

# Kommandeur



Newsletter Of AHKS International Wargaming Society

Conflict Simulation Comment and Analysis

August 1995

## DEJA VU ALL OVER AGAIN

by Mark A. Fassio - #1210

...As he pulled her close, she writhed in ecstasy, waiting for him to... WHOOPS! Wrong article. Ahem...

I have been in recent contact with our esteemed Editor, passing him various trinkets for possible use in upcoming Fassio Prizes (as well as passing on some ideas on other interest-getters for our 'zine and hobby). During our letter-passing, Ken mentioned the possibility of a future article from me, and I thought, what the heck, why not. I just returned last month from a five-month tour of duty with the UN as a Military Observer in the Republic of Georgia (and NO, we're not going to print another "Our Man in the Ukraine" Trip report-type article, for you stodgy "'zine purists" out there). What better excuse for jumping back into the games world than by typing a quick story? So, with no further ado...

My article is about the game of *Diplomacy*. The title of the article refers to the feelings I had about a week ago (mid-May), when I held a Dipfest 95 group at my house to teach six new (and one semi-new) Dip novices how to wield some blades and play the game. The feelings were great!

For those of you who have been orbiting Pluto for the last 30 years, *Diplomacy* is one of— if not *the*— premier multi-player games that has ever been designed. Previous articles I've written laud the virtues of the game, and it ranks in my Top 10 (Top 3, really). I won't explain the fine points of the game, because *none* of you have been orbiting Pluto (well, maybe you guys from Southern California...), and you should know the basics of the game. (If you don't know the game, a lot of the following may seem strange to you.)

Suffice it to say that the game pits seven players around the map of Europe (year of scenario varies on number of available players) with the goal of seizing 18 of 34 board-dots (supply centers) for your own, thus winning the game. Players simultaneously write orders and move after a time period of negotiating, lying, eavesdropping, schmoozing, and lying (and did I mention lying)? It's a beautifully-crafted balance-of-power game that has held my attention for over 18 years of

## OF STALEMATES, DRAWS, DEADLOCKS, AND TIES

by Alan Lubuszowski - #1433

**Stalemate** - A situation where further action by either of two opponents is impossible. (Can be a deadlock or tie.)

**Deadlock** - A Stoppage or standstill resulting from the opposition of two unrelenting forces. (Can be a tie.)

**Tie** - An equality of scores; a contest in which this occurs.

**Draw** - A contest that ends without a clear-cut victory for either side.

There exists a gray area in the outcome of many of our games where the above definitions apply. It has always been a pet peeve of mine that in such games as *Battle of the Bulge*, players can play equally well down to the final turn, then make an attack (or final stand) on the one town or objective hex which will give one player a *win* and the other a *loss*. In essence the entire match has condensed down to that one final die roll. Heads you win, tails you lose, more or less.

I have seen too many games dismiss even the possibility of a draw, tie, stalemate, deadlock as defined above. Example: Red player

wins by taking 10 objective hexes and controlling Stalingrad; White wins by avoiding Red victory conditions. There is no allowance for a draw.

Well, this is as it should be, you say. The mark of a good player is to have just enough savvy to eke out a better score than his opponent, you say. As a boxer who has that extra little bit of stamina remaining to knock out his opponent in the 12th round when both exhausted, right?

Arguably though, who "won" between Hitler and Churchill in WWII if you consider the time frame of Jan 40 - Dec 42? Embarrassing as it was to England, the Nazis did not "win" at Dunkirk— they let half the British army escape! The British were bombed to oblivion in places, yet were not close to surrender. The Italians were pushed back to Tripoli from their Egyptian safaris. Answer: Nobody won, a deadlock.



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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 30-5	9/15/95	Volume 31-2	3/15/96
Volume 30-6	11/10/95	Volume 31-3	5/10/96
Volume 31-1	1/13/96	Volume 31-4	7/12/96 □

## SOUND AND FURY

by Ken Nied, Editor



Avaloncon once again is fast approaching and we'll do our best to get this issue in the mail before heading for Baltimore. The earlier start time for our AHIKS get-together should allow time for adequate discussion of any items of interest without cutting into valuable gaming time. I hope to see many of you there, old faces and new. If you can't make it to the formal get-together, look me up later. I'll be the guy cursing the die rolls at the *Titan! Breakout: Normandy/Here Come the Rebels/VITP* venues (that really narrows it down, doesn't it?).

**Alan Hayes Memorial Game Sale:** Last issue reported the untimely death of member Alan Hayes, who leaves behind an orphan son. Several of Alan's FTF and online opponents in the hobby are trying to sell his game collection to provide an educational fund for his son. A friend of Alan's by the name of Bartow Riggs, who recently contacted both President Bryan Eshleman and myself, will coordinate the sale. Chester Hendrix reports that any games not sold separately will be offered at an auction. For further information, please contact Alan Hayes' mother at 2723 Hallmark Dr., Belmont, CA, 94002 or Mr. Riggs online at Briggs1@genie.geis.com.

**Articles Needed:** Once again I'll make my periodic plea for more articles. The *K* has featured several excellent pieces recently but the well is now dry. Our newsletter is only as good as we—you and me—make it, and the only way for us to make it better is by sharing our hobby experiences with the rest of the Society.

