

# Kommandeur



Newsletter Of AHIKS International Wargaming Society

Conflict Simulation Comment and Analysis

December 1994

## GETTYSBURG: A REVIEW

by Steve Llewellyn - #1019

The Avalon Hill Game Company deserves a pat on the back for its introductory level Civil War game entitled simply *Gettysburg*. While the game was actually released way back in 1988, I didn't get around to buying it until the summer of 1994, when I was dazzled, nay brainwashed, by Ted Turner's epic *Gettysburg* movie. The game *Gettysburg* is part of TAHGC's Smithsonian Series, which emphasizes playability, ease of learning, and speed of play in games for beginners (with enough bells and whistles thrown in to appeal to grognards too). I had earlier bought the *Guadalcanal* version in the series, which encouraged me to try again.

*Gettysburg's* compact mapboard has only 204 three-quarter inch hexes spread over a very handsome, full-color map. The first thing that struck me was the way prominent terrain features, like Big and Little Round Top, the Peach Orchard, and the Wheatfield, were named in addition to all the usual towns, rivers, and roads. Now I know

where all those places are which were mentioned in the movie. (Oh, all right. I won't mention the movie again.) Also interesting is the way the vital Cemetery Ridge is depicted—this gently sloping hill is only partly represented on the mapboard. The steepest slopes south of Gettysburg and the two Round Tops are the only terrain features that affect combat.

Initially, it is strange to see these isolated "islands" of brown slope amid a sea of green when you are expecting the traditional "fishhook" hill feature seen on most historical maps of the battle. But in practice the representation works fine.

The *Gettysburg* counters are very nice! The infantry divisions, cavalry brigades, and artillery companies are long three-quarter inch rectangles and very colorful. Smaller square counters represent generals, so the two different types are never confused. Nice touch, TAHGC. The company also gets pat-on-the-back number two for listing each unit's turn of arrival on the counters—setting up is a snap.

The pat-on-the-back hat trick (that's three (Continued Page 7)

## WORLD IN FLAMES vs 3rd REICH: A COMPARISON

by Alan Libuszowski - #1433

The relatively new *World in Flames* by the Australian Design Group and Avalon Hill's venerable yet updated *Third Reich* are both simulations of World War II at the grand strategic level. Many of us are well acquainted with WWII, if not as participants, then through our fathers, grandfathers, uncles, cousins, etc., who were actively involved in that global conflict and passed on their stories to succeeding generations. So it's not surprising that each of these games has acquired a devoted, if not fanatical, following.

The reasons for the success of these two games is as varied as the players. Some view the games as simulations in the

truest sense, as historical learning tools. Some enjoy them for the remembrance it provides of actual events. And others seek an interactive medium where they can conquer (or liberate) the world. Regardless, the lure of a venue where the player controls every aspect of the war from production to the when-and-where to strike proves



nearly irresistible.

*Third Reich*, 4th Edition (3R4), has been superseded by *Advanced Third Reich* (A3R) yet is still quite accurate and offers enjoyable play. Judging from the interest shown at Avaloncon '94, the original version retains a strong cadre of die-hard fans. *World in Flames* (WIF), an import from Australia, has reached remarkable popularity there and in other "Commonwealth" countries, as well as having a devoted following in the US. I have heard of WIF tourneys lasting weeks with local clubs participating via team play. I've played the team variety of all three of these games myself several times, as well as hundreds of hours of FTF, PBM, and solitaire action.

My intention in this article is not to favor or downgrade any of these excellent games, but to offer a basis for comparison for anyone interested in purchasing or playing a grand strategic WWII game. I will briefly examine the following aspects of each game: Diplomacy, Naval/Air Ops, Infantry & Combat, Finances & Resources, Unit Construction, Strategic (Continued Page 5)

**AHIKS KOMMANDEUR**  
Vol. 29 #6 December 1994

## CENTRAL OFFICES

PRESIDENT:

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

VICE-PRESIDENT:

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

TREASURER:

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

SECRETARY:

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

EDITOR:

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

JUDGE:

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

MATCH COORDINATOR:

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

EUROPEAN EDITOR:

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

## MATCH &amp; SERVICES OFFICERS

MSO-ROSTER:

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

MSO-RATINGS:

Andy Johnson  
\*\*\* Temporary Address \*\*\*  
PO Box 20848  
Rochester, NY 14602  
CompuServe 72557,1703

## REGIONAL DIRECTORS

CANADA:

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

NORTH CENTRAL:

John Krueze  
4732 Laurel Ave.  
Glenview, IL 60025

NORTHEAST:

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

PACIFIC:

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

SOUTHEAST:

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

WEST:

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

EUROPE:

Murray Cowles  
6, Chafford Gardens  
West Horndon, Brentwood  
Essex, CM13 3NJ, UK  
0277 811540 Fax: 0277 811103  
CompuServe 100431,70

RECRUITER:

Ken Atkins  
5014 Encino  
Friendswood, TX 77546

## SERVICES AVAILABLE

MULTIPLAYER COORDINATOR:

Dave Rod  
836 Keswick Drive  
Iowa City, IA 52246

PBEM COORDINATOR:

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

UNIT COUNTER POOL:

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

ARCHIVIST:

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

CHIT HOLDING SERVICE:

Roger Eastep  
7803 Mystic View Court  
Derwood, MD 20855

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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 subject to space availability. 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 30-1	1/13/95	Volume 30-4	7/14/95
Volume 30-2	3/10/95	Volume 30-5	9/15/95
Volume 30-3	5/12/95	Volume 30-6	11/10/95 □

**SOUND AND FURY**

by Ken Nied, Editor



Normally I look forward to receiving the mail. The bills and junk mail are quickly disposed of so I can get directly to the good stuff: game moves, the *GENERAL*, the *Despatch*, and, best of all, correspondence from AHIKS members all over the world. Letters from Canada, Australia, and the American Embassy in Russia have arrived in the last few weeks. Strategy articles, game reviews, and periodic updates on your whereabouts and recent activities—I enjoy reading them all. That said, though, I hope I never receive another letter like the one on the right. It quickly puts a clear and sobering perspective on our daily affairs.

**Whereabouts:** Mark Fassio, #1210, reports: "I received extremely short notice news that I'll be boarding a plane to serve in a U.N. peacekeeping effort in Georgia/Abkhazia (*in the former USSR*). The TDY will last six months and I'll be unable to vote my choice for the Fassio Prize for best *K* article. I trust your judgment and will congratulate the winner upon my return home ...May 95?"

Mike Riley, #817, checks in from the American Embassy in Moscow, Russia, "just literally a stone's throw from the Russian White House." Mike's letter included a colorful 500 (ruble?) currency note. Maybe I can send it to Sid next year to pay dues.

