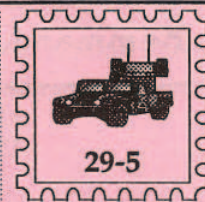


# Kommandeur



Newsletter Of AHIKS International Wargaming Society

Conflict Simulation Comment and Analysis

October 1994

## PANZER LEADER IN ITALY

by Herman Bingham, #1422

If you play *Panzer Leader*, the classic game of tactical armored combat from Avalon Hill, and are a tinkerer by nature, chances are you've tried your hand at designing a scenario or two. The game's playability and flexibility positively invite tinkering, and scenario design is one of the more interesting ways to create new contests. Another way to tinker is to add special rules for special circumstances. In this article I'll do both, starting with special rules for command and control, then applying them to a scenario in Italy.

I played West End's *Tank Leader* a few weeks ago and was intrigued by its command control rules and the different flavor that adds to the game. Unfortunately, *Tank Leader* is a poor PBM candidate, so I am going to suggest modifying *Panzer Leader* rules to incorporate command control. The motivation for this is straightforward. It seems a bit naive to believe that all our cardboard troops would simply go wherever they were needed as fast as we could get them there. So here I propose a tactical doctrine for the Allies and Germans in *Panzer Leader*.

### ALLIED DOCTRINE:

TANKS of like kind (for example, all Cromwells) form a command group. The tank with the lowest ID number is the command point of that group. To be considered "in formation", no member of the group may be more than 3 hexes (i.e. 2 intervening hexes) from the command point, and only if LOS to the command point is not blocked. If LOS to the command point is blocked, that group member must be adjacent to the command point to be "in formation."

INFANTRY units of like kind form command groups of 2 (or 3) units each. For example, 7 infantry units would form 3 groups, 2 groups of 2 units and 1 group of 3 units. The unit with the lowest ID number is the command point. To be considered "in formation" member units must be no more than 2 hexes (1 intervening hex) from the command point and LOS to the command point is not blocked. If LOS is blocked, then that group member must be adjacent to the command point to be "in formation."

When a command group contains 3 or more members and the command point is destroyed, the command point moves to the unit with the lowest ID number at the start

(Continued Page 5)

## SEARCH AND DESTROY IN FLAT TOP

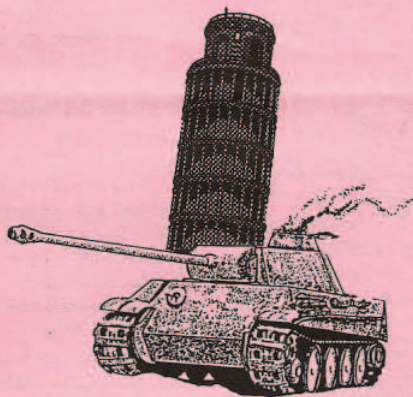
by Kev Reid - #1315

Almost fifteen years after its acquisition by Avalon Hill, *Flat Top* remains the definitive WW II Pacific Theater carrier simulation. Despite its large scope—over thirteen hundred counters and a mapboard scaled at twenty miles per hex—*FT* offers reasonable playability coupled with a high degree of excitement. Playing *Flat Top* with a gamemaster is the closest you will come to facing the decisions of an actual Task Group commander without getting salt water in your face.

*Flat Top* covers the critical 1942 carrier battles in the South Pacific from Espiritu Santo in the southeast to Rabaul and New Guinea in the northwest. In between lie the Solomon Islands, where almost half of all carrier combat in the Pacific occurred. Surrounding this extensive area is a lot of empty ocean. ...And a few hexes that contain the enemy. Searching this vast area effectively is the key to successful play. Why? Because, as it was in the war, the goal in *FT* is remarkably clear: find the enemy and sink him before he can do the same to you.

To sink the enemy you must first spot him, since all movement is conducted off-map until a unit or group has been successfully sighted. Unfortunately for some players, the search "plan" is often a Brownian movement of air units on conflicting patterns, paths, and missions. Finding the enemy with this plan is the definition of "blind luck." This article is intended to help you formulate an efficient and effective search plan. "Effective"

(Continued Page 6)



## DUES RENEWAL

Hard to believe, but it's time to re-enlist again. Dues for 1995 are \$20 U.S. funds with a \$2 discount if received before January 1, 1995. The renewal deadline is January 15, 1995. Send in your dues early, receive the discount, avoid the rush, and ensure yourself of another year of great gaming and six more issues of the *K*. Make your payments payable to AHIKS and forward them to Treasurer Sid Jolly. Canadian members should send the U.S. equivalent to Steve Llewellyn. For their addresses see page 2.

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Vol. 29 #5 October 1994

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**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 subject to 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 29-6	11/11/94	Volume 30-3	5/12/95
Volume 30-1	1/13/95	Volume 30-4	7/14/95
Volume 30-2	3/10/95	Volume 30-5	9/15/95 □

## SOUND AND FURY

by Ken Nied, Editor



There's a number of things to go over since last issue, so let's get right to them.

**Avaloncon:** It was great to meet with all you AHIKS members I saw at Hunt Valley. That's always the best part of the national conventions to me: renewing old friendships, making new ones, matching up faces with the names I've heard about and corresponded with over the years. See Bruce Monnin's report on page 4 for more info.

**Recruiting:** I'd like to report that our recruiting efforts at Origins and Avaloncon were an overwhelming success, but the truth of the matter is that the actual results were a bit disappointing. In spite of plastering the site with recruiting posters, offering a special convention dues rate, handing out extra copies of the *K*, and me bending the ear of anyone and everyone who would listen about the benefits of AHIKS, we picked up only one new member at Avaloncon that I know of. But I know for a fact that we planted seeds of interest about the Society in the minds of many attendees, interest that is bound to be advantageous in the long run. It may be paying off already: this issue's new members' list is the largest in quite some time.

**Bylaws:** The proposed rewrite of the AHIKS constitution called the Bylaws was approved by the Executive Committee by a vote of 8-0. The document now passes to the General Committee (the Exec Comm plus the RD's) for consideration. Should it achieve the required two-thirds approval, the document will be distributed to all the members in a future issue for a final vote. This project has been in the works for almost eighteen months and has inspired considerable effort and discussion among the Officers Corps.

**MSO Ratings - New Address:** Andy Johnson, our Ratings Officer, has relocated. His temporary new address can be found on the opposite page. Andy will pass along his permanent address as soon as it is available. To clear up possible confusion among newer members, Andy is the officer who tracks the results of your matches within AHIKS. **Send the top half of your ICRK sheets for completed matches directly to Andy.** Sending them elsewhere will only delay the final recording of your hard-earned victories.

