

Kommandeur



Newsletter Of AHKS International Wargaming Society

Conflict Simulation Comment and Analysis

August 1994

THE AGE OF RECONNAISSANCE

by Jean Jodoin - #357

First there was *The Age of Innocence*. Units would roam the land at will without regard for supply or command control limitation. Commanders had unrestricted access to information and the freedom to act upon it. Then Avalon Hill saw that all was not well.

Early Revisionism led to *The Age of Cornucopia*, a relatively long and stable

period. Units able to trace a line of communication to some mythological and inexhaustible supply source were able to

perform all that was asked of them, upon demand. And there was rejoicing in the land, ...for a time. Then SPI saw that all was not well.

Simulations Publications Inc. introduced Command Control. No longer would units be omnipotent with limitless morale and stamina. Wargamers saw that it was good, and it came to be accepted.

There followed thereafter *The Age of Evolution*. Progressively more refined and realistic Supply and Command Control rules emerged. Amidst all of this evolutionary transformation, sporadic attempts were made to bring forth Limited Intelligence to curb the gamer's godlike view of the battlefield. Although several interesting and radical concepts emerged from the fertile minds of wargame designers, no system has yet gained widespread acceptance.

To implement a true Limited Intelligence system, players' access to the whereabouts of enemy forces must be restricted. In FTF play this has led to some cumbersome and sometimes expensive solutions. For instance, double-blind games require duplicate mapboards, duplicate counter sets, and the screening blind itself. The solitaire game *Ambush* by Victory Games limits the player's knowledge of the enemy very effectively, but resorts to a tedious hex-by-hex checking procedure to accomplish its purpose.

Another effective solution is to enlist a Game- (Continued Page 5)

BEACH RECON: A First Look at *Breakout: Normandy*

by Steve Llewellyn - #1019

Leftenant Reginald Smyth-Jones of England's elite Special Boat Squadron pulled his collapsible two-man kayak up the shingle beach near Ousitreham only a few miles west of Caen, France. His black rubber suit and burnt cork face made him almost invisible as he picked his way carefully through the defenses and obstacles of Sword Beach for one last

reconnaissance before thousands of British troops stormed ashore on D-Day.

Helping him spread the dark camouflage net over the boat was Guards Regiment

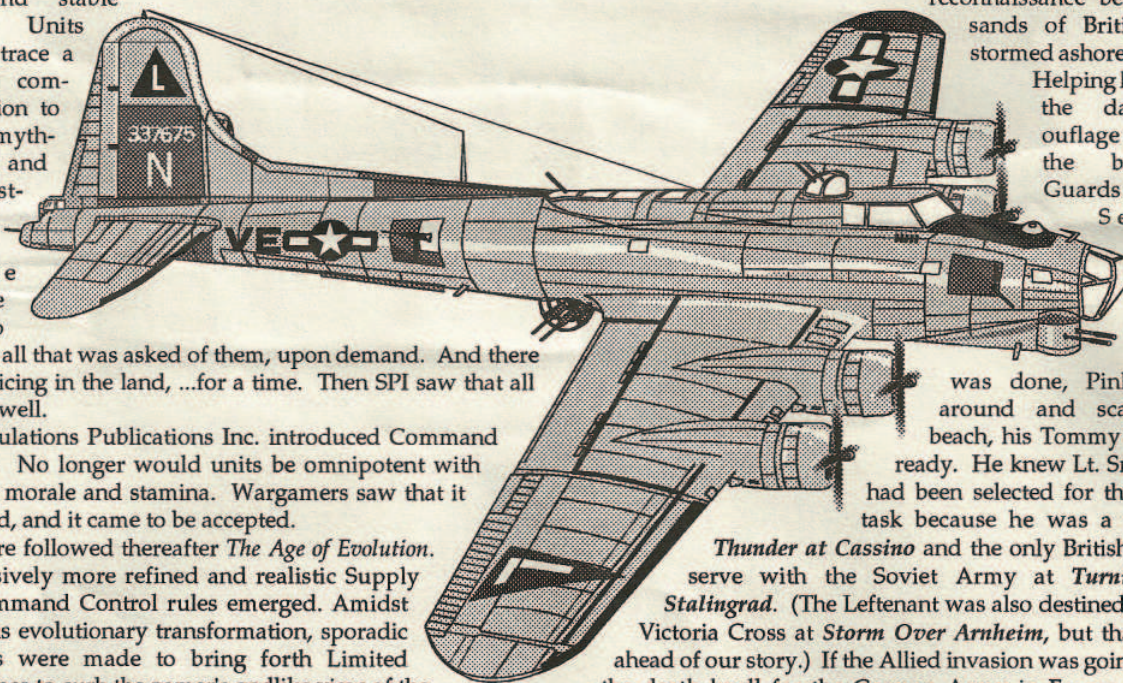
Sergeant John "Pinky" Pinkerton. When he

was done, Pinky turned around and scanned the beach, his Tommy gun at the ready. He knew Lt. Smyth-Jones had been selected for this arduous task because he was a veteran of

Thunder at Cassino and the only British Officer to serve with the Soviet Army at *Turning Point: Stalingrad*. (The Leftenant was also destined to win the Victoria Cross at *Storm Over Arnheim*, but that's getting ahead of our story.) If the Allied invasion was going to sound the death knell for the German Army in France, they both knew it would first have to succeed right here at *Breakout: Normandy*.

The first thing the SBS officer saw when he finished securing their tiny craft was the ominous shadow of the Ousitreham coastal artillery battery. Similar huge guns, protected by concrete casements that resisted bombs and shells, lined the coast in the British-Canadian sector and had names like Vierville, Corseulles-sur-Mer, and Arramarches. Guarding the American beaches were Longues, Grandcamp, St. Martin, Marcouf, St. Vaast-la-Hague, Barfleur, and the awesome defenses at Cherbourg.

