

# Kommandeur



Newsletter Of AHKS International Wargaming Society

Conflict Simulation Comment and Analysis

June 1994

## OPENING STRATEGIES FOR KOREAN WAR

by Alan Libuszowski - #1433

Victory Games' *Korean War*, one of many sleeper games from Victory Games and The Avalon Hill Game Company, is one of the most historically accurate games with respect to play development that I have come across in twenty years of wargaming. It is unlike other favorites such as *Third Reich*, where ahistorical oddities can occur, such as a British declaration of war on Italy in the fall of 1939, which could never realistically have happened. *Korean War*, when played by average players with at least a fair knowledge of the game's mechanics, will develop into a re-creation of the actual conflict just about every time. While many players would not enjoy this repetition and would prefer the variance offered in other games, *Korean War* still offers subtle tactics and uncertainties that have made every game I've played an enjoyable one.

*Korean War* is an interactive game for two using the impulse system for action determination. It uses rigid ZOCs, a not-so-standard move-action-combat system, and a 0-9 die roll CRT. *KW* allows for defender retreats, but also can be brutal, especially on high die rolls. Throw in Air Interdiction, different Rules of Engagement levels, and a Global Effects table, and *KW* becomes a very sophisticated simulation.

With a bit of imagination, Korea is roughly the shape of Florida. Imagine a "38th parallel" line running east and west near mid-Florida from Tampa to the Atlantic coast and then imagine North Korea to be above this line and South Korea to be below the line. Tampa is about where the South Korean capital of Seoul would be.

During the first three months of the war, North Korea (NK) had overwhelming strength, easily captured Seoul, and pushed the Republic of Korea's (ROK - South Korea) forces steadily southward. (A Civil War analogy would be Sherman's march to the sea!) With the help of US/UN forces, the South Koreans, rather than surrender, formed a final defensive position at the southeastern most part of the country around the port city of Pusan. Pusan is approximately where the port city of Miami is in southeastern Florida, and the defensive area was called the (Continued Page 10)



## WAR AND PEACE: RETROSPECTIVE AND REPLAY

by Charlie Johns - #1116

*War and Peace*, a strategic level game of the Napoleonic wars from the Avalon Hill Game Co., was my introduction to wargaming back in 1980, when I suddenly had extra time on my hands to develop a hobby. I had always been interested in Napoleon, since my father read to me about the Battle of Waterloo from Childcraft books in the late 1940's. Prior to my sons' introducing me to D&D role-playing, my gaming experience had been Monopoly, Careers (still a favorite for playing with non-gamers), and Risk, not to mention Chess, which I had also played some by mail as a pre-adolescent.

I was wandering through a game store in December of 1980, looking for role-playing modules for my sons, when I spotted *War and Peace*. I had not yet read Tolstoy's magnificent story of the same title, though it was on my "to-do" list. "What the heck," I thought, "I've got the extra money this month and it looks interesting enough." To hear my loved ones tell it, that was the last sane thought I ever had; I immediately turned into a (shudder, shudder, snicker, snicker)

Wargamer!

For a few months I struggled with *War and Peace* on a solitaire basis, until a gaming con came along. By now my sons were into girls and not spending enough time (it seemed to me) on gaming. So I started going to cons alone. That is where I found that Napoleonic boardgames are not played much at cons; if you're into Napoleonics, you need to be into miniatures. However, I located a couple of people who would play the occasional Napoleonic boardgame (Continued Page 4)

## ELECTIONS REMINDER

The positions of President, Secretary, Judge, and Match Coordinator are up for election this year. Any member wishing to run for one of these offices should send a letter of intent to President Mark Palmer plus an announcement of candidacy and brief campaign statement to the Editor for inclusion in issue 29-4 of the K. Electoral statements received by the July 8th deadline will be published in 29-4 and ballots will be included in 29-6. As a cost saving measure, only opposed positions will be listed on this ballot. Any current officeholder who is unopposed will remain in office by default.

## SPECIAL EIGHTEEN-PAGE CONVENTION ISSUE

See page 8 for details.

**AHIKS KOMMANDEUR**  
Vol. 29 #3 June 1994

**CENTRAL OFFICES**

**PRESIDENT:**

Mark A. Palmer  
1053 Indian Creek Trail  
Garner, NC 27529-9364  
(919) 779-8635  
CompuServe 72142,372  
Prodigy JRRD51A

**VICE-PRESIDENT:**

Bryan D. Eshleman  
1720 Round Hill Circle  
Kernersville, NC 27284-7933  
(919) 993-6771

**TREASURER:**

Sid Jolly  
6061 Nancy Drive  
La Mesa, CA 91942-3821  
(619) 462-9409

**SECRETARY:**

Steve Ball  
PO Box 1773  
Bloomington, IL 61702-1773  
(309) 662-7027

**EDITOR:**

Ken Nied  
14924 W. 124th Terrace  
Olathe, KS 66062-5933  
(913) 780-4981  
CompuServe 70252,2313

**JUDGE:**

Joey Sabin  
820 South Oakes St.  
Tacoma, WA 98405-2726  
(206) 305-0366

**MATCH COORDINATOR:**

Les Deck  
80 Worcester Road  
Stowe, VT 05672  
(802) 253-9535

**EUROPEAN EDITOR:**

Harry Tucker  
Vereeniging, Saxon Lane  
Seaford, East Sussex  
United Kingdom BN25 1QL

**MATCH & SERVICES OFFICERS**

**MSO-ROSTER:**

Ken Nied  
14924 W. 124th Terrace  
Olathe, KS 66062-5933  
(913) 780-4981  
CompuServe 70252,2313

**MSO-RATINGS:**

Andy Johnson  
650 Autumn Oaks Drive  
Allen, TX 75002  
(214) 727-7726  
CompuServe 72557,1703

**REGIONAL DIRECTORS**

**CANADA:**

Steve Llewellyn  
178 Biggs Street  
Fredericton, New Brunswick  
Canada E3B 6J6

**NORTHEAST:**

John B. Grant, Jr.  
198 Brookdale Road  
Stamford, CT 06903  
(203) 329-7837

**SOUTHEAST:**

Alan Murphy  
1000 6th St. SW Apt. #313  
Washington, DC 20024  
(202) 863-9326

**EUROPE:**

Murray Cowles  
6, Chafford Gardens  
West Horndon, Brentwood  
Essex, CM13 3NJ, UK

**NORTH CENTRAL:**

John Kruez  
4732 Laurel Ave.  
Glenview, IL 60025

**PACIFIC:**

Frederick Kraus  
601 White Fir Lane  
Etna, CA 96027  
(916) 467-5490

**WEST:**

W. Andrew York  
PO Box 2307  
Universal City, TX 78148  
CompuServe 73210,3053  
AOL WANDREW

**RECRUITER:**

Ken Atkins  
5014 Encino  
Friendswood, TX 77546

**SERVICES AVAILABLE**

**MULTIPLAYER COORDINATOR:**

Dave Rod  
836 Keswick Drive  
Iowa City, IA 52246

**UNIT COUNTER POOL:**

Chris Hyland  
248 Stahl Avenue  
Walla Walla, WA 99362-2938

**CHIT HOLDING SERVICE:**

Roger Eastep  
7803 Mystic View Court  
Derwood, MD 20855

**PBEM COORDINATOR:**

Bruce Monnin  
117 S. Lincoln Street  
Minster, OH 45865  
CompuServe 71563,2401  
GENIE B.MONNIN

**ARCHIVIST:**

William A. Perry  
22 Honey Locust Lane  
Eastampton, NJ 08060  
(609) 265-8829

**CHANGE OF ADDRESS**

Send Change of Address notices to Les Deck, 80 Worcester Road, Stowe, VT 05672. Send the change notice as soon as the new address is known. Do not wait until the move has actually taken place!

**GENERAL INFORMATION**

The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. 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. Direct inquiries to the Editor or the European Regional Director.

**SUBMISSIONS**

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. Personal attacks on other members will not be published. (Refer game-related complaints concerning other members to your RD.) All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published as submitted, space permitting. Please do not submit an article for publication which has also been submitted elsewhere.

While articles may be submitted in any legible format, the most convenient method is by IBM-compatible computer file in ASCII or DOS text format on either 3½ or 5¼ in. disk or as an ASCII file uploaded via CompuServe. Graphics should be in either .CGM or .PCX format or in pen and ink sized to the width of one K column or less. The Avalon Hill Game Company and The Gamers, Inc., have granted formal permission to reproduce game-related graphics in articles about their games. Permission must be received in writing from any other company to use their graphics or game-related materials in the K.

**PUBLICATION DEADLINES**

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. The following are current production deadlines and are subject to change according to the Society's needs:

Volume 29-4	7/08/94	Volume 30-1	1/13/95
Volume 29-5	9/09/94	Volume 30-2	3/10/95
Volume 29-6	11/11/94	Volume 30-2	5/12/95 □

## A WORD OF APPRECIATION

by Ken Nied, Editor



**Changing of the Guard** - The biggest change within AHIKS since last issue has been Jim Denier's decision to step down permanently as Editor, a victim of both health woes (from which he is recovering spectacularly) and the inevitable burnout which strikes all officers sooner or later.

Even before surgery Jim had reached the decision to resign as Editor by the end of 1994. His surgery only moved the effective date forward somewhat. Thus the editorship of the *K* with its fine tradition passes to yours truly.

Due to his extensive efforts above and beyond simple production of the newsletter, Jim leaves behind a much more effective *K* and a much stronger AHIKS than when he assumed the editorship. A lot of what Jim accomplished was effected behind the scenes and was not fully understood nor appreciated by the general membership. It is long past due to make his contributions known.

During Jim's tenure as Editor, he introduced a rigid publication and production deadline, stuck to it, and, even harder, made it work. Coupled with the switch to first class mailing and the dues increase you all overwhelmingly approved, this gave the *K* a timeliness and responsiveness that was simply impossible in the old days. Along the way, Jim greatly increased the level of internal communication among the general membership and especially among the Officer Corps with his extensive letter writing, his introduction of the Communi-K for inter-officer discussion, and his fostering of an electronic mail network within the Corps.

Jim was the driving force in the renewal of ties to our fellow gamers in AHIKS-Europe. At the same time, solely through his enthusiasm and initiative, Jim spurred many other office holders, myself included, to greater levels of participation and contribution. The ultimate beneficiary of these efforts is you, the member.

Most important were Jim's efforts at cost control. There was a time last year, when, in spite of the dues increase, it appeared that AHIKS might not have the financial resources to continue services at its expected and historical level. Characteristically, Jim was at the forefront in bringing this problem to the attention of the Society. Recognizing that the *K* takes the biggest slice of the AHIKS pie, Jim voluntarily scaled back our newsletter, experimenting with reducing the number of pages and size of the typeface. For these decisive actions he took a lot of heat from members and officers who were not aware of the scope of the problem. In addition, few members realize that by making these changes, Jim only added to his already heavy workload. Added more of the stuffing and folding and stamping and licking and sticking that makes this job so much fun. He took the criticism, though, and suffered in silence. Through Jim's unselfish contributions AHIKS not only made it to 1994, we did so with a surplus.