**Multiplayer Newsletter:** *Blut und Eisen*, the inaugural issue of Tom Butcher's personal 'zine devoted to multiplayer PBM games, hit the mails in late August. The focus of Tom's self-financed venture is mainly *Diplomacy* and railroad games of the 1830 genre. If this type of gaming piques your interest, contact Tom at 17402 Matinal Rd. #5322, San Diego, CA, 92127. For multiplayer wargaming of the more traditional type, either as a player or gamemaster, contact Dave Rod, our Multiplayer Coordinator. His address is on page 2.

**New Authors Still Wanted:** My short term as Editor has seen a number of well-written articles cross my desk. The backlog is beginning to dry up, however, and new submissions are eagerly awaited. The only way to keep seeing good articles in these pages is for you guys to write them. So take pen, paper, or computer keyboard in hand. Tell us about your favorite game. Share your winning secrets with us. Recount the exploits of your most recent match. Give us a preview of that new game you like so much. The *K* is only as good as you help make it. □

## ORIGINS '94 REPORT

by Frederick Kraus - #444

My first Origins was sure an eye opener. What an experience! The San Jose Convention Center was huge and spacious. There were lots of tables for everyone and it was very well organized. However the food was horrible and too high priced. Gamers who had attended other conventions said the attendance was light, maybe around 3,000 at one time.

Most of the game companies, if not all of them, were there selling their products, some old, some new. There were very few computer game companies there; I was surprised by that. The main gaming room was evenly divided between boardgamers and miniatures players. I saw very few role playing fantasy games.

I saw a few AHIKSers as well including Ray LaBarbera. I missed Dave Reed and Mark Dwerlkotte, who joined via the convention special. And of course Chester Hendrix was there in his Terran Games booth. He was doing a fair business selling *Bastogne or Bust*, but not what he had hoped for. It was great to finally meet him. On a sour note, Chester's son had a book of *Magic* cards stolen, which was pretty rotten. I understand that a complete book of them is worth around two thousand bucks. Go figure.

Avalon Hill dropped its big bomb shell that they will now shift their emphasis to computer games rather than boardgames. Guys, the times they are a changin'.

The Gamers, Inc., had by far the most beautiful maps for their games. *Enemy at the Gates* was released at Origins. It has four mapsheets and 2240 counters. The game covers the exploits of Army Group South from 19 Nov 42 to Mar 43 and can be connected to their *Guderian's Blitzkrieg* game. However, it took six guys over four hours just setting it up to play a few turns. They had stacks ten high on the board. Too much for me. I did buy their *Ardennes* game at a discount from a guy (sorry, Chester), but the big disappointment was the map. Although visually beautiful, it contained no hill terrain features. The biggest problem with game designers seems to be their failure to realize the importance of the high ground. This fact dominates battles more than anything else, period!

All the major and minor game companies were there. Australian Design Group, Decision Games, GDW, Pacific Rim Publishing, TSR, and many others. Columbia Games had their *East Front* game, which looked pretty good. Their newest, *Johnnie Reb*, covers Lee's invasion of 1863 and was the best. These are great, simple, and fun games.

HPS had its *Aide de Camp* software going. What a neat program! You can do everything with it. You can create any map and counters you want with up to seven different terrain features in one hex. You can have it at any scale you want. Well worth the \$79.95 they are asking.

One booth was selling counter storage trays that will fit into the standard size game box. They are done very nice, work great, and are cheap. Six for \$18 or 8 for \$23. To get some contact Sam Racina, PO Box 402, Geyserville, CA, 95441. I bought several of them.

On the gaming part, it was really different for me playing FTF after so many years. I think the play is not on the same level as PBM. I won the *Afrika Korps* tournament easily to make the classics final. I also entered the *VITP* tournament and

lost to the eventual winner on the last turn of the game by one POC. Terrible die rolling the whole game. (*Hey, Frederick, that's my line! Make up your own excuses.* —Ed.) The first game in the finals was *VITP* again, ugh. Frankly, I cannot roll dice for beans. I know this sounds like a cop out, but even my foes agreed that my die rolls were terrible as they snickered. Needless to say, I conceded the same after five turns.

But *Origins* was fun and quite an experience for me. There was way too much to take in. Every table was covered with information about games, organizations, sales, and tournaments. Maybe that is why *AHIKS* hasn't recruited very well during conventions. There was so much to see at the dealers' tables with guys explaining their games and products— just amazing to this country boy. But I'm glad I got to attend an *Origins* at last, though I was sorry I didn't get to see and visit with more *AHIKS*ers. Well, next year it's in Philadelphia and I won't be there. □

### AVALONCON GET TOGETHER

by Bruce Monnin - PBEM Coordinator

There was a great turnout for the *AHIKS* get together Wednesday night at Avaloncon. If memory serves, about a dozen or more members gathered to match faces with the names they have known for years and to discuss *AHIKS* in general. A few specific items were discussed as well:

1) Yours truly was volunteered to put out a small newsletter (at my own expense) for *AHIKS* members interested in Avaloncon. This would be a place to find roommates, teammates, rides, etc. to future Avaloncons. At the same time, since I am now the new GM for the *War at Sea* tournament and a member of the Advisory Committee, I should be able to pass along the latest Avaloncon information to all interested. So, if you wish to receive this newsletter, send me a line and include any information you want passed to other *AHIKS* members.

2) Word was spread that former Editor Chester Hendrix managed to sell the rights to his *First Blood: The Guadalcanal Campaign*, which all *AHIKS* members at the time received as issue 26-6 of the *K*. There was a question about whether any *AHIKS* funds were used to develop the game and, if so, whether *AHIKS* received any money from the sale of the game. Unfortunately, no one in attendance knew may of the details. I've heard from Sid Jolly since and he states that he has no record of *AHIKS* funds going into the project.

3) Concern was also raised by several members that the Avalon Hill portion of *AHIKS* was being de-emphasized too much. The reason for the de-emphasis was that the Avalon Hill portion of the *AHIKS* name gave the impression that we are sponsored by Avalon Hill and play only AH games, hurting recruiting over the years. Many of the members in attendance felt that by the de-emphasis of Avalon Hill was the equivalent of abandoning our heritage. Any thoughts out there?

**PBEM News:** Nothing major to report on the PBEM front. One or two new *AHIKS* members join the PBEM ranks every month and so far we've been fairly successful at finding these newcomers PBEM action right out of the chute. Most of the PBEM action that I know of continues to be on GENie, but this is partly due to the fact that I am on GENie (B.MONNIN). If you are online and wish to see what potential *AHIKS* matches are available, please send me a note. If you are not on GENie,

check out the following *AHIKS* members at the other online services: America OnLine, Ray LaBarbera, (LEGIONARY); CompuServe, Ken Nied, (70252,2313); Internet, Bruce Monnin, (B.MONNIN@GENIE.GEIS.COM).

