

Kommandeur



Newsletter Of AHKS International Wargaming Society

Conflict Simulation Comment and Analysis

December 1995

THIRD REICH - PART II

by Stephen Sharp - #1208

In Volume 27-2 of the *K I* wrote a synopsis of a *Third Reich* multiplayer match. This is the next installment, spanning the time period from the Summer of 1940 through the Summer of 1941. As in the last synopsis, the play is written as history. The code names are not necessarily chosen by the players.

France's Agony

In Directive 13, code named Hohenzollern, Hitler had told Kleist and Guderian that all of his objectives in France must be achieved by the end of August. Those objectives were: the destruction of the French Army and Air Force; the elimination of the British, especially the RAF, as a factor that could influence the battle; and, the moral collapse of the French leadership along with the will of her people.

After the French Army failed to retake Sedan from Guderian's 14th Korps, Directive 13 was becoming reality. Bypassing the Maginot Line, Panzergruppe Guderian continued to push west and southwest towards Paris. In Belgium, Panzergruppe Kleist quickly isolated the British Expeditionary Force in a salient around Antwerp, overran the French 12th Army, and forced their way to the Seine at Rouen.

The French Army was in chaos. Gamelin called an emergency meeting in an effort to contain the situation. Ordering attacks along the entire front, Gamelin hoped to keep the Panzers away from Paris. It did not work. The RAF based at Cherbourg was unwilling to enter the fray against the Luftwaffe. Without the RAF's support, the French 8th and 5th Army destroyed themselves attacking the Panzers. The French Army was in rout. Paris was declared an open city on August 15th and the fate of France was sealed.

Armellini Sacked

During the Summer of 1940, the Italian Army was in a stalemate in Yugoslavia. On the 20th of July, Tripoli fell to the British 13th Corps despite having been reinforced with the Celere Corps. At Command Supremo, Mussolini flew into a rage. On the 21st of July, he sacked his C-in-C, General Armellini, and replaced him with Marshall Badoglio. Badoglio

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CITY FREE-FOR-ALL, PART II

by Steve Williams - #1406

A continuation of the blind, multiplayer Squad Leader replay introduced in issue 30-3. A small force of SS units is holed up within a factory surrounded by Russian AFV's and infantry. Elsewhere a Russian Elite force has vacated a similar situation to link up with its supporting units. The Russians control the south half of the map, the Germans the north half. In between is hotly contested knot of buildings.

The German Tank Destroyer Commander (TDC) decides to send his best troops into the building recently vacated by the Russian Elite. As the assault picks up steam, a hidden spotter in the adjacent building calls in two 300mm rocket strikes.

Stalin's Organs come raining down. The superb German leadership keeps all but one of the squads from breaking. While the troops congratulate themselves on surviving, a 120mm artillery barrage targets their building. With devastating accuracy the projectiles crash through the roof. Not one inhabitant survives to tell the tale of woe.

Immediately to the east of this carnage, a large number of German troops inside their recently captured factory exchange hot lead with the Russian Elite. Outside a lone, heavily-armed squad of German engineers takes out a Russian SU-122 self-propelled artillery unit with a panzerfaust, then proceeds to bump off a 57LL anti-tank gun. These successes create an unexpected breach in the tightening Russian noose. Thrilled by their accomplishments, the engineers press onward and toss a demo charge at a nearby JS1 heavy tank. The demo charge glances off the JS1's frontal armor and the ensuing blast showers the engineers with shrapnel, quickly breaking their spirits. Thoroughly irritated by this attempt, the JS1 fires an HE round point blank into the midst of the pesky engineers.

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DUES REDUCTION FOR EARLY RENEWERS

Renew early and save. See page 3 for details.

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

GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. Subscriptions to the *Kommandeur* are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor or the European Regional Director.

SUBMISSIONS

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. Personal attacks on other members will not be published. (Refer game-related complaints concerning other members to your RD.) All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space 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 31-1	1/13/96	Volume 31-4	7/12/96
Volume 31-2	3/15/96	Volume 31-5	9/13/96
Volume 31-3	5/10/96	Volume 31-6	11/15/96 □

SOUND AND FURY

by Ken Nied, Editor



Just when I think we won't have enough articles to fill the back of a medium-sized postcard, you restore my faith in humanity by filling my mailbox with your works of art. Postmarks from Canada, Australia, and Japan — it's great! Invariably, though, I have to leave someone out. My apologies to any and all whose article did not make this issue, especially to Steve Williams who himself has submitted enough material to fill an entire issue. Rest assured your time will come, and soon. Don't stop now, though, keep those articles coming.

For the near future, as AHIKS celebrates its 30th anniversary in 1996, this sudden influx of material gives us a great deal to look forward to. Particularly appealing is Wally Zenkteller's professional quality piece on commando operations in *Anzio*. Avalon Hill declined to publish it in the *GENERAL* because it dealt with an out-of-print game. Their loss, our gain. Look for it next issue.

Dues Relief: President Bryan Eshleman reports that his dues proposal passed by a vote of 6-0. Various dollar amounts and options had been kicked around over the past few months including across the board cuts. What we finally decided on was this. Current dues are \$20 (U.S.) with a \$2 discount for early renewal. The new dues structure will increase the early renewal discount from \$2 to \$4 for payments postmarked by Dec. 31. Thus another year's worth of AHIKS can be yours for as little as \$16. Renewals postmarked between Jan. 1 and Jan. 31 will cost the standard \$20. Any received after Jan. will cost you \$26 (and you might not receive issue 31-1).

This early renewal option has a lot going for it. For the individual member it offers a 20% discount. For the Society it will allow us to plan our budget more accurately since more members should renew earlier. It should also save us and Sid Jolly the time and expense of sending out follow-up notices.

Why should AHIKS even consider a dues reduction when we faced a severe cash shortage only three years ago? Because several things have changed since then. First, our dues increase worked. It replenished the Treasury to the point that we should finish 1995 with a surplus of at least \$3,000. That's enough to publish a year's worth of *K's*. When we went through the cash crunch, we were *hoping* to be able to carry over a surplus of \$1,000. Secondly, with the passage of the Bylaws we now have a budgeting mechanism in place. As part of that procedure the Treasurer is authorized to reduce the budget so that next year's expenditures will not exceed anticipated revenue. And finally, by encouraging most of our revenue to come in earlier, we can get a better idea of our projected income and plan our expenses accordingly.