In passing the reins of office from one occupant to the next, it is natural to magnify and inflate the predecessor's accomplishments, to thank too profusely. In this case, with this man, the opposite is true. AHIKS can never fully repay Jim for his many contributions, but we can try. From all of us, from each member and officer: Thank You, Jim. □

## FIXING THE SNAKE -

Final Development of Expanded *Cobra*

by Randy Heller - #1007

Issue number 65 of *Strategy & Tactics* magazine contained the game *Cobra: Patton's Summer Offensive in France*, based on the *Panzergruppe Guderian* game system. *Cobra* proved to be one of the best magazine games published and is referenced by many gamers today as being one of their alltime favorites.



In 1985, TSR brought us the New Expanded Edition of *Cobra* to include the original Allied landings and subsequent breakout from the Normandy Peninsula. Unfortunately, the expanded version of the game proved to be an unmitigated disaster. The German player was so blatantly handicapped by ahistorical rules limiting German tactical initiative, that an Allied breakout was virtually guaranteed by Turn Four. With German units frozen in place, unable to retreat, and a liberal deployment of Allied paratroops and commandos, the unlucky German player was relegated to sitting back and watching as his opponent easily broke the Orne River line and "walked through" the Caumont Gap.

In concept, Expanded *Cobra* was an excellent idea: use the existing game to develop a new edition encompassing the initial Allied invasion. However, without proper development and adequate playtesting, any design is doomed to failure. This lesson in gaming futility leads us to Heller's Maxim #1: Never trust any game in which one of only four playtesters is the designer's wife!

My goal in the final development of Expanded *Cobra* was to provide a playable, balanced contest within the parameters of the game's original rules and historical plausibility. Foremost was the need to allow the German player to respond to the invasion without being handcuffed by artificial rules. Once play balance was restored by returning tactical initiative to the German player, I felt compelled to look at the game more closely as a simulation.

Referencing Avalon Hill's *The Longest Day* on the same subject revealed two important factors not addressed in Expanded *Cobra*. The Third Sturm-Flak Korps was missing from the German order of battle. These units represent 41 desperately needed combat factors that were originally decisive in providing the Germans with a semblance of a cohesive defense during the initial critical days. Further reading strongly suggested that the German player was entitled to a minimal rail capacity during the first few game turns, exclusive of Turn One. This is a reflection of the fact that the Allies were not entirely successful in shutting down the German rail system in France until June 18th. Both of these deficiencies have been corrected in my Expanded *Cobra* rules.

**Tactical Hints:** As the German player, forget Cherbourg! Set your charges and head for the Bolleville/Carentan defense line, perhaps leaving one unit behind to "pull the switch." If the Allies break the Orne River defense line within the first few game turns, it's curtains for the Germans. The area northeast of Caen between the Orne and Dives Rivers must be promptly cleared of Allied units. This can be accomplished fairly readily by utilizing Lehr and 12SS Panzer (Continued Page 13)

**WAR AND PEACE (cont.)**

with me, if I would return the favor to play their favorite boardgames with them. As I continued purchasing Napoleonic boardgames when I ran across them, I continued playing solitaire most of the time. Then I ran across an ad for AHKS in the "Opponents Wanted" section of the *GENERAL* and my life took another turn.

Harvey Grove responded to my request for a match of *War and Peace*, and we have been battering each other on a regular basis ever since. *War and Peace* is easily adapted to PBM; the game begins with a very simple scenario (the Austerlitz campaign) and gets increasingly complex as the scenarios progress chronologically. Although there are a lot of forces represented in each scenario, counter density on the mapboard itself remains within reason because most counters are left on the leader display; only cavalry can move without a leader. Thus, for the most part, only leaders, cavalry, and garrisons are actually on the mapboard.

Harvey and I have been playing *War and Peace* by mail for more than 6 years. Most of our scenarios have wound up with the historical victor, yet almost all of them have been in doubt until the last move--the only exception I can readily think of is the 1812 Invasion of Russia scenario in which Harvey, as the Russians, beat me one move (a game-month) ahead of the scheduled game end.

*War and Peace* has 10 pages of rules. The rest of the thick, 32-page rules booklet sets up scenarios and the Grand Campaign game, with its additional rules. The Second Edition of the rules, which Harvey and I use, has incorporated the errata and clarifications which have appeared in various *GENERALS* over the years.

We chose the 1813 Liberation of Germany scenario to present to the K for 2 reasons: 1) our original choice, the 1812 Invasion of Russia scenario, fell into my final semester of college, so I had no time to contribute to the K (I thank the big gamemaster in the sky, because that was the scenario where Harvey trounced me so badly); 2) even though the historical result was victory for the anti-French allies, this scenario is evenly balanced. The victory conditions--"The French player wins if he controls any unbesieged major city on mapboard 3 [basically Germany, Prussia, and Austria] at the end of the game"--give the French a very real chance to win.

A key in this scenario is the Alliance Display, upon which the two sides keep track of modifiers for the Alliance Phase die roll or IRCK #. The French have one Power Point (for France) while the Coalition starts with two Power Points (Prussia and Russia). The Coalition gets a City Point each for controlling Berlin, Breslau, Dresden, Hamburg, Leipzig, or Magdeburg, or any city on mapboard 2 [basically France and the Netherlands]; France gets a City Point only for controlling Berlin, but can deprive the Coalition of points. Each side gets a Victory Point during the Combat Phase for entering a hex which was occupied by five or more enemy strength points (approximately 5,000 men per strength point) at the beginning of the phase. Adding up the Points on the Alliance Display gives the players the modifiers to the die roll or IRCK # in their respective Alliance Phase (which is always optional to

the phasing player; the Phase may be omitted entirely by the phasing player). If the Coalition gets a modified "7", Austria and Sweden declare war on France. If France gets a modified "0", the troops of initially neutral Bavaria, Saxony, Naples, and Switzerland join the French cause. A second modified "7" eliminates several of France's satellite allies, replaces some of them with Prussian or Austrian landwehr, and deletes the Alliance Phase for the rest of the game.

The scenario begins in April, with Russia and Prussia at war with France. Austria is mobilizing and Sweden, under Bernadotte, is debating whether to enter the war. While contemporary historical opinion seems to be that Austria never had any intention of siding with France, Napoleon seemed to believe that was a definite possibility. Thus he knew he needed some quick, impressive victories in order to sway Austria and several of his satellite states which were choosing to remain neutral in this one. The Coalition controls Berlin, Breslau, Dresden, and Leipzig (as far as cities that "count" at the beginning).

Harvey Grove is the French player, who moves first. Charlie Johns is the anti-French player. An entire game turn represents one month.

**April, 1813: French Player Turn**

Victor, with a force of approximately 30,000 French infantry, advances on Lubeck and captures it from a rag-tag force of Prussian landwehr, Hessian infantry, and Russian Cossacks, thus depriving Russia of a possible Baltic port. (Not to mention gaining a victory point for the French.)

Napoleon, with Marshall Ney and a large force, approximately 80,000 French and satellite forces, force march from Frankfurt and overwhelm an unready corps of around 25,000 Russian infantry at Leipzig. (A victory point for the French and a city point deduction from the coalition.)

Despite having to force march his 30,000 troops from Frankfurt, Marshall Soult handily defeats Blucher with an equal force at Dresden. (Another victory point for France and another city point deducted from the Coalition.) That was all the Saxon forces, about 10,000 men entrenched outside Dresden, needed. They declare for France.

Marshall Davout, leading 50,000 troops stationed at Magdeburg, routs a force of 20,000 Russians under Wittgenstein; only cavalry are able to escape the massacre and head for temporary safety in Berlin. However, Davout is severely wounded in the battle and the French halt to regroup.

**April, 1813: Anti-French Player Turn**

The Prussian Field Marshall Blucher, commanding a large force of Prussians and Hessians camped between Berlin and Maedeburg, march to the sound of the guns. Approximately 85,000 strong, this army runs into Davout's now leaderless force and defeats it resoundingly. (A victory point for the Coalition.) At the same time Wittgenstein manages to rally his cavalry, getting reinforced by escapees from the Lubeck debacle, and recaptures Magdeburg. (A City Point regained.)

Sieges continue at Stettin and Thorn, while the French troops entrenched outside Danzig are being watched carefully by an allied force of Prussian landwehr and Russian infantry. Poniatowski and the Polish allies of the French, seemingly biding their time in Galicia, are being closely observed by 20,000 Russians under Tormazov.

(Continued Page 10)

## NORTHEASTERN PERIMETER

## News from the N.E.R.D.

by John Grant, Jr., RD - Northeast



No new members to report this time. I'm looking forward to Avaloncon, where I will be running the BB '81 tournament, starting at 9:00 on Friday morning. Hope to see some of you there.

Returning to the *Aide de Camp* computer program I discussed in my last report (29-1), I'd like to ask anyone in AHIKS who has set up a game on ADC to drop me a line. My address is found in the masthead of the K. I'll act as a clearinghouse for informing gamers who have ADC of the existence of game sets done by others. If we spread these around, it should become easier for all to obtain opponents. Game sets which are being made available commercially (by The Gamers, for example) are not included in this suggestion. To start things off, I have set up *Breakout: Normandy*, *Austerlitz*, and *Afrika Korps*. I have a version of *World in Flames* (European), but I understand that an improved version should be available shortly. Anyone who needs a copy of these should send me a self addressed diskette mailer (3.5" IBM style) and I'll copy the game set and return it to you.

ADC makes PBM much easier. I'm currently playing in the *Breakout: Normandy* ladder on GENIE (Games Roundtable, Category 21, Topic 48) using my ADC BN set. Email of each impulse is proceeding on a one-a-day basis, which makes an impulse game of this type feasible. In fact, we should be finished within four months of starting the game. Those of you who have despaired of playing *Turning Point: Stalingrad* or *Thunder at Cassino* by mail should try it by Email. (Even without ADC). Because each impulse is fairly limited, this method actually is easier than finding long blocks of time needed for a typical PBM move.

Your information about ADC corresponds nicely with Kirk Irby's article on page 9. Kirk raises some very valid questions about copyright limitations. Perhaps in your day job capacity as an attorney you could find an answer for him (without billing him or us, of course <grin>). —Ed. □

## PACIFIC THEATER

by Frederick Kraus, RD - Pacific



We have two new members to our ranks I would like to welcome. The first is Robert Ehmke. Bob is a shipfitter up in Bremerton, Washington. Like many of us, Bob started wargaming in the early sixties with the original *Gettysburg*. But then came four years in the Air Force and marriage and children; he has been out of gaming for some time. But Bob is back, playing *PanzerBlitz* and also enjoys *Harpoon* and *Russian Campaign*. He is just getting into PBM.