"Those buggers could really interdict our assault and follow-on waves," said Smyth-Jones to Pinkerton. (Continued Page 6)



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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 29-5	9/09/94	Volume 30-2	3/10/95
Volume 29-6	11/11/94	Volume 30-3	5/12/95
Volume 30-1	1/13/95	Volume 30-4	7/14/95 □

SOUND AND FURY

by Ken Nied, Editor



Elections - None this year. The deadline for candidacy passed with no members stepping forward to contest the offices of President, Secretary, Judge, or Match Coordinator. One member expressed an interest in the Match Coordinator's position, but only in the event that Les Deck wished to step down. Les reports that, at age sixty-six, he still is ready and willing to continue as ever. Thus Mark Palmer, Steve Ball, Joey Sabin, and Les Deck, respectively, remain in those offices.

Constitutional Rewrite - The long process to fashion a replacement document for our aging and threadbare constitution is moving forward. The new document, termed the Bylaws, has been placed before the Executive Committee for formal consideration. More details as they develop. □

RETURN FIRE

Letters to the Editor

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.



Congratulations on the appointment to the lofty position of Editor! 29-3 is by far the best K yet! Keep up the excellent work.

In response to the article on *Aide de Camp*, I believe a library of ADC templates is an excellent idea and that the overall maturity and responsible attitude of the AHIKS membership would alleviate the problem of pirating games.

I have a large new, used, buy, sell, trade list circulating in the gaming hobby, and when I talk or correspond with other gamers, I always mention AHIKS. To those who show an interest, I send an old K, which has resulted in a couple of new members this year. I am now out of old Ks and Fred K. is going to send me a couple more. Do you have any to spare?

—C. John Hammett, #1070.

Thanks for your gracious words about the K. I've received several similar comments but modesty and space prohibit reprinting them all. (Well, OK, only space prohibits reprinting them). The ADC proposal has been formally placed before the Executive Committee for consideration; results next issue. Back copies of the K should be in your hands by the time you receive this issue. By all means keep up your good work on the recruiting front! —Ed. □

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, seairlift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on turn of entrance.

1454 - Blaine Mischel
1456 - Jeff Hunt
1458 - Jim Evan-White
1460 - Gene Millard

1455 - Steve Andriakos
1457 - Tom Harlan
1459 - Kevin Burns
1461 - Robert Franklin □

THE MAPBOARD

by Mark A. Palmer, President



El Presidente

There seems to be some speculation within the gaming community regarding the future of boardgaming. I personally believe that the hobby will "survive" the recent video and computer game era due to the fact that an individual's interests are always changing. In addition, there is an entire generation coming along that doesn't know anything about sophisticated gaming because they have become used to being "plugged".

My son is a great example of being "plugged" into a game. Being 11 years old, he is as familiar with a computer keyboard and game machine control, as I was familiar with the controls of a television set when I was his age. Just like my son, I can recall having been a slave to the Almighty Electron just as he is dependent upon a source of electricity for his entertainment. Loss of electrical power wasn't frequent when I was growing up on the Northern California coast but, whenever a power loss occurred after 5pm, I can recall the family being forced to interact with each other instead of stare at The Box. Power loss is more frequent here in North Carolina due to the many thunderstorms spawned by the heat and humidity during the late Spring and Summer, and I took advantage of such an occasion last month (June) to introduce Ben to some "low tech" entertainment: 3M's edition of *Win, Place, & Show*. We have since run many races and I have come to the conclusion that "new" is relative. Although my issue of *WP & S* has 1966 copyright info all over it with the same frequency as mold, it was an exciting new experience for Ben to learn how to play as it was a new experience for me to learn Ben's calculating manner of play.

The human factor is the major difference between most electronic games and boardgames. Any type of game, either solitaire boardgame or video game, may offer competition and challenge but it's the interaction between oneself and a live opponent which makes time spent gaming a memorable experience. An opponent's personality permeates the manner in which he plays and boardgames allow participants to apply their inherent styles of play. Videogames of the "conflict" genre are nothing more than exercises in hand-eye coordination slightly camouflaged with trial-and-error problem solving, and ultimately become nothing more than an attempt to accumulate the most of ...whatever... before ultimately succumbing to defeat. Most of these "hack and slash" videogames don't allow a gamer to discover his particular style of play because the game controls the style and the gamer knows before playing that he is going to lose.

That is why I believe that boardgames will endure the test of time: they challenge us to learn, to develop our personal style of strategy, to enhance our tactical perception, all while enjoying the personal interaction with our opponents without an adrenalin rush.

Now, if you'll excuse me, the circuit breaker is going to be tripped "by accident" and I'll be introducing Ben to a "new" game entitled *PanzerBlitz* (AH).

A well-expressed viewpoint on a timely topic, Mark. —Ed. □

ARMY GROUP NORTH

by Steve Llewellyn, RD - Canada



Thanks for the proof of my *Breakout: Normandy* article, Ken. I have just started a PBM game of *BN* through AHIKS, but my Allied naval bombardment was very poor. My average die roll was 2.1 vs 3.2 for my opponent, so the German defenses remain largely intact. I can only hope my air bombardment is more successful. You'll really like the game.

I've decided not to buy *D-Day '91*. I didn't like the original *D-Day* very much though it was on the cover of the very first *GENERAL* magazine I ever bought.