Recruiter Needed: The position of AHIKS Recruiter is open and needs a volunteer. The responsibilities of Recruiter include submitting ads about AHIKS to the various hobby periodicals (such as the "Opponents Wanted" section of the *GENERAL*), supplying membership information to those who are interested, and anything else you think might work. If you are interested, please contact Bryan Eshleman, President (address on previous page). □

RETURN FIRE

Letters to the Editor



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

Being new to AHIKS, I am impressed with the service you provide. It had been difficult finding responsible gamers who wanted to play-by-mail. Now, via my AHIKS membership, there are a plethora of potential opponents to play my favorite games. The bottom line is AHIKS is doing a great job of fulfilling their mission in providing a PBM pool of mature players.

The reason for my note is not just to give you an "atta boy," but to share some thoughts I had which may enhance our current service.

Firstly, it would be nice to see the games that are currently in progress and games completed during the year. A list like this printed once a year would give AHIKS members an indication of what games are most conducive to PBM as well as an indication of which way the PBM hobby is going. For example, are most people still playing *Russian Campaign*, or are newer titles which get critical acclaim by various reviewers becoming popular for PBM? Also a list such as this may show that some individuals are playing games that have "impulse" movement, which are generally considered unsuitable for PBM. If individuals have developed PBM systems for these types of games, some AHIKS members may be interested in knowing that seeming obstacles were overcome.

Secondly, it would be nice to have all ratings published once a year. That would give every AHIKS member an indication of here they stand, not just the top 50. It would also give us an indication as to where our opponents stand. Currently, I do not even know how to find out my own rating, let alone knowing what my rating is. But even if I did know how to find out my rating, instead of calling someone once a year and finding out my rating, it would be nice to have them published to know what the rating is and what it means in relation to the AHIKS membership overall.

Thirdly, a review of games which rates games solely on their PBM conduciveness. Maybe use (or borrow with permission) an existing "objective" game rating system such as published by *ZOC* or *Operations*. Then have a survey of AHIKS readership and rate games for PBM play.

My last thought was regarding the archives. I know that there is an Archivist, but I don't know what he has or what he wants. Are there errata or variants in the archive? Are there PBM systems? What type of things can the membership contribute to the archives? If the archives contain errata or variants, it would be nice to know annually which errata and variants. If we don't have information like that in our archives, why not? Because we should.

Please let me know what you think about my suggestions.

Tanks,
John P. Newman - #1462

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RETURN FIRE (Continued from page 3)*Editor's Response:*

Thank you for your letter, John. I'm very pleased that you are enjoying your AHIKS experience. You raise some interesting and valid points to which I'd like to respond.

Listing game starts and completions. Good idea. The European branch already lists game starts and we might be able to do the same as part of the Match Coordinator column. Is this practical, Les?

Errata, variants, and PBM systems. I believe the Judge has these on file, but Joey's recent column suggested a shortage of up-to-date materials.

What kind of stuff is in the archives? Beyond back issues of the K, you've got me. William, what kind of stuff do you have on hand? Is there anything that John might find of interest?

Annual ratings list. We've published these in the past and there's no reason why we can't do so in the near future. Be aware, though, that the size of the K will be limited to a maximum of twelve pages unless there is an extremely pressing need to increase it. (This size offers us the best balance among content, cost, and production considerations.) Publishing a ratings list will reduce the space available for game- and Society-related articles. Also, any member has the right to withhold his rating from publication if he so requests. You can find out your individual rating by contacting Andy Johnson, our MSO-Ratings (address on page 2). Look for a ratings list in the first half of 1996.

Reviewing games for PBM suitability. We have tried this in the past. In the distant past the task was much easier, of course, due to the smaller quantity of games available. More recently, we attempted a comprehensive survey of this sort a few years ago. The project died of its own weight because the individual who was to collate the information was overwhelmed by the volume of data. Think about it. I just counted 85 boxed boardgames behind me in my office. That doesn't include magazine games, computer games, and many more boxed games in the basement. My overall total has got to be near 200 and I doubt that my total is vastly larger than most other gamers. AHIKS has over 300 members on its North American roster. If only 25% of those return the survey, there would be data on over 15,000 games to catalogue and disseminate. A daunting prospect, but not necessarily impossible. We might be able to limit the scope by asking members to rate their ten favorite PBM games. And, as with everything within AHIKS, it's not enough to come up with a good idea. Someone has to volunteer to do the work.

I hope this answers some of your questions. Thank you for your suggestions. You have certainly given the Officer Corps food for thought. □

CITY FREE-FOR-ALL (Continued from page 1)

Nothing identifiable remains.

The Russian Elite now find themselves in desperate straits. Thanks to the efforts of the recently defunct engineers, what was once a broad line threatening the German front has become a lonely peninsula thrusting into the surrounding sea of Nazi-held territory. Just as despair is about to set in, a pair of Russian tank destroyers squeeze their way through the confining buildings to seal off the momentary breach—one hour later yet another city block would have fallen under German control.

The Russian TDC reinforces with fresh troops and some of his best armor. Crisis averted for now.

Meanwhile the action continues in other sectors, although not as furious. In the factory quarter originally held by the SS, the Russian Infantry Commander (IC) puts captured panzerfausts to good effect by obliterating a 75L anti-tank piece along with a Stug III self-propelled gun.

As usual, sounds of AFV's (friendly or enemy?) moving in the rear are omnipresent. While not enough to cause panic, these movements command attention, especially that of the SS who wander about anticipating (dreading?) a major action heading their way. A random Russian squad occasionally shows itself, but beyond that, no further clues. To ease the SS fears the German TDC moves some AFV's forward to bolster the line. For now all the SS can do is dig in and wonder what all the movement means.

Sector Two is becoming a miniature Stalingrad. Shelled buildings block LOS and the attendant rubble spills into the streets, blocking AFV movement. Both sides pour men and materiel into this quarter of the city. To add to the misery fires begin to spread, further restricting movement.

It is now the end of Turn Four and the tight knot of buildings in the center of the city is as contested as ever.

Halfway through the day, four commanders in the northeast sector converge onto Blocks 14 and 17, now held by the Russian Elite with support from the Russian TDC's troops and AFVs. The German IKC and TDC press forward onto these same blocks. Taking even a portion of a single building requires a vicious fight.