Subscription-only member, James ("O'D") O'Donnell, reports via the Internet and Lawrence Cockburn's *Bloody Roads South* match: "As you probably guessed by now, I got sent to Haiti. It's really too bad because I was really having a good time commanding Ewell's forces. This was my first PBEM game and it sure was fun. It looks like we will be rotated by December 15. As you can expect, things really suck for us down here. I am the maintenance test pilot for seven CH-47 Chinook helicopters. It keeps me pretty busy. We are living in an open concrete building on Port-au-Prince airfield. The building is hot as hell but has a roof. The worst part about it is that we are attached to the 10th Moron Division. These people are really screwed up. They are a light division— "Too light to fight, too heavy to run away." I really wish the 82nd Airborne, our parent organization was running the show. I don't think most Americans know how close we were to a real shoot-em-up invasion. We were in the helicopters doing our pre-run-up checks when the word came down to stop. Two days later we came in peacefully."

**Aide-de-Camp Status:** The proposal to create a library of ADC templates failed with the Executive Committee's vote deadlocking at 4-4. The main reason for opposition was the uncertainty about copyright infringement liability, especially from Avalon Hill who vows to "vigorously protect their copyrights." Possibly Avalon Hill is misinterpreting what ADC is and what it can do. I does *not* turn a boardgame into a computer game— there's no artificial intelligence to act as the game system. The template is merely a graphical representation of what positions units currently occupy and how they got there, sort of a glorified OOB, and encourages play of the underlying boardgame. This seems like an ideal service for the Society to offer. President Mark Palmer will contact TAHGC directly to clarify their objections and explain our position. More news as it develops. □

**BEYOND THE CALL OF DUTY**

by Steven Broom - #1396

*The following letter was sent to several members of the Officers Corps. We thought it highly appropriate to share it with you. The "official" AHIKS response follows below. —Ed.*

I am writing to you on behalf of another AHIKS member. A relatively new member by the name of Alan Hayes, #1449, has become seriously ill. Please let me explain. About two years ago, I received a letter in response to an ad I placed in the *GENERAL* magazine requesting a PBM *Flat Top*. The letter turned out to be from Alan Hayes. He stated that he wanted to GM a game of *FT*, and asked if I would be interested in participating. I jumped at the chance. Along the way Alan and I sent our opinions about the game setup via the mail. We had some rocky starts. First, the inability of some of the players to get moves in on time, and then the final ousting of one of the players due to that inability.

During this process, I kept plugging AHIKS and how I felt that if the game had been organized through the Society, we would not be experiencing so many problems. At the same time I kept encouraging Alan to join. Well, he finally did— either to shut me up or because I finally won him over. So the game went on. That is, until I received a letter from Alan telling me that his mother had become very ill with cancer. Since he had just lost his father to the same illness, this news was not easy to accept. Alan apologized for the delay, but stated, "The game will go on."

Not long after those words, I received a phone call. It was Alan asking me to inform everyone involved that there would be another delay. He too had just been diagnosed with cancer. Again he vowed the game would go on. Maybe a little slower, but it would go on. That has been a little over five months ago.

Don't take me wrong, I'm not bitter in the least. I'm just writing you and some of the other officers in the Society in the hopes that we may publicly wish Alan the best of luck. And to remind him that our prayers will be with both him and his family. In case I forgot to mention, he also has a little boy to watch over. □

**THE MAPBOARD**

by Mark A. Palmer, President



El Presidente

In the last Mapboard column which I submitted I offered my observations and opinions regarding the advantages of board-gaming over video/computer gaming. For new members who didn't have a chance to read it, I basically stated that most of our enjoyment is derived from the discovery of our opponents' actions and reactions during play. In this column, I would like to explain my reasons why I believe that AHIKS will be around for a very, very long time. Before I proceed, I would like everyone to read Mr. Broom's letter above if you haven't already done so.

This is one example of the general attitude of caring and understanding that I have found more often than not within this Society, and I don't mean just in Mr. Broom's initiative to make sure that the Officer Corps understands Mr. Hayes' situation (in case someone else happens to lodge a *(Continued Page 8)*

## ARMY GROUP NORTH

by Steve Llewellyn, RD - Canada



I have two new Canadian AHIKS members to introduce to the membership in this issue.

Dr. Paul Owen is a 34 year-old veterinarian who lives in Olds, Alberta, which is 40 miles north of Calgary, site of the 1988 Winter Olympics. He is married and has a one year-old son. Paul is interested primarily in World War II and he is looking for a match in *Blitzkrieg*, *PanzerBlitz*, *Panzer Leader*, or *Third Reich*, 4th Edition. He is also itching to learn the *Squad Leader/ASL* system. Good luck, Paul!

Jean-Francois Fortin is an architect in Quebec, Quebec, who is a big fan of *Advanced Squad Leader*. (Maybe I should introduce him to Paul.) Jean-Francois also likes *Advanced Third Reich*, *Afrika Korps*, and *Civilization*. In fact he's willing to try anything, so we can't accuse him of being too picky. Welcome, Jean-Francois!

I'm delighted by these new Canadian members because there has been a long drought of fresh blood in the True North. If Canadians keep joining up at this rate the AHIKS coffers will soon be overflowing.

In other game news my five-player *War of the Ring* game that has completed three turns and there have been lots of fascinating developments. Unfortunately, because this game uses a limited intelligence mechanism, I can't discuss too many details here. Suffice it to say that the Great Shadow in the East is growing and the Free People of Middle Earth will be sorely pressed. Hopefully, when the game is over I'll be able to write an article for the *K* about exactly what happened.

My other new game is a multiplayer *Conquistador* in Tom Butcher's new *Blut und Eisen* newsletter. I am England and John Cabot has just established our first colony in the New World. Once again, I can't tell you much because this is another limited intelligence game. My arch enemies France, Portugal, and Spain do not yet know where my colony is located.

I also want to comment on the future of our hobby. There has been a lot of moaning and groaning about the rise of computers, the use of electronic mail, and predictions about the demise of boardgames. The recent announcement by Avalon Hill that they will concentrate on computer wargames in the future horrified many. But I disagree with the doomsayers.

I play computer wargames, but in my experience, while briefly enjoyable, these games do not have the staying power of boardgames. The primary reason for this is the poor artificial intelligence. Once the human player masters the game mechanics, he or she can inevitably beat the computer.

Surprisingly, few computer games are designed for two human players. Those that are, like *Perfect General* and *Conquered Kingdoms*, seem to stay on my hard drive the longest. *Civilization* and *Sim City* are still hanging around, but the rest tend to come and go.

