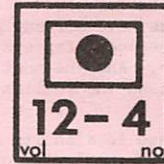


THE KOMMANDEUR

NEWSLETTER OF AHIKS



DOIN'S

THE PRESIDENT'S CORNER

It was a great pleasure to have Omar and Sue DeWitt to stay early in July, even though it was only for one night. Omar happily comes to England quite often and through his long years of Office has come to know a number of members of the European Region. As a result, his visits take on the effect of a Grand Tour and his favours have to be rationed.

Talking of Omar reminds me that I and your new Committee have been in office for six months now, the "running in" period is over and you are entitled to good service without any reservations. If you are not getting it, write to me or your RD. In one aspect the service cannot be faulted, and that is with the K. Our Editor continues to provide good regular service. In this connection, I support his last editorial wholeheartedly. Let us do what we can well and not through "vaulting ambition, which o'erleaps itself" descend to a poor magazine. We just do not have the capability to produce regularly a decent magazine.

In the last elections, etc., you authorised the Committee to select one officer as Vice Chairman/President. We have had a very detailed discussion on this matter and are voting on it now. I will give the results, I hope, in the next K.

With the increase in membership numbers it must have become apparent to you that the present Central Organization creaks a little in some joints. The size of the Exec has grown to a point where it is in danger of becoming unwieldy. A number of Officers have included comments in their reports in the K that they need assistance, there have been requests for volunteers to meet this need. I have been very pleased at the response and we have a pool of volunteer helpers available. This development has not caught the Exec unawares; in fact, we began some discussion on it last year. This has continued in the new Exec and with all officers now fully on top of their jobs, we are about to get down to the task of producing a new and satisfactory organisation, which will take us as far into the future as our present "set up" goes into the past. There is nothing unusual in all this; every organisation needs overhauling at intervals and the time has come for this in the Society. At the end of the year we shall ask you to approve the results of our deliberations.

John Heydt mentioned that Once Upon a time there was a film called "All Quiet on the Western Front"; I must plead guilty to having seen it (a reissue, not when first released, I hasten to add!) and an excellent film it was, too. Of course in those days large chunks of the book could not be shown on the screen. If it is ever resurrected in your area again, it is a classic one should not miss.

Lastly, I would like to thank Harold Horne for guiding our finances so skillfully once again; a sound financial basis makes life so much easier for everyone.

Henry Radice



July 30, 1977

ARIZONA AHIKS GET-TOGETHER

-Pete Menconi-

We held the "AHIKS Cactus Classic" on a Saturday, June 25th, at my place in Phoenix. We kicked things off about 7 am and by about 9 we had 100% of the permanent Arizona AHIKS force in attendance: Bruce Hudspeth, Jim Pratt, Ron Scott, Bill Garman. With two non-member guests, the party totalled seven. Festivities began with Kingmaker to break the ice, and a multicommander Third Reich soon followed. TR was quick and brutal on the German, as Poland took two turns to kill, and then France held out, and then France and Britain invaded Italy, and then France crossed into Germany as Britain invaded the north German coast, and then we all found other games to play! PG Guderian was in progress prior to the Axis demise in TR, and I remember seeing Blue & Grey Quad going. Bill shot me apart in Mech War 77, and I think I remember seeing Panzer 44 float by sometime.

As is usually the case at these get-togethers, there was much fondling of new games and magazines. Pearl Harbor was on display, but the only thing I remember about it is that you need a copy of SPI's USN to set up the game, since PH rules seemed to have omitted the starting positions for the Japanese!

The day ended with Jim and I squaring off at American Civil War and Starship Troopers, closing up shop a little before midnight. A good time was had by all (or, at least, they didn't complain!), and I think is a fair example of what the American regions can do for FTF meetings, considering how spread out we are (the nearest non-attending member was 400 miles away!). By keeping the meeting small, individual homes (as opposed to commercial facilities such as hotels) can easily accommodate the crowd.

(**Putting on my Editor hat, Pete forgot to take pictures, the dummy! The camera was loaded, but in the rush of things.... I do hope that other organizers will get me some shots so we can run them in the K.**-pm)



Terrible Swift Sword

such reckless abandon that they might as well have carried clubs! Blessed with more than a little historical hindsight, Major General Henry Heth was determined not to have history repeat itself. Though Buford tried desperately to hold onto McPhersons Ridge, his division was all but destroyed. The coup de grace was administered to 400 gallant cavalymen in the rail cut on the western edge of the ridge. After a long and stubborn defense, they fell only when attacked by three regiments from the front and two batteries and a fourth regiment in the rear. Though Confederate losses of the morning's affair aren't exactly known,

1400 HOURS, JULY 1, 1863

-Dan McClure-

Our battle is only six hours old and the art of war(gaming) has been set back 5,000 years!!