Many games have the potential for PBEM, but here is a brief list of games needing immediate opponents: Across Five Aprils, Bulge '81, Bulge '91, Blitzkrieg, Bull Run, Chattanooga (Blue & Gray 2 Quad), Chickamauga (Blue & Gray Quad), Civil War, Destroyer Captain, Fortress Europa, Invasion of Malta, Marengo (Napoleon at War Quad), Panzergruppe Guderian, Royal Navy, Wagram (Napoleon at War Quad).

### EDITOR'S RESPONSE:

Regarding the two questions raised at Avaloncon, let me try to furnish some background on these issues which the Officer Corps discussed in considerable detail anywhere from a year to eighteen months ago.

**Name:** The shift in emphasis came about after an extensive dialogue about recruiting and the future of *AHIKS*. Our name, Avalon Hill Intercontinental Kriegspiel Society, pays homage to Avalon Hill's pioneering efforts in establishing the hobby of wargaming. All well and good. But what is the current situation? Do we play *Kriegspiel* exclusively? Avalon Hill games exclusively? Hardly. I doubt that *AHIKS* would be around today if we hadn't adapted over the years.

But how do outsiders view us? Consider this quote from Secretary Steve Ball, "More than one person (inside the industry) has mentioned the reason that we never got widespread recognition was the 'Avalon Hill' in our name directly relating us to this single company. One mentioned that he thought we had become A.R.E.A. and another was very surprised that we were still in existence. When an organization this large and long-running draws this kind of response *from those in the industry*, something is very wrong."

In response to these concerns and especially to help our long-term recruiting efforts, the Officer Corps considered a number of alternatives including changing our name. But we decided that de-emphasizing the "Avalon Hill" part of our name and emphasizing our independent status was the most effective and least painful way to go. The masthead of the *K* now refers to ourselves as "AHIKS International Wargaming Society." On page two we emphasize our independence, "AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher." These statements are as true today as they were in 1966 when Fred Webster and crew founded *AHIKS*; rather than changing our status, they clarify it.

It's no secret that the wargaming public is growing both older and scarcer. Forecasts for the future of the hobby as we know it are grim indeed. Witness Avalon Hill's recent decision to "abandon its heritage" by switching its emphasis from boardgames to computer games. Both decisions, theirs and ours, are a reflection of the current state of the hobby and both are focused on the long-term health of the respective organization. Is this "abandoning our heritage" or recognizing reality and looking to the future? You decide.

**First Blood:** This question is a bit more involved and touches upon several issues. *First Blood* was distributed to *AHIKS* members as part of our 25th Anniversary celebration. Obviously, some *AHIKS* funds went into production and

distribution of the game's physical components, just as with any issue of the *K*. Did the issue cost more than an ordinary issue of the *K*? Maybe yes, maybe no. Chester's connections as a printer always gave us good deal for our money, a better deal than we could have gotten on the open market. But suppose the issue did cost more than normal. Chester kept the officers and membership informed about the project in his *K* columns. If anyone had questions or concerns, the time to raise them was then, not over two years after the fact. Dues at that time were ten bucks a year. For that each member received five other issues of the *K*, all the gaming he could handle, *and* a complete game at no extra charge. Did we get our money's worth. Again you decide. My vote is a resounding "yes."

The other issue involved here is the question of who actually "owns" the publication rights to *K* articles once they have been submitted/published. Does AHIKS or the author? There's nothing in our constitution to indicate one way or the other. Chester makes the point, reasonably enough, that *First Blood* was his game—he allowed AHIKS to distribute a copy of the game to each member as his gift to us. Perhaps that point could have been made clearer prior to publication, but hindsight is always 20-20. Steve Llewellyn helped develop the game and other AHIKS members were involved to various extents, but make no mistake about it: this was Chester's project. Without his initiative and effort *First Blood* never would have seen the light of day.

The officers discussed whether to make *future* submissions the sole property of AHIKS, but RD's Steve Llewellyn and Andy York argued very forcefully against denying an author ownership of his submission. Enforcement of such a policy might cause submissions to the *K* to dry up altogether. Why would a prospective author submit an article to the *K* if he could get paid for it elsewhere, the argument went. What good are re-publication rights if there's nothing to publish in the first place? No consensus was reached in these discussions and the status remains quo.

The final chapter in this story was written shortly thereafter. Chester lost his job and was forced to sell his home. The \$400 he received for the rights to *First Blood* went to provide Christmas for his family. For seven years Chester filled the Editor's job and received the same compensation as every AHIKS officer, which is to say, nothing. To begrudge Chester this small reward after his years of effort on our behalf borders on being petty and mean-spirited, in my opinion. I'd like to think the members of AHIKS have more class than that. □

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

1462 - John Newman	1463 - Brad Martin
1464 - Charles Lobdell	1465 - Robert Brown
1466 - Martin Svensson	1467 - Walter Garman
1468 - Albert Thomas	1469 - Travis New
1470 - Mark Gutfreund	1471 - Al Mauroni
1472 - Paul McCarty	1473 - Bruno Passacantando
1474 - Mark Dwerlkotte	1475 - Michael Hart
1476 - Richard Cleveland	

Returning MIA: 676 - David Ayers □

### PANZER LEADER IN ITALY (cont.)

of the next controlling player turn. This may put other group members out of formation. When only one member of a command group survives, it is itself the command point.

All other units (vehicles, guns, etc.) use a "command center" as their point of reference. A command center is a 1 hex location anywhere on the map, which may be moved each turn within the movement restrictions detailed below. Allied units not controlled by command points must be within 12 hexes (11 intervening hexes) from the command center. LOS does not apply in this case.

Command centers occupy actual hex locations but can never be destroyed or captured, and need never be revealed to your opponent. Command centers may not occupy or be adjacent to an enemy hex. Command centers may start anywhere on the map but may not move more than 10 hexes in any turn regardless of terrain. Command centers must move before all other unit movement. Tanks and infantry cannot use command centers to be "in formation."

### GERMAN DOCTRINE:

Same as the Allies with the following exceptions:

TANKS can be up to 5 hexes (i.e. 4 intervening hexes) from their command point. INFANTRY can be up to 3 hexes (2 intervening hex) from their command point. All other units (vehicles, guns, etc.) using a "command center" must be within a 15 hex (14 intervening hexes) range.