By comparison, my *Anzio* is close to twenty years old and it still gives me the same joy to play it now as it did in the mid-1970's. (Of course the box is fairly battered now.) I recently started a new PBM game with AHIKS member Brian Clemens and hours of fun lie ahead. Computer games can't do that yet.

As for Email causing the demise of AHIKS, it doesn't make

sense. AHIKS was created to establish a pool of mature players. The communication medium is irrelevant. In fact, better communications through Email could increase the demand for our services.

So I say, bring on the future. □

## WESTERN FRONT

by W. Andrew York, RD - West

Just one new member to report over the hot months of summer, Paul McCarty of Bogalusa, Louisiana. Paul's relatively new to the PBM world, having just started a few *Diplomacy* games, but he's been gaming since 1987. Paul's gaming interests besides *Dip* include *Breakout: Normandy*, *Turning Point: Stalingrad*, and *Wooden Ships and Iron Men*. Welcome aboard, Paul!

Not much else to report from here in Texas. Just waiting for the cooler weather to arrive. □

## TO THE MEN WHO LOSE

by Jim Denier - #865

*The enclosed poem looked appropriate for many of us. I thought that you might enjoy it. —J.D.*

Here's to the men who lose!  
What though their work be e'er so nobly planned,  
And watched with zealous care,  
No glorious halo crowns their efforts grand;  
Contempt is failure's share.

Here's to the men who lose!  
If triumph's easy smile our struggles greet,  
Courage is easy then;  
The king is he who, after fierce defeat,  
Can up and fight again.

Here's to the men who lose!  
The ready plaudits of a fawning world  
Ring sweet in victor's ears;  
The vanquished's banners are never unfurled;  
For them sound no cheers.

Here's to the men who lose!  
The touchstone of true worth is not success;  
There is a higher test—  
Though fate may darkly frown, onward to press,  
And bravely to do one's best.

Here's to the men who lose!  
It is the vanquished's praises that I sing,  
And this is the toast I choose:  
"A hard-fought failure is a noble thing!  
Here's to the men who lose!

—George L. Scarborough □

*WIF vs 3rd REICH* (continued from page 1)

Warfare, and PBM suitability. *3R4* and *A3R*, due to their inherent similarity, will be referred to collectively as "3R" unless otherwise specified. It should also be noted that *WIF* has a sister game called *Days of Decision (DOD)*, which begins in 1936 and concentrates heavily on the events leading up to the combat of *WIF*.

**Diplomacy** Diplomacy in *WIF* itself is scant. The above mentioned *DOD* is the apotheosis of WWII diplomacy, however. The main objective of *DOD* is to bring by diplomatic means as many minor countries into your (Axis or Allied) camp as possible before the outbreak of armed conflict. Once the shells start to fly and the action switches to the *WIF* gameboard, the alignments of the minor powers have pretty much solidified. That is, the minor powers are either still neutral, pro-Axis, pro-Allies, Axis minor ally, or Allied minor ally. Thus Belgium might set up as a French minor ally, allowing French units to enter and defend Belgium. Once *WIF* begins, neutral minor powers remain neutral until attacked (although limited coups may occur, reverse diplomacy through rebellion, etc.).

*A3R* treats diplomacy as an integral part of the game. Minor countries may be persuaded or dissuaded to varying degrees of affiliation by the purchase and allocation of diplomatic points placed throughout the game in selected countries of the player's choice. This lends a definite fog-of-war aspect to *A3R* and enhances replayability. If Italy can persuade Yugoslavia to become pro-Axis, for example, there is no longer any necessity for the Axis to spend resources attacking the Balkans when the route to Asia Minor is already wide open.

*3R4* has a limited diplomacy factor via foreign aid expenditures, while *WIF* has virtually none. All three games allow grants or resource lending (Murmansk and Lend Lease) between allies.

So, if the purely diplomatic aspects of WWII appeal to you, stick with *Days of Decision*— it's good. If you prefer conducting your diplomacy in the midst of an ongoing war, *A3R* is for you.

**Air/Naval Ops** In *3R* all air and naval counters are generic. That is, strengthwise one Italian naval factor is the equivalent of one British naval factor, and one French air factor equals one German air factor, etc. (There are supremacy die roll modifiers which come into play, however.) The counters/factors themselves are considered conglomerates of carriers, cruisers, destroyers, and transports for naval purposes, or bombers and fighters for air. Thus an air factor can be used as a bomber one turn and a fighter the next.

The *3R* mapboard is divided into three fronts: West, East, and Mediterranean. Naval and air factors can perform only one mission per game turn. Air units must remain within range of their home base, while naval units have unlimited range within the front where they are based. The combat resolution procedure is a straightforward matter of comparing friendly and enemy values, rolling a die, and checking a table for loss.

*WIF* offers some further refinement in that all naval and air factors are broken down into specific unit types. Individual carriers, light transports, heavy or light surface vessels for naval combat; bombers or fighters for air missions. Bombers, for example, are more suited for the actual bombing than

defending themselves from enemy fighters and must be cleared to their targets via a combat sequence. In *3R* all preliminary and incidental air combat occurs abstractly via one combat roll. *3R*'s emphasis is geared toward a quicker, more strategically oriented resolution. Thus *WIF* offers a more realistic escort/interception mechanism and encourages more tactical interaction between players.

*WIF* uses approximately 50 sea areas on the map through which vessels move according to their movement allowances. A slow transport with a MF of 4 can move through a maximum of four sea areas. In each sea area is a sea box subdivided into intensity levels from 0 to 3, each level signifying a naval unit's readiness for battle. After entering a sea area, each naval unit can occupy an intensity level box corresponding to its unused movement points. For example, a carrier with a MF of 5 could move through two sea areas, enter a third area, and use its remaining two MF to occupy the intensity 2 level.

Generally speaking, an intensity level of 0 indicates that the units are trying to avoid detection, while a level of +3 signifies the fleet is well armed and actively searching for combat. A situation where one task group at level 0 tries to "run the gauntlet"— scooting past heavily laden enemy forces at level 3 through several sea areas— can be intensely exciting. Combat using is handled using tables and is similar to *3R*'s air combat resolution procedure.

Due to the combination of tactical and strategic capabilities and the specific unit types available, I find *WIF*'s air and naval ops more realistic than the more abstract, grand strategic approach of *3R*. Nod to *WIF* here unless grand strategy and quicker play happens to be your cup of tea.