"Butcher" Buford and "Hacker"

Heth went after each other with

such reckless abandon that they might as well have carried clubs!

Blessed with more than a little historical hindsight, Major

General Henry Heth was determined not to have history repeat it-

self. Though Buford tried desperately to hold onto McPhersons

Ridge, his division was all but destroyed. The coup de grace

was administered to 400 gallant cavalymen in the rail cut on the

western edge of the ridge. After a long and stubborn defense,

they fell only when attacked by three regiments from the front

and two batteries and a fourth regiment in the rear. Though

Confederate losses of the morning's affair aren't exactly known,

continued page 2

do in's

let it be said that Heth's boys are limping around in a daze, not really caring that they've yet to find any shoes. And, as for Heth himself, well, no one's ever accused him of having any finesse anyway.

Since the morning debacle, both sides have done a lot of marching around and breastwork building. With Ewell's Corps now approaching Gettysburg and Hill's Corps spreading out on Seminary Ridge (combined with Lee's arrival), things should begin to happen in earnest again. We shall see if the Germans and the Westerners can change history in the afternoon as the Southerners did in the morning.

Our game's procedure has been changed since we began. We are now using a rather complex Si-move system that retains the integrity of the original. It has worked out quite well to date, although some players have been surprised by enemy units doing things that they weren't prepared for. Some of the "color" we added to the game has been fun. Messengers have already gotten lost and even captured by enemy troops. The local farmers are busy volunteering information to the combatants. And the most recent errata published by Richard Berg has increased the realism of the game for our benefit.

The biggest problem of the game is also its greatest joy: that is, its scale. A game with the complexity of TSS being played by twelve foolhardy individuals by mail is a real hassle. Yet, as one can imagine, it's a real pleasure, too. Though I'm not actually participating in the game, I am recording it as history, and those who are playing are being quite historical. You should read some of the notes passed back and forth. The whole affair is completely official and we're having one hell of a good time.

K

editorial

By golly, one nice thing about being Editor for you guys is that when I scream for some articles, I get them. It's especially encouraging to hear from some new writers. However, (you didn't think you were off that easy, did you?) I still need more input in the form of reviews and PBM methods: the two prime areas in which we can help each other.

Before I forget (again), you may have noticed some of the addresses in K12/2 were not printed correctly in that the left margin in some columns had one or two characters blanked. The names are typed in long columnar lists, then cut to fit the pages, and pasted down. I somehow got the edge of one paper over the type of the next column. I have two objectives in printing the master address list once a year. First, it is sometimes useful for members to look around and see who is nearby for potential PTF meetings. Second, I think distribution of such a list insures that members can always have recourse to contact the club "at large" if they have a beef. Although unlikely, should all the officers cease functioning (most likely: committed to various asylums throughout the world!) a few enterprising members could re-constitute the club rather easily.

TOM OLESON IS ALIVE AND WELL, HIDING IN NEW YORK, last I heard. His photograph in the last K had a black border around it because the photo by itself looked a little bare. I misjudged the requisite width of the border, giving it a trifle morbid look.

For the purpose of studying future growth patterns in the US regions, the map on page 4 of the last K is coded as follows: by 1990, the white states with the thick black borders (five western states, Florida, NH, Alaska, Hawaii) will grow over 25%. The cross-hatched states (eg, TX) 21-25%; slant lines (eg, CA) 16-20%; dots (eg, NB) 11-15%; the rest 10% or less. I'd presume that our membership will keep pace with the general population.

I'd like to thank Dan McClure for his illustrations that have appeared in past Ks and also for his "Bulletin Board" header. He's working on another project which should be a lot of fun, but we'll keep the details secret until it's finished.

Pete Menconi

K

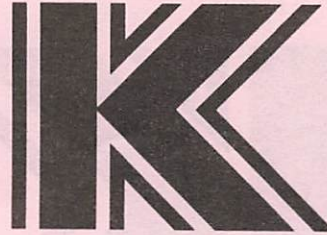
July 29, 1977

AHIKS RATINGS

Next issue will have the top 50 listings. There are now more than 160 rated members.