What should you write about? Surprisingly, this is not as important as it appears. AHIKS encompasses an extremely broad spectrum of the gaming community. If you find a topic that interests you enough to write about, I assure you that your article will find dozens of other members out there who share the same interest.

You don't have to labor long hours on a lengthy series replay or an in-depth strategy piece, though these are certainly welcome. One-column articles, like Randy Heller's *Battle for the Ardennes* submission last issue, are perfectly acceptable. Just tell us about what interests you or what games you've been playing. That's all Alan Murphy's article on page 7 of this issue does, yet I always find his columns interesting. Game reviews are highly encouraged, whether the subject is a hot-off-the-presses new release or an old classic recently rediscovered.

Lastly, don't worry if your grammar isn't perfect or your sentences seem a bit disjointed. Just get your thoughts down on paper and send them in. Hand-written or computer printed, it makes no difference. It's my job to polish your submission into a finished column.

AHIKS is now in its thirtieth year of service to gamers. With your continued assistance, let's make it another thirty.

**AREA Update:** As many of you already know through the *GENERAL* and other sources, there are major changes on the horizon for the AREA (Avalon Reliability, Experience, and Ability) program. Many of our members, and all past Avaloncon attendees, were part of the AREA program and will be affected by these changes. Here's what we know so far.

As the *GENERAL* reported, the offices of Avalon Hill were burglarized in late April and all AREA records, including backups, were stolen. With no way to recreate the 20+ years of match records, ratings, etc., Avalon Hill had no choice but to discontinue its sponsorship of the AREA program. AREA ratings will now longer be used by Avalon Hill at Avaloncon and the *GENERAL* will no longer carry an AREA news column.

Though Avalon Hill will no longer sponsor AREA, the program is by no means dead. Glenn Petroski, AREA news columnist and Avaloncon's *VITP* tournament GM, detailed his commitment to continue the program in a July 1 letter to all *VITP* participants. What follows are my paraphrased excerpts from Glenn's letter. Plans are still very much in a state of flux at this point, so some of what you read may have already changed. Maybe after Avaloncon we will have a more definite idea of AREA's future.

- TAHGC is relieved of all responsibilities, obligations, and duties in regard to all AREA ratings, applications, and administration. TAHGC may still, at their own discretion, give occasional coverage to the ratings and activities of AREA, but are under no obligation to do so.
  - Russ Gifford will take over the AREA administration for *Squad Leader* and *Advanced Squad Leader*, only. Glenn Petroski will administer the program for all other games.
  - Players who cannot verify their ratings will be considered players new to AREA (beginning rating: 1500AAA); any old rating(s) they might have had will be lost. Area specific ratings prior to April 23, 1995, may be reinstated if backed up by written verification from Avalon Hill, which includes player name, date, and rating, and is dated prior to April 24, 1995,.
  - There will no longer be any generic ratings, only game specific ratings. Existing (verified) generic ratings may be rolled over into one AREA game of the owner's choice.
  - The scoring/rating system will stay the same at this time.
  - AREA ratings, themselves, will now be free of charge. To obtain an AREA rating it is only necessary to participate in one game and submit it for AREA rating along with pertinent personal information.
  - No special form is required upon completion of an AREA rated game. A letter with the pertinent information will suffice, as long as it includes: full names of all players; mailing addresses for all players; who played whom; who won, lost, tied; date; game played; FTF or PBM (PBEM?).
  - Glenn and Russ will require each request for service to be accompanied by \$1.00 U.S. They will not acknowledge any request which fails to include the dollar.
  - The new "official" publication outlet for AREA NEWS will be THE BOARDGAMER, a new publication by our very own Bruce Monnin scheduled to debut in January 1996. Bruce plans to distribute "preview" copies at Avaloncon. (See the Bulletin Board in this issue for details.)
- While we are on the subject, now is an excellent time to restate AHIKS' position regarding AREA. Please keep in mind the following. AHIKS is not AREA and we, too, have no duties or obligations with regard to AREA. As a service to our members, AHIKS will try to match you with another AREA rated member, if one is available for your match, provided you so

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**OF STALEMATES, DRAWS ...** (Continued from page 1)

In baseball the final score can be 19 to 18 and one side will get a win. But how can wars and battles truly be compared to a three-hour sporting contest? It takes a lot more than killing one more enemy soldier or destroying one more fighter or tank than the other side to win a war.

Wars are won or lost when either A) one side overpowers the other, or B) one side does not want to fight any more. It is entirely common for a war to end in a draw condition with one side giving up the spirit to fight. In the same manner individual battles can be drawn. If the Red Army suffers 10,000 KIA's and the Blue Army 10,100, did the Red Army really win? I think that most people would agree that this last situation qualifies as a draw, if not a tie. Yet this is exactly the type of victory condition that many of our games impose on us.