A pair of Russian squads armed with a flamethrower direct it towards a similarly equipped Jagd Pz 38. Two streams of molten fire arc towards each other in the factory gloom. The AFV brews up instantly, incinerating the crew. The Russian squads fare no better when the Jagd Pz ignites their own flamethrower with its return fire. The entire section of the building erupts into an instant inferno, killing all inhabitants.

To the north and west of this action a single Russian berserk squad stymies the German advance into Block 14. Here, too, flamethrowers are in evidence. The Germans bring up two AFVs and one squad, all armed with flamethrowers, supported by numerous infantry. First this awesome firepower clears the adjacent area of Russians. Then a German Pkzw IID flames the berserker stronghold into oblivion.

Few are left to advance. So many squads have broken under fire that this area is christened "The Final Resting Place." Three of the Russian TDC's squads, who were fortunate enough to miss the previous excitement, cautiously move forward. The remaining survivors withdraw to rally yet again.

Meanwhile to the southwest, the Russian IKC sends his forces forward from the burned-out building recently captured from the SS. One group, with covering fire from a JSU 152, charges forth only to have a 120mm artillery barrage land squarely in their midst. Many a man faltered and was unable to continue. Only those under superb leadership make it through into the southern tip of the stone building in Block 25. Their plight has just begun, however.

Once inside the Russians suffer point blank fire, including the omnipresent flamethrower, from the defending SS. Though many comrades fall and a few turn berserk, nothing

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CITY FREE-FOR-ALL *(Continued from page 4)*

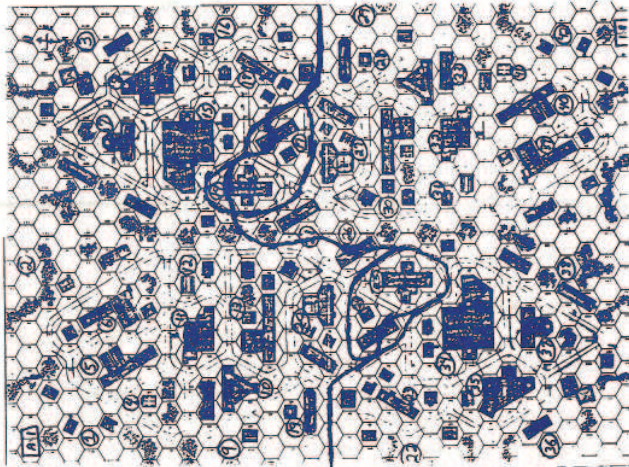
seems able to stop the invaders. The survivors respond with flamethrowers and point blank fire of their own and break the spirit of the SS defenders, whose adjacent squads have already broken and routed for cover.

On the east side of the building supporting AFVs are hard pressed to cover the flank. One KV/85 rounds the corner to find a PzKw VIB turret pointing directly at him. One quick shot from the German AFV turns the KV/85 into scrap metal.

Not wanting to be left out, the Russian TDC sends a KV 8 toward Block 25. The KV 8 directs its flamethrower point blank toward the SS holed up there. Instant KIA as that portion of the building catches fire and explodes. (There must have been a prepared demo charge there waiting emplacement.)

From the northern tip of the same building SS squads spy Russian infantry trying to enter Block 24 due west. A murderous hail of lead chops up the Russians. Only one squad survives, but it manages to fire its two panzerfausts against a nearby Nashorn, eliminating it.

...Turn 5 has drawn to a close. See the map below.



← N

The Germans control the area to the left of the boundary, the Russians the area to the right. Blocks 14 and 17 are within the circled area on the upper map. Blocks 24 and 25 are on the lower map.

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

GM's Commentary:

As with most city battles, the conflict has reached the stage where high losses are required to gain even a small amount of ground. Now the slugfest really begins! It will not be the luck of one die roll which determines success, but who can amass and concentrate a large volume of firepower onto a critical area to breach the enemy line.

The near term promises a brief lull as four of the six commanders have regrouped to rally their shattered forces. But rest assured, the lull will not last long....

To be continued... □

THIRD REICH *(Continued from page 1)*

immediately changed the Army's objectives. He recalled the Air Force from the French Theater of Operations and transferred the 2nd Corps to the Yugoslavian front. The 2nd Armoured Corps was committed and Badoglio thus ensured the fall of Belgrade. General Cavellero commanded the Italian 2nd and 7th Armies in northern Yugoslavia. On the 10th of September, the attack began. Cavellero used his strongest infantry divisions, assisted by the 1st Armoured, to overrun the Morava and Chumadic Divisions. The 2nd Armoured exploited the breakthrough and reached the outskirts of Belgrade on September 22nd. Assisted by the Italian Air Force, they took Belgrade on the 1st of October. Mussolini relished his victory. With Yugoslavia secure, Badoglio began his build up on the Egyptian front in preparation for the drive on Suez.

France Falls

Guderian's 14th Panzer Korps entered Paris without opposition. Gamelin informed the Government that it was time to sue for peace. The French Army had been defeated on the battlefield. The French Air Force had been smashed. The Leadership was in disarray. Even the British had betrayed them by withdrawing their support. France surrendered on November 10th. With the French Parliament ripe with collaborators, the terms of the armistice resulted in the occupation of a large part of France. The remainder of unoccupied France had its capital at Vichy. The Hero of Verdun, Marshall Petain, was chosen as Vichy's leader. The Germans allowed Petain to keep a small portion of France's military forces. The French Colonies of Lebanon and Syria joined Vichy. North Africa did not. A military coup on the night of November 11th overcame the Vichy leaders in Morocco, Tunisia, and Algeria. Africa was Free French and vowed to continue the fight against Nazi tyranny.

Operation Freiburg

When France's collapse was imminent, Goering met with Hitler on his personal train. There he discussed the use of the Luftwaffe in a decisive campaign against England. Since the Luftwaffe was fully up to strength and relatively unscathed by the French campaign, Goering was eager to get at the British.

Throughout the fall Strauss' 2nd Army continued to attack the British positions around Antwerp. He did not need a large scale offensive, but attritioned the British. The British forces on the continent were spent. On December 1st, Hitler instructed Goering to mount his Air Offensive. Operation Freiburg was born.