K Mills 2045	R Teleucky 1600	S Peluso 1475
D Burdick 1955	B Maston 1560	D Grant 1470
J Popolis 1850	D McClure 1560	D Turansky 1415
T Oleson 1760	L Deck 1530	J Ratzemberger 1410
J Drummond 1735	W Hopkins 1500	E Anderson 1370
T Eller 1685	L Newbury 1490	R Berg 1370
M Yarwood 1650	J Heydt 1490	W Garman 1370
S Gurley 1650		

K



THE KOMMANDEUR VOLUME 12 NUMBER 4 OCTOBER 1977

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

Society dues are \$8.00 per year, prorated quarterly, with a one-time initiation fee of \$5.00. Additional information is available from the Secretaries or Regional Directors listed above.

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. Inquire with the Editor or (in Europe) the European Regional Director.

K

do in's

DNO MULTICOMMANDER

-Fred Helfferich-

With the sixth publication of our newsletter, "DNO", we have completed the September II, 1941 turn. We have eleven players, six Germans and five Russians. This last move took almost three months, but we are trying to speed things up. It must, of course, be recognized that all of us are forced to moonlight on a second job besides wargaming, and that most of us even lead a private family life that makes demands on our attention! The Axis players will, of course, continue to do their best to reduce the number of Soviet units in order to facilitate moves! We hope to again achieve a six to eight week turn completion time.

German troops are on the outskirts of Arkhangelsk, and have taken a portion of Leningrad. The drive on Moscow has penetrated to Vyazma in the midst of hard fighting; the Soviets hold Bryansk. No established front exists in the Ukraine, but the Soviets hold strong hedgehogs in Kharkov, Krasnogrod, Pavlograd, Zaporozhye, Stalino; Germans have penetrated as far as Rostov. The air war has calmed somewhat, as the Soviets are more cautious with their reduced forces. German long-range bombers have penetrated as far as 300 miles east of Moscow. Weather continues fair, but rain is expected in the north by mid-October.

K

TREASURER

AHIKS FIRST QUARTER 1977 FINANCIAL REPORT

Effective Balance at beginning of quarter \$1,986.45

INCOME

Dues	\$2,280.35
Initiation Fees	360.00
European Region	24.00
Miscellaneous	39.98
	<hr/>
	\$2,704.33

EXPENSES

President	\$ 79.50
RD East	30.70
RD Northeast	13.93
RD West	13.00
Secretary	24.72
Editor	193.71
ICRKMeister	34.62
Match Coordinator	4.50
Treasurer	37.32
Judge	10.95
Stationery	59.80
	<hr/>
	\$ 502.75

Effective Balance at end of quarter \$4,188.03

Total postage \$277.81

Total printing \$138.03

Printing for K \$78.23

It's obvious from the first quarter statement that it was quite a busy quarter: it seemed like I always had either dues or a new member to process. To emphasize this, I'd like to point out that we took in over \$250 more dues in the 1977 first quarter than we did all last year!

I finally found a little time to type up the survey results/comments. I am now in the process of sending copies out to the officers. I must apologize for not getting to this sooner, and especially for not sending out some of the comments to the officers that need to investigate them. There were numerous comments about regional get-togethers, especially decrying the lack of them on the west coast. I see that Pete Menconi and Henry Kelley have been active in this: I think that more of you should jump into this and get your own meeting going. Due to our geography in the west, it's too much to ask the RD to organize every meeting. To cover the entire region, it will take ten or more mini-cons.

Harold Horne August 1, 1977

THE SECRETARY

We have had a few more volunteers to aid the Society; they are Jerry White, Lynn Moore, William Wolf and James Mueller. The Executive Committee wishes to thank them, and we hope that we will continue to have this kind of response in the future. A note to those who volunteer, you may not be asked to perform a specific project immediately, but most of our projects come up at short notice so it is much easier to have a list of volunteers handy rather than waiting three or four months for the next K and the response from the appeal.