More so, let's analyze who, what, and why would aspire for a stalemate or deadlock. In the American Civil War, the South would have enthusiastically embraced a deadlock, since this would have accomplished their purpose of keeping the South separate. Lincoln's Union would not have wanted a deadlocked war—this would actually have spelled defeat for them. In the same bloody vein, the WWI Germans probably would not have opted for a deadlock while France would have. Hitler at the peak of his power certainly would not have wanted a deadlock (maybe not ever), but in late 1944 it surely would have been welcomed by the majority of Germans. The Viet Cong could have lived with a stalemate forever, while the U.S. would have accomplished little by continuing the status quo. Saddam Hussein would have accepted a deadlock which left him in control of Kuwait.

Generally speaking, the more powerful side with the initiative will not seek an early deadlock for the obvious reason that they are more powerful. The weaker side will settle for any kind of a stalemate for the obvious reason that they cannot win. A stalemate may give them time to bolster their forces.

By now I hope you can see that a stalemate situation can be difficult to assess. Did the boxer who had the extra stamina win in the 12th round? What if his knockout punch had missed, the bell sounded, and the judges declared the bout a draw? Or what about a football team that misses a chip-shot field goal in the last seconds of overtime? In both of these cases the result technically would have been a draw, but in actuality one side would suffer nearly as much as if they had lost.

At this point I must clarify that true stalemates and deadlocks will be fairly easily recognized. There will be little if anything left for either opponent to do or accomplish. Technically, a stalemate or deadlock is not necessarily a tie. A skilled player can obtain decisive victory conditions over an unskilled player and then the game can become hopelessly deadlocked. That is, the neither player can do anything more or go anywhere else because the skilled player has taken all he can and backed the unskilled player into the corner. Thus a technical stalemate can be a big win for one side. But in

situations where the VP values are equal (or nearly so), a stalemate is better considered as a tie. In our vernacular, however, "stalemate" has become the equivalent of "draw," while the term "deadlock" is rarely used.

Test your understanding of the concepts involved. Imagine White Army having overpowered Red Army, captured its capital and major industries, and forced Red Army to retreat to a mountainous stronghold. In the mountains Red Army sets up a formidable defensive posture with an endless cached food supply. Without this tenable mountain stronghold Red Army would be "checkmated" and forced to surrender or face annihilation. After a few weeks though, it becomes apparent to White HQ that Red Army can hold out there (theoretically) forever. Any White Army incursions into the stronghold area will result in devastating one-sided losses to its forces. What is the situation: draw, deadlock, stalemate, tie, win, or loss?

The above situation is a stalemate, but a stalemate that is also a decisive victory for White Army. It is definitely not a draw or a tie. No further action by either opponent is really worth the effort in lives lost, equipment squandered, etc. White Army proceeds to set up its own defensive garrison around the mountain perimeter and the stalemate will continue until the Red Army surrenders or an armistice is declared. The Siege of Leningrad was such a stalemate. It was broken not by the combatants on either side but by events occurring on the central and southern fronts.

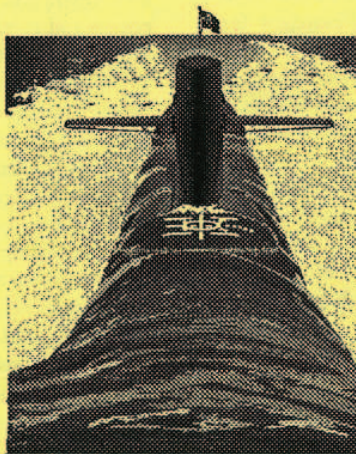
A deadlock occurs when the proverbial unstoppable force meets the immovable object. Two superpowers, equally powerful, aggressive, and unrelenting, meet head-on. Neither side can gain an advantage over the other, yet neither side

will withdraw. The will and the means to continue are still present on each side, yet neither side can make headway, much like two rams butting heads. For historical reference consider the first two days of Gettysburg a deadlock.

Now we have reached the crux of my article (About time, you bellow). In many of our matches the "draw" and "tie" conditions need reworking, even if it means altering the victory conditions by mutual consent. Analyze the victory conditions beforehand. "Marginal victories" might be better categorized as "draws." If the game's outcome might ride on a final roll of the die for one objective hex, alter the victory conditions to provide a range where the game ends in a well-deserved draw, perhaps making +5 VP's needed for an outright win rather than +1.

Consider two matches of *Civil War*. The first game is a wipeout. The North easily overwhelms the South due to good dice and poor southern play earning a decisive victory. In the rematch, the southern player improves drastically and gets his fair share of licks and good dice. Yet the northern player lucks out on the final turn and captures Richmond giving him a marginal victory. Both players dutifully clip the top half of their ICRKs and return them to Les Deck or Andy Johnson. AHKS thus registers both matches as a Union victory even

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**OF STALEMATES, DRAWS ...** (Continued from page 4)

though one was a mismatch and the other a close-fought contest. This is why I feel marginal victories should be counted as draws.

Another reason for expanding draw conditions is to promote harmony amongst us! How many of us have played our best, quite skillfully even, yet come away losing? Most of us. This is not abnormal and I'm sure most of us can handle it. But even though I'm not overly fond of kissing my sister, I would prefer the smooch to another twist of the knife that's firmly imbedded in my back. A draw is an acknowledgement that you have played competitively and, usually, that you have played well. A draw can be ego-inflating if obtained versus a good player, yet it is seldom ego-deflating.

