an average score)

In closing I would like to refer the reader to an excellent article on the game by Bob Proctor in the May, 1983 issue (#34) of F&M. I personally see the game as a flawed child so to speak. I really like it despite its shortcomings. The game was designed for FTF and it's a PBM nightmare. Mike Kaulbars and I are trying a game by phone and his comment bears repeating: "I derive a great deal of enjoyment from this flawed Wonderkind while supposedly better games rot on the shelf."

-Gilbert Collins-

### SQUAD LEADER REPLAY

Place: Cherbourg Peninsula, Mid June, 1944. The American 4th Infantry Division was assigned the task of forcing a river barrier guarded by the understrength German 706th Division, composed mostly of conscripts, but with an experienced cadre. The assault would be spearheaded by 1st Bn, 8th Regiment of the 4th. The assault would take place at night due to the lack of ammunition for artillery, thus depriving the GIs of needed support. The GIs would have about 15 minutes to complete their tasks (7 game turns) which were to capture both bridges and the main village buildings. The Bn commander complained that the time frame was too short, but was told to do it anyway.

The game: Boards 7 and 12 were used. Three American commanders had the following forces at their disposal: 3 Co of 9 squads each, 1 weapons Co spread out, 13 leaders, 3 HMGs, 3 MMGs, 3 60mm mortars, 3 Bazookas, 1 Flamethrower, 1 Mod 81mm, 1 mod 105mm support, 3 DD Shermans, 4 DUKWs, 2 LVT4,

1 LVT(A)2, 2 M29C, lots of rafts. Against them, two German commanders had 2 Cos of 9 squads each, 9 leaders, 7 PF, 1 PzSch, 2 75mm infantry guns, 2 75mm ATGs, 1 mod 81mm mortar support, 1 SGIII as reinforcements, 10 mine points, 1 Bunker - all units could start entrenched. This was a blind monitored, simultaneous movement game which ran for about 2 years GM'd by John Grant.

The GI operation, code named RUBBER DUCKY set up the following orders: A Co was given the center crossing with 1 DD Sherman to assist. Co B was assigned the right flank and ordered to make the main assault with the other 2 Shermans in support. Co C was to cross on the left and infiltrate to the bridge there. Most of the three companies started on the south bank mounted in amphib vehicles. Several small patrols were on the north bank or on the islands in the river, having paddled there prior to the assault.

The Germans were on the alert, having heard the preparation noises from the south. Lt Stahler's infantry force was posted in entrenched positions all along the river with a thin belt of mines through the woods. The German Bn commander, Cpt Tienham, placed most of his forces in the village using the multistory buildings for excellent fire positions. The ATGs and guns were also behind this first line. Stahler was ordered to disrupt and delay the American assault, then fall back to the Tienham's positions.

First blood fell to the German's as a patrol from Co B was shot up and broken in the marshes. Most of the GI amphib vehicles were able to get to midstream without incident. Turn 2 started with the Germans using flares, spotting some of C Cos troops still in rafts. There troops were hit and broken - one raft sank. But Co B absorbed the real disaster. An ATG hit and blew up a Sherman at 7Y3, destroying the crew. The demolished tank brewed up in flames illuminating the entire area. Only Co A found itself without enemy contact, but their terrain made movement slow and difficult. Lt Stahler's men were now under fire from both sides but escaped with few casualties.

Turn 3: Co C took more casualties but close assaulted two German positions, routing a German scout and tangling with Stahler himself in the other. The GIs got the worst of the battle. Co A again spent its time moving without contact. Co B continued to run into a hail of German fire with several squads pinned or broken. Cpl Blumberg took an M29c scout car right up the road to the village, where he spotted an ATG being put into position. A panzerfaust destroyed the car and the corporal, however, before he could act. One crew unloaded in time and spent the rest of the battle playing cat and mouse in the cemetery. American fire continued to prove ineffective against the well dug in Germans. One major problem was the lack of a good fire base with supporting illumination.