The second new member is Alan Hayes of Belmont, California. Alan does accounting and clerical work on a temporary basis while also taking care of his mom. Alan has been involved in several multiplayer games and has also done some gamemastering in the last couple of years. Come to find out Alan was even up here working for the Forest Service. He

had a rough start in his first AHIKS match, but hopefully the problem has been taken care of. A hearty welcome aboard to both of you! —Would that be shipfitter's language, Bob?

The Joe Hruby Memorial Award goes to Ken Nied for taking over the K Editor's job while Jim Denier is recovering from open heart surgery. Sounds like Jim is doing fine and Ken is doing a great job. (*Blush.* —Ed.)

A very good book for wargamers is *It Doesn't Take A Hero* by Stormin' Norman Schwarzkopf. Great reading by a very fine man. I was also in some of the same areas of Vietnam that he talks about.

ORIGINS '94 is right around the corner and I'm planning on going. My first convention— what an experience for a guy who lives in an area where the biggest town is 700 people! I have entered the *Afrika Korps* tournament on Thursday, *VITP* for Friday, and *Diplomacy* for Saturday. I will also stop by and see Chester Hendrix at his booth from time to time to see who has come by from AHIKS. I hope to meet many members and recruit some more. Look for the guy wearing a baseball cap with the AHIKS logo on it.

See you there.

Thanks Fred. Another excellent book is Michael Shaara's *The Killer Angels*, basis for the movie *Gettysburg*. Combined with the *Gettysburg* scenario of *Across Five Aprils*, it makes for an unbeatable PBM experience. —Ed. □

## RETURN FIRE

Letters to the Editor

The opinions expressed in this column are those of the individual author(s) and do not necessarily represent the opinions of the Editor, Officer Corps, or membership at large of AHIKS.



In answer to the question, "Is the print too small in the latest issue of the K?" In my opinion it is too small. Question: Has anyone played AH's *Gettysburg* (the latest edition) or *D-Day '91* by mail? Are they playable by mail? —Dave

McFarland, #1431, 2247 Quail Ridge S., Palm Beach Gardens, FL 33418.

The print size you refer to belonged to issues prior to 29-2, Dave. The current format allows for a slightly larger, more readable typeface without cutting into the space available for articles. Hopefully you will find the current font more suitable. Can anyone answer Dave's PBM questions? —Ed. □

## ... AND THE KITCHEN SINK

by Chester Hendrix, #770, Editor Emeritus

Chester's suggested title for this article was "How to Start a Match, Publish Your Own Game, and Get Ahold of AHIKSers at San Jose ORIGINS." You get the idea. Some members have asked what "Emeritus" means. As a Latin scholar I can assure you that it means "without merit." —Ed.

Recently I got back into the swing of what this Society is all about— playing games by mail with reliable opponents. Dutifully, I sent off my properly filled out Match Request

Form to Les Deck and waited for the good news. I had just completed magnetizing a copy of the old AH *Stalingrad* game and was looking forward to firing up the whole thing! (I magnetized the game by copying the map at a cheap print shop with a color copier and increasing the size of the map by 15%— what a difference! The counters were copied onto sticky-backed paper, then mounted on a magnetic strip bought at a craft shop for 11¢ per inch. Not bad when completed!)

About three weeks later, I received my match with Jim Antalek. There is a Turkish variant I prefer to use that appeared in 12-1 of the *GENERAL*. You spot the Russian player the 4-6-8 replacement rate and take your chances on whether or not the Turks enter on your side (I fudge the table a bit by combining 5 & 6). Of course, I realize that my opponent gets to play the Axis later! With all this in mind, I offer the following letter which I suggest you a variant of when starting a match. It addresses most of the issues and that might come up before you get started and decreases the possibility of misunderstandings and problems later on.

Dear Opponent,

I trust the information above is correct; please advise if there are any errors. Included is a nifty variant run in the *GENERAL* many years back (and a set of counters you can mount on some old blue blanks). You will notice that I have altered the table slightly. I figure if you're going to use this option, then *use* it! If this is acceptable to you, please send a postcard posthaste and I will write back immediately with and ICRK selection so you can set up appropriately. To this end I have also included the OOB sheet with the Turks placed on the bottom of the Returned Units Section.

On the subject of ICRKs, partial column use (as outlined in #8 on page 13 of the Membership Guide) is something I would like to use. I also prefer not to chop us the ICRK and send little strips back and forth during the match, I would much prefer to just exchange the whole bottom half at the end of the match (and both games), if that is acceptable to you. I would also like to propose that we set aside rows AA-DD for those times when we forget to designate ICRKs for attacks or weather rolls, etc. (don't forget, as the Russian, you need to designate an ICRK for the weather roll on appropriate turns— please be merciful).

I prefer to play the Hard Core Option (using the error corrections as outlined in the Membership Guide on pages 12-13). If this is not acceptable to you, please advise as to your alternatives.

I am looking forward to this as I have not been actively PBMing for years (I've been too busy putting together the K and other brain damage). Not that I'm out of the Editor business and my Bulge game is done, I figured it was time to start taking advantage of what I joined AHIKS for in the first place— to actually *play* these suckers! I recently set myself with a sheet metal display in the library so I have a place to magnetize and set up my games. ...And here I go!

To give you an idea of how the Hard Core Option works: on my setup I messed up (as well as moving a couple of units where they couldn't go) and wound up losing six units in an AE at what I thought was going to be a 3-1 attack. *Ouch!* My first thought was, "Well, you live by the Hard Core...." My second thought was, "Where do you send incompetent generals who already *are* on the Russian Front?"

Most of you by now are aware that my Bulge game *Bastogne or Bust* is completed. What you might not be aware of is that you, too, can do the same thing. With desktop publishing programs becoming easier to use by the day, and laser printers (especially the color ones) becoming affordable, by using the right materials you could produce an entire game design of your own in your own home! I can personally guarantee you it is more fun than a human being should be allowed to have!

And just to prove it, I am taking my Bulge game with me to Origins in July. I already have made arrangements for a booth in the Dealer's Room (yes, my 15 minutes of fame have arrived!). In addition to selling my game (only 200 copies in print, better hurry!), I will also be serving as a recruiting station and contact point for AHIKS. I will try to set myself up as a bulletin board. Any AHIKSers who show up at Origins and want to get together with other AHIKSers can coordinate through me. I will be listed as *TERRAN GAMES*. Come on out, come find me, and meet your brothers in the Society. See you there.

*Did anyone get the impression that Chester has a game for sale? For ordering info about Buy It or Chester Goes Bust— er, that's Bastogne or Bust— see the Bulletin Board on pg. 17. —Ed. □*

## MULTIPLE GAMING OPPORTUNITIES

by Tom Butcher, #508

Back in the late seventies, when I first joined AHIKS, there was a multiplayer zine published by Larry Fong of Oakland for games like *Diplomacy* for the AHIKS membership. Ever since he discontinued his editing and publishing efforts some time in the early eighties, I have been hoping someone would pick up the baton and put out a similar zine, but no one has come forward. Finding myself back in the States after 35 years in Japan and, with both desktop publishing facilities and a good deal of time on my hands, conditions seem to be right for offering my own services.

I'd like, then, to publish a zine featuring *Diplomacy* and variants, along with *Machiavelli*, *After the Holocaust*, *Conquistador* (AH rules), *1830, 1835*, and a game of my own (designed for PBM play) called *The Consummate Railroad Game (TCRG)*. The zine will have a 35- to 40-day turnaround, and if the number of games comes to exceed eight, it will be published twice during that turnaround period, dividing the chores so that the deadline adjudication and compilation work doesn't become too onerous. Either way, whether one issue or two per turnaround period, only the players actually involved will be sent copies.

For *Diplomacy* I'd like to propose two variants, both of which have been around a long time: the Key Rule variant and the F.Rom variant. Details for these variants along with

## MULTIPLE GAMING OPPORTUNITIES (Cont.)

maps and rules for *1835* and *TCRG* will be furnished to applicants or any interested members for an SASE.

Players are invited to apply for any of these games along with their submission of country preference lists:

Regular Diplomacy	A-E-F-G-I-R-T
Regular Dip with Key	A-E-F-G-I-R-T
F.Rom without Key	A-E-F-G-I-R-T
F.Rom with Key	A-E-F-G-I-R-T
Machiavelli 1385	Milan, Venice, Naples, Florence
Machiavelli 1454	add Papacy, Turks, Austria, France
Machiavelli 1521	Fr., Aus, Papacy, Flor., Tur., Venice
After the Holocaust	NE, MW, SW, FW
Conquistador	Spain, Portugal, France, England

For the *Diplomacy* games, apply for any number of the four, but please indicate whether you wish to play only in the first one that opens up, or in the first two, etc. For *Machiavelli* simply give country preferences; the game will open for whatever even number applies for all three (i.e., you have no choice regarding the scenario). There is no choice regarding companies in the railroad games, of course—the order in the first stock round being determined at random.

All games will be run on a standby basis, with the GM submitting neutral (defensive) orders in the event of any No Move Received. All applications to play in games involve the obligation to act as a standby in any game of the same type (with *Diplomacy* with and without Key being treated as different games for this purpose). Diplomacy games will be two seasons per year, with prophetic builds and retreats.

I hope to be able to publish the first zine as soon as at least two games open, giving the gamestart and waiting lists. There is still the question of how the zine is to be financed: entirely by AHIKS (as in Larry's time), by the players (postage and paper costs only), or a combination of the two. The cost per issue per player can be expected to be 35¢ to 60¢ (depending on weight) for the U.S. and Canada. Perhaps we'll get an answer in this issue of the *Kommandeur*. I will add that if the players are to pay some or all of the expense, we can add a letters column on general subjects including wargaming, politics, etc., in the *Diplomacy* zine tradition. I also like contract bridge if there are any players out there.

—Tom Butcher, 17402 Matinal Road #5322, San Diego, CA, 92127. Tel: (619) 674-4439, Fax: (619) 674-4392. □

## THE BELORUSSIAN BULGE

by Mike West - #1163

*PanzerBlitz*, the classic World War Two Eastern Front tactical game, continues to be a favorite among AHIKS members. The concise rules and straight forward sequence of play make for ideal PBM matches. I have played all of the original twelve *PB* scenarios as well as situations #14 through #25. However, after many repeat playings, even these fine scenarios begin to lose some of their luster. Therefore, I offer to the AHIKS readership a brand new scenario for *PanzerBlitz* enthusiasts. This situation uses all standard and optional game rules. It also uses only the standard unit counters so gamers can just set up and get into a match quickly. Enjoy!