### CONSEQUENCES OF BEING OUT OF FORMATION:

Formation determination ("In/Out") is determined at the beginning of the controlling player's turn.

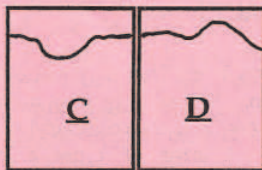
Defense: Any unit less than double its maximum distance from its command point or command center suffers a -1 DRM on the CRT if direct fire or CAT is directed against it. If the unit is double its maximum distance or more from its command point/center, it suffers a -2 DRM versus direct fire or CAT. Formation status has no effect on indirect fire against a defending unit.

Attack: Any unit less than double its maximum distance from its command point/center suffers a +1 DRM on the CRT when attempting direct fire, indirect fire, or CAT. If the unit is double its maximum distance or more from its command point/center suffers a +2 DRM on the CRT when attempting direct fire, indirect fire, or CAT. The DRM for attempting indirect fire is applied the following turn.

That being said, I offer a new scenario especially designed for PBM, one that I am now playing with AHIKS member Bob Burge. We are using all optional and experimental rules, along with the bevy of "fog of war" rules listed below, but not the doctrinal limitations. Maybe when we switch sides. But if you have a stout heart, give them a try.

### SITUATION HBB02: OPERATION GRASSHOPPER

*Operation Grasshopper* was a plan considered during the breakout at Anzio. It was abandoned in part because it did nothing to further Gen. Mark Clark's drive towards Rome, but it may have been a smarter move.



N ⇔

**ALLIES**

12 x Infantry Rifle  
 3 x Infantry Mach Gun  
 3 x Infantry Engineer (US)  
 3 x Infantry Engineer (UK)  
 2 x Towed Gun 90mm  
 3 x Transport Bren  
 4 x Transport Trucks  
 3 x Scout Cars M3  
 2 x Assault Gun M4/105  
 3 x Tank M5  
 4 x Tank Cromwell  
 4 x Tank M4/75  
 3 x Tank M4/76  
 1 x Valentine Bridgelayer

**GERMAN OUTFIT "B"**

3 x Infantry Rifle  
 3 x Tank PzKW - IV(SS)  
 2 x Tank PzKW - V(SS)  
 3 x Tank PzKW - VIA

**GAME LENGTH:**

15 turns.

**SPECIAL RULES:**

The Mussolini Canal consists of all river hexes extending from Map C, hex Y10, through map D, hex Y1.

Dummy units are fake units that represent imperfect recon. They have no factors of any kind, but they may move (only) as any infantry rifle unit, except they do not stop in mine hexes. Dummy units cannot spot and are not subject to German tactical doctrine limitations.

**VICTORY CONDITIONS:**

Allies must control 3 towns east of the Canal at game's end. Germans win by avoiding Allied victory conditions. In this scenario "control" means that more than half of the town hexes are occupied by Allied infantry.

**SETUP:**

First, Germans set up outfit "A" combat units and dummies only (no blocks, mines, or fort). Outfit "A" must set up on Map C, east of the Canal.

Next, the German player sends this set up to the Allied player, revealing only the number of units in each hex, not the unit type. In a separate envelope, the German player will send the complete "revealed" set up for the Allied player's initials.

Then, after receiving the German set up, the Allied player sends his setup showing only numbers of units in each hex. He also sends a complete "revealed" set up in a separate envelope (along with his initialed "complete German set up") for the German player's initials. Allies set up only on map D, west of the Canal.

Finally, after receiving the Allied set up, the German player places his mines, blocks, and fort (and sends it in an

**GERMAN OUTFIT "A"**

5 x Infantry Rifle  
 2 x Infantry Submach Gun  
 3 x Infantry Engineer  
 3 x Anti-Tank 75mm  
 2 x Mortar 81 mm  
 2 x Towed Gun 88mm  
 4 x Halftrack  
 2 x Block  
 2 x Mine  
 1 x Fortification  
 2 x Dummy

**GERMAN OUTFIT "C"**

4 x Infantry Rifle  
 3 x Tank PzKW - VIB  
 1 x Nebelwerfer  
 1 x Wagon

envelope to the allied player for his signature). These must be placed east of the Canal, but can be placed on either map. Locations of mines are recorded at initial setup time, but not revealed to the Allied player until a unit (except dummies) from either side enters the hex. Then normal mine rules apply.

In their set up, each side must reveal any unit (combat, mines, blocks, or fort) on or adjacent to the Canal. Important: Units, blocks, etc., do not have to be revealed (i.e. named on the OOB sheet) until "seen," that is, in the LOS of an enemy unit (exception: mines, see above). Once seen, a unit's whereabouts must always be revealed to the opponent. Until seen, only the location and number of units in each hex must be shown.

**ALLIED NAVAL SUPPORT FIRE:**

160 pts per turn.

**MOVEMENT:**

All units may cross the canal with the following restrictions: vehicles cross canal as if the canal hex contained a block (see IX.B.2); non-vehicles cross canal as if it were a mine (see IX.A.2), except, of course, there's nothing in the hex that can blow up. Tanks cannot cross blocked bridge hexes.

**Terrain:**

Non-canal river hexes are river hexes. Canal hexes have a stacking limit of one. Canal hexes have a height of -1 and are subject to all LOS rules.

**German reinforcement schedule:**

German outfits "B" and "C" enter play on any full or partial hex along the northern edge of Map D. The entry hex costs the number of movement points appropriate to the terrain.

**Outfit "B" schedule:**

Outfit "B" cannot enter play before Turn 3. It enters play on an "arrival die roll" of 1. If it fails to enter on Turn 3, it attempts another die roll on Turn 4, and enters play on a die roll of 1 or 2. On Turn 5, the arrival rolls are 1, 2, or 3, and so on each turn until outfit "B" automatically enters on Turn 8.

**Outfit "C" schedule:**

Outfit "C" cannot enter play before Turn 6. It enters play on an "arrival die roll" of 1. If it fails to enter on Turn 6, it attempts another die roll on Turn 7, and enters play on a die roll of 1 or 2. On Turn 8, the arrival rolls are 1, 2, or 3, and so on each turn until outfit "c" automatically enters on Turn 11.

Outfits "B" and "C" are always completely revealed to the opponent, simulating better recon. □

**FLAT TOP (cont.)**

means conducting the search over the maximum area possible, while "efficient" means using the minimum units necessary. A word of caution: the search techniques presented here do not guarantee success (after all, blind luck will happen even in warfare), but they will give you the best possible chance of bringing the opponent to battle on your terms. That is all a good naval commander wants.