Turn 4: Co C continued its assault, but the close combat ended with all American dead. Co A ran into concealed Germans and lost a squad. One of Co B's DUKWs was destroyed by MG fire in the water, losing the precious flamethrower, but the squads got out in time. Using 60mm fire, Co B was able to wipe out the Germans in one building, and close combat was initiated in another position. Most of Stahler's men were pulled back, but the American advance was effectively stalled.

Turn 5: Three HMG crew were hit and broken as they tried to get around the burning Sherman in Co B's area. Co A's advanced was slowed by more German positions, short of the village. German casualties were again light.

Turn 6: Co B's remaining Sherman reached the gully on the right without incident, although Tienham received a report that it had been destroyed. Co B also infiltrated up to the bridge without being

fired upon. Co C had less luck as the squads that made a dash to the bridge across an illuminated zone were cut down by a concealed German MG. Other German fire on the left essentially destroyed the Co C remnants. Co A prepared to assault into the village, using the captured buildings as their organization point. One German 75mm was put out of action but the remainder of the village was solidly in German hands.

Unable to complete their mission, the Americans fall back, conceding the battle to the Germans. In retrospect, the Americans were unable to make use of their artillery/mortar support, while the flares allowed the defenders to take away most of the night attack advantage the GIs had. That and an unrealistically short time to complete the mission made the going even more hazardous as the GIs had to hustle - a definite disadvantage.

-John Grant-

#### ARCTIC FRONT

GDW has done it. With the release of ARCTIC FRONT in April, they have completed the European portion of their THIRD WORLD WAR tetralogy. Considering the product involved, I feel it was worth the wait.

Since I have discussed the game system in two previous reviews, I will point out ARCTIC FRONT's unique qualities, of which there are several.

One major selling point of AF - besides completing the series - is that its subject deals with a situation not often considered in games. I know of only one other game on the "next war" in Scandinavia (TSR's NORDKAPP), so consequently GDW is treading in nearly virgin territory. The game, though, is quite similar in "feel" to the rest of the series, despite radically different terrain and tactics.

The map covers all of Norway, Sweden, and Finland, as well as the Karelian ASSR and the eastern portion of the Kola Peninsula. Besides the standard European terrain represented in other games, AF adds a considerable number of wilderness hexes (wilderness-clear, -woods, -rough, and -swamp) to represent areas where the road net is poor or non-existent. This combined with the proliferation of mountains, tends to limit Soviet mobility and channel it into narrow mountain passes. In this game, terrain is as much an enemy as the opposing forces.

Soviet forces in the region have the unique ability to break divisions down into component regiments. This allows the Pact to spread its advantage in numbers over a large area and maximizes the effectiveness of Soviet airborne and amphibious operations. In addition to these units, the Pact is given a Strategic Reserve, which may or may not be committed to the Arctic, depending on a die roll. When the reserve is committed, it gives the Pact an incredible superiority in force, but shifts the victory requirements in favor of NATO.

The question of Soviet passage through the Arctic is handled in the usual TWW manner - with reaction chits. The reactions for Finland and Sweden reflect Finland's greater susceptibility to Soviet "pressure", as Finland is more likely to allow Soviet movement through her territory in the Arctic. Sweden is decidedly touchier and might even aid NATO, even if not directly provoked.

So how does the game play? Surprisingly much like the other two. The Pact's first turn is usually a blitz of the forward NATO positions and often results in substantial gains. From then on, the situation changes. The mountain passes allow the high proficiency NATO units to hold off their more powerful opponents. The Pact gains ground slowly, grinding forward as the NATO units give it up. This meatgrinder effect is sometimes dull for the Nato player, as he can only throw units in front of

the Pact advance and watch them be attacked. The best opportunities for NATO counterattacks are against exposed Soviet regiments. Divisions are generally too tough.

The one thing lacking in AF is some sort of naval system. As it is, the question of Norwegian Sea control is decided by die roll. Having the Soviet Northern Fleet fight NATO on-map would have made things more interesting, as well as give the NATO player something else to do while placing his ground units in front of the Pact advance.