## The Belorussian Bulge, June 23, 1944

In May 1944, following the Soviet winter offensives, the last large Russian territory still under German control was Belorussia. Here the front lines of Army Group Center followed the Dnieper River and bulged to within 300 miles of Moscow. General Kurt von Tippelskirch's Fourth Army defense in this salient was built around a network of fortified towns supported by 88mm guns. These guns had been positioned in the front lines to compensate for the shortage of tank destroyers and antitank weapons. In our sector a Soviet mechanized rifle brigade of General Zakharov's Second Belorussian Front attacks a Luftwaffe infantry regiment and flak supporting units defending the fortified towns of Orsha and Mogilev situated on the west bank of the Dnieper River.



(Graphics © TAHGC. Reprinted with their kind permission.)

German	Russian
18 x Rifle	4 x T34/85
6 x SMG	1 x Engineer
3 x Security	9 x Rifle
3 x 120mm	6 x SMG
3 x 81mm	2 x 120mm
1 x 150mm	1 x 82mm
1 x 75mm IG	2 x 76.2mm AT
2 x 88mm AT	2 x 45mm AT
7 x Truck	1 x 12.7mm
3 x Wagon	6 x Halftrack
2 x CP	14 x Truck
4 x Fort	
6 x Mine	
6 x Block	



GAME LENGTH: 12 TURNS

German sets up first on Board #2.

Russian moves first, enters at east edge of Board #3 on Turn 1.

## VICTORY CONDITIONS:

Award each side 1 point for each enemy unit destroyed. Award Russian 5 points if either Golod or Bednost are clear of enemy units at end of game (10 points if both towns are clear). Side with most points wins.

## SPECIAL RULES:

Forts, Blocks, and Mines may not be set up in town hexes. □

## ORIGINS / AVALONCON UPDATE

### CONVENTION SPECIALS

**Special Issue:** With an eye toward the busy convention season, the Executive Committee has approved several measures designed to encourage new members to join AHIKS. The first action expands the *K* from its normal ten pages to a whopping eighteen pages. Plus we're printing off an extra hundred copies of this issue to pass out to prospective recruits who respond to the dozens of flyers we plan to distribute at AVALONCON. Enjoy the expanded content.

**Special Price:** To make joining AHIKS as attractive as possible, for *one time only* we are waiving the new member initiation fee of \$8.00 and the ex-member reinstatement fee of \$6.00 for anyone who signs up at ORIGINS or AVALONCON or who signs up by mail by Aug. 31, 1994. This means that recruits can join AHIKS for the half-year price of **TEN BUCKS** and still receive three more issues of the *K* this year. If any of your gaming buddies have been remotely considering signing up or if you are still corresponding with an ex-member, let them know about this offer right away. Joining AHIKS will never be cheaper.

### ORIGINS ACTIVITIES

Chester Hendrix will have a booth in the Dealer's Area under the name *Terran Games* (see his article on pages 5-6) and will coordinate AHIKS activities at San Jose. Stop by and see Chester. He will bend your ear and lighten your pocketbook and you'll love every minute of it.

Frederick Kraus, our Pacific Regional Director, will be circulating among AHIKS members between tournaments, seeking new recruits, and checking in with Chester. Look for the fella sporting the AHIKS baseball cap. (See Fred's column on page 5.) □

### Cardboard Encounters

by Alan Murphy



The Women of AVALONCON

### AHIKS AT AVALONCON

**AHIKS Get-Together:** Bruce Monnin has investigated the idea and reports that best time would be **Wednesday evening at 10:00 PM** in the Marriott's bar. (Presumably Bruce's research involved extensive samplings at numerous bars, but he has been somewhat reticent on the subject.) The 10:00 time will allow most of us to get settled in after arrival while competing with very few tournaments in progress. Come and meet with your fellow AHIKSers. We'll be the seedy, decrepit individuals glancing furtively around at the back of the bar.

**The British Are Coming!** ...along with the rest of the Europeans. So reports Murray Cowles, RD - Europe: "We'll be there! The same team that has represented AHIKS Europe for the last two years, without, I should add, putting great stress on the scorers. Myself, Herbert Gratz, Nicholas Frydas, and Tom Oleson. We look forward to meeting you as arranged. We will arrive on the Tuesday.

Our team plans are uncertain, except that Nick will defend either *A5A* or *War and Peace*. (Come to think of it, he must defend both, but I am not sure what will be his Team game.) I am enjoying playing *Breakout: Normandy* and as I see it is to be gamemastered by my friend John Leggatt, he who edits the NH mag, *Lines of Communication*, I may well play this."

**Where To Find AHIKS Members:** Here is a very tentative listing of AHIKS involvement at AVALONCON:

Jim Burnett	Win, Place & Show (GM)
Murray Cowles	Breakout: Normandy
Roger Eastep	Gangsters (GM)
Jim Falling	Russian Front (GM)
Paul Fletcher	Anzio (GM)
Nick Frydas	Across Five Aprils*
	War and Peace*
John Grant	Bulge '81 (GM)
Brian Laskey	Squad Leader (GM)
Kevin McCarthy	Bulge '91* (GM), D-Day '91*
Bruce Monnin	War at Sea*
Ken Nied	Victory in the Pacific
Dave Zimmerman	D-Day '91 Demo (GM)
	D-Day 91
	Gettysburg '88 (GM)
	Robin Hood Jr. (GM)

\* = Defending Champion

GM = Gamemaster □

### REINFORCEMENTS (New Members) -

12.1.2 - Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, seafight, or airlift and count against stacking limits. Reinforcements are fully combat-capable on turn of entrance.

1450 - Robert Ehmke

1451 - Bill Crose

1452 - David Mugmon

1453 - Richard Passow

1454 - Jeff Hunt □



## RATINGS UPDATE

by Andy Johnson, MSO - Ratings



I am in the process of transitioning all the rating information from the previous MSO - Ratings: Tom Hammer. Once that transition is complete I will provide reporting in whatever format the members would like. If you have preferences on how the ratings reporting should be done please write me. I will also confirm match notices I have received since the last K. The following report is for all notices I have received since 1/1/94.

Num	Player A	Player B	Game
1	1075	1275	1776
2	1138	1195	7th Fleet
3	1226	0336	A House Divided
4	1240	1251	AF/D
5	1085	1230	Air War
6	0988	0480	Battle Over Brit.
7	1346	1334	Bulge 65
8	1434	1020	Bulge 65
9	1075	0763	Bull Run
10	1389	1019	Caesar Alesia
11	1307	1263	DD 77
12	1355	1345	Fortress Europa
13	1240	1315	Imperium
14	0614	0262	Jena Auerstadt
15	0237	1438	N at Waterloo
16	1036	0865	PZ Blitz
17	1163	1413	PZ Blitz
18	1320	1398	PZ Blitz
19	0480	0357	Singapore
20	0393	1019	TRC
21	1019	0988	Vietnam
22	1036	1153	War at Sea
23	1441	1251	White Eagle
24	0357	1251	Winter War <input type="checkbox"/>

## HELLZAPOPPIN ON THE MULTIPLAYER FRONT!

By Dave Rod, Multiplayer Coordinator

**A NEW 'ZINE IN THE OFFING?** —Tom Butcher has been talking about starting up a new, AHKS-oriented, multiplayer 'zine, patterned after the old *Origins West/Pacific Diplodeur* that Larry Fong used to put out. Stay tuned to this station for future updates. (See pages 6-7 for details.)

**SQUAD LEADER** (new game starting) —GM: Steven G. Williams, 442 Stanley St., New Britain, CT 06051. It is late 1944. A lead SS commander with a multitude of weapons has been cut off from the other German forces and now has to contend with snipers, partisans, etc. Meanwhile, a heavily-armed band of elite Russian forces got past the SS, only to find themselves cut off from their comrades. As both sides attempt to get back to their own lines, the clash will begin.

Steven needs 4-6 players for this two-board, blind game (if you don't have LOS to a unit, you don't know it's there). *Cross of Iron* rules with a few rules from *Crescendo of Doom* (bypass maneuver and scouts) will be used. Firepower will include such deadly weapons as Stalin's Organs, the German

Jagdtiger (B128L), flamethrowing tanks, Russian 100L AT guns, and German 88LL AA guns. To discourage "holing up" and encourage advancing, hoards of abandoned weapons (perhaps a tank?) will scattered about— to be disclosed only upon entry into the hex. Write to Steven for details.

**MACHIARELLI** (new game starting) —GM: Stuart Schoenberger, P.O.B. 510, Jamaica, NY 11435-0510. Sort of like *Diplomacy*, but set in Renaissance Italy and with spending decisions and random events thrown in. Lots of color, lots of backstabbing, lots of fun. Stuart probably needs about 7 players. Write to him if you'd like to play.

**WAR OF THE RING** (new game starting) —GM: Steve Llewellyn, 178 Biggs St., Fredericton, N.B., CANADA E3B 6J6. See the April K for a game description. Contact Steve to play.

**STARFLEET BATTLES** (standbys or replacements) —GM: Chris Stewart, 8702 Curtis Ave., Alexandria, VA 22309.

**FLAT TOP** (new game starting) —GM: Andy Johnson, 650 Autumn Oaks Dr., Allen, TX 75002.

**AIR FORCE DEMO DERBY** (new game starting) —GM: Mike Rowles, 3309 16th Ave. South, Minneapolis, MN 55407

**KINGMAKER** (new game starting) —GM: Dave Rod, 836 Keswick Dr., Iowa City, IA 52246.

**AIDE DE CAMP: IS IT RIGHT FOR AHKS?**

by Kirk Irby - #1376

The computer software *Aide De Camp (ADC)* has the potential for revolutionizing PBM and Electronic Mail gaming. It may also provide a new service AHKS can offer its members, namely, a library of game templates. The use of ADC also presents some potential pitfalls that should be thoroughly discussed before the Society plunges headlong into the software world. For those of you who don't know much about ADC, here is an expansion of John Grant's description in issue 29-1.

ADC is an (IBM-compatible) computer program with very powerful drawing features that allows gamers to input or construct graphical wargames on their computers. Once a game template for a particular game has been constructed and saved to disk, PBM gamers can play the game by exchanging the disk template instead of OOBs. The software does the tedious job of recording counter movement on the graphical map. The software also lets you select units for combat and will resolve combat for you. For games with multiple phases or overrun style combat, ADC can be a real time saver, eliminating the need for conditional orders or multiple mailings. (I still believe ICRKs should be used for most combat due to the possibility of continually rebooting the machine to achieve a favorable die roll.) For even faster turnaround, the template file itself can be uploaded via modem to an electronic bulletin board like CompuServe, then retrieved by the opponent, doing away with the Postal Service altogether. The main drawback to this software is the large amount of "front end" time needed construct the template before you ever get to the point of actually using it. This is where AHKS can help.

To construct a game template, start with the map. (ADC was developed for hex-based wargames. If you want to construct a non-hex-based template, you must (Continued Page 12)

**KOREAN WAR (cont.)**

Pusan perimeter.