I am now looking for short-term volunteers to type up OOB sheets for various games which I do not have. This will involve about 2-3 hours per game. You will be supplied with blank OOB sheets. Then you will simply organize a logical pattern and type it on the sheets. Some games, such as Panzerblitz, do not lend themselves to pre-typed OOB sheets. I am not familiar with the following games, but I assume they can be organized on an OOB sheet: Battle for Germany, Panzer Armee Afrika, Brietenfeld, Sinai, American Civil War, Napoleon's Last Battles, Road to Richmond, Fredrick the Great, USN, Sniper, Dixie, NATO, 1776. These games are from a list of more popular games given to me by Carl Benton. There are many other games that could use it, but these will be a good place to start. Volunteers will be accepted on a first come basis, with one game per volunteer. If you have several of these games and are willing to do one, please send a list of the games, and you will be assigned only one to do. Needless to say, I expect many volunteers!!

In case some of you feel that all the Executive Committee does is write columns for the K, I will be including some bits of information on what the Committee is doing. This should become a regular part of my column.

Last January, you voted to have the Committee select one of its members as Vice President. Ever since then, there have been several ideas passed around. The Committee is now in the process

of voting on these and the results will be in the next K. There have also been discussions on restructuring the Committee to better serve the membership. With the increasing size of the Society, the organization that worked for 50-100 members has become somewhat unwieldy for a membership fast approaching 500. This is part of the reason for our recent pleas for volunteers, since a change in structure may require some additional help.

A reminder on Change of Address: please send them to Harold Horne. I have received several in the past few months and this only delays the process. Harold keeps the master list, so that he will always be able to get to all the members for money! (**If I may add to that: if you like, use the post office cards that are preprinted for change of address. Send one of the blue ones to Harold, and send a red subscription one to me. That way, your K will also make it on time, AND I then send the red card to Harold, so that if your blue card is lost in the mail, your change will still be noted.**-pm)

Ron Starnik

K

July 27, 1977

THE WESTERN FRONT

Well, as my opponents will vouch for, times have been very busy for me since about the end of May. The Army has a yearly fun and games event called the Annual General Inspection. What that means is that we crash and burn for one month to make up for all the things we didn't do the preceding eleven months (ie, since the last one)! If you are interested in simulating this in a game, it is akin to playing DNO/UNT, WITE, IA and a few other biggies all at once. Additional constraints: you are alone against as many other players as could be found, and you do not know the rules--you must learn them as you go. You have 15 minutes to make each move. Also your wife must yell and scream at you every hour to cut the grass and other chores. Food is served at irregular hours (if at all). I just can't wait till next year!! (**You forgot one item: if you lose the game, you get HUNG!**-pm)

Anyway, there were a few things after that that got in the way, but I am sort of back on schedule now. I got Arab-Israeli Wars and Fulda Gap and haven't even had time to look at them in any detail. I did have enough time to go see A Bridge Too Far. Even got to see my name among the actors--it's hard to believe there are two John Ratzenbergers around--especially since whoever it was is not in our family chain that I know of. Actually I'm glad it was not me in the movie: as I remember, "I" got shot out of a raft during a river crossing!! The movie itself is not too good. Unless you are very familiar with Market-Garden, it is only confusing as they do not develop the events sufficiently. Read the book before you go. Also got to go see Star Wars and that was fantastic (**right on!!**-pm); haven't enjoyed a movie that much in a long time.

Now, for the real big subject--my replacement(s). Due to orders I will not be able to stand for re-election next year and need to have some volunteers to run for RD(s)-West. Now, as the region has grown quite a bit and may be a bit much for one man to keep up with, I have proposed, the the Exec will vote on, a split along the following lines:

AHIKS PACIFIC: any state, province or country adjacent to the Pacific Ocean (CA, OR, WA, HI, AK, BC, Australia, Japan, etc.);

AHIKS WEST: the rest of the current West Region.

As it stands right now, that would give each region 68 members and that is pretty equal. I have had several people indicate their willingness to be RD and I would like them to reconfirm their interest. I would also like to have some more people volunteer to be sure that we are well covered. If you are interested in running, please drop me a note and also send a note to the Secretary, Ron Starnik. As I will be out of the country for 45 days, I won't be able to get back with you till late in October. Ron will ensure you get copies of pertinent club business so you can be read into the picture. When you write me, please include any ideas for things you would like to do and any questions you have. When I get back, I'll send you some info on RDing and answer any of your questions. From that you should be able to develop a good platform for inclusion in the December K. Hope to hear from lots of you!!! (**If anyone would like a copy of the RD instructions, "How to RD", write me for an immediate copy, or check with John when he returns. See the growth note in the Editorial.**-pm)

Big welcome to five new members: Melvin Friedrich, Belton, TX; Dave Aylesbury, Great Falls, MT; Bob Ferguson, Santa Ana, CA; Tom Mortenson, San Jose, CA; Harry Welch, Garland, TX; John Burt has moved to Idaho Falls, ID, from Pennsylvania--happy to have you on board.