There are four important points to remember when constructing a search plan: 1) Enemy Objectives, 2) Known Enemy Movements, 3) Plane Movement and Range Restrictions, and 4) Geographical Constraints. Let's discuss each of these in detail.

**Enemy Objectives:** The victory conditions listed for a specific scenario are of prime importance when formulating a

search strategy. For instance, if your Japanese opponent is required to unload troops at Port Moresby, consider a search pattern radiating outward from this objective towards his starting position. Searching northeast of Bougainville will give you lots of practice moving air units, but will only confirm that the IJN fleet is elsewhere.

The timing of your search is critical and should be scheduled based upon when the opponent's troop transports are expected to arrive. Searching earlier will squander precious search assets. Don't allocate all your search planes here, keep some in reserve. Your opponent's heavy surface elements are likely to loiter further away from the objective and you will need your reserve air units to find them.

This point is most important and should be stressed again: plan your searches around the known objectives of your opponent.

**Known Enemy Movements:** This point is closely linked to the above but is more applicable later in the scenario when sightings of opposing task forces have given you a clearer idea of the enemy position. Keep a log of sightings and time on a piece of paper— don't trust your memory. Include the task force composition if known. Later decisions on where to search and what assets to commit can be simplified by the knowledge of previous positions.

For example, assume an enemy task force has been sighted near Rendova Island. Your search plane is near "bingo" fuel and will be off station shortly. When your next air unit becomes available, the search area can be limited to the initial sighting hex out to a radius of the elapsed turns multiplied by two. Simply put, this is the maximum distance any TF could have moved in the time available. If your next search plane approaches the sighting area two turns later, the enemy task group must be within a four hex radius from the sighting hex. Keeping this point in mind will reduce the search area considerably.

**Plane Movement and Range Restrictions:** Knowing the best plane suited to the requirements of the search mission is quite easy. Certain planes readily advertise the function they perform best (e.g., the Catalina for reconnaissance). Endurance or Range Factor (RF) is the prime requisite of a good search plane, since in game terms a P-39 and a B-17 search equally well.

Search planes should always fly independent of each other to enable the maximum area to be searched. Always use a plane at the greatest range it is capable of searching— it's a waste of the Catalina's exceptional RF to be used close to base. Exceptions to the preceding are planes in transit or when an enemy TF of significant strength or importance is found close by.

**Geographical Constraints:** Certain hexes on the map preclude the necessity of air search if playing with the optional plane rules, namely Area 1 for the IJN and to a lesser extent Areas 7 and 8 for the USN. The chance of bringing in these extra assets to the other side and the reduced opportunities for units here will normally stop an enemy task force from venturing into these areas. Certain hexes fall within visual range of land hexes and the coastwatchers can admirably cover others. Somewhere in the remainder of the board is where the enemy will be. Concentrate your air searches here.

Table 1 shows a breakdown of the area of the board for

each side not requiring search by an air unit due to the presence of land hexes or coastwatchers to do the searching. The converse of these figures is that air units *must* search remainder of the board. Most interesting is the conclusion that the USN has a slightly easier task of searching due to the larger area covered by Allied coastwatchers: 74.3% of the board for the USN as opposed to 79.6% that the IJN must cover. This means that the USN player has 169 less hexes to worry about, making his search missions that little bit easier. These figures are predicated upon clear weather and do not count hexes that overlap due to the presence of more than one coastwatcher. All coastwatchers are presumed to be in play.

TABLE 1

Total Board Area in hexes (40 x 40 x2):		3200
Less Point Table:		36
Total Playing Area:		3164
<b>Land Area</b>	<b>USN</b>	<b>IJN</b>
New Guinea	243	193 <sup>1</sup>
Fergusson	15	1
New Britain	171	171
New Ireland	24	24
Buka	--	29
Bougainville	66	49
Treasury	--	10
Choiseul	30	29
Kolombangara, New Georgia, Vella Lavella	40	37
Rendova	--	3
Santa Isabella	51	51
Guadalcanal, Russell	54	54
Malaita, Ndeni, San Christobel	94	94
Espiritu Santo	26	1 <sup>2</sup>
Total Hexes Covered	814	645
By Non-Air Units	25.7%	20.4%
Area of Board	2350	2519
Available to Opponent	74.3%	79.6%

**Notes on Table 1:**

1. No IJN Coastwatchers on southern coast.
2. One hex in Espiritu Santo unavailable to ships.

**General Game Pointers:**

Apart from the above points, here are a few other ideas on search procedures and general game play.

Do not limit yourself to the obvious planes as search assets; any plane can search. Nells, Bettys, Zeros— even the lowly Petes and Daves do an admirable job in close to Japanese bases. The Americans may spare a fighter or two from Port Moresby for a sweep north of Gilli Gilli, while a solitary B-17 can help the Catalinas with longer range patrols.

Always launch search planes during night hours and transit them to their search areas during darkness. Dawn will

find the planes in position and ready to go. Stagger your search launches and allow some units to remain airborne while others refuel. I always prefer to land my plane assets before nightfall—throwing away valuable aircraft in risky night landings only helps my opponent.

One psychological ploy to use in non-refereed games is to use your on-board search units to “shepherd” the enemy task forces, encouraging your opponent to move them where you want them to go. Most players would not want to steer their task groups toward a known enemy search unit and possible sighting. In this situation you may be able to deter an aggressive player from a naval air strike due to the presence of your search planes in his launch area. This tactic will not work in a refereed game.

Search planes in clear weather should follow parallel courses four hexes apart. Three such planes moving at eight movement factors per turn would cover 144 hexes or 4.5% of the board. Clouds, of course, will reduce this area, but the variables in cloud placement and movement make any in-depth analysis difficult.

Do not place search planes launched from your ships on the board immediately, since this may inadvertently reveal the location of your carriers. Instead wait a turn or two to allow the searchers to get clear of the carriers. In the same vein, removing a land-based search plane from the board when it is many miles out to sea may give your opponent the idea that a carrier is in the area of the plane’s “disappearance.”

When your opponent calls out a search pattern, occasionally look very carefully at your notes, examine the reduced-size search/plot map carefully, and ask him to restate the search route. This may rattle him into doubling back over his previous search route to see if he has missed something important. Don’t overuse this tactic, but judicious employment may buy you some precious time. Again, this will not work in refereed games.

#### Background:

By way of personal background, I am 28 years old and have been a member of AHIKS for over three years. I am involved in two multiplayer, refereed, pbm *Flat Top* games at the moment; have a 1776 campaign in progress (Go the Americans!); and an *Air Force* game soon to start.