This, then, is the challenge facing the North Korean player, namely, to use his overwhelming initial strength to sweep ROK opposition from the peninsula before US/UN forces can intervene. The ROK player, of course, must somehow use his meager forces to delay the NK advance for as long possible until reinforcements can arrive.

The opening June 1950 setup presents the North Korean player with the uncivil opportunity to annihilate the ROK front line, an easy task even with poor die rolls. An occasional 10% chance of a worst case die roll merely results in a No Effect—hardly a setback but a minor delay until July. The Western attacks near the 38th parallel above Seoul won't be discussed due to their simplicity, which leaves me with the four infantry divisions east of Yongp'yong. How to deploy them to their best usage is this article's objective.

The NK player must resist the temptation to attack hex 4122 at Ch'unch'on even though he is eligible for an intensive attack DRM. NK air support is better used elsewhere and, even with a +2 DRM for an intensive attack, it leaves the little ROK rascal (bad pun) a 20% chance to escape. Left alone he's mired in the rough terrain and can be gobbled up later as he becomes entrapped in the massive NK advance. Even with the DE, all you've done is mire your NK Division in a similar predicament, wasted until at least August. So the NK Division at 4221 is much better spent withdrawing to SE Kumwha, poised to attack Seoul in July. All right! This does create an ahistorical action since the NK People's Army didn't put a full division in the middle of their strike force only to withdraw it on D-Day. Historically the NK took perhaps their heaviest casualties (40%) at Ch'unch'on. But this maneuver doesn't deter from the historical development of the game. Oddly enough, it enhances it.

The NK division at 4224 somewhat obviously goes to 4327, again poised to enter the fighting in July. Don't go after the ROK in the Taebak Mountains—your unit likely become entrapped there also. The NK division at Kumsong has the option to go east or west. Send him east via the road unless you've suffered too many freak results near Seoul, highly unlikely. (Attack actions should generally place before movement, lessening the chance of any ROK sitting ducks making an escape). Make the intensive attack on the 4029 ROK near Yangyang, using air support—a 90% kill chance, 100% success chance, although the DR is actually a ROK "success".

Depending upon the attack outcomes, I believe the first NK reinforcement (July) should come in from the east; the west has two already moved down from Pyongyang. Having four NK divisions easily rolling toward the Kyongsang Mountains usually makes me, as the ROK player, place the entire 24th (or 25th) US Infantry Division on the coast near Ulchin to stop the NK's from overrunning the Pusan perimeter before it is even formed. Somewhat conversely, a NK force of only two divisions can be held back with the puny ROK regiments or a US regiment in order to force them to set up the perimeter. But having to divert a full US division eastward correspondingly impairs the UN defense starting to form at Taejon.

Turning to the ROK/UN forces, the ill-fated Task Force Smith—the first US forces sent to the war (infantry only, I believe)—is best placed at 3215 near Osan, where they historically deployed, or at 2716, Chochiwon, if the NK has crossed the river at Seoul. Consider expending TF Smith early as a delaying tactic, since it is removed at the end of Turn 1 whether dead or alive. The three ROK regiments in or near Seoul should be consolidated into a full ROK division on Turn 1 and moved to 3716 ASAP. A minimum of two 2-1-2 ROK rgts. at 3716 is one of the best if the NK prevents the buildup of the ROK division there. It can give the NK fits, yet can also be entirely eliminated on a high die roll. Such are the fortunes of war.

Even the first turn is not too soon to begin entrenching or moving units to the Taejon-Kumchon-Taegu defensive positions. I find it harder for the NK to get past entrenched units near Yongdong and Kumchon than to get past the easily flanked and easily cracked defense at Taejon. Unfortunately, the ROK player will be lucky to get three or four actions on Turn 1 due to the immobilization delays built into that turn, and is quite limited as to what he can do. The ROK player must resign himself to getting his butt kicked on Turn 1.

However, that is only true for Turn 1, the first month of the war. The ROK will get more actions as the game develops and South Korea increases mobilization. On Turn 2, the ROK must execute a delaying withdrawal. Whether you are retreating northern units on the verge of being overrun or advancing southern units, the strategy is the same: put them in defensive positions in the rough or mountainous areas near Kumchon, behind rivers if possible. During July, the NK player is hampered as much by the physical time limits needed to move southward as by the ROK rgts. Time is on your side. Once the 24th US division arrives at Pusan, the Pusan perimeter should start to form and the game should stabilize.

*Dedicated to Swante Suderland, a Korean War vet drinking buddy who passed on in 1990. I must've played this game close to fifty times at your house, Swante. —A.L. □*

**WAR AND PEACE (cont.)****May, 1813: French Player Turn**

Marmont entrenches outside of Dresden with 25,000 French infantry. Possibly the French are anticipating an Austrian thrust into Saxony?

Marshall Soult hurries to Magdeburg to take command of the remnants of Davout's force and the reinforcements which have arrived on the scene. Outnumbering Wittgenstein's cavalry by two to one, the French recapture Magdeburg in a short, sharp fight. Victor, marching to the sound of guns, does not arrive in time to join the battle.

Meanwhile, Napoleon, with Marshall Ney and 75,000 troops, continues his advance toward Berlin. On the way they encounter the Russian Grand Duke Constantine leading a force of 30,000 which they rapidly defeat. Constantine retreats toward Berlin and the French continue to give chase.

It is now the Anti-French Player Turn for May. □

## SOUTHERN CAMPAIGN

by Alan Murphy, RD - Southeast



Hello once again, game fans, good to see you. First things first: we've got some new blood coming in since we last spoke. Let me introduce David Mugmon of Gaithersburg, MD, not far from where I'm at. David is a 30 year old CPA who joins AHIKS seeking to correspond with people having a common interest in WW II military history. He enjoys playing *Afrika Korps*, *Winter War*, and *D-Day*.

Also joining our ranks is Richard A. Parsons of Lorton, VA (also not far from me), owner of 550 games! Richard's employed by the Government's Defense Nuclear Agency working with the Comprehensive Test Ban Treaty and the counterproliferation of nuclear weapons (...Lordy!). He describes himself as an avid game collector and is looking for good comrades to play him in a few of his SPI and AH games. I believe he'll find a few here at AHIKS.

Last but not least is our newest arrival, Jeff Hunt of Sanford, NC (North Carolinian Alert!). Jeff is a banker trying his hand at PBM, AHIKS style. His favorites include *Squad Leader*, *ASL*, *Afrika Korps*, *Anzio*, and *Gettysburg '91*. To all these new arrivals, a warm welcome to AHIKS!

The recent splurge of great games continues. Although I haven't had time to play much of anything, there are several of these I've already obtained and am working on getting the rest. I did pick up Decision Games *War of the Rebellion*, which is based on the South Mountain game series and features four Civil War battles. It sports a \$45 retail price, although I was able to obtain it for \$25 or roughly \$6.25 per battle—not a bad deal. Though it took some slogging through the rules, I did enjoy the South Mountain battle.

Here are other games I've been hearing good things about:

1) *Julius Caesar* (GMT Games). Following the success of their *SPQR* game, the folks at GMT continue with this excellent series, based upon six battles of the legendary general. I hear this series will feature another of Caesar's great battles, *Alesia*, slated for release at ORIGINS '94.

2) *Ardenes* (The Gamers). To tell the truth, I haven't even had a look at this puppy, but a friend of mine who knows my gaming tastes quite well is chomping at the bit to play this game with me. He hasn't stopped solitaireing the game since it was released. Part of The Gamers very popular Standard Combat series.

3) *Enemy at the Gates* (The Gamers). Continues their excellent Operational Combat Series, picking up after their sellout Battle of Moscow game *Guderian's Blitzkrieg*. This game was playtested by AHIKS member, Keith Fortner of NC, whose comments on the game would be worth hearing. (*How about it, Keith?* —Ed.) This is one of the most exciting game series you'll ever find, but one of the longest to play too.

4) *Operation Mercury* (GMT Games). You may recall my enthusiasm for this Battle of Crete game earlier. The latest word I get on this game is to wait until the errata sheet is out, because it's got problems.

5) *Roads to Gettysburg* (Avalon Hill). Part of the *Stonewall Jackson's Way* and *Here Come the Rebels!* series, coming out at the rate of one game a year. One thing I love about this series is the incredible hand-painted maps by

Charles Kibler. No doubt, this guy makes wonderful maps—they got me hooked on this fun and exciting series. I plan to set up all three games during AVALONCON (that's the table you'll find me at). I may not even get a chance to play them, but they certainly will be pretty to look at.

By the way, the annual Civil War Retreat hosted by *Volunteers* and scheduled for this month in Fredericksburg, VA, (mentioned by me last issue) was abruptly cancelled for reasons unknown. Sorry for the misinformation.

That's all to report this time. See you at AVALONCON! □

## THE UNIT COUNTER POOL

by Chris Hyland - #1234

Lost a counter or two from one of your games? The Unit Counter Pool is here to help. For those folks who are new, the UCP is an assortment of counter sheets from various games which I have collected. There are a few of my own, but most counter sheets have been donated by fellow AHIKSers. There is no fee for the service, but I do ask you to send me any extra unused countersheets you have lying around. This is a whole lot cheaper than sending \$4 to your favorite game company for a new counter sheet. By providing unused counters, you can help the UCP grow and offer another benefit to members.

The following games are in the UCP (\* = new additions):

Afrika Korps	*Race for Tunis (3W)
Air Assault on Crete	*Raid (SPI)
Anzio	Russian Campaign
Barbarossa (TSR)	1776
Blitzkrieg, 1941	Stalingrad
Bulge '81 & '91	*Sturm Nach Osten
Case White (Pol & Sov)	Submarine
The Civil War (VG)	Tactics II
*Desert Rats (Sim Games)	Third Reich
*Dresden (3W)	*13: Colonies in Revolt
*Fall of Rome (SPI)	*Tito
*Fighting Sail (SPI)	To Green Fields Beyond
Flat Top (no markers)	Tobruk
France, 1940	Tomorrow the World
Fortress Europa (AH)	Triumph of the Will
Gulf Strike: Desert Storm	Tr. Point: Stalingrad (Sov)
Hell's Highway (VG, German)	Typhoon (Sov)
*Lawrence of Arabia (3W)	Victory in the Pacific
Moscow '41	War at Sea
Extra counters from 25-2 & 26-3 of the GENERAL	

Need counters for (please contact me if you can help):

Bismarck	Brandy Station
Descent on Crete	Fortress Europa (naval)
1815: Waterloo Campaign	Hell's Highway (Allied)

If you need a counter, contact me at my address on page 2 and include the following:

- \* SASE (Self-Addressed Stamped Envelope)
- \* Membership Number (from back page or envelope)
- \* Complete description of the counter (A sketch of the unit would be most helpful, along with the color). □

**AIDE DE CAMP (cont.)**

first convert the map to hexes.) First enter a terrain key by listing the various types of terrain that the map will use. Then define the boundaries and hex numbering system for your map, plus the size of each hex at one of three zoom levels. You can also specify multiple maps and how to lay them out—great for a monster game like SPT's *War in Europe*. Next enter the map one hex at a time. ...That's right— one hex at a time. This can go quickly or slowly depending upon the frequency of terrain changes. Finally, add other terrain features like river hexsides, rail lines, roads, cities, etc.