On the whole I cannot recommend AF on its own. The real strength of the system comes when the games are played together - it seems to bring out each game's strong points. The strategic decisions regarding allocation of forces to the various theaters, and the availability of airborne assets makes the series a pretty decent game. My major complain remains the unit density - 45 km/hex just doesn't seem to be the optimum scale for this subject. Unfortunately that's the way it is.

I have come to appreciate the system in general a bit more as those who remember my first review will notice. I'm still not completely enamored with the game(s). Still, it is the only thing of its type on the market. All things considered, though, you could do a lot worse.

-Bruce Geryk-

#### BOMBS AWAY - BUT WHERE?

In the basic strategic game of TSR's BATTLE OVER BRITAIN, the German player has lots of fighters and lots of bombers, but if he doesn't pick the right targets all he's going to do is waste two months of Germany's munitions production. This article will discuss which strategic targets Germany should pick (and why) in order to defeat the RAF.

First of all, there are two ways of beating the RAF. The first is simply getting the three strategic tracks to +8 three times. I will not address this option. While getting the three cracks to +8 on turns 1 and 2 is fairly simply, turn 3's weather is very poor and unlikely to see 24 hits scored on England. The second way is to reduce the RAF below certain varying levels on turns 7, 8, 9 (of a 9 turn game). So I will concentrate on damaging the RAF - shooting down its fighters - as THE main priority. ANYTHING else is a dilution of aim and gives the Brits a break.

Let's look at the possible targets: airfields, RAF HQ, radar stations, factories, aircraft factories, ports, major cities, and London. You can double or triple up on a single target. The German must pick three targets to start the game - these can be changed either voluntarily or randomly, later in the game. But the more turns you bomb a target, the more the accumulated effects. My choices are airfields, airfields and aircraft factories. What follows is my reasoning:

All targets which have NO effect on the game - other than as a target - such as major cities, ports, London and factories were immediately counted out. They are easy to hit, but don't affect the RAF directly. Radar stations are a possible target because bombing them out damages the Brits ability to "read" the contents of incoming German raids. But again they do not affect the RAF directly, so I leave them alone. RAF HQs, particularly RAF Command, are a tempting target. Bombing out Command would lower by one the level of information the Brits get from his radar. Optimally that would mean the British wouldn't even know if there are bombers, rather than just fighters in a raid. The problem is the German doesn't know where the HQs are and again, while it decreases the information the British have to work with, it doesn't affect the RAF directly.

So why did I pick the ones I did? Well, the airfields are obvious. The British have about 80 fields - and he'll close about a third of them, so you might be bombing unused fields. But certain fields are always in use and these can be determined by a quick look at the airfield display. In addition to knocking out airfields, the bombing can also destroy planes on the ground - a valuable addition to the struggle in the air. As airfields get knocked out, it will become more difficult for the British to concentrate against the German raids. This will lead to British attacks with inadequate forces which in turn leads to higher British casualties.

The decision to bomb aircraft factories is again obvious. Bombing them decreases aircraft replacement - exactly the same as shooting planes out of the sky. The only problem is you don't know where they are. The use of your recon points will find them, however - and remember, two of them have to be on England's south coast. Some might be in central England, reachable only by night raids.

Let me hit you with some numbers. To win the game on turn 9, you have to reduce the RAF to below 75 steps. The Brits get 14 steps a turn in replacements, or 106 steps over a 9 turn game. If you knock out 2 aircraft factories for 9 turns (and that's fairly modest), that is the equivalent of 19 steps - or nine full fighter squadrons. Well worth the effort and the casualties that bombing the ports would not see. It is even worth bombing the factories of the second class planes, like the Defiant and Blenheim night fighters - the rules say 75 steps of planes, not 75 steps of Spitfires.

There are many other aspects to this excellent game I haven't touched, simply because of the game's complexity. But when it comes to picking strategic targets, try my choices a couple times and see if they work for you.