It has taken numerous games to realize the ideas presented here and many more to be satisfied with this article. If the membership has any criticisms or suggestions, contact me at: 8 Robinson Road, Willaston 5118, South Australia. □

#### **AND NOW FOR SOMETHING COMPLETELY DIFFERENT...**

by Dan Armfield - #1421

I want all of my fellow gamers to switch hats for this article. Try to imagine a game without tanks, infantry, cavalry, or LOS rules (I can never figure them out!). Instead it’s time to indulge in another board game addiction, college basketball. I have created an ACC college basketball game called *Rivalries*. It features all of your favorite players from the ACC and gives you the opportunity to discover just what it would be like to coach a team in a NCAA Division I game. In this age of computer gaming, it would seem that the only place for sports

games is on the computer. I beg to differ. I agree with Mark Palmer’s comments in his recent *K* article about the future of board games in this new “electronic age.” The thrill of a head-to-head matchup with your opponent not only drives you to excel, but forms friendships that last a lifetime. *Rivalries* provides this matchup in a realistic manner and in a game that is easy to learn to play.

Game results are provided using a red and white ten sided die. Almost all of the information needed to play the game is found on the team cards and only two additional charts are required. All aspects of the college game are covered along with other factors such as fatigue and home court advantage. Solitaire play is available and provides realistic results. The player performances are based upon the statistics generated during the ACC conference schedule. Players reproduce what they did during the season with uncanny accuracy. The average playing time is 90 minutes.

I spent quite a lot of time working on the timing system for the game. It forces you to “play the clock” just like the college coaches do. This year’s edition even features the new rule about stopping the clock in the last minute of the game after any successful field goal. The scoresheet allows you to track all pertinent statistics including team shooting percentages for half and the entire game.

I guess you can tell I like the game. I want others to have a chance to play it too. I am looking for any AHIKS members who are interested in playtesting the 1994 edition of *Rivalries*. The first two members who contact me will be provided with a free copy of the game. The only requirement is that you play the game and write an article about it for the *Kommandeur*. (Attaboy, Dan! —Ed.)

You may contact me in several ways. My Prodigy address is URJN49A. Send letters to Dan Armfield, PO Box 681652, Franklin, TN 37068-1652. If you wish to call, the number is 615-790-2905. I look forward to hearing from any interested members. □

#### **BULLETIN**

by Ray LaBarbera - #887

Chester Hendrex has sold the game design of *Bastogne or Bust* to fellow AHIKS member Ray LaBarbera. Mr. LaBarbera has purchased the game with the intention of forming a company to create a boxed “classic” edition of the game. He intends to produce other such games as well, with a “Kursk” simulation in the hopper. As yet the new company has no mailing address. Written inquires should still be sent to:

*Bastogne or Bust*  
1054 Lewis Oak Road  
Gridley, CA 95498.

For more immediate feedback, a phone number is available at (510) 792-4216.

The company is especially interested in hearing from members out there who are game designers. But more importantly they are most interested in feedback from present owners of *BOB* who can offer suggestions, complaints, or other comments. Any input would be credited in the final product.

More information as it develops. □





**INTO THE WILDERNESS**

by Lawrence Cockburn - #1269

In early May 1864, the Civil War had been raging for over three bloody years. The chances for Confederate victory were slim, while the Union chances looked promising. Only two significant Confederate armies remained to stem the Union onslaught. The Army of the Tennessee under Joseph E. Johnston would be responsible for defeating the combined Union armies under William T. Sherman in Georgia. And Robert E. Lee's Army of Northern Virginia faced the formidable task of stopping yet another "On to Richmond" campaign by the Army of the Potomac under the leadership of George Meade and Ulysses S. Grant.

*Bloody Roads South* is a release from The Gamers that covers the first engagement between Lee and Grant in the tangled Virginia undergrowth known as The Wilderness from May 5 through May 7, 1864. It is the fifth release in their Civil War Brigade series, which is based on a standard set of rules for the entire series with a specific rulebook covering each individual game. The scale of the series is at the tactical brigade level with each hex representing 200 yards and a daylight timeframe of one half-hour per turn.

The heart of the series is the command and control segment of the game. Each player must issue "orders" from the commanding general to corps commanders, either verbal or written. Once issued, these orders can be accepted by their intended recipient, delayed, or distorted enroute. Upon acceptance of these orders, corps commanders must act on them in good faith even if the tactical situation may have changed considerably since their issuance, although a commander can attempt to acquire "initiative" to avoid disaster or to take advantage of a newly presented opportunity. Overall, this structure nicely simulates the mishaps, missed opportunities, and lucky breaks that characterized the battles of the American Civil War.

A couple of months ago I determined that I had too much time on my hands. So to correct this problem, I decided to gamemaster a contest of *BRS* via electronic mail. I do most of my gaming by PBEM and find that it is a great way to conduct a GM'ed game. I participated in a *Perryville* game GM'ed by John Kincaid earlier in the year on the now defunct NVN bulletin board. I used that contest to form the basic structure and flow of our *BRS* game.

Response to my request for players was very favorable, and soon all the army and corps commander positions were filled. The full battle scenario (May 5 - May 7) was chosen and optional rules decided upon. The players decided that we would use "free-form" communication, meaning that players could communicate their status and observations amongst themselves as often as they wished. To compensate, the sighting information and enemy casualty appraisals the players receive from me is limited and vague, with sighting becoming clearer the longer enemy forces remain in contact. Some information I send out can be inaccurate. Other information may rely on knowing more about units and geography than the game provides. And, of course, the Wilderness itself positively chokes off visibility—you never know what is hiding just ahead behind those trees. The game is currently in its fourth turn, with each turn averaging about ten days to complete.

The Confederate players are Mike Elliott (Lee), Niek Van Diepen (Longstreet), James "O'D" O'Donnell (Ewell), and Dan Elliott (Hill). The Union forces are comprised of Steven Szymanski (Grant/Meade), John Grant (Hancock), John Kincaid (Warren), Mike Stachowski (Segwick), and Bill Salvatore (Burnside).