Gettysburg '88 arrived the day after your letter. I had originally ordered it from a Canadian hobby store, but they had to back order it. After a couple of months of waiting, I ordered it from my regular U.S. dealer—Modelers Mart in Florida. Sigh! So much for trying to support the hobby in Canada!

I also simultaneously ordered a videotape called *Gettysburg in Miniature* that uses 12,000 miniatures to recreate key moments in the battle. It is about 40 minutes long and has great miniatures, scenery, sound effects, and narration. I've never seen anything like it. It cost \$25 U.S. so let me know if you want the address of the Modelers Mart.

Curse you Ted Turner!

As for now I am impressed with the new *Gettysburg*. It was easy to learn, fast to play, challenging and enjoyable. So far I have only played it solitaire, but have my first fact-to-face game scheduled a few days from now. It seems ideal for PBM, so I am surprised that we haven't seen more articles on it in the *K*. Yes, you guessed it! I'm already thinking about writing something. The First Day scenario would be ideal for a Series Replay-like article complete with black and white illustrations done on a laser printer.

But I am also mulling over the idea of trying to play *Gettysburg '88* double blind. That would mean ordering another mapboard or finding someone else with the game and writing out some new rules. I think it would work something like GDW's *8th Army: Operation Crusader*. In that game the two maps are separated by a screen and counters show each side's front-line but not the combat units. All a player does is call out the hex as he advances into it, continuing movement until he bumps into something or runs out of movement allowance. I think that could work very well with *Gettysburg '88*, but it is still very much in the planning stage, so we'll have to see.

I'm eagerly awaiting any and all articles from you on this subject. But—and here's a plea to all would-be authors—don't just send me the article and illustrations, send me those and a diskette containing both the article and the graphics. That way, provided the file is IBM compatible, I can move, resize, crop, rotate, slice-and-dice the graphic images to fit wherever there's room. Not only does this reduce the typing and pasting, it also reduces the temptation for the Editor to replace your wording with his own!

After one playing *D-Day '91* feels a bit strange (almost everything is done through HQ units), but the overall effect seems to model the strategic scope of the ETO pretty well. —Ed. □

MULTIPLAYER 'ZINE/GAME UPDATE

by Tom Butcher - #508

The following status report refers to the proposal, presented last issue, for an AHIKS multiplayer gaming 'zine along the lines of previous Society efforts. —Ed.

Waiting list as of July 10 for the AHIKS multiplayer 'zine, tentative titled *Blut und Eisen* (signed up, [positions still open]):

- Diplomacy* (incl. var. F.Rom, Key Rule, Gunboat): 3 [4].
- Machiavelli* (incl. possible play balance changes): 2 [2-6].
- Conquistador* (incl. possible hidden movement): 1 [2-3].
- After the Holocaust* (more liberal output?): 0 [4].
- 1830* (changes as per *GENERAL* 23-6?): 1 [3-5].
- 1835* (Thompson rules?): 1 [3-5].
- The Consummate Railroad Game* (U.S./Canada or Central Europe): 1 [3-4].
- Youngstown IV* (new addition, possible Key Rule): 0 [10].
- Stellar Conquest* (new addition, hidden movement): 0 [4].

Tentative Cost Schedule: AHIKS members in U.S. would pay nothing, Canadian members 11 cents per issue, and overseas members 21 cents per issue. The latter two charges merely reflect additional postage expense for international mailings. No other game fees apply. The 'zine would be published every six weeks. Apply to: Tom Butcher, 17402 Matinal Rd., #5322, San Diego, CA 92127. □

WESTERN FRONT

by W. Andrew York, RD - West

I'd like to introduce Steve Andriakos, one of the latest recruits to AHIKS. He's a self-employed consultant in the Dallas area who's been gaming since the beginning of the '70s. His preferred games include *PanzerBlitz*, *Panzer Leader*, *Anzio*, *Breakout: Normandy*, *War in Europe*, and *Stalingrad Pocket* (Gamers). Welcome aboard, Steve. Maybe someday we'll meet on the beaches of Anzio!

Joining Steve in Basic Training is Robert S. Franklin of Oklahoma City, OK. Robert is no stranger to gaming, having a large collection which includes his favorites of *Cobra* (TSR/SPI), *PanzerGruppe Guderian* (AH/SPI), and *The Russian Campaign* (AH). However, he's new to PBMinig and looking for matches of *Sinai* (SPI) and *Decision at Kasserine* (3W). Robert works for the USAF in communications.

I hope everyone's summer has been going fine. It is hot, as usual, down here in San Antonio. I did enjoy my one convention of the year—PoolCon in Marshall, Missouri. I was able to try *Titan*, *History of the World* and *ElfenRoads* for the first time. I also had the pleasure of playing favorites from past conventions—*OutPost*, *Empire Builder/Nippon Rails*, and *Acquire*.

If you get the chance, do try a HouseCon at least once. It's a much more intimate and friendlier place to play than the "big name" convention circuit. Of course, there's no dealers room—but for the budget minded person that can be a relief! □



AGE OF RECONNAISSANCE (cont.)

master (aka, Umpire) to filter and censor the information reaching the players. But where are the Gamemasters for the game(s) that *you* want? I have enough trouble lining up *one* consenting adult for a match, never mind two or more. I believe that the gamemastered solution, though excellent in practice, is severely restricted by the Few Good Men willing to serve in the GM capacity. Mass market solutions lie elsewhere.

The best Limited Intelligence variation thus far, outside of naval Task Force operations, is offered by The Gamers, Inc., in their Tactical Combat, Napoleonic Brigade, and Civil War Brigade Series. In this system no attempt is made to restrict the amount of information available to the players. Instead, the system delays use of this information until an unspecified time in the future when the information may be hopelessly out of date. Dean Essig of The Gamers calls this system Limited Foretell.