-Steve Llewellyn-

#### BULL RUN - TACTICAL CONSIDERATIONS

The BULL RUN CRT is tough on the attacker, so don't use less than 3-1 odds unless the gains are great or the losses trivial. To get 3-1 against brigades requires massive artillery support, so stack artillery when on the offense. The Union should begin the game with two artillery stacks (12 factors and 8), each under a division commander. The Bkwd and G/1 should be left to defend Centerville, their lower MFs will only impede an advance. Killer stacks of artillery can crack virtually ANY defence and if there is a lull in the assault, they can pick off loose regiments to sustain the pressure. Needless to say, the artillery should stick to the main roads and stay unlimbered as much as possible.

The CSA artillery begins scattered and is divided between two armies. This means that although the CSA artillery is as strong as the Unions in total factors, it will never be as large a threat. Additionally, CSA artillery units are smaller and more vulnerable to being picked off piecemeal. Careful initial deployment will enable some artillery to begin stacked - or at least in a position to be easily picked up. The CSA will then be able to form one killer stack and a smaller support stack. NEVER get into an artillery duel with the Union - the smaller CSA units will die faster. Most of the CSA artillery should be placed in defensive positions, screened by infantry, to prevent soak-offs against either unit. The rule for artillery is "offense - stack; defense - screen"

The union has only ONE cavalry unit, so it won't be making extensive use of horse. The unit should be used carefully - but cheerfully thrown away if it gains something substantial. The CSA cavalry arm should be deployed far forward - cannon fodder to limit the Union deployment. It will take the Union

a full turn to cover the ground lost to a forward CSA deployment, which is well worth the cost of a couple of overrun cavalry factors. Generally cavalry should hang on the wings, threatening to cut off retreats, kill lone leaders, or make an end run on C'ville if that opportunity knocks. Stay away from brigades and artillery - they'll kill a cavalry unit just for fun!

Infantry should brigade as much as possible. In attack most infantry brigades are superior to their component regiments. On defense, a brigade cannot be defeated in detail. Don't stack weak regiments with brigades defending a position. Soak-offs are permitted and that regiment will cost the position rather than make it impregnable.

ALWAYS watch your opponent's command situation; sometimes a timely withdrawal will leave his units twiddling their thumbs - time wasted while he fetches them. This tactic is easier for the CSA as the Union has to move towards the CSA, not away from them. Occasionally, the Union can strand CSA units assaulting C'ville - or on the extreme flank, but it is rare.

Leaders are generally precious, so don't get sloppy with them. Lone leaders die in enemy ZOCs, so always stack them near the enemy. Never stack units that can be completely eliminated. To rally dead infantry requires a leader and one of his regiments be together and not move - so plan ahead and shuffle your units to permit as much rallying as possible. Losing the last regiment from a brigade is just as bad as losing the leader - be aware of which brigades are down to their last regiment and keep them out of harm's way - at least until another regiment is rallied.

Try to be selective on the attack. Kill units that will stay dead. All else being equal, preferentially attack artillery, cavalry, regiments out of command, regiments that have lost their leader, or a brigade's last unit. If these aren't available, try to worry the same brigade. If all your opponent's "dead" units are from one or two brigades, he may have to forfeit rallying a unit in favor of moving the brigade in question - or he may never get the chance to rally the dead.

This analysis is neither thorough or complete. But I hope it proves of some value to those recent owners of BULL RUN and wish to give your opponent a bloody good run for your money!

-Mike Kaulbars-

## FROM THE MATCH COORDINATOR

A. Welcome to all recently joined new members and those who have returned after being away. Good to have you with us. Have fun and good gaming.

B. I have presented in this column information which I feel will assist our membership in avoiding problems that might create an atmosphere of frustration. I strongly urge each to take a moment to refresh their memory for basic helpful hints.