**Infantry and Armored Combat** Ground combat is where all three games tend to converge. Infantry and armored counters are valued according to the actual divisional strength at the start of the war. Combat is resolved after comparing strengths of individual units, determining a combat ratio, and cross referencing the die roll on the CRT. Nothing new or novel here. The CRT results seem to be a bit more extreme in *3R*, but all the CRT's are roughly similar. A notable exception in *WIF* is that there is no 'attrition' combat (accounting for desertions, loss from disease, etc.). *WIF* has several movement impulses per turn with a minor degree of armored exploitation, while in *3R* there is only one movement phase per turn but with greater armored exploitation possibilities.

Due to the similarities here, I can give no game the distinct advantage in ground combat, so I rate them all even, a draw. *3R* will allow for quicker conquests and more immediate and total hex destruction, while conquests are more gradual in *WIF*.

**Finances and Resources** As similar as the ground combat systems of the three games are, their financial and resource allocation systems could hardly be more dissimilar. *3R* uses the Basic Resource Point (BRP) as its monetary basis. This "money" can be used for anything from grants to neutral countries to purchase of your next fleet. A budgeting sequence occurs in the spring of each *3R* year where the monetary value of conquests, minor alliances, and growth are tallied to determine the Allied and Axis budgets for that year. A typical German BRP total for 1941 is 275 BRPs. Whether these BRPs represent millions or billions of 1941 Reichmarks I have no

idea, but I'm sure there's a factoring multiple in there somewhere. It's best to keep a running total of these points on a BRP record sheet.

*WIF* uses an entirely different method for financing. Certain immovable hexes, denoted by symbols on the mapsheet, represent resource points: areas rich in oil or iron ore and their transportable resources. Even after these hexes come under friendly control, the underlying resources must still be transported to a friendly factory, where they can be converted into "builds" (planes, tanks, infantry, etc.). Friendly overseas resources must be convoyed—and subject to wolfpack interception!—to a friendly factory. One *WIF* resource point roughly equals one BRP in *3R* and each are used to purchase military hardware at turn's end. A typical INF unit costs 3 BRPs in *3R* and 3 resource points in *WIF*. Armor costs 8 BRPs and 6 resource points, respectively—still fairly close.

With respect to finances, I mildly favor one of the systems but will judge this one another tossup. My preference here is just that, a personal preference. To choose one system over the other without a better reason seems a bit capricious.

**Unit Construction** In each game at the end of a turn, once BRP grants have been doled out, Murmansk convoys have been run, convoy interception resolved, etc., unit construction commences. In *3R* there is only a mild restraint on BRP spending, namely a limit of 50% of the year's starting total. Thus a player could spend half his year's total in spring, half in summer, and be broke in the fall and winter until next year's budget allocation occurred the following spring. No deficit spending here!

*WIF* allows unit construction only from resources actually transported to friendly factories at the end of the current turn. There is no "Year Start Sequence" of any sort. Thus, if the Japanese player transports 20 resource points to Japanese factories this turn, he could (and should!) use the 20 points to construct tanks, carriers, etc., immediately. There is no saving from turn to turn as in *3R*. Use it or lose it.

In *3R* newly constructed units arrive the turn following construction—a scant three month period to build a battleship! (Perhaps Avalon Hill built the Titanic?) Well, magicians or not, that's the rules. In *WIF*, builds take a more proper (read realistic) time period to appear: 2 years for carriers and heavy surface vessels, a little less time for destroyers. This time frame encompasses ordering the unit, funding it, building and delivering it, etc. To be fair, naval units in *3R* are "at start" builds—perhaps they had already started their construction cycle before the onset of combat. Reconstruction of destroyed naval units in *3R* requires a more realistic one year period.

Immediately after construction, *3R* builds are placed directly on the mapboard in the player's home nation. *WIF* builds are placed on a separate Production Chart timed to arrive on the mapsheet two or more turns later depending on the construction time involved. Thus the *WIF* demands much more foresight and careful planning from the player; he must time his builds to come on when and where he needs them. Fail to correctly anticipate the lead time required and you risk jeopardizing your entire front. Landlocked countries such as Russia should as a rule build more infantry and armor, while seafaring nations (Britain) or distant powers (the U.S.) should build more naval units.

Regarding unit construction, I have to give *WIF* the edge

here due to the depth of its system. They are all good basic construction systems, but I feel *3R* glosses over some of the logistics, perhaps in keeping with its more strategic outlook.

**Strategic Warfare** *WIF* offers an interactive strategic warfare (SW) system dealing with the delivery of crucial resource points. A major cause of the Pacific war itself was Japan's desire for the mineral resources of Indonesia, especially oil and iron ore, to continue its outward expansion. In the real WWII, the primary mission of the U.S. submarine fleet in the Pacific was to sink Japanese convoys carrying those strategic resources back to Japan and thus deny Japan much of the fruits of its early conquests. This was a long term strategy whose effect was not felt until the later years of the war, and then with devastating effect. The IJN submarine fleet concentrated on a much shorter term goal, namely to sink American capital ships, especially carriers. This strategy was also effective, claiming the Yorktown, Hornet, and Wasp at a time when U.S. carrier strength was critically low. So which strategy is better? Sink the carrier force that blocks your way to a victory objective next turn? Or go for the strategic resources now and possibly prevent a half-dozen carriers from appearing two years hence? The beauty of *WIF* is that it lets you experiment with either choice.

In the *WIF* system, subs and surface raiders must occupy one of the same sea boxes (areas) which the convoy will pass through to intercept. All of the counters—resource points, submarines, transports, etc.—are in plain sight on the mapsheet. Pick a target for your sub and roll the dice. Then the convoy and its escorts, if any, get to shoot back.

The SW system in *WIF* is not limited to sea warfare. You can also rekindle one of the raging debates of WWII, namely strategic bombing and its effectiveness (or lack thereof). Send your strategic bombers against enemy factories to reduce their output if you want. There is no extra cost per se to conduct strategic warfare other than the normal construction costs for bombers and subs. But will your SW work? Will the cost outweigh the benefits? Will you even survive long enough to find out?

*3R* offers a more abstract SW system in both investment and resolution. First you must "buy" your SW by allocating up to 10% of your BRPs to SW during the springtime budgeting process. Then you resolve your SW via a fairly simple formula comparing Allied SW expenditures to Axis SW expenditures. Losses are figured in BRP terms for the quarter (*A3R*) or the entire year (*3R*). These losses can be further reduced or increased by the addition of naval factors or submarines to the SW holding box, another abstraction representing mainly the Greenland-Iceland-U.K. (GIUK) gap. This abstraction speeds play but glosses over the reality of the historical situation: the Allied Murmansk convoys and Lend-Lease missions were full-scale naval offensive operations involving several fleets of merchant marine vessels plus escorts against wolfpacks numbering dozens of U-boats lurking in that same GIUK gap. With his gaze firmly fixed on the land war in Europe, the Allied player in *3R* is likely to shrug off most of SW as rolling a couple of dice for the formula, then deducting 10 BRPs or so from the British total at the end of each turn. This lacks a certain drama and could just as easily be called "fluctuating depreciation" as strategic warfare.