The draw result can compensate for the uncertainties of play. Few of us play our games to the letter of the law—although we certainly try! Consider the situation when player A wins a close match at the wire. Player B may be resentful of the re-roll he allowed player A due to the die being cocked on the board edge, producing a better result. In a close match, a draw result would go a long way towards assuaging any resentment. If the game were not close, player B would be more apt to shrug off the re-roll and say, "Nuts, I couldn't have won anyway."

Well, I've reached a stalemate in this article. I guess you could say I'm deadlocked too. In closing, I'd like to offer my personal perspective on some historical conflicts.

American Revolution: Marginal American Victory  
 American Civil War: Tactical Union Victory  
 WWI: Marginal Allied Victory

WWII (1939 - end of 1942):

Germany vs France: Decisive German Victory  
 Germany vs Britain: Stalemated Draw  
 Germany vs Soviets: Tactical German Victory  
 Japan vs China: Tactical Japanese Victory

WWII (Summer 1945):

USA vs Japan: Tactical US Victory  
 USA vs Germany: Tactical US Victory  
 Britain vs Germany: Tactical British Victory  
 Soviets vs Germany: Tactical Soviet Victory

Korean War:

May 1951: Deadlocked Draw  
 Armistice 1953: Stalemated Draw

Vietnam War: Marginal Communist Victory  
 (almost a Stalemated Draw)

Persian Gulf War: Decisive Allied Victory

Marginal Victory: Both sides take fairly equal losses; one side surrenders but usually retains much of its initial strength.

Tactical Victory: Victor conquers much of opponent's holdings or destroys so much of the opponent's resources that he must surrender of face annihilation.

Decisive Victory: Loser is overwhelmed.

Comments and opposing viewpoints welcomed. Direct them to: Alan J. Libuszowski, T17, 1004 Red Bank Rd., Goose Creek, SC, 29945. □

**DEJA VU ALL OVER AGAIN** (Continued from page 1)

PBM competition, as well as numerous face-to-face Cons or gaming sessions. (ARTICLE PLUG: There is the game hobby, and then there is THE HOBBY, i.e., *Diplomacy* playing. I urge you all to write to *Diplomacy World* magazine and ask for a copy— get involved, and I'll bet you will find it hard to quit. I certainly have.)

OK, to the meat of the article, which is essentially a game review of the DipFest I held on Fri, 12 May, at "Chez Fassio," aka, "The Faz Bunker." I had been promising a Dip game for nearly a year, but as a military officer, something always came up—a trip for me (like, five months in Georgia), a trip for one or more of the players, or a special family event. I had taken so much flak for cancelling the Fest numerous times that I was determined to make this one work. My wife, a true qualifier for Sainthood, granted me High Command permission to hold the Fest, and the game was afoot! I prepped the guys by handing them, two weeks prior to the Con, with a personal invitation, the 1992 revised rules, a game map for at-home review, and excerpts of various strategy-and-tactics articles on "how to" play their particular country. Of course, a Dip board soon found its way into work, and lunchtime became the time to ask questions of rules procedures, interpretations, tactics and the like. Each player knew at that time what country he'd be playing, so negotiations invariably crept into the scene. It was a blast to see these "thirtysomething" neophytes— many who never progressed beyond *Risk* for gaming— getting immersed in the nuances and format of the game.

Friday night arrived, as did two cases of Rolling Rock and uncountable bags of chips and pretzels— reinforced with pizza— and we began the Fest. Two of the players (Wayne and Joe A.) had each played the game a couple times before, but as they were Austria and Italy, respectively, their advantage was somewhat nullified, given that Aus and Ita are the two louisiest countries for long-term victory prospects. During the two-weeks prior to the game, France (Mickey) and Russia (Todd) pored over their rules, colored their tactical map, and discussed a simultaneous invasion of Germany (Joe F.). England (Chris) was Mr. Quiet, claiming not to have read the rules prior to the day before game-start (a likely story)! Turkey (Randy) finished out the rogue's gallery, with yours truly acting as the Game Master (GM), responsible for keeping the time clock and adjudicating the moves.

Spring 1901 opened up with Germany confused over how he could move— a mistake which haunted him for the rest of the game. Rather than grab three centers in Fall 1901 (Warsaw, Denmark and Holland), he ended up with only Holland, giving France three 1901 builds (Iberia and Belgium), and giving England Norway and Denmark! Italy invaded Trieste right away and then seized Budapest in Fall, which confused everyone, as he also supported Austria into Greece in Fall '01. Russia sailed straight into Rumania in Spring '01, and Turkey allied with him initially, trying to sail out into the Aegean. The game eventually turned out to be a "Western Triple"

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**DEJA VU ALL OVER AGAIN** (Continued from page 5)

(Eng/Fra/Ger) against a shifting confluence of sometimes-allied Easterners. In the early part of the game (1903), Russia faced invasion on both flanks by Eng and Tur, Austria was surrounded by a horde of thugs and down to two centers, and the West was on the march. Until the stab...