Good though it is, could there be something better than Limited Foretell? I am convinced that PBM fans are sitting at the cutting edge of an exciting conceptual breakthrough brought about by recent technological developments! Interested? Read on.

The solution to this particular problem, I believe, lies with the continued evolution of today's technology: the personal computer. Computers can gather information about enemy whereabouts, strength, etc., in an interactive and pseudo-realtime manner, then dispense that information when appropriate. To gain access to the computer's information, players would have to perform reconnaissance and other military intelligence functions usually forgotten, ignored, or factored-in by the hobby. We could witness, say, the restoration of the Cavalry's historical role of screening and reconnaissance. Wouldn't that be great? Napoleonic and Ancient Period fans rejoice!

What are some of the known pitfalls of Limited Intelligence in real life? Having programmed (and even played!) a computer playing-aid for S&T's *Ruweisat Ridge*, I have found that the major problem was entering each unit's movement, hex-by-hex, via the keyboard to allow the program to decide which units I was entitled to see. Make no mistake about it—in FTF games this could be an awesome task, especially in games with a large number of counters.

Hey, wait a minute here! Don't PBMs perform these same functions already? The problem now becomes one of scope rather than a concept totally alien to PBMs. The onus of recording moves still remains, but computers excel at this sort of task. PBMs should let them perform the drudgery work for them.

There is a current product that comes very close to performing all of these tasks: *Aide de Camp*. Alas, *ADC* falls just short of the mark—it does not provide Limited Intelligence.

Where do we go from here? We take what we already have (e.g., *ADC 1.0* or a reasonable facsimile) and add Limited Intelligence. *Voila!* (Meaning: done!) We would obtain (or construct) a computer program that gives players unlimited access to information about friendly forces, restricts access to disposition of enemy forces, and records every move as it happens. Limited in their knowledge of enemy forces and capabilities, players would now be forced to seek out accurate,

timely information before closing with the foe.

Will this usher in *The Age of Reconnaissance* (or is that *New Renaissance*)? Wargamers (and PBMs in particular) will have overcome the largest remaining obstacle to simulating actual events. We are "this close" to it, right now.

What's the catch? Simply put, PBMs are few in number and computer programs are long and costly to construct. Designers will be confronted with numerous decisions in order to model Limited Intelligence in a realistic manner. Also, the computer medium is still plagued by limitations that must be overcome somehow. Modifying *Aide de Camp*, for example, would represent a significant investment of time and resources on the designer's part. Could this investment be justified in economic terms?

I view the designer spectrum as having two extreme polarities: market-oriented people (marketeers) and visionaries. Marketeers worry about salability and return-on-investment before they worry about improving the state of the art. Visionaries, on the other hand, have a personal agenda usually to accomplish their personal "vision" of historical events. Through the efforts of visionaries the state of our art evolves over time and sometimes makes a Great Leap Forward (Quantum Leap for you Sci-Fi freaks).

Do we still have visionaries in our hobby? Let's hope so. I can't wait for someone to produce the product I envision.

For those who haven't grasped it yet, I am a fan of simulations with emphasis on realism and added value. I do appreciate simpler games, provided that I end the day with newly found insight on some aspect of the simulation I have just spent so much of my time re-creating.

Anyone interested in these concepts is strongly urged to contact me at 178 Diamond Drive SE, Calgary, AB, T2J 7C7, Canada, (403) 271-4957.

[Author's Note: I hope that readers will forgive me for any liberties taken regarding the author(s) and timing of certain design improvements in our hobby.] □

MULTIPLAYER GM'ED EMAIL EXTRAVAGANZA

by Ken Nied - #1036

Lawrence Cockburn, #1269, is gamemastering a multiplayer, limited fog-of-war contest of *Bloody Roads South* throughout several online services. *BRS*, by The Gamers, Inc., simulates at brigade level the Civil War battle of May 5-7, 1864, in the Wilderness area of Northern Virginia. Several other AHIKS members are prominently involved including John Grant, James O'Donnell, Mike Stachowski, European member Niek van Diepen from Nijmegen (yes, *that* Nijmegen), and yours truly. Marv Rabin and Mel Friedman are standing by as alternates.

This contest is a first for me in many respects: first multiplayer game within AHIKS, first gamemastered contest, and first exposure to *BRS* or any of The Gamers products. As such, I've requested the Burnside command on the theory that nothing much will be expected of me (and I certainly plan on measuring up to *that* expectation). If affairs go extremely badly, the next option is to change my name to McClellan and spend the rest of the game hollering for more troops.

More updates whenever I can shame Lawrence into writing them. □

BEACH RECON (cont.)

"For every intact coastal artillery unit in or adjacent to a beach area, the interdiction value is increased by one," he continued.

Why is he wasting our time telling me this, thought Pinkerton. But like a good soldier he kept quiet.

"Each landing unit must roll higher than the interdiction value or arrive spent or even disrupted," explained Smyth-Jones.

"Sounds a bit nasty, sir," commented Pinkerton.

"Quite. Our only hope is that the pre-invasion bombardment by the Eastern Task Force and the 2nd Tactical Airforce in the British/Canadian sector and the Western Task Force and the IX Tactical Airforce in the American sector can neutralize the big guns," said Smyth-Jones.

Bloody fat chance of them all being knocked out, thought Pinkerton. *The +2 beach fortifications would increase the Defense Value of the coastal artillery,* he said to himself.