C. As much as we would like to fill all requests (within reason), the one we cannot oblige you in is requesting to be issued ICRKs and OoBs for yourself and NON-MEMBERS. This can't be done. AHIKS services are for members in good standing who have been accepted within the Society after compliance with our by-laws. PLEASE DON'T REQUEST SUCH MATCHES! I would recommend your non-member join us.

D. A NEW MEMBER GUIDE will be issued to each new member by our Secretary. This will explain away many of the questions that might arise. In the event you still have questions you are free to call upon your Regional Director, opponent, or me to resolve the question. Check the index for the address of officers.

E. Each member is assigned a CODE NUMBER for administrative purposes (similar names, etc). When corresponding with me, please use your code number. The code number also acts as information for any member who has requested matches. He can check the OPEN MATCH REQUEST section and note his posted request as being received. One can also find his code number listed at the top right hand corner of the address label of his K.

F. All members are initially assigned a rating of 1200. Each member is rated on a one or two game match that has been completed. Forfeits for matches that have not been played are not rated or counted. Each member is responsible for the returned of the assigned control numbered random die roll sheet, called the ICRK, to the MC after the completion of the match. The TOP portion of the ICRK should be detached and completed where required in order to receive the proper rating and be credited with the return of the ICRK. Although members can request AREA rated matches, AHIKS is not obligated to report any AREA matches to Avalon Hill. This is the responsibility of the member. Member have the right Not to have their rating published in the K. A request for Non-publication should be sent to me.

G. The SET REQUEST FORM is the only vital link between the MC and the member that allows communication of what the member desires, therefore it is imperative that it be properly filled out so that confusion can be avoided. If you are requesting more than one game, place each game on a separate line. If you desire only one game, but have options, then indicate each option on the same line, separated with commas. If there are two games with the same name made by different companies, indicate which company you desire to play with. In other words, BE DETAILED. I do not know all the names of all the games that have been published, nor do I know the companies that produced them, so ANY information you can render me that will correctly allow me to secure your request is greatly desired. (i.e. AH Comp, need Double Die roll ICRK, etc.)

H. An initial match will be assigned upon receipt of a new member's data sheet. Every effort will be made to assign a match that the new member has requested and, if at all possible, with an older member who will assist the new member in the mechanics of our system. In the event the game is not available, then the MC will assign a match listed on the data sheet in the order of listing so a new member may begin to enjoy PBM without delay.

I. Upon receipt of the assignment, members should contact their opponents and agree on the rules of play, time schedules of reply and any other information necessary for the match to progress smoothly (vital if the game's PBM system is being felt out as you go). Each player is responsible to insure they are playing with the same rules, errata, local changes and clarifications and, finally, who will be the authority for disagreements.

J. In the event one received the wrong ICRK, DON'T PANIC! Just give me a call for the address of your opponent, keep the ICRK. It becomes his and his becomes yours. It doesn't require a new issue.

K. If any member has an opponent on the fence and is only in need of the ICRKs and OoBs, then only one has to contact the MC for them. Please include the opponent's name, address, and code number, the same as if you were preparing the SET REQUEST FORM.

L. We aim to please and make your gaming as much fun and enjoyment as possible, therefore we have preprinted OoBs available to you in limited quantities. We are in need of members who will prepare them for the Society. Those interested can prepare them on out 8x10 or 8x14 standard forms, trying to keep the sheets to a minimum that will include the entire forces used in the game by both sides.

M. The OoBs available are: #3 TRC; #4 AK; #5 D-Day; #6 BB-81; #6a BB-65; #7 Stalingrad; #8 Waterloo; #9 Fortress Europa; #10 WIEu; #11 Anzio; #12 Longest Day (Scenario 1); #13 Cobra; #14 Blitzkrieg; #15 Chick/Shiloh; #16 Cemetery Hill -

Antietam; #17 Midway; #18 Luftwaffe; #19 Air Assault on Crete; #20 PanzerArmee Afrika. Others are being prepared by the printer.