Those of you who know the game of *Diplomacy* know that the whole thing devolves into "when to stab" to partners/neighbors and get maximum gain for minimum risk. Chris of England decided to stab early, and E/F hit Germany hard, throwing him into the Eastern Camp. That mistake alone wasn't critical—Germany never grew beyond his 1901 tally of four—but then Chris hit Monsieur Mickey, who showed all the symptoms of "first-time stabee"—refusing to renegotiate and strike a new deal with Chris, but instead devoting his energies to pulling his units back and waging Total War with his stabber. Combined with Sultan Randy's mercy on the faltering Tsar, this allowed the board to re-shift: soon there was an Italo-Turkish alliance in the south, with an Austro-Russian pact in the center-north, all heading west. When the battle-weary crowd asked to end the game with a time-imposed constraint six hours later, we were into 1907. The winners: a tie between former doormats Austria and Russia, who had advanced into Belgium and the North Atlantic! Turkey and England finished tied for second, with France and Italy tied for third. To say "a good time was had by all" was an understatement, and before they left, the guys made plans for a Dipfest II, to be held at some other suffering wife's home.

Some observations on the match:

1) Despite being novices to Dippy, the guys learned the rules and played well. Mistakes like the German made in 1901 were rare, and as the game-years progressed, the board grew more adept at some of the more skilled moves (e.g., double-bouncing yourself to keep a province open).

2) New players play *Diplomacy* better than many seasoned Dip vets in one regard: they take the "balance-of-power" aspect of the game to heart, and play free and open. With the exception of France, I noticed everyone wheeling and dealing with neighbors who'd stabbed them previously, and trying to find the "edge" that would give their country a bigger piece of the pie. Indeed, the early Great Powers ended the game in the middle or lower end of the rankings, while the near-death Easterners won, or finished a strong second. Adapting to the changing board and realigning yourself with few qualms is the hallmark of a good Dip player, and these guys show true promise.

3) Finally, and most importantly, seven non-gamers got together and became enamored of a board game. *Diplomacy* and its similar cousins are excellent ways to "mass recruit" gamers, and I feel that I've gotten seven guys interested to keep returning for more of the same fun and camaraderie. Getting new blood in the hobby and 're-energizing' yourself after many years of playing the game is the height of face-to-face (or PBM) fun, and I certainly can lay claim to both of these aspects after DipFest 95.



Deja vu—the feeling that you've done this before—hit me full-force during the game, as I watched what 18 years ago were seven clones of myself, learning the pure joy of a fff Dip game. It was a recurring experience I hope to encounter many more times in the future! □

**THIS IS THE MILITARY**

by Joey Sabin - #1365

I have served my time in several branches of the military, but my most enjoyable memory is my time spent at sea as an M.P. in the U.S.M.C.

Sometime back in '81 I was stationed in Okinawa. The C.O. approached one day and asked if I would mind going on a cruise. I quickly replied, "Yes!" and shortly later was on my way to sea. As it turned out there were only six of us, all M.P.'s, on the flotilla to the Philippines and none of us had ever even been aboard ship before.

The closer we got to the Philippines, the more excited we began to get about our prospects. Aaahhh, the Philippines, where a man's thoughts instantly turn to nothing but females, girls, women, oh, and did I mention females?

We eventually docked, took on supplies, and pulled out to sea again. The task of "taking on supplies" required that all hands (everyone) balance on mere 4 x 4's bridged ship-to-ship with nothing underneath you but a nineteen foot drop to the water.

Once back at sea we heard the crackle of the intercom: "Now hear this! Now hear this! This vessel will be part of a joint task force to invade Mindoro island by amphibious means. All marines report to your assigned stations immediately. Oh, yes, the Captain wants me to remind you that in the event of actual naval combat, will survive for only seven seconds. That is all." (Was this guy trying to reassure us or scare the hell out of us? You be the judge.)

As it turned out, we M.P.'s didn't have an assigned station. Heck, no one ever knew we were part of this mission, so we just joined whatever group had empty seats on their amtracks.

The invasion was quite a sight, something right out of the movies. Hundreds of jets screamed over the island as thousands of beating helicopters headed inland. Next it was our turn. My heart skipped a few beats as our leaky amtrack churned for shore. Through the small hole next to me, when it wasn't spewing water, I could see hundred of other amtracks all around us. Without warning, we hit the shore, the ramp opened, and we charged the beach yelling at the top of our lungs!

Things soon settled down and we spent the next few days acquiring the necessary items to live comfortably, such as the jeep we stole (oops! I mean acquired) from some poor messenger. After that we concentrated on enjoying the natives and the clear beaches. With no job and no requirements, we M.P.'s really had a great time.

I would encourage anyone to go in search of a mission which requires no expertise. □

## SOUTHERN CAMPAIGN

by Alan Murphy, RD - Southeast



Once again we launch into another exciting summer filled with good upcoming conventions and great new games. *Origins*, at the time of this writing, is three days away and I plan to make an appearance on Friday, July 14th. Although I am hopeful of getting a game in, I really plan on just being an observer. The next issue of *K* will include coverage of both *Origins* and *Avaloncon* from a spectator's viewpoint.

Meanwhile, for *Avaloncon* I'm trying to coerce our illustrious Editor and easy target, Ken Nied, into one of the *Great Campaigns of the American Civil War* series (that's the now famous *Stonewall Jackson's Way* series for all of you regular folks who occasionally wear a sneaker or a python boot). (Editor's disclaimer: I was unable to find a gibberish specialist to translate that last sentence into English, so I left it as written.) However, Ken, if it's *fear* you're sensing, as many a gamer has, I will understand if you feel compelled to say "Uncle." ... I really will understand.