Probing inland, Smyth-Jones liked what he saw of the mapboard. *Breakout: Normandy* was rendered in the same aerial style that looked so good at *Turning Point: Stalingrad*, although the scale was larger at 1" = 2.7 miles, he noted. The land was colored in an eye-pleasing light green with the oceans depicted in medium blue, lighter near the coast. Rivers were dark blue with dark green marking marshes. Smyth-Jones decided the designer was wise to use wavy border lines to show flooded areas rather than clutter up the map with more colors. Towns were little clusters of dots and Victory Point areas were marked in red, he noticed. Familiar ID symbols contained area numbers and terrain effect modifiers with square IDs marking bocage terrain with its formidable +3 TEM.

"I particularly like all those tables printed along the edge of the mapboard, Sergeant," he said. "Easier than digging through the rules, don't you know."

"Yes sir!" Privately, Pinkerton speculated that no one would dig through the rules once they noticed that the tables were on the back cover of the rulebook too.

The first unit they bumped into was the 736th Regiment of the 716th German Infantry Division. Smyth-Jones observed that, like the Allies, the Germans were using easy-to-pick-up 5/8 inch counters—gray for the Wehrmacht and black for the SS. The 736th was a 3-4-3 that dropped to a 2 when spent. *Not surprising,* thought Smyth-Jones to himself as he looked at the shabby equipment and poor deployment of the regiment.

The standard infantry insignia, a diagonal cross in a box, didn't frighten Smyth-Jones. But his blood ran cold when thought about the ever-dangerous panzers which Intelligence advised were waiting further inland. His mind flooded with deadly images: the counters of the 21st Panzer Division decorated with silhouettes of the Mk IV workhorse, the sleek Panther outlines of the 12SS Panzer Division, and the awesome Tiger silhouettes of the 501st Independent Panzer battalion commanded by the famous Michael Whitman. "He could take on an entire brigade of our Sherman and Cromwell-silhouetted counters all on his own," muttered the Lieutenant.

It's our own fault for using 1942 era tanks in 1944, Pinky thought, again to himself.

Smyth-Jones's only consolation was Rule 8.4 on Air Interdiction which made it risky for German formations to move more than one area in clear weather without becoming

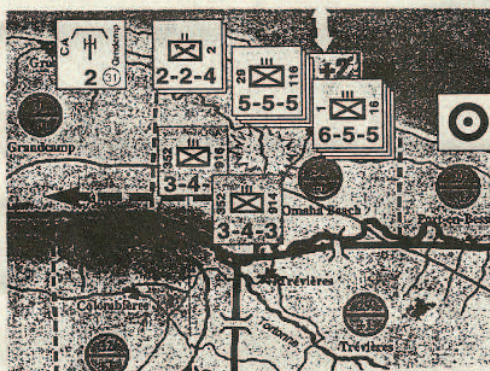
disrupted. Still, the Allies wouldn't have it all their own way.

"Fighting in Normandy won't be like taming the mountains at Cassino or the streets of Stalingrad because of the rivers," he told his sergeant. "Allied units have to choose between expanding movement factors and trying to seize a bridge with a roll of seven or less or accept the grueling Mandatory Assault which gives the defender a +2 on their DV," he said.

"The new artillery bombardment rules will make it easier, sir, even if they can't inflict more than a single casualty point per unit," Pinkerton offered helpfully.

"True, and there is also the ability of the U.S. 101st and 82nd and British 1st Airborne Divisions to seize bridges automatically on the invasion impulse," pointed out Smyth-Jones. "But don't forget that each fresh defender adds one to an area's DV," he continued. "That's a big change from Cassino and Stalingrad."

The bridge sergeant nodded glumly. *That would make the Huns even tougher, not to mention the fact that German flak units now took some of the sting out of the air bombardment.* He was about to say so when he caught the grim look on his commanding officer's face.



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Smyth-Jones sighed. The new weather rules and the bridge demolition rules would also help the Germans contain the Allied attack. As for the new supply rules that require depots to be placed on the map and supply points be expended to refit spent and disrupted units, well, Smyth-Jones decided he would have to run more solitaire exercises before he knew for certain which side they favored. But he knew the Top Secret Designer's Notes he had read back at headquarters said they favored the Allies as long as they had secured their beaches properly.

"Oh well," he said out loud. "At least TAHGC has dumped those horrid geometric shapes to indicate disruption levels."

"Absolutely, sir! I rather fancy these new Disruption 1 and 2 markers with the helmets perched on the rifles and the tanks exploding," chipped in Pinkerton.

"Righto! Well, come along, Sergeant," said Smyth-Jones. "We must be heading back to the beach before we become disrupted ourselves."

"Yes sir!" said Sgt. Pinkerton gratefully. *We just might live through this little tea party after all.* □

WAR AND PEACE: REPLAY CONCLUSION

by Charlie Johns - #1116

The following is a continuation from last issue of Charlie's epic replay narrative of the Napoleonic era. —Ed.

May, 1813: Anti-French Player Turn

General Blucher reinforces Prince Wittgenstein outside Magdeburg. In a very bloody assault, the Allies manage to wrest control of the city from the French. [The Coalition gains one city point and one victory point.] Marshal Soult is captured and General Bulow is seriously wounded.

Meanwhile, the Russian siege at Thorn succeeds; the French surrender the fortress, leaving only a strong force entrenched outside Danzig and Poniatowski's Poles in Eastern Prussia.

June, 1813: French Player Turn

Napoleon and Marshall Ney, at the head of 65,000 troops, arrive to attack Magdeburg, which has been garrisoned with 30,000 Prussians. Initially the Prussians are demoralized by the French attack and it appears the city will be lost. However, Field Marshall Blucher and Prince Wittgenstein, camped not far away, come to the rescue with some 55,000 men. After a hard-fought battle the French manage to recapture the city and the Allies withdraw to lick their wounds. [The Coalition loses one city point and the French gain one victory point.]