Once the map is finished start the unit classes (a 6-5 infantry unit and a 5-5 infantry unit are different unit classes to ADC). When I first started, this took me almost an hour, now it takes from five to fifteen minutes. There is a wide latitude for creativity in color, size, etc.— my map and counters may not look anything like yours.

Merging the map and units together is a step in itself. Here you can add unit designations, place the units in a force pool, and place them on the map. Reinforcements can be added to the force pool as they arrive in the game.

ADC does not force players to follow the movement or combat rules of the game in question. For instance, it's possible to march that German 6-5 infantry unit 38 hexes over mountains, rivers, swamps, even sea hexes. What ADC does do is save the movement path of every unit that moved so that it may be verified by your opponent. Since many wargames allow ranged artillery strikes, ADC does not prohibit any unit from attacking any other. Here again the players must verify each other. This covers the main functions of ADC. It also has other uses like storing a FTF game in progress.

Due to the large amount of construction time required, AHIKS may want to consider maintaining a library of ADC game templates constructed by its members, sort of an "Electronic OOB" bank. When a member finishes constructing a template, he would send a copy in to ADC Central for storage. At the onset of an ADC match, any member could simply send the Librarian a blank disk and an SASE with return postage, receiving the game file in return. The savings in time would be enormous.

But what about the legal side of maintaining an ADC library, those previously mentioned pitfalls? The biggest problem would be the possibility of acquiring an electronic copy of a game without actually owning the game. Just photocopy the rules and charts and you have yourself a complete game—and an instant copyright violation. The ADC manual explains the copyright intent in plain language, namely that people should use common sense. When two or more people get together to play a game FTF, only one copy of the game is needed. When play is over, the game goes home with one of the players. The same logic can be applied to ADC templates. While a match is in progress, each player will have a copy of that game's template. When the match is finished, each player who does not actually own the physical game would be expected to delete the template from his computer.

I personally do not see a problem with AHIKS maintaining a library of ADC templates as long as members do not abuse this privilege by pirating games. I do not want to see AHIKS

face potential dissolution just because a few members took unfair advantage of the library. I really don't think that AHIKS could financially withstand a lawsuit no matter what the outcome is.

It is now up to AHIKS to decide if an ADC library is to be maintained. I am willing to act as Librarian, plus I think that there are several other members that might be willing to act as Librarian, so that part is taken care of. We need to know if AHIKS will support the library and that members will act responsibly in utilizing this service.

Please write in and let us know what your feelings are. Write or Email Ken Nied with your comments. □

**EMAIL REPORT**

by Bruce Monnin, PBEM Coordinator

The Play By Electronic Mail Match Request List has recently been updated:



GENIE: Across Five Aprils, Bulge '91, Destroyer Captain, Fortress Europa, Gulf Strike, Royal Navy, Russian Campaign.

Internet: Civil War

Other Games of Interest: 1776, 1918 Storm in the West, ASL, Barren Victory, Bloody Roads South, Breakout: Normandy, Campaign to Stalingrad, *Command Magazine* Games, Firepower, Flight Leader, Lee vs. Grant, Here Come the Rebels, IDF, In Their Quiet Fields, Main Battle Tank, Magic: The Gathering, PanzerBlitz, Panzer Leader, Royal Navy, Roads to Gettysburg, Russian Campaign, Second Fleet, Stalingrad Pocket, Stonewall Jackson's Way, Up Front, Storm Over Arnhem, Turning Point: Stalingrad, Third Reich, Victory in the Pacific, War at Sea, War for the Union, Wooden Ships and Iron Men.

If you arrange your own PBEM match, feel free to call Les Deck to get your ICRKs sent out as soon as possible instead of waiting for your Match Request Form to be mailed, received, and returned. It only saves a couple of days, but often when a new match is started, you can't wait to do those first moves.

I can be reached at the following Email addresses:

GENIE: B.MONNIN

GENIE (via Internet): B.MONNIN@GENIE.GEIS.COM

CompuServe: 71563,2401

CIS (via Internet): 71563.2401@COMPUSERVE.COM

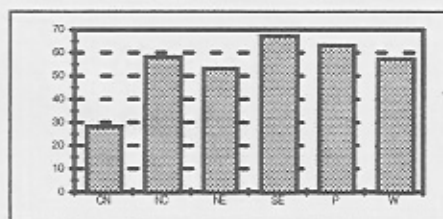
Ray LaBarbera on America OnLine also keeps a copy of the Match Request List. He can be reached at:

America OnLine: LEGIONARY

AOL (via Internet): LEGIONARY@AOL.COM □

**AHIKS MEMBERSHIP BY REGION**

5/1/94



**FIXING THE SNAKE (cont.)**

divisions. Once the Orne River defense line is established, usually by the end of Turn Three, a panzer division should be shuttled to the vicinity of the infamous Caumont Gap. The 17SS Panzer Grenadier division will best be served in the vicinity of St. Lo, as it was historically.

Acknowledgements: Development of Heller's Expanded *Cobra* rules spanned a three year time period. Rules were added and deleted in a stepwise fashion to allow for adequate playtesting. Two names come to mind, Mark Simonitch, who assisted in design and development, and Tom Scharwark, who proved to be the most prolific playtester. Success of this project was guaranteed by their generous contributions.

**HELLER'S EXPANDED COBRA RULES**

To allow for command control and tactical initiative, delete the following rules: 6.21, 6.22, 6.61, and 9.61.

The following mandatory placement corresponds to historical drop zones and landing sites:

Unit	Hex
5/6	3803
66/6	3905
3/6	4002
507/82	X1815
508/82	X1816
505/82	X2015
502/101	X2116
506/101	X2117
501/101	X2218

Commandos come ashore at any Juno or Gold beach hex.

The following rules supercede all rules applying to the six delay units:

Each delay unit has a combat factor of 1 and movement factor of 6.

One delay unit appears per turn starting with Turn 2.

Delay units must be placed in hexes that are in supply and within 6 hexes of a friendly unit other than an HQ unit or another delay unit.

Delay units may not appear in an enemy ZOC.

Delay units are subject to the same movement rules as other non-mechanized units.

Delay units have a zone of control.

Delay units may retreat through friendly units.

Delay units may not end a movement phase or combat phase stacked with another friendly unit. If this occurs, remove the delay unit from play. (It is considered to have been absorbed into the larger unit.)

No delay unit may be destroyed in order to obtain the counter for use as a new delay unit.

Delay units cannot be reused once destroyed and do not count for VP accumulation.

The missing Third Sturm-Flak Korps is now included in the German Order of Battle. Each non-mechanized unit counts as

one regiment for stacking purposes and may receive replacements:

Unit	Strength	Location
1st Flak Regiment	7-12 (3-12)	X3019
32nd Flak Battalion	2-12 (1-12)	X2618
30th Flak Regiment	5-12 (2-12)	X1509
932nd Flak Battalion	2-12 (1-12)	X1208
2nd Flak Regiment	7-12 (3-12)	W Edge, Turn X2
3rd Flak Regiment	7-12 (3-12)	W Edge, Turn X2
4th Flak Regiment	7-12 (3-12)	W Edge, Turn X2
7th Nebelwerfer Bgd.	4-12 (2-12)	W Edge, Turn X2

The German rail system in France did not collapse until June 18th. To properly reflect the limited and declining German rail capacity, the following rules are in effect:

Four non-mechanized units may be railed on Turn 2.

Two non-mechanized units may be railed on Turn 3.

One non-mechanized unit may be railed on Turn 4.

Rail lines are assumed to be parallel to major roads and are located in the same hex. Units may be railed an unlimited number of hexes as long as no railing occurs within 6 hexes of a hex in the NW area of the Expansion Map that is an all-sea hex. For rail purposes, each mechanized unit is equivalent to two non-mechanized units. □

**ARMY GROUP NORTH - April 1994**

by Steve Llewellyn, RD - Canada



It's been a quiet winter in the True North and, despite rumors to the contrary, your humble scribe has not been hibernating.

Canadian membership took a bit of a hit in terms of numbers, a result, I suspect, of increased dues. There has been some debate amongst the club officers as to exactly what the increase will be spent on.

I want to take this opportunity to say to Canadian members that only 30% of the increase went to bumping up the mailing rate from 3rd Class to 1st Class for the *K* going to American members. Canadian members already receive their *K* via 1st Class post (*air mail* —Ed.), so I had initially argued against the size of the increase when it was first proposed. But fully 60-70% goes to operation of the club and the production of the *K*, which benefits all club members. Even faster delivery of the *K* benefits Canadian members because of the improved communication turnaround.

On another subject, I recently saw the movie *Gettysburg*, all four and a half hours of it. I would strongly urge AHKS members to see it if they have not already done so, even if they have no interest in the Civil War. It is one of the most spectacular movies about war I have ever seen.

A caution though. As I and *K* Editor Ken Nied have discovered to the despair of our wallets, the movie has a strange side effect of hypnotizing wargamers to rush out and spend lots of money on Civil War games.

There, don't say I didn't warn you. Now, if you will excuse me, I have to check my local wargame store to see if my Smithsonian edition of TAHC's *Gettysburg* is in yet. □

## CLASH OF THE CARDBOARD CARRIERS

An Alternative PBM System for *VITP*

by Ken Nied, #1036 and Dave Rod, #653

*Victory in the Pacific* is an excellent face-to-face game—simple, exciting and well-balanced. If you want to lose sleep some night at a convention, just start a conversation among *VITP* players about which side has the advantage. Then sit back and watch the discussion rage into the wee hours. Many matches come down to one or two critical combat rounds for one vital Point-of-Control during the game's final turn.

Unfortunately, the game's highly interactive sequence of play—an "I go, you go" (IGO-HUGO) system—is a definite drawback in the PBM world. During each turn, the Japanese (IJN) player first moves some of his ships. Then the American (USN) player moves some of his. Then the players take turns placing land-based air (LBA) units one at a time (which may mean as many as six IJN units and as many as 10 USN units). Then the IJN player moves his amphibious units. Then the USN player moves his. Then the IJN player moves the rest of his ships. Then the USN player moves his.

All this could become decidedly tedious in a PBM match where each placement requires a separate mailing. And then there's combat to be resolved, sea area by individual sea area. Since there are 13 sea areas with multiple rounds of combat possible in each area, you could spend the better part of your gaming career sending mailings back and forth to resolve one turn's worth of combat.