Within the last several months I have had the opportunity to to get in three games which I'd like to brief you on. First is one, actually two, new releases from The Gamers, Inc., out of Homer, Illinois. A friend of mine received his review copy of the just released Tactical Combat Series series game, *Black Wednesday*, the Battle of Krasni Bor—you got it, the nasty side of ol' Mother Russia once again! *BW* features the boys of Franco's Spanish "Blue" Division on loan to Hitler during the Leningrad-Schluselburg operations south of Lake Lagoda during the winter of 1942-43. The two maps are top-notch, probably Dean Essig's best thus far, and the computer-enhanced graphics are truly incredible. When spread out, these maps really do give the "feel" of that awful sector of the Russian Front (the bog regions of southern Lake Lagoda and the Volkhov swamps), where those poor devils had to fight, in winter time no less. Ugh! Bogs, ice-frozen rivers, trenches, barbed-wire emplacements, rubble of shelled villages—it's all there. The counter mix includes the usual hordes of Russians plus a variety of Axis units, including an SS anti-tank battalion. I was somewhat hesitant to play this particular series since tactical combat has never appealed to me as much as operational, or even strategic, level games. But previewing the components for *this* game has inspired me to check it out (if I can ever find the time!).

Next up is a briefing on The Gamers' new Standard Combat Series game, *Yom Kippur*, featuring the initial stages of the 1973 October War between Egypt and Israel in the western Sinai/Suez Canal region. By now I've had several opportunities to play this fine game FTF and find it fast and extremely fluid with lots of fun for both sides. It features the Bar-Lev defensive line, airborne assault troops, Sagger ATGM's, air power, SAM units, and a large variety of other seasonings. A particularly neat mechanism is the variable intervention by U.S. and U.S.S.R. troops; if they engage each other in combat, it triggers WW III and the engaging player immediately loses two VP's.

The last game which I present to you is *Stonewall in the Valley*, Volume IV of AH's aforementioned GCACW series.

My good friend, Carl Gruber, a noted reviewer for *Berg's Review of Games* and *Paper Wars*, and I decided to go whole hog and play out the entire campaign scenario, as we both have a similar fascination with Jackson's exploits in the Shenandoah Valley. I played the Yanks and soon found out that the Union player has some very painstaking decisions to make by Turn 5 regarding the withdrawal of his divisions. These units are sent (off map) to the Dept. of the Rappahanock under Gen. McDowell. The more manpower points the Union player withdraws, especially early in the game, the more VP's he accumulates. Unfortunately, the Union player desperately needs both manpower and VP's, and that's where the dilemma sets in. I decided to remove the equivalent of 1½ divisions during the first Strategic Events Cycle, which occurs every five turns. (My opponent, Carl, insisted it still *wasn't* enough despite the fact that the Union has only about 3½ divisions starting on map.)

From that point on, things just went from bad to worse for me. I found myself hoping and praying that dunderheaded Fremont and his Mountain Dept. would arrive during each succeeding Strategic Events Cycle. But the old Pathfinder must have dropped his compass because he *never did arrive* during the course of the entire game. While the Confederates profited from the gradual arrival of both Ewell and elements of Whiting's division to augment Jackson's tiny force, all I had to work with were Banks and Shields divisions plus an occasional meager cavalry unit. The "Rain" random event, which lasted for well over half of our game, really added to my plight by severely restricting movement and negatively affecting combat. In spite of all this, the Confederates gained only a marginal victory.

Although the game can theoretically last up to 105 turns, I believe that such a lengthy game will seldom occur. The variable advancement of the Strategic Track is more likely to end the game sooner and the players can never know exactly when that will happen. Our game ended on Turn 45 and took two afternoons to play.

*SITV* is a remarkable study of this particular March-June 1862 campaign. As with the remainder of the series, the highlight is undoubtedly the first-class quality maps designed by Charles Kibler. The three maps comprise the largest map spread of any game in the series; you'll need a large table if you want to play the entire campaign. I recently took the maps with me as a reference source during an afternoon outing to Harpers Ferry, W. Va. Several people approached me, particularly the National Park Rangers, to inquire about the beautiful maps. They couldn't believe they were *game* maps!

Well, folks, I'm off to the cons and hope to see many of you there. Have a great and safe summer! Adios.

*Editor's Response: A bold challenge, Murphy, given that you know I've played exactly one scenario. But I'll take you on anyway—you, Carl Gruber, the Park Rangers, anybody. Here are the ground rules. The game will be Here Come the Rebels and the scenario will be #4, "The Battle for Washington." Choose either side, but we play with MY dice—I've seen the suspicious results that your home-grown dice produce. You also have to pick us up at the airport. ...And buy us lunch (this alone should ensure that you don't show up).*

*Readers, if your faithful Editor should triumph over his unwashed opponent, look for a lengthy front-page article with all the juicy details minutely described in issue 30-5. If not, ...well, article space is always scarce. □*

## THE MULTIPLAYER SCENE

by Tom Butcher, Multiplayer Coordinator



The response to my first column in these pages, in the June *K*, focused on just two games: *Flat Top* and *Terrible Swift Sword*. The former attracted two volunteers and the latter one. Please let me know if any more of you are interested.