June, 1813: Anti-French Player Turn

The Austrians, who had been mobilizing even before hostilities started, finally declare war against France. General Hiller, personally leading 25,000 regular infantry and 15,000 landwehr invades the Tyrol. Another army of 15,000 regular infantry and 10,000 landwehr is threatening to invade Bavaria.

In the meantime, Prince Schwarzenberg leads 50,000 infantry and 20,000 cavalry to attack Dresden, where Marshall Davout is entrenched with 25,000 French infantry. The Austrians are joined by Prussian Field Marshall Kleist, with 10,000 regular infantry and 10,000 landwehr and the Russians send General Tormasov with 15,000 troops. A fierce battle results in a French retreat north to join their Saxon allies.

Bernadotte, formerly a Marshall of the Empire and now Crown Prince of Sweden, leads an army 30,000 strong from Swedish Pomerania to join the Allies massing for another attack on Magdeburg. General Barclay de Tolly, marching from Berlin with the Russian Imperial Guard and an additional 10,000 infantry, takes command of the joint Allied assault on Magdeburg. The battle is short and sharp; outnumbered 2 to 1, Napoleon conducts a fighting withdrawal to Brunswick. In another stroke of bad luck for the Prussians, General Blucher is severely wounded.

In the Tyrol a small force of Italians is set upon by an Austrian army of 30,000 effectives. General Hiller, marching to the sound of guns, arrives in time to slaughter a few more Italians as they retreat into the Alps.

July, 1813: French Player Turn

July opens with significant French reinforcements arriving at Mainz. Marshall Marmont immediately marches with 20,000 regular infantry and 30,000 Guard Infantry from Mainz to

Frankfurt. In the meantime, Napoleon, Ney, and Eugene converge on Berlin with their combined forces totalling 55,000 troops, including the Guard Cavalry and the Old Guard Infantry along with a Danish contingent. The slaughter is tremendous with General Yorck losing 2/3 of his force in the rout. [French gain a City Point as the Coalition loses one.]

Simultaneously Davout leads an attack out of Brunswick against Magdeburg, held by General Barclay de Tolly and Prince Wittgenstein's Russians. Bernadotte marches to the sound of guns, along with Blucher's Prussians, and the French hastily withdraw on Brunswick.

July, 1813: Anti-French Player Turn

[The Alliance IRCK is 5 and the Coalition has a +4 on the Alliance Display; the Alliance Phase is eliminated for the remainder of the game.] Napoleon's German Allies decide this is the opportune time to turn against the French. The Saxons, Wurttembergers, and Rhinelanders, totalling close to 40,000 troops, desert their posts (and are replaced by Prussian landwehr) which results in the landwehr occupying Weimar and Ulm. The Neapolitans and the Swiss each declare neutrality. The Bavarians turn over Munich to Austrian landwehr. The siege at Stettin is successful as the French garrison is unable to receive supplies.

In Berlin, Napoleon sits with 50,000 men awaiting a massive attack by Barclay de Tolly at the head of a combined Russo-Swedish force of 75,000. The Emperor has not yet heard of the defection of his German allies nor of the fall of Stettin. A short, sharp battle results in the retreat of the French; Bernadotte and the Swedes occupy Berlin. The Coalition forces now have a surge of energy after defeating Napoleon and renewed confidence due to sheer weight of numbers. General Yorck, wandering around in Hanover, overruns a Danish detachment. Prince Schwarzenberg overruns a small force of French

on the border of the Confederation of the Rhine.

August, 1813: French Player Turn

Marshall Bessieres, at the head of 30,000 French and a contingent of Westphalians, recaptures Magdeburg. General Yorck is unable to avoid a sound thrashing at the hands of Napoleon's forces still retreating from Berlin. [Perhaps there is some personal animosity here by the Emperor, considering that Yorck was the traitor of Tauroggen.] The Prussians lose half their forces in the rout.

Marshall Marmont, in command of a large corps of reinforcements— 30,000 Young Guard infantry, 20,000 conscript infantry, and 30,000 cavalry— attacks Schwarzenberg in Germany. At the conclusion of a lengthy, extremely bloody battle, the Austrians retreat into mountainous terrain to lick their wounds.

August, 1813: Anti-French Player Turn

Prince Schwarzenberg, heading 30,000 cavalry, joins a Prussian force of regular infantry and landwehr under General Kleist. Together they go out to hunt Marshall Marmont.

In the Tyrol, General Hiller is building up his forces at Innsbruck, apparently for an attack against a force of Italians, led by Murat, entrenched in the mountains. General Docturov, maneuvering in Prussian Poland, begins to move against Poniatowski's Poles, concentrated outside Cracow.



Field Marshall Barclay de Tolly, reinforced by Grand Duke Constantine at the head of 10,000 Guard Infantry and a force of regular cavalry and Cossacks, moves against Napoleon. The shattered remnants of Yorck's Prussians are subsumed into this army. Prince Bernadotte also advances his Swedes to the attack. Napoleon wisely orders a fighting retreat and withdraws to Brunswick.

And in the Rhineland, Schwarzenberg's cavalry and Kleist's Prussians are beaten off in a heroic stand by the Guard Infantry under Marshall Marmont. Both sides suffer heavy losses.