So, how to play *VITP* by mail without taking an eternity to finish? The PBM system presented by James Lutz in issue 19-6 of the *GENERAL* has become the de facto solution. Although the simultaneous movement/simultaneous combat system speeds play considerably, it introduces some aberrations of its own.

In Lutz's system, IGO and HUGO are defunct. Each player simultaneously mails his move to his opponent on a mutually agreed-upon date—for example, every Monday. One mailing takes care of patrolling ships and LBA units. A second mailing takes care of amphibious units and raiding ships. Then you're already into combat, which is resolved in all sea areas at the same time. The entire emphasis of the si-move/si-combat system is on speed of play and reduction of mailings. Indeed, many matches that last the full term can be completed in nine to twelve months, very speedy by PBM standards.

But such speed of play is not achieved without a cost. In this case, the cost is a radical restructuring of the very fabric of the game. Si-move/si-combat introduces a fog-of-war factor into play while restructuring the length of the game, victory conditions, retreat and pursuit rules, marine landings, air raids, and returns to port. The scope of these changes varies from moderate tinkering to wholesale surgery.

Don't get me wrong. The si-move system can prove intensely exciting at times, and I've completed many enjoyable si-move matches, both within and outside of AHIKS. But si-move is decidedly *not* the face-to-face system. Moreover, it encourages wildly improbable tactical play that would be

suicidal in an FTF tournament environment. (For many of us, improving our level of play by facing some of the best gamers in the world was a major reason for joining AHIKS in the first place. One would hope that such hard-won experience would transfer to the tournament venue.) There *had* to be a better system—one that provides the speed of play of the si-move system, while remaining faithful to the basic game system that works so well in FTF play.

For at least 8 of the last 10 years, I've been playing *VITP* by mail with fellow AHIKS gamer, Dave Rod. During that time, Dave and I developed a hybrid system, one that follows the patroller/LBA/marine/raider movement sequence of the FTF system, while reverting to the si-move procedures only for combat resolution. At most, our matches have run no more than one month longer than a typical si-move match, say from 10 to 14 months. Most important, no wholesale rule changes have been necessary in our system, only a minor one involving air raids.

Here's how it works:

1) First, put IGO and HUGO back in action. To start a turn, the IJN player receives reinforcements, makes repairs, and places patrollers, just as in the FTF game, listing ICRKs for any speed rolls. He also lists the port at which returning

marine units will reappear. At his option, he may include any LBA placements he wishes, either openly or by sealed chit.

2) The USN player receives reinforcements, removes units scheduled for withdrawal, makes repairs, and places patrollers, including ICRKs for any speed rolls. He also lists the port at which returning marine units will reappear. At his option, he may

include partial or full LBA placement, either openly or by sealed chit.

3) The IJN player places his LBA units, but only as many of them as the USN player has available. These LBA may be placed openly or by using conditional orders or sealed chits.

4) The USN player responds by placing his LBA units. If the IJN player has sent sealed chits, the USN player makes his placement decisions one at a time, opening the chits as he goes, and then reports the results in this mailing.

For example, suppose the IJN has two LBA to place, and the USN player has three. The IJN player will place his first LBA openly. Then he creates a chit for the second placement, writing, perhaps, "If the first USN LBA is in the South Pacific, place 22AF in the South Pacific; otherwise, place 22AF in the Marshall Islands." He seals the chit and writes "LBA #2" on the outside.

When the USN player receives this mailing, he sees where the first IJN LBA has been placed, decides where to place his first LBA, and then opens the chit marked #2 to see where the second IJN LBA went. Then he will decide where to place his second and third LBA. In his return mailing, he will tell the IJN player where all the USN LBA ended up and should also confirm the positions of any conditionally-placed IJN units.

If the IJN player has more LBA units than the USN player does, he can place his "extra" LBA with his marine mailing.



This allows him to react to the USN air placements, just as in the FIF game. In situations like our example, where Allied LBA outnumber Japanese LBA, the IJN player will place all his LBA, and the USN player will dispatch all of his LBA in the return mailing. Using conditional orders allows the IJN player flexibility of placement, and the sealed chits force the USN player to place his LBA without knowing the total IJN placement—key factors in the FIF game.

The sealed chit method requires a certain degree of mutual trust among opponents, but, after all, this is not the run-of-the-mill opponent we are talking about; these are AHKS opponents. If you feel uncomfortable about trusting your opponent with sealed chits, you may take advantage of the AHKS Chit Holding Service offered by Roger Eastep.

Many times, the separate LBA mailing may be unnecessary. For example, on Turn Two any IJN player worth his salt will place at least three LBA in Indonesia regardless of what the USN player does. So why not place those three LBA with your patrollers? The USN player usually has only two or three LBA to place and can send those with his patroller moves also. Thus the IJN player can react to either the USN patroller moves or USN LBA placement with his remaining LBA during his marine mailing, just as he would in the FIF game.

As another illustration, on Turn Six, the USN player may have the maximum of ten LBA available to oppose six Japanese LBA, but he may face the typical USN dilemma of lack of forward bases to fly from. In this case, the USN player can send his first six placements (say, two in Coral Sea, two in U.S. Mandate, and two in Hawaii, which he would have placed regardless of what the IJN player did) along with his patroller move. Then the IJN player makes all his LBA placements and includes them along with his marine mailing. The USN player still has four LBA left to place and can react to any unexpected Japanese intrusions with the remaining LBA during his marine phase, just as in the FIF game. This entire phase sounds more complicated than it actually is and takes longer to write about than to actually do. After a very few turns, you will quickly become comfortable with it.

5) The IJN player dispatches all his marines in one mailing, plus any unplaced LBA from the previous turn.

6) The USN player does likewise.

On the face of it, these last two phases may not seem especially remarkable. Nothing could be further from the truth. Between good players, the marine phase in itself becomes a game of almost chesslike precision. The marine phases during the middle turns of a closely fought face-to-face contest have provided some of the most intense and enjoyable action I've ever experienced in our hobby. Move and countermove. Action and reaction. Gambit, feint, or full scale invasion? The trick here is determining which is which, with victory often going to the player who chooses correctly.

In the si-move system such interaction is utterly impossible, and the si-move game suffers for the lack of it. The above sequence of play preserves the original FIF placement with all its potential for suspense and intrigue.

7) The IJN dispatches raiders, including ICRKs for any speed rolls.

8) The USN player does likewise. In addition, the USN player sets a future date for the simultaneous mailing of

combat orders.

The IJN player may have to inform the USN player of any speed roll outcomes prior to combat. A phone call may be the most efficient means here. Or, if there aren't too many ships involved, the USN player can write conditional combat orders. (A more cumbersome alternative is for the IJN player to include speed roll ICRK numbers in a sealed chit with his raider mailing. The IJN player lists by name all Allied raiding ships with a speed factor of less than seven and assigns a corresponding ICRK to each. After recording his own raider placements, the USN player opens the sealed chit, resolves any speed rolls, and forwards the results to the IJN player with his raider mailing.)

9) From this point until the end of combat, the procedure is exactly the same as the si-move system, described in 19-6 of the *GENERAL* and which I won't repeat here. On the date specified in the USN raider mailing, both players post their combat orders along with the seed numbers required by the random number table for resolution. The USN player may specify conditional combat instructions based upon the outcome of his raiders' speed rolls, which may still be unknown to him.

10) After all combat is resolved, the IJN player mails his returns to port.

11) The USN player does likewise.

And that completes a turn. Unlike the Lutz system, we play an 8-turn game (just like FIF) and limit the IJN to a maximum accumulation of 29 POC (just like FIF).

We do use Lutz's system for handling simultaneous marine landings during combat, but we modify his rules about air raids, as follows:

Like Lutz, we allow air raids by carrier aircraft against units in adjoining ports and bases only if there are no enemy forces at sea in the area or if those forces retreat. If regular combat in a sea area goes full term ("till the death"), then air raids from that sea area are prohibited. Also, a carrier force may still either air raid or pursue, but not both.

However, we further limit air raids to attacks on only those units which remained at port or base and did not move that turn or which returned to the port or base after failing their raiding speed roll. Disabled units which return to the port or base during any combat round are not subject to air raid.

This modification ensures that the IJN will enjoy the advantage of a centrally-located stronghold (i.e., Truk) during most of the game, which is a key feature of FIF play.

How long does all of this take? Not much longer than a si-move PBM match—maybe a month or so longer, if that. Here's one technique that Dave and I frequently use to speed things up. Suppose the last combat round of a turn comes down to two cruisers on each side facing each other in a single sea area. Rather than waste time posting a series of combat mailings, each of which containing only one or two shots, we will, by mutual consent, conduct repeated rounds of combat in one mailing until a conclusive outcome is achieved (i.e., one side's forces are either sunk or disabled). For each additional round of combat, we continue from the point at which the previous round's preference/attack/damage rolls left off. Neither side knows what those numbers will be prior to the mailing, so no advantage is gained by either side. Yet it is possible to save an extra two or three mailings by this method.

**CARDBOARD CARRIERS (cont.)**

If some of the above makes your head swim, Dave has developed a nifty computer program which removes the hassle of combat and speed roll resolution. To obtain a copy of the program, forward a formatted diskette, IBM-compatible, with return postage to my address on Page 2.

One advantage of using Dave's program is that, instead of cursing the dice, ICRK sheet, or random number table for your bad luck, you can now curse Dave. This is a great stress reliever.

Armed with the above PBM procedures and Dave's computer program, you will now enjoy the same exciting action in postal play as FTF players enjoy. Then, having sharpened your VITP skills in the AHIKS arena, you can proceed to tournament play. Maybe you will be fortunate enough to encounter an opponent whose skills have grown lax and rusty through too much si-move action. Such opponents will be dead meat. Try not to chuckle too much with anticipation as you contemplate the prospect. I leave you with this last bit of hard-earned advice which, if meticulously followed, will render you invincible: in combat, roll sixes. □

**LATEST WORD FROM THE HILL**

by Ray LaBarbera - #887

Rex Martin of Avalon Hill, via the America On-Line service, has been able to answer some of the questions regarding the timeliness of the *GENERAL* raised by member Robert Morss last issue. Apparently, the main reason for the recent delay in publication is the departure from Avalon Hill of the previous editor, Don Hawthorne. Former editor Don Greenwood is now serving as interim editor and will continue until a new editor is found. Here is Mr. Martin's reply:

*As to the GENERAL going quarterly, believe me, the idea has been discussed and debated here several times. However, for a variety of reasons, this "solution" to perceived problems has been rejected. It is Avalon Hill's intention that the hobby's oldest periodical remain a bi-monthly. With the search for a new editor continuing, and with Don serving as interim editor, I think the company is firmly committed to bringing the GENERAL back onto schedule as quickly as possible. I fully expect that, under Don's guidance, you'll see several issues of it out in relatively short order, for there is no one more qualified to cut through all the production problems and to do the hard detailed work it will take for this to come about. It may even be that our magazine may be back to its nominal schedule by its 30th birthday.*

An important change is in the works for the *GENERAL* as well. As of Vol. 29, No. 2, the *ASL Annual* will be merged into the *GENERAL* and material normally appearing there will grace the pages of the *GENERAL* instead. Mr. Martin has been very active in keeping gamers abreast of the latest developments at Avalon Hill via America On-Line.