More updates will be passed along as the action progresses, but the details must understandably be somewhat sketchy unless neither side can profit from the reports. □

**PACIFIC THEATER**

by Frederick Kraus, RD West

Lots of catching up to do since I missed the last K. No excuses. We have three new members to welcome into the fold. Jim Evans-White of Sonoma, CA, is a water engineer and has been gaming for eleven years. His favorite games are *Napoleon at Leipzig, 1918: Storm in the West*, and Civil War games. Missed you at Origins, Jim. Travis New is a 21 year old sailor on the USS *Kamehameha* (SSN 642) out of Pearl Harbor. What a great life! His time aboard ship requires special scheduling for matches but can be worked out. He is also getting into PBEM. His favorite games are *ASL, Russian Campaign*, and *Harpoon*. Finally Mark Dwerlkotte hails from Roseville, CA, and was recruited by member Tim Greene, a PBM opponent. Mark is a very experienced PBM gamer and is also into PBEM (Genie: M.Dwerlkotte). He has *ADC* and is looking for a *VITP* template. His favorite games are *Over the Reich, Air Force, ASL*, and *VITP*. Gentlemen, glad to have you aboard.

The Joe Hruby Memorial Award goes to Ken Atkins for recruiting several new members via America OnLine. Great job, Ken.

For anyone interested, we are starting a special (perpetual) fund for AHIKS. We will use only the interest to provide extra money for the organization; the principal remains in the bank. Don't hesitate. Contact Bruce Monnin (page 2) for more info. □

**UNIT COUNTER POOL**

by Chris Hyland - #1234

Here is the latest listing of replacement/extra counters. Contact me at my address on page 2 to contribute or request.

Afrika Korps (AH), Air Assault on Crete (AH), Anzio (AH), Ardennes (Gamers), Barbarossa (TSR), Bulge (AH) '81 & '91, Blitzkrieg 1941 (Command), Case White (GDW) - Polish, Soviet, Civil War (VG), Desert Rats (Simulation Games), Dresden (3W), Fall of Rome (SPI), Fighting Sail (SPI), Flat Top (AH)- no markers, France 1940 (AH), Fortress Europa (AH), Gulf Strike (AH)- Desert Storm exp. kit, Hell's Highway (VG) German only, Lawrence of Arabia (3W), Moscow '41 (TSR/SPI), NATO-Nukes-Nazi's (Command), 1944 (3W), Objective: Schmidt (Gamers)-German only, Panzerkrieg, Race for Tunis (3W), Raid! (SPI), Russian Campaign (AH), 1776 (AH), Stalingrad (AH), Sturm Nach Osten (3W), Submarine (AH), Tactics II (AH), Third Reich (AH), 13: The Colonies in Revolt (TSR), Tito (SPI), To the Green Fields Beyond (SPI), Tobruk (AH), Tomorrow the World (Command), Triumph of the Will (Command), Turning Point: Stalingrad (AH)- Soviet counters, Typhoon (SPI)- Soviet counters only, VITP. □

**SOUTHERN CAMPAIGN**

by Alan Murphy, RD - Southeast



Greetings campers, time for review and analysis from inside the Beltway. As you all know, Avaloncon IV has come and gone and I'm sure it will be covered extensively in this issue. First off, it was a large convention, I must say, the equal of Origins in attendance, if not greater. I saw many colorful games out there, so many that on the second day of the con I quit asking what people were playing and merely strolled past the packed gaming tables. I did get a chance to meet with many AHIKS members, although I was unable to attend the AHIKS get-together on Wednesday evening. It was great seeing many of you again.

I heard a bit of grumbling from the *Russian Front* table during tournament play, something about "rules lawyers." A good friend of mine, Dirk Naish, informed me after the con that he quit the *RF* tournament in disgust. Seems that a ruling was made in his game involving some late-arriving errata from the *GENERAL* that he was unfamiliar with. Yeah, I know, it's a tournament, but I believe in some flexibility in games, especially one as mind-numbing as *RF*. Anyway, I had fun.

I'm looking forward to #8 in The Gamers' new Civil War Brigade (CWB) series, *No Better Place to Die*, the Battle of Murfreesboro, 31 Dec 1862 - 2 Jan 1863. I believe with a little bit of patience, this fascinating game system could be effectively PBMed. It would be well worth it for those of you seeking some historical 'truth' in a wargame. The game conjures up images cold men fighting in the freezing sleet, their fingers swollen like pickles. This game, like its predecessor Perryville, will serve as a good introduction for those new to the CWB series and should be out by the time you read this.

A whole slew of excellent-appearing Russian Front games have been coming out in full flow lately like *Ring of Fire*, put out by an obscure German game company called "Moments in History." It's about the fourth Battle of Kharkov in August 1944, the one where the Russians finally took the city for keeps. The German armor in this game is outnumbered 10 to 1, but their SS armored divisions (Das Reich, Totenkopf, Gross Deutschland (non-SS), and the 5th SS "Wiking") are of such excellent quality that they just chew the devil out of wave upon wave of Russian tank corps. The game is similar to Stalingrad Pocket and is one hell of a lot of fun. The game is in the stores now, as we speak. Those of you who love German armor forces will want it.

I have some new members to introduce to all of you. First is Charles Lobdell III of Miami FL. Charles is a law student who is partial to Napoleonic and WW II games but has also taken an interest in the Ancients. His favorite game is *Diplomacy*. Second to join our ranks is Martin Svensson of Leesburg VA. Martin is an Assistant Controller in accounting and he enjoys playing Ancients like *Alexander the Great*, *Caesar's Legions*, and *Caesar-Alesia*. Being an accountant, I'm sure that Martin will be a great PBM opponent. Next we have Michael Hart out of Crofton MD. Michael is a college Astronomy professor and seeks a multiplayer game of *Third Reich*; he also enjoys *History of the World*, *Russian Campaign*, and *Diplomacy* as well. And, finally, I have succeeded in getting my good friend and PBM/FTF buddy Dick Cleveland of Gaithersburg MD to join AHIKS (this after years of trying). Dick and I have played

dozens of games, including a couple of *Kanev* games via PBM. He is a skillful player in just about anything he sets his mind to, believe me, as our many close and exciting games can attest. He is one of my favorite opponents. Knowing Dick's tastes in games quite well, I can tell you that he enjoys Richard Berg's Great Battles of the American Civil War series and I've finally turned him on to The Gamers' CWB series. Dick likes hundreds of games, so I can't even begin to skim the surface here. His favorite quote is, "So many games, so little time." I can remember regarding the ladies once in that same light. Ahhh, so long ago....

Well fellahs, that's about it on this end of the world. I would like to wrap up by recounting a terrible mishap I suffered as a result of being an avid gamer. I recently went to the Smithsonian Institute here in Washington, DC, to purchase AH's *Bulge '91*. Since I live only five blocks or so from the museum, I decided to ride my bike. As I pedaled home with my newest game addition, the box slipped off the handlebars, wedged itself into the spokes of the front wheel, and threw me over the handlebars, nearly ripping off my private parts in the process. (I am now singing soprano in the church choir.) I can laugh about it now, but I assure you it wasn't funny at the time. The game was totally crushed when I fell on it, but I managed to salvage most of it, though the box will never be the same. Turned out to be a nice little game. My nearly disastrous episode is the subject of this issue's cartoon (*opposite page*).