John Ratzenberger

K

July 25, 1977

REVIEWS

PEARL HARBOR

-Virgil Mugler-

One of Game Designer's Workshop's two June releases is this one, subtitled "The War Against Japan: 1941-1945". For the price of \$12.75, you get a 12" x 15½" clear plastic, zip-lock bag containing two 22" x 28" sheets (bl ck, blue, light-blue, and red on white, light cardboard) that fit together to form a 28" x 44" playing surface. This surface consists of the game map, Strategic Weather Chart, Imperial Decision Chart, Objectives Control Chart, and an Organization Chart for each of the potential seven players. You also receive four 8½ x 11 sheets of die-cut, ½" square cardboard counters printed on one side only, which represent the naval, air and ground units plus leaders, bases, and control markers for each power involved: Japanese Army, Navy, US Navy, Army, USMC, ANZAC, USSR, British Navy, Army, Asians, KMT Chinese, CCP Chinese, Germany, France. Finally, an 8½ x 11, 16-page booklet containing two scenarios (the Z Operation: 1941, and The Divine Wind: 1943); and two 8½ x 11 cards of various charts and tables are included.

This is a strategic-level "historical simulation" of the Great Pacific War fought between Japan and the Allies. The game may be played in a two-player version or a multiple-player version with up to seven players participating (although the USSR usually enters for only the last turn of the game!). Each Turn represents three months of historical time. The campaign game covers all 45 months of the war (15 game turns) by linking the two scenarios.

The game map covers almost all of the Pacific from Pearl Harbor to India and from Alaska to Australia. Each hex represents approximately 200 km. Ground units usually represent armies and corps, but there are several specialized units such as Paratroops and Marines with smaller organizations. All ground units are provided with historical designations. Naval units represent divisions and squadrons and are also provided with historical designations. Air units represent airgroups in a rather abstract manner with a distinction made between land-based and carrier-based aircraft. Except for the Chinese mainland which sometimes resembles 1914 in unit density, the game map remains relatively free of units throughout the game because of the use of task-force markers or installation markers which correspond to similarly designated areas on each player's Organization Chart.

The economic aspects of the war are covered by the use of Economic Resource Points (ERP's) (**I'll bet you have fun with that one!**-pm). These are accumulated by conquering objective hexes and through a rigid, quarterly allotment. They are expended by combat, acquiring replacements, building new units, constructing installations, and through strategic movement. This aspect of play is very similar to the use of BRPs in Third Reich, except that the player has no influence on the growth or shrinkage of his quarterly ERP allotment as he does in 3R. Ultimate victory is also determined in a manner very similar to 3R in that the level of victory attained by a player is relative to the number of Objective Hexes he controls.

PH has some rather unique features: 1) in the multi-player version, Japan is represented by two players (army and navy) who must submit any disagreements to the Emperor in order to obtain a decision; 2) there is a limit of six offensive uses of the combat tables per side. If more attacks are to be made that turn, all players on that side must expend ERPs in order to conduct a Special Operations Effort. This rule effectively recreates the "open wound" effect of the China theater on Japan, limits severely any offensive opportunities for the Allies in China, and emphasizes the need for close coordination in the multiple-player version. 3) The Sequence of Play is interactive in that it contains a Reaction Force Phase which allows the defender to respond to actions on the part of the attacker during the attackers' turn. However, Reaction Force status is relatively costly in ERPs, so much thought must be given to its use. 4) The combat system makes use of six separate combat tables--CAP, Ground/Naval AA, Ground Combat, Bombardment, Air-Naval, Surface Naval. 5) Leaders are available who sometimes decisively affect battles. Some of these leaders possess a radio-control ability and thus are able to influence units over a larger area. 6) Provision is made for varying levels of German or British participation depending upon the course of the European war as reflected in an abstract chart.

On the basis of three playings of the campaign game (two-player version), I have an overall favorable impression of the game. However, there are a few things about PH that annoy me. First, GDW has made a name for itself on the basis of its graphics and extras--or as Richard Berg puts it, "chrome". Unfortunately, enough chrome hasn't been applied to PH for my taste. For instance, the actual game map did not have to be placed on two separate sheets since it could just as easily have been placed on one by eliminating two rather meaningless hex rows. In fact, the map is generally inferior to SPI's oldie-but-goodie USN, and

both use approximately the same scale. The need for two sheets comes from placing the various charts on the sheet along with the map. In some cases, such an arrangement is helpful, but in this case it causes more problems than it solves. It would have been much more convenient to put the map on one sheet and the charts on the other. Indeed, the Organization Charts would have been much more useful in a form similar to the scenario cards in Third Reich.