Which of these two systems is better? Both systems are

"historically" accurate in terms of portraying the damage done by U-boats, commerce raiders, and strategic bombing, whether the damage is arrived at interactively or abstractly. If you like the interactive aspects and a more tactical feel, then *WIF* is probably for you. If you want to speed play and reduce strategic warfare to run-and-shoot die rolling, then one of the *3R* family is perhaps best. Here again this could be considered a draw, but I will mention my favorite: the interactive *WIF*.

**PBM Suitability** *3R4* wins the play-by-mail prize hands down, since the terms "interactive" and "PBM" are often mutually exclusive. *3R4* has an excellent PBM system with only naval interception and defensive air support needing to be reworked. *A3R* is a tad less suited to PBM, with diplomacy and strategic resource interception posing added problems, but it can be played by mail. *WIF* is not readily adaptable to PBM except for the shorter scenarios. As an alternative, it can be played by telephone, but plan on one call per impulse, seven impulses per turn, and thirty turns per match—a mind-boggling 300 phone calls per campaign game! Indeed my first *WIF* game was by phone with Jerry Ingersoll, ironically an erstwhile and frequent Avaloncon *3R* champion, who in previous lives was Douglas MacArthur, Omar Bradley, and Chester Nimitz. I enjoyed his one-sided victory, but the game did suffer and missed much of the player interaction that only face-to-face play can provide. Electronic mail opens up possibilities for all three games if you can go that route.

**Conclusion** I will say that *WIF* offers a bit more refined play, with less emphasis on grand strategy and more on tactical and interactive operations. In *WIF* you won't be able to overpower a minor or major country as easily as in *3R* (a successful airdrop onto Brussels won't capture Belgium by itself). Conquest is more gradual but you have a longer time frame to accomplish it.

In *3R* players must find the opponent's weaknesses and exploit them quickly to achieve dominance. In most matches this is readily possible, given the built-in mechanisms to facilitate the early fall of France. A campaign game of *3R* without variants is apt to develop into a reasonable facsimile of WWII, barring an early Allied double turn in Fall/Winter '39 and a take-out of Italy. Early German expansion is nearly unstoppable if the Eastern Front is properly garrisoned. This territorial acquisition gradually reaches a high water mark, then recedes as the Allies gain strength. An ahistorical German attack on Spain is unusual.

*WIF* provides accurate initial army strengths, as does *3R*, but does not channel the game in any particular direction (except for U.S. entry modifiers also present in *3R*). Instead, the choice of direction is up to you and your opponent(s). *WIF* says, "Here Allied commander, you have a million man army—do your best to stop the Nazis." The game will develop in the direction the most powerful player chooses. Attacking Spain to capture Gibraltar is an accepted and viable German strategy.

I feel that a skillful player is more apt to do better in *WIF* than in *3R*, where it is possible for a mediocre player to upset a skilled player via the double turn. It's hard to miss what is occurring in *WIF*. Everything is out in the open at hand on the tables, production chart, or mapsheet. *WIF* has an extra degree of refinement and a more tactical feel. It's as if both games were dividing 4 by 3; *WIF* would return 1.333, while *3R* will give you 1.33. It's a matter of personal preference—not

everyone wants that extra digit, just as not everyone prefers ASL to Squad Leader. *3R* makes a conscious decision to use abstract, formulated resolutions and to limit the amount of tactical interaction between players. It pays off in shorter matches, typically half to two-thirds the time of *WIF* games.

In conclusion, *WIF* combines strategic level and tactical level decision-making masterfully with its refined mapsheet and playing counters. *3R* functions on the more strategic plane with abstract representation for several important strategic and tactical events. It plays quicker and is more suitable for PBM.

While I cannot point to any one of the three games as definitively superior, since so much depends upon the personal preferences of each individual player. I can say without hesitation that these are the three best strategic level simulations of WWII out there. □

### **GETTYSBURG** (continued from page 1)

goals for you non-hockey types) comes for keeping the counter density very low. The North has only 54 counters, including generals, while Johnny Reb has only 28 counters, an amazingly low number since 11 units arrive on the Second and Third Day.

The game's mechanics are stunningly simple. Like a game from the 1960's Classic Era, each unit has a combat factor and a movement factor. Combat occurs when two units are adjacent. Stacking is limited to one combat unit per hex unless a general is present, then two combat units may stack. Losses are taken in steps by flipping the counter to its back-printed side. The CRT also generates retreat results allowing victorious units to occupy the hex vacated by the defender. No surprises here.

The combat system uses the same die-differential technique and a ten-sided die like *Guadalcanal*. In other words, if a "4" attacks a "3", each side rolls a D10 die and the "4" player adds one to his roll. The bigger the difference between the two rolls, the greater the resulting mayhem. The result is a simple, elegant, fun game with only one double-sided page of rules needed for the basic game. My 12 year-old son had no problem grasping the mechanics. (There are advanced rules for the hard-core gamer, but even these are just a bit of added chrome.)

The Battle of Gettysburg consisted of three days of fighting on July 1-3, 1863, and marked the high water mark of the Confederacy. The game recreates this with twelve turns per day and one turn for each night. At night no combat is allowed, so attacks on the dusk turn can be critical.

Victory is determined by victory points based on eliminating or damaging enemy units and by holding key terrain features like Little Round Top (5 VP), Culp's Hill (3 VP), Cemetery Hill (1 VP for each of its five hexes), and a Union entry hex (3 VP).

Also included is a Battle Manual which contains an excellent description of the actual battle, illustrated examples of play, one- and two-day game scenarios, and the few advanced rules. The one-day scenarios are useful when learning the rules. But once both sides are familiar with the game mechanics, I'm not exaggerating when I say that the entire three-day battle can be fought in about an hour and a half. While I have played *Gettysburg* only about a dozen times, I'll put what little reputation I have on the line and talk about strategy.

The Confederate army must make hay on the first day,

while the Boys in Blue are thin on the ground and struggling to stay alive. General Lee and his men must move very aggressively and not wait for all the Confederate divisions to arrive before moving to smash the Union 1st and 11th Corps and drive them back through Gettysburg. But take heed—as Lee you must keep your infantry divisions stacked together. There are no flank or rear attack bonuses to cause you concern about being surrounded and an individual Rebel division can be mauled or destroyed even on Day One.