Hope you are all having fun. Until next time please be careful—it could happen to you. □

**TREASURER'S REPORT: AUG '94**

by Sid Jolly, Treasurer 9/9/94



EI Sid

*Editor's Note: For space reasons only the most recent Treasurer's Report is included. Any member who wishes a copy of the unpublished reports should contact the Editor directly.*

**August 1994**

<b>Starting Balance:</b>	\$3,285.43	
<b>Income:</b>	\$ 104.00	(Dues)
	40.43	(Editor - Expense Return)
	33.00	(T-Shirt Sales)
	4.83	(Overpayments)
	<hr/>	
	\$ 182.36	
<b>Expenses:</b>	\$ 115.62	(Deck - July MC)
	5.53	(Jolly - 2nd Quarter Treasurer)
	0.00	(Service Charges)
	<hr/>	
	(\$ 121.15)	(Total)
<b>Final Balance:</b>	\$3,346.64	
Savings Acct.:	\$1,174.10	(as of 8/4/94)
Canadian Acct.:	\$74.10 Cdn.	(as of 5/12/94)

1995 Dues Schedule:

January - March	\$20	October - December	\$5
April - June	\$15	Initiation Fee	\$8
July - September	\$10	Reinstatement Fee	\$6 □

## OPEN MATCH REQUESTS 9/22/94

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.

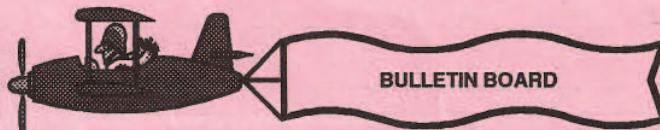
AREA Members: AHIKS is not responsible for any matches which are played under AREA. Such matches are solely the responsibility of TAHCC. AHIKS will only attempt to provide opponents who are AREA members and who desire to be matched for the game requested. Ratings for AREA matches can and will be rated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

Game	Mem #	Member
2nd Fleet (VG)	746	Tierney
3rd Fleet (VG)	746	Tierney
7th Fleet (VG)	746	Tierney
1830 (AH)	1185	Ringhoffer
Advanced Squad Leader (AH)	1293	Wood
Afrika Korps (AH)	646	Ayers
Anzio (AH)	646	Ayers
Arab-Israeli War (AH)	1294	Noetzel
Balkan Front (GRD)	1426	De Vita (Italy)
Battle of Austerlitz 80 (SPI)	237	Mormile
Blue and Gray I & II	646	Ayers
Breakout: Normandy (AH)	1472	McCarty
Bulge '81 (AH)	305	Klitzke
Caesar's Legions (AH)	1466	Svensson
Civilization (AH)	1185	Ringhoffer
D-Day 91 (AH)	1451	Grose
Devil's Den (AH)	1363	Dilbeck
Diplomacy (AH)	1185	Ringhoffer
Frederick the Great (AH)	1466	Svensson
Gettysburg 77 (AH)	646	Ayers
Gettysburg 88 (AH)	1383	Hugh
In Their Quiet Fields (Gamers)	1289	Menig
Korean War (VG)	1434	Amato
Lion of the North	1466	Svensson
Long Lance (3W)	748	Grills
Midway 92 (AH)	1451	Grose
Modern Battle Quad - Wurzburg (SPI)	237	Mormile
Napoleon at Waterloo '79 (SPI)	1438	Morss
Pacific War (VG)	1431	McFarland
PanzerArmee Afrika (AH/SPI)	646	Ayers
PanzerBlitz (AH)	1466	Svensson
Pea Ridge (SPI)	1444	Walker
Perryville (Gamers)	1289	Menig
Pleasant Hill (S&T)	1365	Sabin
Russian Campaign (AH)	1349	Carter
Salvo II (3W)	748	Grills
Seelow (SPI)	1258	Eastep
Stalingrad (AH)	646	Ayers
Storm over Arnhem (AH)	1363	Dilbeck
Terrible Swift Sword (2nd Ed)	1444	Walker
Third Reich 4th Ed (AH)	1431	McFarland
USN (SPI)	275	Scanlon
Victory in the Pacific (AH)	1474	Dwerlkotte
Victory in the West (GMT)	1426	De Vita (Italy)
War in the Pacific (SPI)	275	Scanlon
Winter War (S&T 33)	237	Mormile
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.

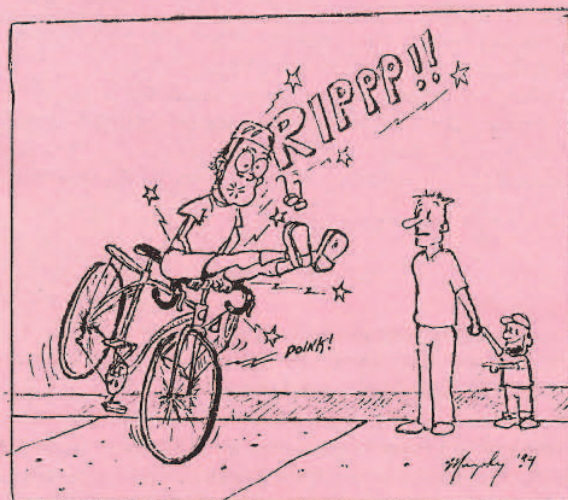
Game	Member
Gulf War (VG)	Bill Shirley (Canada)
Republic of Rome	Paul Barrett (Choose 2)
Kremlin	Paul Barrett (Choose 2)
Civilization	Paul Barrett (Choose 2)
Advanced Civilization	Adolfo Coelho
Diplomacy	Adolfo Coelho
Merchant of Venus	Adolfo Coelho
Civil War (VG)	Jonas Nordstrom
Flattop (AH)	Jonas Nordstrom
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 □



**For Sale:** Small list of games, magazines, and books of interest to wargamers. Send SASE to W. C. Kirby, 61 Hudson View Terrace, Highland Falls, NY, 10928. □

## Cardboard Encounters

by Alan Murphy



Alan goes airborne

MATCH REQUEST FORM

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

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

To Request Matches Use This Format:

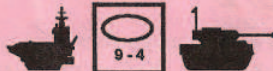
Insert the game title(s) on the numbered lines. Include any letter codes (in parentheses) listed below that apply. If you place more than one game on a line, you will be matched with the first opponent available for one of those games and any other requests on that line will be ignored.

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



International Wargaming Society

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Stowe, VT 05672  
USA



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