In addition two other GMs and their eager recruits are about ready to commence firing, but need another player or so. I suggest that you write these individuals if you would like to join: (U.S.) Civil War (homemade rules and map)—Walt Compton, P.O. Box 81965, Conyers, GA 30208; Canadian Civil War—Kevin Burns, La Kasa Inoue #105, Iwahara 144-3, Minami-Ashigara, Kanagawa-ken, 250-01, Japan.

I have other requests on file for Pax Britannica, Civilization, Kingmaker, Flat Top, Pacific War, Perryville, Embrace an Angry Wind., Thunder at the Crossroads., Bloody Roads South, Civil War (VG), and Devil's Den. Please contact me if you are interested or have any request(s) of your own. Dave Cook, of 994 Pleasant View, Castle Rock, CO 80104, would also like volunteers to join his Star Trek game, updated reports of which appear every six weeks in my own zine, *Blut und Eisen*.

The AHIKS tradition has been to keep its gaming activities confined to members, but the leadership now agrees with me that non-members, too, are wargamers whose participation would be welcome. For that reason, I will include three more addresses to contact if you would like other multiplayer games such as Diplomacy and the like.

W. Andrew York, PO Box 2307, Universal City, TX 78148; send an SASE and ask for the latest *Pontevredia* for North American game openings. Andy is of course an AHIKS man, our West Regional Director, and a pillar of the hobby.

Kim Head, 23 Higher Efford Road, Efford, Plymouth, PL3 6LB, U.K.; ask for *Mission from God*. It lists U.K. games and publications and costs around £1.30 (say \$2.00).

Lukas Kautzsch, Seiterichstr. 5, Karlsruhe D-76131, Germany; ask for *Interzine* for German and some other European zines including the U.K. No price given here, but \$2.00 would again be about right considering how high air mail rates are in the Fourth Reich.

I should add that though you'll meet a lot of good gamers and fine people that way, it's a mistake for Americans to try to play in Europe unless you can afford the nasty foreign exchange rates, and for Canadians it's even worse.

**Volunteer Gamemasters:**

Les Deck reports that the following members have volunteered as gamemasters. For further information contact Les.

John Schwartz: 3rd Reich, ETO/PTO '90. Steven Williams: COD, COI, GI. Mark Milke: World in Flames, Civil War, EIA. Herman Bingham: Panzer Leader, WS&IM. Paul Warnick: A3R. Dave McFarland: Pacific War, TRC, Russian Front. Alan Libuszowski: Korean War, 1914. Les Anderson: Thunder at the Crossroads, A3R, Civil War. Paul Walker: TSS, Pea Ridge, Chickamauga, B/G. Mike Rowles: AF/D. Jeff Spurlock: EIA, W&P, A3R. Robert Ehmke: Harpoon. Brad Martin: EIA, Pax Britannica. Robert Brown: TRC. Robert Rutherford: Stellar Conquest, Adv. Civilization, Fifth Frontier, Diplomacy, Supremacy. □

## TREASURER'S REPORT: May - Jun '95

by Sid Jolly, Treasurer 7/13/95



## May 1995

<b>Starting Balance:</b>	\$4,588.25	
<b>Income:</b>	\$ 71.00	(Dues)
	200.00	(Canadian Transfer)
	4.00	(Donation)
	<hr/>	
	\$ 275.00	(Total)
<b>Expenses:</b>	\$ 550.00	(Nied - K 30-3 Advance)
	106.65	(Deck - April MC)
	2.00	(Overpayment Refunds)
	34.44	(Jolly - 1st Quarter Tres.)
	5.30	(Reduction of Credits)
	0.00	(Service Charges)
	<hr/>	
	(\$ 698.39)	(Total)

## June 1995

<b>Income:</b>	\$ 93.00	(Dues)
	<hr/>	
	\$ 93.00	(Total)
<b>Expenses:</b>	\$ 93.00	(Deck - May MC)
	0.00	(Service Charges)
	<hr/>	
	(\$ 93.00)	(Total)

<b>Final Balance:</b>	\$4,164.86	
Savings Acct.:	\$2,727.00	(as of 6/30/95)
Canadian Acct.:	\$73.23 Cdn.	(as of 4/3/95)

## Tentative 1995 Dues Schedule:

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

## Overpayment Credits as of 7/13/95:

243: \$2. 275: \$6. 380, 449: \$2. 511: \$6. 614: \$6. 647: \$4.83. 746: \$2.  
789: \$14. 916: \$6. 975, 1079, 1086, 1108, 1139, 1196, 1238: \$2. 1253: \$18.  
1376, 1384: \$4. 1404, 1405, 1423: \$2. 1426: \$7. 1465, 1470: \$2.  
Total: \$108.83 □

**SOUND AND FURY** (Continued from page 3)

indicate on the Match Request Form. Once matched, AHIKS' involvement with your AREA match is ended. Individual players are still responsible for notifying AREA of their completed matches. Sending in the top half of your ICRK sheet will record your match in the Society's rating system, but will not give you AREA credit. If you want AREA credit for the same match, you will have to send official notification to the proper AREA authorities. This is not a change in Society policy regarding AREA, merely a clarification of the procedure we have followed for quite some time.