By the end of the first day, you should have driven Meade back to Cemetery Ridge and if you have the opportunity to seize even one hex of the Hill, do it! Even if the attack differential is zero, it will be worth the risk, because you can bet a fistful of worthless Rebel dollars that the reinforced Union army will be massed on the ridge by dawn of Day Two.

The second day of the battle will be a slugging match. The bulk of the Union army is on the field and it will seem that you are wading through a sea of blue. But don't hesitate. Stack your infantry divisions into Corps and plow right into the middle of Meade's line. Head for Big and Little Round Top and don't look back, because what's behind you might look scary. I haven't seen very many games advance to Day Three, so I will restrict my comments to the observation that whoever gets hurt the most on Day Two will be finished off on the last day.

The Union strategy is quite different from the Confederate game plan. You can't win a toe-to-toe slugging match with those superb Rebel infantry divisions when they are stacked together unless you can assault them from at least three hexsides simultaneously. Instead, concentrate on picking off isolated CSA units. These will usually be artillery, or later in the game when Stuart finally shows up, Southern cavalry brigades. If Lee is foolish enough to leave a lone infantry division lying around, attack it with everything you've got! I'm serious! This is the Achilles' heel of Lee's army. On Day One the Rebels have only eight infantry divisions and they get only one more on Day Two and none on Day Three. By comparison, Meade has 15 infantry divisions on Day One alone. Eliminating one or two Rebel infantry divisions will cripple Lee's army.

The Federal army can momentarily delay the Confederates on the first day because Lee initially doesn't have enough men or generals to stack properly. But as soon as Anderson and Early arrive on Turn 5 with Lee and Longstreet, it's time to get outta Dodge! Leave a sacrificial lamb like an artillery company or a damaged infantry division behind to slow the Rebel onslaught and run for Cemetery Ridge. Since there is no overrun rule, Gettysburg itself is a perfect hex for a rearguard action because all roads lead through it. Holding the town will seriously hamper Lee's advance. If the delaying unit survives via a retreat result, count your blessings. But never try to rescue the rearguard if it gets surrounded and don't get sucked into a major battle on the first day.

Don't be concerned if your losses on July 1 include all of Buford's cavalry division and most of Reynold's 1 Corps and Howard's 11 Corps. The Union army can absorb substantial losses and still win.

On July 2, the bulk of the two armies will go head to head and there is no room left for the Federals to run without exposing vital victory point hexes. Meade must stop Lee here and those Confederate infantry corps will still have eleven combat factors versus six for the best Union corps. The key to

overcoming that superiority and winning is smashing the Confederate flank corps with three, four, or even five Union corps of two divisions each. Always attack if you can get a zero drmm and I've often attacked with a minus two or minus three differential.

Now a word about artillery. In the basic game there is no ranged artillery fire, so those artillery companies are basically weak infantry units. They usually end up screening the flanks or being sacrificed in some fashion like the rearguard tactic on Day One mentioned above. The Union army may have to kill off several Rebel artillery units in order to expose a Confederate flank corps. Be methodical and eliminate these annoying pests, because every combat unit is precious to Lee.

While you are swatting pests, Longstreet and his boys will likely be disemboweling your main defense line. Don't panic. Continue to feed your reinforcements into the Confederate meatgrinder and pretend to ignore the dead blue units piling up by your elbow. Try to reserve your 3-5 Union infantry divisions as a strike force to attack Rebel infantry corps on an exposed flank when the opportunity finally presents itself. But if there's a choice between preserving those 3-5's or exposing big holes in your line, remember the example of Col. Joshua Lawrence Chamberlain of the 20th Maine, who ordered his brother to fill a gap in his line, and toss them in.

*Gettysburg* is a fine little game. Civil War buffs will enjoy a pleasant way to pass a couple of hours and any gamer who doesn't know much about this era will find the game a perfect introduction. □

#### MAPBOARD (continued from page 3)

complaint against Alan). Mr. Hayes provides another example which I wish that I could have followed during the past year through my personal Hell. I had intended on listing all of the misfortunes which have plagued me during the past 14 months but, unlike Alan, I still have my health and what's left of my family. Therefore, I see no need to include my personal Whine List. Let's just say that I have not been as conscientious as Alan through my misfortunes, even though the Officer Corps and my gaming opponents have been offering me the same consideration and understanding which Steven's letter exemplifies.

Referring once again to last issue's column, again I maintain that the Human Element is that which not only makes the game, but which also makes the Society. Oh sure, there are those who occasionally find that they don't fit into the mold which the Standard AHIKSer fills and, if they don't renew their dues voluntarily, they are in effect "shown to the door." Overall, though, we are all members of a caring and understanding group of gamers who happen to call ourselves AHIKSers. I am proud to be counted among you.

I am hereby taking up Mr. Bloom's suggestion and publicly offer you our best wishes for your health, Alan, and assurance that you and your family are daily being offered up in prayer.

Members may contact Alan Hayes at Stanford University Hospital, Compromised Host Unit E1, Rm E137, 300 Pasteur St., Stanford, CA, 94305, (415) 725-9138, or at his home address, 2723 Hallmark Drive, Belmont, CA, 94002. —Ed. □



## PACIFIC THEATER

by Frederick Kraus, RD - Pacific

Hope everyone has some great holidays, it's the season. We've gotten a couple of good snowstorms in and it feels like the holidays.

On a more important note, fellow AHIKS member Alan Hays is in Stanford University Hospital (*see page 3*).

He has leukemia and has just had a bone marrow transplant from his sister. Alan is doing pretty well, but could use some support. He has had a really terrible year with his dad dying of cancer, then his mom being diagnosed with it but catching it in time. Any members playing Alan will have to be patient. He will remain in the hospital for another four to six weeks. Let's all hope that Alan recovers in good shape.

The Joe Hruby Memorial Award goes to all the guys involved in the rewrite of the AHIKS Bylaws. I felt they did a wonderful job in covering everything. Members should be getting a copy sometime next year to review and vote on (once the General Committee approves.)

There has also been some discussion among the Officer Corps about reducing the annual dues by two dollars for one year. I am totally against this move. We must keep the treasury in the black to have this organization function. If we can get ahead some financially, all the better. I am sure everyone can afford the dues. What you get for the bucks is worth much more than the cost.

No new members in the works after several in the last few months. But a good book recommendation: *The Battle of the Generals* by Martin Blumenson, published by Morrow. It covers the Falaise Pocket and the story behind Gens. Montgomery, Bradley, and Eisenhower. Very good reading and moves along well.