September, 1813: French Player Turn

[Attrition hits the French hard this turn with an IRCK # of 5.] Apparently the common soldier is beginning to realize that the French Imperial cause is rapidly being outnumbered. Davout sits entrenched in Hanover with 25,000 men. [Hanover is a Supply Source for the French and must be protected since all the action appears to be moving into the western German states.] Napoleon orders his marshalls to concentrate their forces around Brunswick. Marshall Victor, at the head of 35,000 new conscripts, marches into Germany and thrashes an Austrian corps of 15,000 regular infantry and 10,000 landwehr which had been preparing to invade the Confederation of the Rhine.

September, 1813: Anti-French Player Turn

Prince Schwarzenberg immediately marches into the Rhineland at the head of a large Austro-Prussian army. Outnumbered by more than 2 to 1, Victor finds himself in the path of this juggernaut. Desperately Victor directs a withdrawal into Westphalia, losing half his effectives.

Gen. Docturov, newly reinforced, leads 35,000 troops against Poniatowski's 15,000 Poles in Cracow. Demoralized, Poniatowski surrenders. Cracow is "liberated."

October, 1813: French Player Turn

[Attrition IRCK is 6.] More desertions and disease. The French are now in the position of attempting to maneuver to meet the victory conditions. Murat with his force of 20,000 French and Italian veterans suddenly invades Austria. Napoleon now orders the scattered French forces to converge on Hanover, still under the control of Davout. Massive troop movements send the Coalition commanders into panicky planning sessions. Marshall Ney sneaks deep into Germany, heading for the isolated garrison at Danzig.

October, 1813: Anti-French Player Turn

[Attrition IRCK is 5.] Apparently not all of the common soldiers among the Allies are dedicated to defeating the Corsican ogre as a high rate of desertion and a typhus epidemic strike the Coalition cause. The allies decide to attack the French entrenched positions in Hanover with the combined armies of Austria, Prussia, and Russia under the command of General Barclay de Tolly. Although holding 2 to 1 superiority, the Coalition suffers a demoralizing defeat and withdraws to await more reinforcements. Because of the French lack of cavalry to follow up their victory, the Allies retreat in fairly good order.

November, 1813: French Player Turn

[Attrition IRCK is 4 with a +1 winter modifier.] Biding time and hoping for more reinforcements, the French strengthen their entrenched positions around Hanover. Fresh troops force march from Mainz into the Rhineland. Murat force marches further into Austria, driving his troops hard. Fully a quarter of his forces melt away under the harsh winter conditions. Marshall Ney finally arrives at Danzig and takes command.

November, 1813: Anti-French Player Turn

[Attrition IRCK is 4, with the winter modifier of +1, resulting in some heavy losses among highly concentrated forces, especially the Austrians.] General Blucher returns to the war, taking over a small force in Berlin, which he marches west to join the growing armies around Hanover. Crown Prince Bernadotte goes home to Sweden. Barclay de Tolly, with 2,000 crack Russian cavalry, invades the Rhineland to reconnoiter French reinforcements. In an extremely bloody battle the Russians destroy an equal-sized force, thus ending Napoleon's hopes of the strengthening the French position with fresh troops. In Austria, General Hiller moves a large force into position to intercept the King of Naples.

December, 1813: French Player Turn

Desperate now, the French begin to retreat to Hamburg, leaving a token force in Hanover. Murat marches further into Austria, but his momentum is slowed considerably by winter and a hostile native population. Marshall Ney breaks camp at Danzig and marches to Konigsberg.

December, 1813: Anti-French Player Turn

The Austrians successfully surround Hanover; outnumbered by 4 to 1, Davout accepts defeat. Generals Tormazov and Kleist follow Ney to Konigsberg where they are joined by another 20,000 Russians marching through East Prussia; Ney also is defeated by 6 to 1 odds.

Napoleon, now backed into a corner, with 50,000 troops facing the combined armies of Russia, Prussia, and Austria totalling 195,000, attempts to put up a fight. Barclay de Tolly, ranking commander of the Coalition forces, accepts the French surrender after the Allied odds rise to better than 4 to 1. [This was another case of the outcome not being determined until the last IRCK's were played. Bad IRCK's prevented the allied forces from force marching across the Elbe, adding a modifier of -2 to the combat IRCK's, which, combined with the French morale and Napoleon's leadership modifiers, resulted in a total modifier of -4. The IRCK #'s added to 9, giving 5 on the combat results table. Both forces lose 1 unit; however that then raises the odds to greater than 4 to 1, which automatically demoralizes the smaller force.]

War and Peace is an excellent, well-balanced Grand Strategic game of Napoleonic Europe, easily adapted to PBM. I heartily recommend it as an entertaining change of pace. □

TREASURER'S REPORT: MAY '94

by Sid Jolly, Treasurer 6/12/94

MAY 1994

Starting Balance: \$5,479.46

Income: \$ 72.00 (Dues)

Expenses: \$1,000.00 (Transfer to Savings)
82.76 (Deck - March MC)
83.04 (Deck - April MC)
0.00 (Service Charges)

(\$1,165.80) (Total)

Final Balance: \$4,385.66

Savings Acct.: \$1,169.48 (as of 6/12/94)

Canadian Acct.: \$74.10 Cdn. (as of 6/12/94) □



El Sid

OPEN MATCH REQUESTS 6/9/94

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.