More news as it happens. □

**TREASURER'S REPORT: MAR - APR '94**

by Sid Jolly, Treasurer 5/13/94



El Sid

*Editors Note: The Feb. '94 Treasurer's report has been omitted for space and timeliness reasons. Any member wishing a copy should drop me a note.*

**MARCH 1994**

**Starting Balance:** \$5,706.49

<b>Income:</b>	\$ 0.00	(Dues)
<b>Expenses:</b>	\$102.37	(Deck - Feb. MC)
	52.50	(OOB Printing)
	350.00	(Nied - K Printing, 29-2)
	7.00	(Overpayment Refund)
	0.00	(Service Charges)
	<u>(\$511.87)</u>	(Total)

**Final Balance:** \$5,194.62

Savings Acct.: \$168.35 (as of 4/5/94)

Canadian Acct.: \$58.43 Cdn. (as of 3/17/94)

**APRIL 1994**

**Starting Balance:** \$5,194.62

<b>Income:</b>	\$108.00	(Dues)
	12.13	(Nied - Expense Refund)
	325.00	(Xfer from Canadian Acct.)
	<u>\$445.13</u>	(Total)
<b>Expenses:</b>	\$134.99	(Nied - K Expenses, 29-2)
	25.30	(Denier - Editor)
	0.00	(Service Charges)
	<u>(\$160.29)</u>	(Total)

**Final Balance:** \$5,479.46

Savings Acct.: \$168.48

Canadian Acct.: \$71.10 Cdn.

**1994 Dues Schedule:**

Jan-Mar	\$20.00	K only	\$12.00
Apr-Jun	\$15.00	Initiation fee	\$ 8.00
Jul-Sept	\$10.00	Reinstatement fee	\$ 6.00
Oct-Dec	\$ 5.00		

Dues are payable as of January 15th of each year. Payments postmarked after that date will require the reinstatement fee. Overpayments will be credited unless a refund is requested. Make out checks and money orders to AHIKS. Send payments c/o Sid Jolly. Canadian members: please pay via a \$US money order c/o Sid Jolly or a \$CAN check for the equivalent c/o Steve Llewellyn, RD-Canada.

**Overpayment credits as of 3/11/94:**

(-\$10) each: 804 \$1 each: 1219, 1222, 1227.  
 \$2 each: 2, 28, 177, 380, 649, 735, 794, 797, 874, 1070, 1135, 1196, 1221, 1238, 1265, 1299, 1344, 1357, 1384. \$4 each: 614, 916, 1138, 1253.  
 \$6 each: 334, 1172, 1176, 1320. \$7 each: 216, 1421. \$8 each: 236, 1146, 1178. \$10 each: 1364, 1426. \$75 each: 1252.  
**Overpayment Total:** \$204.00 □



## OPEN MATCH REQUESTS 4/29/94

by Les Deck, Match Coordinator

Members should report to the MC any corrections, additions, and/or deletions to the following list to insure that match requests are not duplicated as well as to increase efficiency of service. A further request is made that only one member agree to request ICRKs when one has an opponent available. Please use the Match Request Form on the back page, properly prepared using the Key as a guide. Remember to send the top half of all ICRK sheets for completed matches to the MSO-Ratings. If you have moved or are preparing to move, be sure to inform the MC of that change including the new telephone number.

AREA Members: AHIKS is not responsible for any matches which are played under AREA. Such matches are solely the responsibility of TAHGC. AHIKS will only attempt to provide opponents who are AREA members and who desire to be matched for the game requested. Ratings for AREA matches can and will be rated with AHIKS also.

Game	Mem #	Member
1776 - Basic (AH)	237	Mormile
1830 (AH)	1185	Ringhoffer
1914 (AH)	1433	Liboszewski
Air Force/Dauntless (Battleline)	1446	Rowles
Advanced Squad Leader (AH)	1293	Wood
Barbarians (Yaq)	1251	Snarski
Battle of Austerlitz 80 (SPI)	237	Mormile
Battle for Germany (S&T 50)	237	Mormile
Bulge 65 (AH)	1434	Amato
Bulge 81 (AH)	1435	Laskey
Cassino (SPI)	986	Shirley
Chess	1020	Carbonneau
Civilization (AH)	1185	Ringhoffer
Civil War (VG)	986	Shirley
Clash of Arms: War for the Union	1075	Morley
D-Day 77 (AH)	1307	Welage
Diplomacy (AH)	1185	Ringhoffer
El Alamein (SPI)	305	Klitzke
First Blood (AHIKS)	1251	Snarski
Fortress Europa (AH)	1355	Jehlen
Gettysburg 88 (AH)	1383	Hugh
Gunslinger (AH)	1396	Broom
Korean War	1434	Amato
Modern Battle Quad - Wurzburg (SPI)	237	Mormile
Napoleon at Waterloo 79 (SPI)	1438	Morss
Pacific War (VG)	1431	McFarland
PanzerBlitz (AH)	237	Mormile
Pea Ridge (SPI)	1444	Walker
Pleasant Hill (S&T)	1365	Sabin
Seelowe (SPI)	746	Tierney
Sideshow (3W)	1234	Hyland
Siege of Constantinople (SPI)	1234	Hyland
Stalingrad Pocket (Gamers)	262	Teleucky
Stonewall Jackson's Way (VG)	1075	Morley
Tac Air (AH)	1422	Bingham
Terrible Swift Sword (2nd Ed)	1444	Walker
Third Reich 4th Ed (AH)	1431	McFarland
Thunder at Cassino (AH)	1217	Harkins
Thunder at Crossroads 2nd Ed (Gamers)	1443	Anderson
Trial of Strength (PG)	1426	De Vita (Italy)
USN (SPI)	275	Scanlon
Victory in Normandy	1439	Anderson, G.
Vietnam - Campaign (VG)	988	Lindow
Wacht am Rhein (SPI)	1426	De Vita (Italy)
War and Peace (AH)	1447	Spurlock
War in Europe (SPI)	1070	Hammett
War in the Falklands (Mayfair)	1251	Snarski
Warsaw Rising (S&T/TSR)	1251	Snarski

Game	Mem #	Member
Winter War (GRD)	237	Mormile
Wooden Ships & Iron Men (AH)	1434	Amato
World in Flames (ADG)	988	Lindow

Special Request: David Mugmon, #1452, desires an opponent willing to play by phone. If interested contact him at 11107 Black Forest Way, Gaithersburg, MD, 20879, (301) 916-2658 or (301) 589-0015.

## AHIKS - Europe Open Match Requests - as of Feb. 1994

If interested, contact Kevin Croskery, 3 Crockham Close, South Westgate, Crawley, W. Sussex, RH11 8TP, United Kingdom.

Game	Member
Gulf War (VG)	Bill Shirley (Canada)
PGG	Rhett Richwell
WITP (IBM PC)	Paul Ayers (Choose 1)
2nd Front (IBM PC)	Paul Ayers (Choose 1)
Republic of Rome	Paul Barrett (Choose 2)
Kremlin	Paul Barrett (Choose 2)
Civilization	Paul Barrett (Choose 2)
Advanced Civilization	Adolfo Coelho
Diplomacy	Adolfo Coelho
Merchant of Venus	Adolfo Coelho
Flat Top (AH)	Jonas Nordstrom
Submarine	Derek Baskett
Starfleet Battles	Derek Baskett
Advanced Squad Leader	Bill Durrant
Battle for the Ardennes	Nicholas Frydas
Wacht am Rhein	Nicholas Frydas
Hitler's Last Gamble	Nicholas Frydas
Bull Run	Leslie King
Cobra (TSR)	Leslie King
Civil War (VG)	Jonas Nordstrom <input type="checkbox"/>



**For Sale:** Richthoffen's War (AH) \$12 (new), Flat Top (AH) \$15 (new), Up Front (AH) \$8 (used), Tokyo Express (VG) \$12 (new), Battle of the Bulge '90 (AH) \$10 (used). All prices include the cost of mailing. [Do any members own games by Columbia Games in Canada? I recently bought their latest game *Bobby Lee* and find it to be a very good game— but I'm not sure it can be played by mail.] —Dave McFarland, #1431, 2247 Quail Ridge South, Palm Beach Gardens, FL, 33418.

**Wanted:** Copy of game rules and solitaire rules for *At the Gates of Moscow 1941* by SGP. —Todd Lugn, #1448, RR 1, Box 43E, Martell, NE, 68404.

**For Sale:** *Bastogne or Bust* — The Ultimate Bulge Game! Only 200 copies printed (14 are gone already), so get yours soon. I expect to sell out at ORIGINS. \$25 postpaid to: Chester E. Hendrix, 1054 Lewis Oak Road, Gridley, CA 95948, (916) 846-0746.

**Available:** *Pontevedria*, a listing of amateur, multiplayer PBM games open in North America. For a sample copy send SASE to W. Andrew York, PO Box 2307, Universal City, TX, 78148. Not affiliated with AHIKS.

MATCH REQUEST FORM

Name \_\_\_\_\_ Member # \_\_\_\_\_ Phone Number \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_

To Request Matches Use This Format:

Insert the game title(s) on the numbered lines. Include any letter codes (in parentheses) listed below that apply. If you place more than one game on a line, you will be matched with the first opponent available for one of those games and any other requests on that line will be ignored.

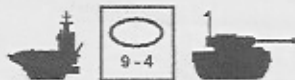
Change of Address Effective \_\_\_\_\_

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

- [A] Desire A.R.E.A. Opponent (If Available)
- [G] Will Game Master This Game With # \_\_\_\_\_ Players
- [N] Will Play New Member
- [X] ICRKs Needed (Check One): 1-6 1-10 2-12 Other (Specify \_\_\_\_\_)
- [Y] Need Preprinted OOB #'s \_\_\_\_\_ (Insert OOB # Or Game Title)
- [Z] Need Continuation ICRK For Present Title \_\_\_\_\_ & ICRK # \_\_\_\_\_
- [F] Desire Fast Opponent (7 Day Reply) (If Available)
- [M] Desire Multplayer Match With # \_\_\_\_\_ Players Desired
- [O] Will Play Opponents Outside USA/Canada

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

AHIKS



International Wargaming Society

Les Deck  
80 Worcester Road  
Stowe, VT 05672



RICHARD COTTRELL 1013 NC  
6131 N DEARING ROAD  
PARMA MI 49269

SPECIAL EIGHTEEN-PAGE  
CONVENTION ISSUE  
See page 8 for details.

FIRST CLASS MAIL