MERRY CHRISTMAS. □

## 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 the membership at large of AHIKS.*



Here in the Midwest we have had several small but good gaming conventions. Over Labor Day weekend, there was an ASL group at a Sioux City convention, plus in Omaha we held *MACH 1*, a comic/fantasy game convention. We billed it separately to attract boardgamers. Garner Johnson, a longtime gamer, was set up to gamemaster ASL double blind, *Panzer Leader* double blind, and *Tank Leader*. Myself, I hosted *Battle of the Bulge '81*. We were able to interest about six people in the boardgames, but, unfortunately, the ASL group from Omaha was in Sioux City and did not make it back to *MACH 1*.

Some of the most intense, enjoyable gaming I have ever played is with the double blind system. In ASL, there are two sets of maps; each side sees only their own forces in a refereed game. As you move into sighting range or are fired upon, an opposing concealment counter is placed on your map and you are given a description of the fire you are taking. Tanks or guns in sighting range have their counters placed directly on the

map. This gives you a true fog-of-war. No unrealistic knowledge of all the enemy forces, leaders, equipment, etc. You will never know where forward OP radios are. You are unaware of the opposition's die rolls, so you really don't know if their weapons break down, lose fire rate, etc., and you don't know your opponent's overall goals, forces, objectives, or reinforcements. Trying to move into a defended city in this system is very intense. The double blind system makes ASL, already a great game, even better, and a good referee can add his own rolls for probable sightings or special actions.

As for *Panzer Blitz*, it is basically the same except that the opponent's counters are placed on the map when sighted regardless of type. This can shed new light on an old game. And we were able to bring in five new players, three of whom had little boardgame experience.

I would highly recommend the double blind system. Of course you will need someone able and willing to act as referee, but it will be worth it.

Keep on gaming. —Todd Lugn, #1448.

Just thought I'd fire off a short note to let you know that at least one person appreciated your Editor's response to the "Avaloncon Get Together" column in the October K.

I thought your comments were right on target. Having been an officer during the time which these items were actually developing, I have a full appreciation for the wailing and gnashing of teeth that went on amongst the club leadership regarding both subjects.

I think you eloquently explained the reasons behind the name de-emphasization. As military buffs, you would thing we'd all recognize the folly in preparing to fight the *last* war. 'Nuf said.

As for *First Blood*— geech! Are people still beating the bushes about that? Having played a minor role in the development of that game— little more than some playtesting—I can readily attest that this was Chester's labor-of-love from start to finish. He put a tremendous amount of time and effort into that project (not to mention his years as Editor)— a fact that the several hundred oafs who received this "free" game have never fully appreciated. In fact, as I recall, the only reason I got involved in the playtesting was that at the time Chester was nearly begging for some input on the game. I hope your comments will finally put this non-issue to rest. My only regret is that Chester didn't get \$40,000 for the sucker.

—Richard Tucker, #874 □

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

1477 - Jean Fortin

1478 - Paul Owen

## Court Martial:

Expelled for non-response.

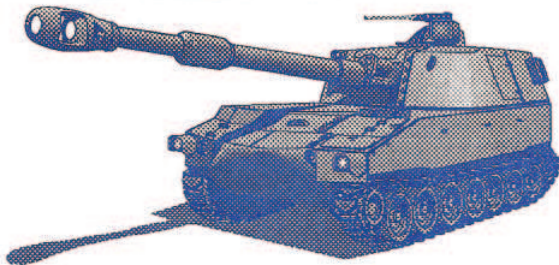
1121 - Neal Boniface □

**AHIKS TOP 40**

by Andy Johnson, MSO - Ratings

The AHIKS top forty member ratings (includes all games received and posted through October 24, 1994). Reminder: Once your match set has been completed, return the top half of your ICRK sheet directly to me for recording and posting.

Rank	Name	Rating	Qualifiers
1	D. Burdick	2035	EFE
2	R. Windsor	1960	MNH
3	K. McCarthy	1885	GFD
4	B. Stretcher	1880	IHK
5	R. Kinsella	1855	GHG
6	P. Landry	1780	IHF
7	R. Cross	1770	QPS
8	P. Truesdell	1755	FFF
9	W. Klitzke	1735	RNP
10	C. Stewart	1700	IHF
11 (tie)	A. P. Watts	1690	GHI
	J. Malaska	1690	JJH
	B. Lindow	1690	IJG
14	H. Lowood	1685	III
15	T. Butcher	1650	FFD
16	D. Grant	1645	GGI
17 (tie)	R. Pippus	1640	DEE
	F. Kraus	1640	HIG
19	P. Martin	1610	JJF
20 (tie)	C. Xanthos	1585	DEE
	H. Gerber	1585	EEG
22 (tie)	R. Wood	1575	DFD
	G. Gossett	1575	QIN
24	D. Tierney	1570	GCG
25 (tie)	R. Shurdut	1565	EEE
	J. Dygas	1565	GHG
27	L. Deck Sr.	1560	JKK
28 (tie)	R. Teleucky	1550	VQQ
	E. O'Connor	1550	DED
	A. Bowie	1550	GGI
31	J. Jodoin	1545	HIK
32	M. Stanley	1540	KKL
33	J. Grant Jr.	1530	LKN
34 (tie)	C. Minshew	1520	GGF
	N. Markevich	1520	FGG
36	R. Cottrell	1515	EEG
37	C. Leonard	1505	LJG
38	D. Zapinski	1500	EED
39	C. Hyland	1495	DED
40	B. Monnin	1490	HFD □



**TREASURER'S REPORT: SEPT-OCT '94**

by Sid Jolly, Treasurer 11/13/94



El Sid

**September 1994**

<b>Starting Balance:</b>	\$3,346.64	
<b>Income:</b>	\$ 26.00	(Dues)
	7.76	(Overpayments)
	<hr/>	
	\$ 33.76	(Total)
<b>Expenses:</b>	\$ 136.22	(Deck - Aug MC)
	9.00	(Butcher - B & E)
	7.76	(Jolly - 3rd Qtr Treas.)
	0.00	(Service Charges)
	<hr/>	
	(\$ 152.98)	(Total)
<b>Final Balance:</b>	\$3,227.42	
Savings Acct.:	\$1,174.10	(as of 8/4/94)
Canadian Acct.:	\$74.10 Cdn.	(as of 5/12/94)

**October 1994**

<b>Starting Balance:</b>	\$3,227.42	
<b>Income:</b>	\$ 10.00	(Dues)
	14.00	(Overpayments)
	<hr/>	
	\$ 182.36	(Total)
<b>Expenses:</b>	\$ 450.00	(Nied - K 29-5)
	122.43	(Deck - Sept. MC)
	0.00	(Service Charges)
	<hr/>	
	(\$ 572.43)	(Total)
<b>Final Balance:</b>	\$2,773.99	
Savings Acct.:	\$1,182.54	(as of 9/30/94)
Canadian Acct.:	\$262.51 Cdn.	(as of 10/12/94)

**1995 Dues Schedule:**

January - March	\$20	October - December	\$5
April - June	\$15	Initiation Fee	\$8
July - September	\$10	Reinstatement Fee	\$6
Subscription Only	\$12		

Dues are payable as of January 15th of each year. Payments postmarked after that date will require the reinstatement fee. Overpayments will be credited unless a refund is requested. Make out checks and money orders to AHIKS. Send payments c/o Sid Jolly. Canadian members: please pay via a \$US money order c/o Sid Jolly or a \$Can check for the equivalent c/o Steve Llewellyn, RD-Canada. See page 2 for addresses.