The British Home Fleet of three squadrons were stationed at Plymouth and Southampton. The RAF was stationed in the Midlands and had no effect on the German plan. On the 5th of January, 1941, five Luftflottes attempted to deal a death blow to the Royal Navy. Wave after wave of Luftwaffe pressed home the attack. But Goering had underestimated the British defenses and he ships' and port installation's anti-aircraft fire caused extreme losses. Goering had guaranteed that over fifty percent of the fleet would be destroyed with only a twenty percent loss to the Luftwaffe. The results were just the opposite. Luftflottes II and VI, commanded by Stumpff and Kesselring, lost over

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THIRD REICH (Continued from page 5)

sixty percent of their force. Stumpff lost all of his medium bombers. Sperrle also suffered heavy losses. The Royal Navy lost the battle cruiser *Repulse*, the cruiser *York*, and five destroyers. It was a small price to pay—the Luftwaffe would need until Spring to rebuild. Operation *Friberg* was a failure.

Clash at Bir Enba

With Belgrade's fall, Marshall Badoglio ordered General Garibaldi to conduct an offensive against the British in Egypt. Since Tripoli had fallen the previous summer, the Italian reinforcements arrived through the port of Tobruk. A total of three infantry corps and all of the available Italian Armour were landed and moved to the frontier.

The British forces in Egypt had been reinforced. The Palestinian Divisions had been added to those infantry already in Egypt. The forces included Auchinleck's armour. In February of 1941 they were again reinforced with the arrival of the 1st BEF in Alexandria. It had been refitted from its service in France.

Garibaldi maintained a front west of El Aghelia to block any moves from the British 13th Armoured in Tripoli. The rest of his forces launched an attack on February 10th, supported by the 3rd Air Fleet out of Tobruk. Garibaldi smashed Auchinleck's armour, particularly the 7th Division on the escarpment around Bir Enba. It was through this hole that the Italian 2nd Armoured Corps exploited. On the 13th of February, the Ariete Division reached the Mediterranean coast at Sidi Barrani. The territorial divisions of Palestine and Egypt were surrounded and the road to Alexandria was open.

Slaughter of HX12

Throughout 1940 the British Admiralty was under pressure. The U-boat menace began to increase considerably. The Admiralty was very concerned about the Kriegsmarine. The German Navy had remained in Kiel, but the possibility of it breaking out to cut the sea lanes was high.

On January 20, 1941, word reached the Commander in Chief of the Home Fleet Sir John Tovey that two German raider groups had left Kiel. The probability of them breaking out and making for the Denmark Strait was high. The Home Fleet was still repairing the damage from by Operation *Freiburg*. Other ships available were busy keeping Africa supplied. Tovey decided not to bolster the convoy routes with additional covering forces. It was his last decision in office.

Marine Gruppe 1 and Marine Gruppe 2, composed of the Admiral Scheer, *Hipper*, Graf *Spee*, and the heavy cruiser *Prinz Eugen*, broke into the North Atlantic. The British convoys were sitting ducks. On the 26th of January, U-47 picked up a large convoy moving east and radioed its location to the two Marine Gruppens. Convoy HX12 had sailed from Halifax and contained 63 merchantmen. On the 28th of January, HX12 ran headlong into the two marine gruppens. For two days the Germans destroyed the escorting corvettes and slaughtered the merchantmen. Only 11 of the 63 ships reached British ports. On the 4th of February Churchill fired Admiral Tovey. Top priority was given to protecting British convoy routes.

Russia's Restless Sleep

As 1940 began coming to a close, Stalin watched nervously as Europe was in flames. The Russian Army was fully mobilized. Despite the Non-Aggression Pact with Berlin, the Red Army began defensive preparations on the western frontier.

Diplomatic channels remained open. In early September 1940 Molotov had returned from consulting King Boris of Bulgaria. A large amount of foreign aid was given to Sofia, even though German military observers were already in the country. Over 80% of the Russian foreign aid would go to Bulgaria in a hope to keep it out of the Axis sphere. Two weeks later, Ribbentrop visited the Bulgarian King and gave nearly a like amount of foreign aid from Berlin.

4th Panzer Army in Lebanon

General Strauss was appointed to take care of garrisoning France and the Low Countries. His panzers were released to bolster the Italians in North Africa. When it was learned that Syria and Lebanon would remain Vichy French, Hitler ordered Keitel and Jodl to form a Panzer Armee and move it to the Middle East.

Three Panzer Korps were formed into the 4th Panzer Army. Guderian, who was newly promoted to Field Marshall, would lead the 4th Panzer to Lebanon. It was hoped that with Garibaldi's 3rd Army the force would drive the British from the Holy Lands. The Italian Navy successfully moved the 4th to Lebanon via Beirut. With the Italian victory at Bir Enba and a panzer army on the borders of Palestine, the British position in Egypt was near disaster.

Blockade of Beirut

Britain was alone in the fight against Germany. Portugal, which had been occupied over a year earlier, was all but abandoned. Its occupying army was needed elsewhere. Churchill could not afford to weaken the home islands to send Egypt any more troops. The situation was grim.

On the 20th of February, 1941, Sir Henry Maitland, the Commander in Chief in Egypt, appealed for help. The only ground force that could be spared was the 30th Armoured Corps; it arrived on the 25th. The 1st BEF and the 25th were too little with which to defend Egypt on two fronts, so Admiral Cunningham boldly blockaded Beirut and transferred three squadrons to Port Said. With its supply of petrol cut off, the 4th Panzer Army was immobilized.

Supermarina's Sacrifice

On the 15th of March news of the blockade and the immobility of the 4th Panzer was received at OKW. Over 90% of the army's supplies had been sunk along with all of its petrol. Hitler summoned his Chief of Staff and the Italian Liaison to OKW, General Efasio Marras. The meeting resulted in a guarantee for the conquest of Egypt.

On the 25th of March Mussolini ordered the Supermarina to break the blockade of Beirut. Top priority would be given to supplying the 4th Panzer. On April 5th the four Italian Fleets got under way separately for Lebanon. Admiral Cunningham

(Continued next page)

THIRD REICH (Continued from page 6)

allowed the first two Italian Fleets to reach Beirut, then he sortied the Port Said Fleets for an interception attempt on the last two Italian Fleets.

With the memory of Sirte Gulf in all British sailors' minds, they delivered a fateful blow to the Italian Navy. Vice Admiral Cattaneo's 4th Battleship Force was annihilated, losing the battleships *Guilio Cesare* and *Littorio* in addition to the cruiser *Zara* and seven destroyers. Vice Admiral Sansonetti's Cruiser force shared a similar fate. His force lost the battleship *Andria Doria* and the light cruiser *Bande Nere* and four destroyers. The Italians sank only two British cruisers, the *Devonshire* and the *Gloucester*, and three destroyers.