For more information contact: Russ Gifford, 320 E. 27th St., South Sioux City, NE 68776, (402) 494-8746, or Glenn Petroski, 210 W. Hunt, Twin Lakes, WI (414) 877-4178 □



**OPEN MATCH REQUESTS 7/7/95**

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 your 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
Advanced Civilization (AH)	1480	Rutherford
Advanced Squad Leader	1293	Wood
Afrika Korps (AH)	1382	Massey
Air Force (AH)	1251	Snarski
Anzio, 2 ed or 4 ed (AH)	1427	Walsh
Ardennes (Gamers)	1483	Rubin
Blitzkreig (AH)	1307	Welage
Bloody Roads South (Gamers)	1365	Sabin
Breakout: Normandy	1431	McFarland
Bulge 81 (AH)	36	Yarwood
Bulge 91 (AH)	1430	Warnick
Civil War (VG)	1252	Brooker
D-Day 91 (AH)	1324	McFarland
Embrace an Angry Wind (Gamers)	1365	Sabin
First Blood	1262	Marcone
Flat Top (AH/BL)	1386	Martin
Gettysburg 77 (AH)	1473	Passacantando
Gettysburg 88 (AH)	1383	Hugh
Kanev (WWW)	711	Leonard
Modern Battle Quad - (SPI)	1438	Morss
Jerusalem, Golan		
Napolean at Waterloo '79 (SPI)	1438	Morss
NATO (VG)	711	Leonard
No Better Place to Die (Gamers)	1365	Sabin
Panzergruppe Guderian (AH)	1448	Lugn
Roads to Gettysburg (AH)	1431	McFarland
Shiloh (West End)	1262	Marcone
Stalingrad '63 (AH)	1014	Hugh
Star Fleet Battles	1481	Cook
Stellar Conquest '82 (Metagaming)	1480	Rutherford
Storm over Arnhem (AH)	1363	Dilbeck
Thunder at the Crossroads (Gamers)	1365	Sabin
Turning Point: Stalingrad (AH)	988	Lindow
USN (SPI)	275	Scanlan
Victory in the Pacific (AH)	1108	Roksiowicz
War in the Pacific (SPI)	275	Scanlan
Waterloo (AH)	1185	Ringhoffer
Yom Kippur (Gamers)	1483	Rubin

**AHIKS - Europe Open Match Requests - as of May 1, 1995**

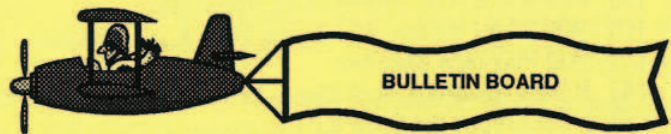
If interested, contact Match Coordinator - Europe  
 Kevin Croskery, 3 Crockham Close  
 South Westgate, Crawley  
 W. Sussex, RH11 8TP, United Kingdom.

Game

- Victory in the Pacific (AH)
- Frederick the Great (AH)
- Fury in the West (AH)
- Avalanche
- La Bataille D'Austerlitz
- Korean War
- Flashpoint Golan
- Seige of Jerusalem
- Tac Air
- 3rd Fleet
- War for the Union
- First Blood

Member

- Stephen Malik
- Thomas Scheben
- Paul Ridout
- Tony Dinsdale
- Tony Dinsdale
- Andy Watts
- Andy Watts
- Marc Menken
- Marc Menken
- Leslie King
- Leslie King
- Tero Kalpio □



**The BOARDGAMER set to debut:** I am starting a new magazine entitled the *BOARDGAMER*, dedicated primarily to coverage of Avalon Hill/Victory Games war, sport, and card games, as well as other valuable aspect of the boardgaming hobby (AHIKS, AREA, Avaloncon, etc.). We will concentrate on strategy articles, series replays, rules clarifications, variants, etc.— material which can help gamers play their games better or more often.

A 20-page preview issue, available at Avaloncon for \$1 or the promise of a future article submission, will feature articles on *Circus Maximus*, *War at Sea*, *Candidate, 1830*, and *Up Front*. Future issues will be quarterly starting in January 1996. The typical length will be up to 36 pages depending on the volume of subscribers and the number of quality submissions. For your preview copy, locate Bruce Monnin at Avaloncon, or write me at 177 South Lincoln St., Minster, OH 45865. □

**Cardboard Encounters**

by Alan Murphy



"Now, eh, let's see.... Actually, I meant to put *this* unit over *here*... and *this* guy over... um, *here*. Yeah, that's right. OK, your turn!"

MATCH REQUEST FORM

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

Address \_\_\_\_\_

To Request Matches Use This Format:

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

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

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

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

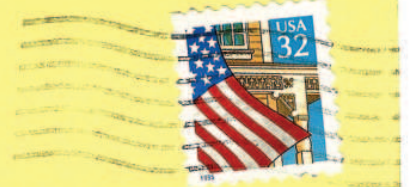
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

AHIKS



International Wargaming Society

Les Deck  
80 Worcester Road  
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