N. Those members who desire to GM/Monitor games can submit their names to the MC and include the games you desire to GM/M and the number of opponents one can handle for the game. The GM/M will be responsible to insure all ICRKs issued for the game are returned to the MC along with the listed names of those who were winners/losers for rating purposes.

O. NOW! A SORE POINT: COMPLAINTS. All complaints should be directed to your regional director. He will take the necessary actions to satisfy your complaint and get back to you as soon as possible. THE MC IS NOT THE ONE TO CONTACT!!!! We have all stated the reason for joining AHIKS: to find good and reliable opponents. Fine, just don't let it die there. If you come across an opponent who fails to respond to your several efforts and you have taken every course open to you possible, then make the complaint to the RD. He will determine the required actions to either resolve the matter favorably, or request his expulsion from the Society. We don't need dead wood and I feel it is getting out of hand.

P. There is a great need for experienced members to come forward and request matches with new members. Can you recall when you initially joined in order to enjoy the wargaming world. Let's help our new members get involved the right way. Get in there and pass the ammo, or come in on a wing and a prayer. HELP!

Q. It has been my intention to give the membership the best possible service that I can provide, but I need your help. If your address has changed, your phone changed or disconnected, or you just left for the North Pole - LET ME KNOW!

R. There is a sly fox among us. It is not the practice or policy of this Society that any monies be rendered for any services provided within this organization, so beware and be warned. The only monies are your annual dues. Have you sent them in??

OPEN MATCH REQUESTS

Across the Parallel (1089); Afrika Korps (738); Air Assault on Crete (336); SPI's American Civil War (1013); Anzio (1083); GDW's Assault (1045); Assault on Leningrad (926); Battle over Britain (988); Blitzkrieg (738); Bomber (988 NM only); Bulge-65 (243); Bull Run (874); Chancellerville (1051); VGs Civil War (1094); Yaq's Close Assault (511); Cobra (305); Crescendo of Doom (703); Cross of Iron (703); Custer's Last Stand (238); Decision at Kasserine (9347); Dixie (1038); Fall of France (GDW) (986); Fast Attack Boats (326); France 40 (763); Frederick the Great (SPI) (511); Fulda Gap (1085); Gettysburg 77 (1051); Hell's Highway (826); Inchon (SimCan) (1089); Kasserine Pass (2nd Ed, 880); Kharkov (1024); Kiev (1024); Kirovograd (1024); Kriegspiel (863); Kursk (2nd Ed) (1024); LaGrand Army (511); Lincoln's War (336); Luftwaffe (1009); Mech War-II (12); Midway(Coral Sea Ed.) (1039); Modern Battles Quad (336); Normandy (1085); North Africa (336); Operation Granada (719); Overlord (1086); PanzerBlitz (1028); PanzerLeader (719); Pickett's Charge (41); Prestag (817); Race to the Meuse (519); Red Star/White Star (12); Rifle and Saber (511); Road to Richmond (1013); Rocroi (30YrWr) (511); Russian Front (519); Scrimmage (742); Shenandoah (511); Siege of Jerusalem (225); Sixth Fleet (815); Solomon's Campaign (480); Stars and Bars (3W) (711); Storm Over Arnhem (967); Submarine (988); Task Force (12); The Moscow Campaign (1024); The Russian Campaign (751); Tobruk (1020); Wagram (253); War and Peace (1094); War at Sea (1044 GM); Wings (931); Wooden Ships and Iron Men (1020); Yalu (GDW) (1089); Year of the Rat (815)

NEXT K DEADLINE : 15 OCT 85

NAME \_\_\_\_\_ MEMBER CODE \_\_\_\_\_ TELEPHONE ( ) \_\_\_\_\_ DATE \_\_\_\_\_

Use the letter codes below: After each game requested, insert (in parentheses) all letter codes that apply, in any order

- N: will play New Member (list the number of months you will hold this open before being matched with an old member)
- M: Multi-Player game request (# Of players)
- G: willing to Game-Master or monitor a game
- E: will play European opponent if available
- A: prefer AREA rated opponent
- F: prefer "FAST" game (four day replies) if available

Are you AREA rated? ( ) YES ( ) NO

To request matches: Insert the game title(s) on the following lines, including all letter codes that apply. If you place more than one game on a line, you will be matched with the first opponent available for one and the other entries will be ignored. List the games in order of preference.