The *Supermarina* had lost almost all of two powerful fleets. It was a heavy price to pay for Guderian's petrol. Nevertheless, by the end of April the British blockade was broken. The Italians had parity in the Eastern Mediterranean with the British Fleet at Port Said.

Egypt Falls

By May 1st, Guderian was fully mobilized on the Palestinian border. Supplies continued to arrive. On May 6th, he launched his offensive. General Maitland was unable to oppose him on the roads to Cairo and advised the government to leave Egypt as soon as possible. The 1st BEF and 30th Armour were engaged east of Sidi Barrani against Garibaldi's 3rd Army and could not stop the disaster.

On the 9th of May Guderian lead the Korps into Alexandria after passing through Port Said. Admiral Cunningham was forced to disperse his fleets and make for British ports in the West. 39th Korps reached Suez city after sabotaging the canal south of Ismailia. The *Deutschland Afrika Korps* overran all of Palestine and Transjordan. The British 30th Armour attempted to retake Alexandria but failed miserably. Down on supplies and demoralized, the British Army in Egypt surrendered on June 1st, 1941. Britain's lifeline to its Eastern Empire was severed.

Boosted by this victory, Hitler continued to reinforce the Mediterranean front. By early June, the German Army had reached its maximum strength level. Except for garrison troops in the occupied countries, Hitler massed the Army on the Eastern frontier. In Bulgaria, the 6th Army was formed under Field Marshall Busch. At his disposal was Kleist's *Panzergruppe*, the *Fliegerkorps*, and three *Luftflottes*. The violation of neutral Turkey appeared imminent.

Holland's Pursuit

Sir Percy Noble was appointed the Commander in Chief of the Home Fleet after Tovey's dismissal. He ordered Vice Admiral Holland's Battle Cruiser Squadron to guard Britain's convoys against German raiders. The Germans had returned to Kiel after their successful raid on HX12. In mid-March Grand Admiral Raeder instructed the two *Gruppen* to sortie again. This time Holland's fleet was in pursuit. The Home Fleet's Battle Cruiser Squadron was comprised of the battleship *Rodney*, battle cruiser *Hood*, the aircraft carrier *Ark Royal*, and six destroyers.

Vice Admiral Lutjens commanded the four German war-

ships. On April 8th he found convoy ST18. Holland ordered the convoy to scatter while he steamed to their rescue and a clash with Lutjens' ships. Lutjens spotted Holland's force approaching and ordered his warships to cease their attacks on the merchantmen. They engaged the Royal Navy.

A fierce battle raged over a moonlit night amongst the scattered ships of convoy ST18. By the dawn of the 9th, the action was over. The *Prinz Eugen* and Admiral Scheer were sunk. Only two destroyers had been lost on the British side. Lutjens had suffered a major defeat and immediately steamed home with his flag ship *Graf Spee* and the *Hipper*.

The Home Fleet pursuit of the German raider *gruppen* had paid off. Although convoy ST18 had lost over forty percent of its ships, the losses would have been much higher if not for the arrival of Holland's squadron. Grand Admiral Raeder had lost two great warships and would think twice before he sortied his raiders against the Home Fleet in the future.

Britain's War Economy

Churchill convened his war cabinet on June 30th to discuss Britain's struggle against Germany and its cost. Throughout the previous year and the current one, the German U-boat menace was growing. Allied convoys suffered serious losses, causing a strain in all sectors of the British economy. The German surface raiders were fast becoming an additional problem.

Although the Royal Navy attempted to keep up with the growing U-boat threat, it was not enough. Churchill instructed the Commander in Chief of the Home Seas Fleet to turn the 3rd Squadron over to ASW duties indefinitely. Bomber Command attempted to attack the Ruhr, but it proved fruitless.

The loss of Alexandria and Suez City would have dire consequences on Britain's lifeline to the colonial empire. Despite the heavy industries working at their maximum potential, there was no growth in the war economy in 1940. Over a twenty percent loss occurred in 1941 as Britain lost access to raw materials and goods. The Battle of the Atlantic was being lost.

No Need For Total War

In the Reichstag on the 10th of June, Hitler met with his chiefs of staff and key Reichstag members to review the courses of the war to date. Germany's military machine was approaching its zenith. The minister of Armaments, Fritz Todt, was maintaining the best of the equipment and materials for all the Reich's services. Germany was not at Total War capacity for production due to the successive military campaigns in Europe and beyond. Military losses had been kept to a minimum. Although the RAF attempted to bomb industrial plants in the Ruhr, no significant damage occurred. The *Kriegsmarine's* U-boats and raiders were exacting a terrible toll on Britain's supply lines.

The diplomatic chess games continued with the leadership in the Kremlin for both Hungary and Bulgaria. Foreign Aid was used to lure in quasi-allies. Hitler seemed destined to bring all of Europe under Nazi rule. For Germany, the Spring of 1941 was indeed the Happy Times.

To be concluded next issue... □

THIS IS THE MILITARY

by Kev Reid - #1315



My eleven years in the Royal Australian Air Force (RAAF) have seen a few humorous episodes. Here is one I remember well.

There is a remote desert airfield and range facility called Woomera located approximately five hours by car north of my parent squadron. Some years ago two other Airmen and I were tasked with the responsibility of travelling to Woomera to perform ground operations for an incoming Swedish C130 Hercules cargo plane. The inbound aircraft was carrying German scientists for a joint Australian project.

We marshalled and parked the aircraft, then began unloading it with a very antiquated TALU (Truck Aircraft Loading/Unloading). The TALU looked like it had been built by my grandfather. It was discolored and corroded, the brakes were atrocious, and if the steering was power-assisted no one had told the vehicle. Guess who got to drive this beast?

Heaving the vehicle around in a wide arc, I approached the rear of the aircraft. There was not enough room to swing in behind, so we tried a reversal to straighten up. Following the directions of my teammate, I had reversed only a few feet before the TALU's wheels left the hard stand, broke the thin layer of soil which had dried over the recent rains, and promptly sank in the mud. Still, the TALU had moved far enough back to approach the Herc straight on, so now all we had to do was move forward the dozen or so feet. With all these brilliant scientists watching, I put the transmission in forward and gave the engine a few revs. Nothing but wheel spin. "Give it some more," I was urged, so I gave the motor a bit and the mud fairly flew. Just then traction decided to have a say and this thirty feet of old truck jumped forward directly towards the aircraft ramp and protective buffer board. I hit the brakes with both feet but had the sickening feeling that the TALU was going to hit the Herc with enough balls to enable an aeronautical first: a return trip to Stockholm without leaving the ground. Well, the aircraft stayed put, but the TALU hit the buffer board hard enough to drop the crew's loadmaster to his rear. To this day I wonder what that earful of Swedish actually meant, although I imagine "You f@#\$%&g Mad Aussie, where did you get your licence, a pack of Bjorn flakes!" to be close.