**Overpayment credits as of 11/13/94:**

\$1 each: 1219, 1222, 1227. \$2 each: 2, 28, 177, 243, 380, 649, 735, 794, 797, 874, 1070, 1079, 1135, 1196, 1221, 1238, 1265, 1299, 1344, 1384, 1470. \$4 each: 614, 916, 1138, 1253. \$4.83: 647. \$5: 1193 \$6 each: 334, 1172, 1176, 1320. \$7 each: 216, 1421. \$8 each: 236, 496, 1146, 1178, 1460. \$10 each: 1364, 1426. \$14: 789. □

**OPEN MATCH REQUESTS 10/18/94**

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)	1020	Carbonneau
6th Fleet (VG)	1020	Carbonneau
7th Fleet (VG)	1020	Carbonneau
1830 (AH)	1185	Ringhoffer
Advanced Squad Leader (AH)	1293	Wood
Arab-Israeli Wars (AH)	1294	Noetzel
Balkan Front (GRD)	1426	De Vita (Italy)
Battle of Austerlitz 80 (SPI)	237	Mormile
Battle for Germany (S&T 50)	237	Mormile
Battle for the Ardennes (SPI)	826	Ten Eyck
Bloody Roads South (Gamers)	1365	Sabin
Blue and Gray II Quad	1460	Millard
Breakout: Normandy (AH)	1472	McCarty
Bulge 81 (AH)	1473	Passacantando
Bull Run (AH)	1473	Passacantando
Chess	1020	Carbonneau
Civilization (AH)	1185	Ringhoffer
D-Day 91 (AH)	1451	Grose
Devil's Den (AH)	1363	Dilbeck
Diplomacy (AH)	1185	Ringhoffer
Embrace an Angry Wind (Gamers)	1365	Gamers
Gettysburg 77 (AH)	1473	Passacantando
Gettysburg 88 (AH)	1383	Hugh
Hell's Highway (VG)	826	Ten Eyck
In Their Quiet Fields (Gamers)	1289	Menig
Korean War (VG)	1434	Amato
Long Lance (3W)	748	Grills
Midway (AH)	997	Rogers
Modern Battle Quad - Wurzburg (SPI)	237	Mormile
Napoleon at Waterloo '79 (SPI)	1438	Morss
Pacific War (VG)	1431	McFarland
Pea Ridge (SPI)	1444	Walker
Perryville (Gamers)	1365	Sabin
Russian Campaign (AH)	1349	Carter
Salvo II (3W)	748	Grills
Seelowe (SPI)	1258	Eastep
Storm over Arnhem (AH)	1363	Dilbeck
Third Reich 4th Ed (AH)	1431	McFarland
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 Nov. 4, 1994**

If interested, contact Match Coordinator - Europe

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

Game	Member
Cobra (TSR)	Leslie King
Napoleon at Leipzig (COA)	Leslie King
Wooden Ships & Iron Men (AH)	Paul Selzer
Air Force (AH)	Adolfo Coelho
Breakout: Normandy (AH)	Adolfo Coelho
Bloody April	Jonas Nordstrom
A Gleam of Bayonets	Jonas Nordstrom
ASL	Jeff Hawarden
Campaign for North Africa	Tony Dinsdale
Desert Fox	Tony Dinsdale
Avalanche	Tony Dinsdale
La Bataille D'Austerlitz	Tony Dinsdale
Napoleon's Last Battles Quad	Tony Dinsdale
Third Reich	Tony Dinsdale
Here Come the Rebels (AH)	Thomas Scheben
Stonwall Jackson's Way (AH)	Thomas Scheben
Lee vs Grant (VG)	Thomas Scheben
Afrika (Gamers)	Thomas Scheben
Stalingrad Pocket (Gamers)	Thomas Scheben
Kasserine Pass (3W)	Thomas Scheben
Fury in the West	Paul Ridout
Fortress Europa	Terence Zuber
1776	Andy Watts
Korean War	Andy Watts
Gettysburg 88	Andy Watts
Flashpoint Golan	Andy Watts
Thunder at Cassino	Andy Watts
Russian Campaign	Andy Watts □



**Gamers Wanted:** Hey! Does anyone want to design a PBM system for the SPI/TSR title *Battle Over Britain*? Looking to collaborate with a fellow AHIKSer and then play the campaign game. It might be ungainly PBM, but it's a great simulation. Contact Chris Hyland, #1234, 248 Stahl Ave., Walla Walla, WA, 99362-2938, (509) 529-9569.

**Opponent Wanted:** New Union player for ongoing game of *Bloody April*. We are on the 15:00 hrs turn of the first day. Player will control two Union divisions and get the role of Grant (if desired). Write to: Tom Hanover, #818, 10451 W. Montana Ave., West Allis, WI, 53227.

**For Sale:** 41 war games. New list with many new items. Send SASE to Bill Reiman, #369, 6410 Casa Vista Dr., Garland, TX, 75043.

**Wanted to Buy:** Copy of AH's *Gettysburg '77* in any condition plus a copy of errata published for this game. Also looking for copies of *Russian Front* (AH), 1809 (VG), and *S&T #137, Men at War*. Contact Mike Riley, #817, online at riley@glas.apc.org or USDAO PSC 77, American Embassy, Moscow, APO AE, 09721 (literally, a stone's throw from the Russian White House!). □

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. \_\_\_\_\_



International Wargaming Society

Les Deck  
80 Worcester Road  
Stowe, VT 05672  
USA



KEN RUTKOWSKI 1398 NC  
131 STODDARD RD  
PORT AUSTIN MI 48467

DUES REMINDER

The deadline for 1995 dues payments is January 15. Members not renewed by that date will be dropped from the active roster. Fees are \$18 (US funds) if received by January 1 and \$20 thereafter. See page 10 for details.

FIRST CLASS MAIL