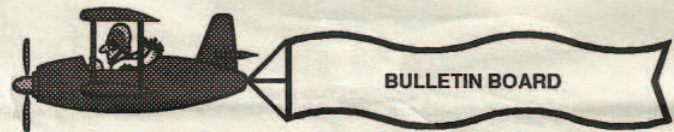
AREA Members: AHIKS is not responsible for any matches which are played under AREA. Such matches are solely the responsibility of TAHGC. AHIKS will only attempt to provide opponents who are AREA members and who desire to be matched for the game requested. Ratings for AREA matches can and will be rated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

Game	Mem #	Member
2nd Fleet (VG)	746	Tierney
3rd Fleet (VG)	746	Tierney
7th Fleet (VG)	746	Tierney
1830	1185	Ringhoffer
Advanced Squad Leader (AH)	1293	Wood
Alexander (AH)	1363	Dilbeck
Anzio (AH)	1363	Dilbeck
Barbarians (Yaq)	1251	Snarski
Battle of Austerlitz 80 (SPI)	237	Mormile
Battle for Germany (S&T 50)	237	Mormile
Bulge 65 (AH)	1434	Amato
Bull Run (AH)	1389	Burkhalter
Cassino (SPI)	986	Shirley
Civilization (AH)	1185	Ringhoffer
Civil War (VG)	986	Scanlan
Clash of Arms: War for the Union	1075	Morley
D-Day 77 (AH)	1307	Welage
Diplomacy (AH)	1185	Ringhoffer
El Alamein (SPI)	305	Klitzke
Fortress Europa (AH)	1355	Jehlen
Gettysburg 88 (AH)	1383	Hugh
Gunslinger (AH)	1396	Broom
Korean War (VG)	1434	Amato
Modern Battle Quad - Wurzburg (SPI)	237	Mormile
Napoleon at Waterloo '79 (SPI)	1438	Morss
Pacific War (VG)	1431	McFarland
PanzerBlitz (AH)	237	Longest
Pea Ridge (SPI)	1444	Walker
Pleasant Hill (S&T)	1365	Sabin
Seelowe (SPI)	746	Tierney
Stalingrad Pocket (Gamers)	262	Teleucky
Stonewall Jackson's Way (VG)	1075	Morley
Terrible Swift Sword (2nd Ed)	1444	Walker
Third Reich 4th Ed (AH)	1431	McFarland
Thunder at Cassino (AH)	1217	Harkins
Thunder at Crossroads 2 Ed (Gamers)	1443	Anderson
Trial of Strength (PG)	1426	De Vita (Italy)
USN (SPI)	275	Scanlon
Victory in the Pacific	1363	Dilbeck
Vietnam - Campaign (VG)	988	Lindow
Wacht am Rhein (SPI)	1426	De Vita (Italy)
War at Sea	1363	Dilbeck
Warsaw Rising (S&T/TSR)	1251	Snarski
Winter War (S&T 33)	237	Mormile
Wooden Ships & Iron Men (AH)	1434	Amato
World in Flames (ADG)	988	Lindow

AHIKS - Europe Open Match Requests - as of May 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)
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
Civil War (VG)	Jonas Nordstrom
Flattop (AH)	Jonas Nordstrom
Submarine	Derek Baskett
Starfleet Battles	Derek Baskett
Battle for the Ardennes (SPI)	Nickolas Frydas
Wacht am Rhein (SPI)	Nickolas Frydas
Hitler's Last Gamble (3W)	Nickolas Frydas
Bull Run (AH)	Leslie King
Cobra (TSR)	Leslie King
Napoleon at Leipzig	Leslie King
Advanced Squad Leader	Bill Durrant
Bulge '91	John Warren
Russian Campaign	Barrington Beavis
War and Peace (AH)	Paul Ridout
Bulge '81	Paul Selzer <input type="checkbox"/>



Playtesters Wanted: Members willing to playtest my PBM system for Avalon Hill's *Up Front*. Robert Morss, 20 Fairfield Road, Greenwich, CT, 06830.

For Sale or Trade: SPI: War of the Ring, FT, Pun, \$30; Middle Earth Trilogy. BC, Pun, \$60; PanzerArmee Afrika, FT, Pun, \$15; Operation Olympic, FT, Pun, \$15; Supercharge, Zip, Mint, \$15; War in the East, 1st Ed., 2 FT, Pun, \$35. FGA: Defiant Holland, Zip, Mint, \$6; War for the Motherland, BC, Mint, \$8. Many more! For large list send SASE. **Wanted:** Hobby Japan: Bitter End, Pacific Fleet; COA: any La Bataille game, Edilwise, Winter Storm, Peoples Wargames: Korsun Pocket; SPI: War in the Pacific, War in the West, SPI War in the East 2 Ed., Wacht am Rhine, Operation Typhoon. C. John Hammett, PO Box 358, Douglas City, CA 96024, (916) 623-3245.

For Sale: GDW's Fire in the East, Mint, \$25. Battleline's Shenandoah, Mint, \$100. Starlord, \$5; Dark Crusade, Mint, \$12. TAHGC: Air Empire, \$80; Rail Baron, \$15; Afrika Korps, \$10; Stalingrad (w. variants, red & blue counters), \$10; Midway (old version w. second set of punched counters), Mint \$10. SPI: Warsaw Rising (w. zine), Mint, \$5; War in the East, 1st Ed., \$50. Bushwacker zines: #'s 2, 4, 6, 7 and Battleflag zines: #1-10, \$30. Prices include postage! **Wanted:** Photocopied rules for FGU's Middle Sea. Buy or trade for A Mighty Fortress. Stuart Schoenberger, PO Box 510, Jamaica, NY, 11435-0510.

Wanted: Copy of *In Their Quiet Fields* (2nd Ed.) by The Gamers, Inc., in playable condition. Ken Nied, 14924 W. 124th Terrace, Olathe, KS, 66062, (913) 780-4981.

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.

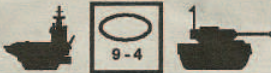
Change of Address Effective _____

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 Multiplayer Match With # _____ Players Desired
- [O] Will Play Opponents Outside USA/Canada

- 1. _____
- 2. _____
- 3. _____

AHIKS



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