The only damage that day was to my pride (and the RAAF's). That night at Spuds hotel we went into a public relations damage control with everyone invited. A fine party and all, but that's another story.

Uroo and good gaming to all. □

AHIKS ONLINE

by Bruce Monnin, PBEM Coordinator

A recent update found at least 37 AHIKS members online with an interest in over 100 different games. 25 members who were previously active online have not yet responded. Before the end of the year I will be sending all active members a list of games they have expressed an interest in as well as a list of all other members who are also interested in those games. □

PBM SHOGUN: A DIPLOMACY VARIANT

by Kevin R. Burns - #1459

I've created a *Diplomacy* variant called SHOGUN. It uses a variation of the Milton Bradley *Shogun* map with largely *Diplomacy* rules. There are very few games about Japan in general, and only one other Dip variant, so I may have filled a need.

Play by Mail SHOGUN

This play by mail game is based upon a number of games: *Diplomacy*, *Machiavelli*, *Nobunaga's Ambition*, and of course Milton Bradley's *Shogun*. SHOGUN takes place during the "Sengoku jidai," or Warring States period of Japanese History. While this period lasted historically from 1467 to 1568, our game starts in 1560 and finishes when one Daimyo stands alone and takes the office of Shogun of Japan.

All rules of *Diplomacy* apply except for some additions which will be mentioned below. There are three seasons per game year: Spring, Summer, and Fall. The first build turn occurs in the Spring of 1561. Players may build units in any supply center they control. Center control is calculated at the end of the Fall turn. To win a player must control at the end of



any year: 14 supply centers (short game), 20 supply centers (standard game), all 33 supply centers (long game).

Famine occurs every Spring turn in one randomly determined province. Players will be notified with the Fall results which province will be affected by famine in the Spring. Any unit still located in the affected province at the end of the Spring turn, for whatever reason, is eliminated. Castles are unaffected by famine. However, any unit located in the affected province, including a province containing a castle, must move out that turn or be eliminated.

An epidemic may break out any season as well! A D6 is rolled at the end of each season to see if an epidemic will occur next turn. On a roll of 1 an epidemic will occur in a randomly determined province. An epidemic has the same effect on units as a famine.

During a turn a player may do any or all of the following in addition to regular Dip actions:

Pay for a Ninja Attack: The player bids for the use of the Ninja by writing down how many "ryo" (Japanese money) he is willing to spend to hire the Ninja. The highest bidder gets to use the Ninja that turn. If the high bid is a tie, no one may use the Ninja that turn. Here is an example of Ninja use. Bid (say)

(Continued next page)

PBM SHOGUN (Continued from page 8)

3 ryo to successfully hire the Ninja. The Ninja attacks Oda's army at Omi. If Oda's army has left Omi that turn, then the Ninja attack fails—you can't hurt someone if he's not there! If the Ninja attack succeeds, the army that was attacked has its order nullified for that turn, and that turn only. The attacked army may move or support as normal on the following turn. To allow players to solidify their opening positions, no Ninja attacks are permitted until the Spring 1561 turn. Optional rule: If a player's bid for the Ninja is successful, then a D6 is rolled. On a 1-4 the Ninja attack succeeds.

Influence (Bribe) a Non-player Clan: As with the Ninja, a player may bid to control the forces of a non-player clan for that game turn. The bidding procedure is similar to the Ninja procedure. If the high bid is a tie (or no one bids to control a non-player clan's forces), the solitaire matrix issues orders for the non-player clan that turn and the high bidders' ryo are wasted. The successful bidder may issue orders for that non-player clan's forces just as if he controlled the clan. For example: bid 2 ryo to successfully control Tsugaru Tamenobu's forces. Issue orders for those forces: Army Awa (15) to Kazusa (14), Army Shimosa (13) supports Army Awa-Kazusa. A player may not bid to control a non-player clan's forces and attack that same non-player's units or centers on the same turn unless he issues conditional orders: if bid to influence Tsugaru Tamenobu's forces fails, then Fleet Sea Space N-Awa. Thus you may attack a non-player clan's forces if your bid to influence them fails or on any turn when you don't submit a bribe bid. (The solitaire matrix I will use for this game is a modified version of the one created by Lew Pulsipher and is available from the North American Variant Bank.)

Income: Players receive ryo every turn at the rate of 1 ryo per supply center owned. Unspent ryo are lost. Players may pool their ryo on any turn to bid for the Ninja or to control the forces of a non-player clan. Both players must issue the exact same orders for the Ninja or non-player clan, however, and inform the GM with their orders that they are pooling their money. For example, the Mori Clan pools its money to bid for the Ninja with Imagawa Clan and writes: bid 2 ryo, Ninja attacks Takeda's Army Hida. The Imagawa Clan bids 3 ryo with the same written order. Their pooled bid is then 5 ryo. If their written orders are different, then both bids fail.

Castles: Some areas on the board start with castles. Players may build a castle in any supply center they own for the same cost as building an army or fleet. Like an army, castles defend at 1 but may not move or attack. A castle may support a unit attacking into or defending in its own area but may not support into an adjacent province. To take over a supply center with a castle in it you must first force out any unit in the space. On the next turn you may attack the castle, but as castles are worth one on defense, you must support the attacking unit to take the castle. For example, after clearing Omi of Oda's army, on the next turn you may order: Army Odi (27)-Castle Omi (27), Army Yamashiro (31) supports Army Omi-Castle Omi. Optional Rules: 1) A Castle may convert to an army or fleet on any Spring turn. 2) To simulate the relative impregnability of Japanese Castles, a control attempt of an enemy Castle succeeds only when a successful Ninja attack is also directed against the same Castle.

Opening Setup - The Daimyo Clans 1560: Some spaces start the game with two units in one space. These units may support each other into another space.

Mori Clan: Army Buzen (60), Army Nagato (56), Army Bizen (44). Symbol: M.

Oda Clan: Castle Omi, Army Omi (27), Army Mino (22), Army Ise (26). Symbol: OD.