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_

( ) My address has changed from the mailing label on the back (write the new address near the label)

# bulletin board



Ron Waley is willing to GM/play a 3 way FLATTOP or CV. Contact him at 613 Royal Way Ln, Knoxville, TN 37922 (615) 966-6156

Sid Jolly is willing to GM/play SUBMARINE, MECH WAR II(RS/WS), OR TASK FORCE. Also needs a Substitute player for CIVILIZATION. Contact him at 731 G St.Space E-8, Chula Vista, CA 92010

Alan Finnis is looking for a member up in BB-81 to play two side at once/fast mode. Contact him at 78 Chestnut, Battle Creek, MI 49017 (616) 965-8706

David Baumgardner is willing to GM MIDWAY, CORAL SEA variants. Willing to oversee multiplayer matches of MIDWAY, WAS and FLATTOP. He has a new system for MIDWAY putting it in line with FLATTOP. Contact him: Box 19242, Amarillo, TX 79114-1242 (806) 359-3779

John Cole desires a three way match of HITLER's WAR with a GM. Interested persons contact him at 4029 Mt Vernon St. Richmond, VA 23227 (804) 266-2335

Roger Cox desires to get a multiplayer game of WAR BETWEEN THE STATES going. Anyone interested contact him at 5108 Borman Ct. Spartanburg SC 29301 (803) 576-5882

WANTED: Jedko 1st edition RUSSIAN CAMPAIGN in playable condition or at least a photocopy of the rules (C'mon guys!) Also old magazines, especially if defunct. Contact: Bill Salvatore, 2841 Summerfield Rd, Falls Church, VA 22042

TRADE: ZORK I and INFIDEL (hints available upon request) for any Infocom I don't have (or make trade offer) Apple II. Contact Omar DeWitt, 547 Riverside Drive, Elizabeth, NJ 07208.

Does anybody out there own any RAND games? (Cambrai, Omaha Beach, Napoleon's Last Campaigns, or Rommel) Would like a PBM set Contact: Bob Cross, 1050 SW 151st St, #100, Seattle, WA 98166

FOR SALE: Prices are marked - will take best bid for 4 or more games...MUST SELL!

PANZERLEADER/PANZERBLITZ w/ two sets of counters, three extra boards and 300 AH variant counters with filing box (\$30); SPI's MECHWAR '77 (\$12), AUSTERLITZ (2nd Ed, \$4), NEY VRS WELLINGTON\* (\$8); 3W AUSTERLITZ w/ magazine (\$4), DARK CRUSADE (\$6), SIEGE OF PORT ARTHUR\* (\$10); SSG's SALAMANCA (\$6); GDW's RUSSO-JAPANESE WAR\* (\$12), EYLAU (\$6), INVASION EARTH (\$6); AH's GUNS OF AUGUST (\$8), BULGE '65 (\$8), two copies JUTLAND (one still slightly water damaged) (\$16), ALEXANDER (\$5), BOWL BOUND (\$4); OSG's DARK DECEMBER (\$6); Yaquinto's RED STORM (\$8); Jagdpanther's SPANISH CIVIL WAR (\$8); ROMMEL IN THE DESERT (Original ed. \$12); West End's MARLBOROUGH AT BLEINHEIM (\$3.50); CP's ROAD TO WASHINGTON (\$14); Oldenburg's SARATOGA & CAMDEN; Battleline's SEVEN DAYS BATTLE (\$6)  
All games boxed except those marked with an \*, All in good condition. \$1.50 postage per boxed game - less with multiple orders. Contact: Bill Haggart, 1206 Gavin Drive, Marysville, CA 95901



**AHKS KOMMANDEUR**  
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