Imagawa Clan: Army Totomi (23), Army Owari (25), Army Mikawa (24). Symbol: I.

Hojo Clan: Castle Izu, Army Izu (17), Army Sagami (16), Army Musashi (12). Symbol: H.

Takada Clan: Army Hida (19), 2 Armies Shinano (10). Symbol: T.

Uesugi Clan: Army Etchigo (3), 2 Armies Etchu (7). Symbol: U.

The following Clans may be player or non-player Clans depending on how many players wish to play SHOGUN:

Shimazu Clan: Army Hyuga (62), Fleet Satsuma (64). Symbol: S.

Otomo Clan: Army Bungo (61), Army Chikugo (66). Symbol: O.

Sogabe Clan: Army Awa (47), Fleet Iyo (49). Symbol: SO.

Amako Clan: Castle Izumo, Army Izumo (52). Symbol: A.

Satomi Clan: Army Awa (15). Symbol: SA.

Ashakura Clan: Castle Etchizen, Army Etchizen (21). Symbol: AS.

Tsugaru Tamenobu: Castle Mutsu, Army Mutsu (2). Symbol: TT.

If you have any comments regarding this variant or if you would like to play SHOGUN by mail, write to: Kevin R. Burns, 2659-4 Tsukahara, Minami Ashigara, Kanagawa 250-01, Japan.

Sayonara,

Kevin — founder Japan's International Gamers Guild (JIGG). □

THE MULTIPLAYER SCENE

by Tom Butcher, Multiplayer Coordinator



New requests for games, players, and GMs come from—

Gene Gordon Slaten, 176 N. Garfield, Piggott, AR 72454, wants a "double-blind" game of Main Battle Tank (AH) with four or more players and a GM.

Stuart Schoenberger, POB 510, Jamaica, NY 11435-0510, wants to GM a game of Reich Chancellor, involving German politics in the declining years of the Weimar Republic (1930-1933). 5-7 players needed, each running one of the major political groups. Rules, etc. will be supplied.

Alan Libuszowski, T17, 1004 Red Bank Rd., Goose Creek, SC 29445, needs two Third Reich (AH 4th ed.) players to play Great Britain and Italy in a game that is going into Spring 1940 in my zine Blut und Eisen. Campaign scenario but could be curtailed to 1939.

Steve Williams, 442 Stanley St., New Britain, CT 06051, would like to GM Swords and Sorcery (SPI) for 2-7 players. A

(Continued next page)

MULTIPLAYER SCENE (Continued from page 9)

kit with everything necessary is available from him for \$5.

Tom Scarborough, 2516 E. Racine #1, Janesville, WI 53545, wants very much to play a GMed game of Empires in Arms (AH) and is also interested in Advanced Third Reich (AH).

Older requests on file include Terrible Swift Sword (SPI), Civil War (VG), Pacific War (VG), Perryville (Gamers), Embrace an Angry Wind (Gamers), Thunder at the Crossroads (Gamers), and Devil's Den (AH) from Joey Sabin, 820 S. Oakes St., Tacoma, WA 89405-2726, who wrote to say the TSS quota is only half filled.

My own zine, offering at present, Diplomacy, Machiavelli, 1829, 1830, 1856, The Consummate Railroad Game, Stellar Conquest, and After the Holocaust, is now available free to all AHIKS members who put themselves on a waiting or standby list.

Other Society members publishing include:

History of Canada, Kevin Burns, 2659-4 Tsukahara, Minami-Ashigara, Kanagawa-ken, Japan 250-01, with Diplomacy, Colonial, 30 Years War II, Indianomacy, Shogun, Canadian Civil War, Quebec Libre, United Nations, New World, Successors.

Rambling Way, W. Andrew York, POB 2307, Universal City, TX 78148, with Diplomacy, Fog of War, Colonia VII, Acquire, Empire Builder, Railway Rivals.

Western Front, Brad Martin, 15 Turo Close, Willetton 6155, Western Australia, Australia, with 1830, Abstraction, Britannia, Canadian Civil War, Civilization, Diplomacy, Empires of the Middle Ages, En Garde!, History of the World, Machiavelli, and Pax Britannica. □

PACIFIC THEATER

by Frederick Kraus, RD-Pacific

First I want to apologize for not having a column in the last couple of issues. I know this sounds lame, but work has really been a killer. I hope it lets up by the end of this month, but I have been working seven days a week, 70 to 80 hours, since July. Everything has suffered from home life to health to gaming.

There is some talk out now, mainly by our President, to reduce dues now that our treasury finally has a little money in it. I am strongly opposed to this in any form. My, how short our memory gets! It was not that long ago that we were not going to have the money to put out even one issue of the *K*. I feel members are getting a very good bargain for their money. There is no other organization that has lasted as long as this one; financial stability is one of the main reasons.

I found Alan Libuszowski's article "Of Stalemates..." interesting but disagreed with almost all his points. Games, sports, and contests are set up precisely to determine a winner and loser unless the parameters specifically specify there can be a draw. The fighter who won in the twelfth round because he had more stamina was the *winner*, period. Regardless of how close the fight may have been, he was the winner. The same with the final town objective in *Battle of the Bulge*. The game comes down to this last moment with the *winner* holding the town. A football game comes down to a last field goal: if it is

good, a *win* for that side results. Halt the game and declare it a tie because both teams played so well? Nonsense!

In our society we have to get rid of this idea that because you tried and failed you should still be rewarded. Little Johnny tries in school, so the teachers just keep passing him along to the next grade. Johnny has achieved a deadlock with the school system by not learning much and still passing, right? Bull. Johnny should be told he is not passing till he is capable of doing the work correctly.

Finally, Alan's list seems to make no sense. A Tactical Victory and a Decisive Victory are misplaced in several of your examples. The American Civil War was a Tactical Victory? Hardly. If the US vs. Germany in 1945 was a Tactical Victory, then Hitler would still have been in power. Vietnam a Marginal Victory for the Communists? Who was kicked out? Lastly, the Persian Gulf War a decisive Allied victory? Saddam Hussein is still in power killing people with his great Republican Guard. Read *The Generals' War* for a true insight into the Gulf War.

I will say this, Alan, your article got a response from me. I don't want this review to sound too harsh. You have a good talent as a writer and I hope you do several more articles.

On a different front, Chester Hendrix says he is coming out with a new game soon. It will be on Kursk 1943 using area movement like AH's *Storm over Arnhem* series. However he is talking about adding an interesting twist where one player is the German on the north shoulder and the Russian on the south shoulder. Sounds neat to me.

A special welcome goes out to new member Gene Gordon Slaten. Gene has been gamemastering our *Wacht Am Rhein* game and doing a great job of it. I know Gene will be a big asset to AHIKS. Speaking of *Wacht Am Rhein*, my progress has been slowed because of one damn strong point holding out, blocking my main advance. The defenders are paratroops, of course, but this time they are the 82nd. They never learn when to quit. Maybe I can convince them to take a tie and move on.

There is also a proposal out for awarding points for multiplayer games. On the surface I really like the third option, but there is a major problem. I have found over the years in multiplayer games that players continue to drop out all the time. Even the *Wacht Am Rhein* game has had a tremendous turnover on both sides. How can the losing players be penalized at the end of the game when there might have been several intermediate players who caused the loss then dropped out? Also you would never be able to recruit replacement players if they are going to lose ratings points by taking a side that has already lost.

I have two new games I hope to review in the near future if time allows. One is *Panzer General*, a computer game that is outstanding. The other is *Typhoon* by GMT Games and is also great.

Finally, the Joe Hruby Memorial Award goes to Bruce Monnin again. He has done a great job in AHIKS and continues to put out the *Communi-K* at his own expense. (We are cutting dues so Bruce can continue this?) He is also one of the main supporters of the Perpetual Fund. How many others have given anything to it?

Be well, good gaming, and keep in touch. □

OPEN MATCH REQUESTS 11/1/95
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
Air Force (AH)	1251	Snarski
Anzio (Basic, 2nd or 4th)(AH)	1427	Walsh
Ardennes (Gamers)	1483	Rubin
Balkan Front (GRD)	1365	Sabin
Battle for the Ardennes (DG)	1355	Jehlen
Battle for the Ardennes (SPI)	1413	Longest
Blue & Gray Quad I (SPI)	305	Klitzke
Bobby Lee (Columbia)	1413	Longest
Breakout Normandy	1431	McFarland
Bulge 65 (AH)	1455	Andriakos
Bull Run (AH)	1252	Brooker
First to Fight (GRD)	1365	Sabin
Condor (SPI)	1406	Williams
Cuderian's Blitzkreig (Gamers)	9027	Richwell (Norway)
Here Come the Rebels (AH)	1330	O'Brian
Napolean at War (SPI)	1413	Longest
Napolean's First Battle (DG)	305	Klitzke
Napolean's Last Battle (SPI)	1413	Longest
Panzergruppe Cuderian (AH)	1406	Williams
Russian Campaign (AH)	1243	O'Conner
Star Fleet Battles	1481	Cook
Stellar Conquest '82 (Metagaming)	1480	Rutherford
Submarine (AH)	1468	Thomas
Turning Point: Stalingrad (AH)	988	Lindow
USN (SPI)	275	Scanlan
Winter War (GRD)	1365	Sabin
Waterloo (AH)	1185	Ringhoffer
Yom Kippur War (Gamers)	1483	Rubin

Volunteer GMs (Looking for players):

1397	Schwartz	3rd Reich; ETO/PTO '90
1406	Williams	COD; COI; GI
1418	Milke	World in Flames; Civil War; EIA
1422	Bingham	Panzer Leader; WS&IM
1430	Warnick	Adv. 3rd Reich
1431	McFarland	Pacific War; TRC; RF
1433	Libuszowski	Korean War; 1914
1443	Anderson	Thunder at Crossroads; Adv. 3R; CW
1446	Rowles	AF/D
1450	Ehmke	Harpoon
1463	Martin	EIA; Pax Britannica, Britannica
1465	Brown	TRC
1480	Rutherford	Stellar Conquest; Adv. Civ.; Supremacy; Diplomacy; Fifth Frontier □

TREASURER'S REPORT: Sept. '95
by Sid Jolly, Treasurer 11/18/95



September 1995

Starting Balance:	\$3,525.11	
Income:	\$ 0.00	(Dues)
	\$ 0.00	(Total)
Expenses:	\$ 550.00	(Nied - K 30-5 Advance)
	65.56	(Deck - Sept. MC)
	0.00	(Service Charges)
	(\$ 615.56)	(Total)

Final Balance:	\$2,909.55	
Savings Acct.:	\$2,748.42	(as of 9/30/95)
Canadian Acct.:	\$73.23 Cdn.	(as of 9/3/95)

1996 Dues Schedule:

Jan - Mar	\$20	Oct - Dec	\$5
Apr - Jun	\$15	Initiation Fee	\$8
Oct - Dec	\$10	Reinstatement Fee	\$6

Overpayments will be credited unless a refund is requested. Make out checks and money orders payable to "AHIKS". Send payments to Sid Jolly. Canadian members send \$US equivalent to Steve Llewellyn.

Advance paid for 1996: 647, 1051, 1253, 1376, 1403, 1406, 1431.
Advance paid for 1997: 647, 1403
Subscriptions expire: 697, 8005, 8011 □



Games for the Asking, Part 2: Found some more games looking for a new home since my last ad. Just write and request the ones you want. Last issue's response ran me out of boxes, so this time please include \$5 per game for packaging and postage (\$2 for each folio game). Blue Max (GDW), Storm Over Arnhem (AH), Brother Against Brother (FGA), Defiant Holland (folio, FGA), Bastogne (folio, FGA), Remagen (folio, FGA), Kasserine (folio, FGA), Robert Morss, 20 Fairfield Road, Greenwich, CT 06830.

Games Wanted: I am looking for the following: BroadSides and Boarding Parties (MB); Conquest for Empire (MB); WWW magazine #1 with game; a copy of the rules in WWW #2 or the mag itself; WWW issues #3, 4, & 5 (games only); S&T #20 complete or a copy of the counters and other information sheet for the Anzio part of the game; S&T #25 complete or a copy of the German appendix; Crimean War Quad complete (S&T); Feb. 1971 Military Modeling magazine. Will pay any reasonable price plus shipping for any and all of the above items. Ronald Teleucky, 7084 Quarry Dr., Las Vegas, NV 89117, or (702) 873-2480 after 6:00 PM PST. □

MATCH REQUEST FORM

Name _____ Member # _____ Phone Number _____ Date _____

Address _____

To Request Matches Use This Format:

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

Change of Address Effective _____

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

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

1. _____
2. _____
3. _____

AHIKS



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