Secondly, the rules leave a bit to be desired (**this is a recording...?**-pm). Admittedly, I prefer the quasi-legalistic style of comprehensive rules such as SPI's, but PH's rules simply require too much reading between the lines to promote harmony during play. However, there are only a few outright glitches (how do leaders move? When do Paratroops enter?) so these rules are more annoying than poor.

Aside from these annoying production aspects, PH is a good game. Inevitably, it will be compared with Third Reich because it has the same designer (John Prados) and because of the similarities between the two games' systems. In fact, even with considerations of "chrome" aside, PH is probably not the equal of 3R as a game, but the situation each is simulating probably has much to do with this. PH's rules are infinitely superior to 3R's both in readability and organization. If anything, PH's combat system is more complex than that in 3R, yet it is equally as simple in actual play.

Another game to which PH is bound to be compared is USN. However, once past a comparison of the maps each uses, PH is clearly superior. PH's play is smooth, relatively rapid, and usually exciting. The interrelationship of land, sea, and air which was the key to the Great Pacific War is emphasized, yet the system does not bog down in detail as does USN.

Finally, PEM play of Pearl Harbor appears to be quite feasible. The only potential problem is the Reaction Force Phase which might require two mailings on those turns where it is used. Also, some alternative planning would be needed on almost every turn, but I've found that this is an excellent manner in which to improve your level of play. But since these two drawbacks might deter some from trying PEM, I can only rate it as marginal to average for PEM.

In summary, I definitely recommend Pearl Harbor to those players who enjoy Third Reich-type games, those interested in combined arms conflicts, and to those interested in the "ancient" history of 35 years ago which still effects our own lives today. Pearl Harbor costs \$12.75 and is available from Game Designer's Workshop, 203 North St., Normal, IL 61761.



JACKSONVILLE: THE BEACHES OF DOOM

-Bob Davidson-

Jacksonville is a battle-level simulation based on a "what if" situation some 20 years hence. In 1997, the forces of the Soviet Union invade the continental United States along the Northeastern Florida coast, with the objective of setting up a beachhead and supplying it through the deep water port of Jacksonville. An account of the events and the state of the world leading up to the invasion are included with the game. Briefly what the game supposes is Soviet domination of all but the Western Hemisphere, Soviet control of the seas (reducing the U.S. Navy to coastal defense duties), destruction of China and Israel by short ranged nuclear weapons, and much more.

The game is played on a two-color paper mapboard measuring 17 x 28 with 216 attractive glossy silhouette counters representing air, naval and ground (from company to division) units. Tank battalions, artillery brigades, transport helicopter squadrons, hovercraft, militia divisions, missile launch units, parachute regiments, fighters, fighter bombers, battlecruisers, marines, CVs and helicopter carriers are a few of the types of units present.

The gameboard has the standard hex grid, numbered with the SPI system, with each hex representing two kilometers from side to side. The 18 turns of play represent six days of actual time.

Jacksonville was the final effort by the now-defunct Jagdpanther Publications. Having had no opportunity to experience any of the earlier JP efforts, I can make no comparative analysis myself, but word from others in the hobby is that this may well have been their finest effort. Without a doubt it is a complete game with much promise.

While most of the ground units tend to be from battalion to brigade size with a few militia divisions thrown in, the ranges of fire attributed certain units tend to give the game a tactical feel. The zones of Protection (a sort of zone of delay) replace the usual zone of control found in most games. This, too, enhances the tactical feel.

Jacksonville is really not a complex simulation to learn to play. The sequence of play, if you choose the advanced game, is lengthy as each player turn is broken down into 15 segments! While this may be a bit much for some, the sequence can be shortened to only nine relatively simple steps for those interested in playability. The advanced game is dominated by the strategic air war, while the basic game emphasizes the ground battle.

The actual field of battle itself is dominated by a waterway (the St. John's River?) dividing the terrain into two segments. The city of Jacksonville itself is 11 hexes wide by 6 deep on a 51 x 26 hex map, thus providing a major defensive stronghold for the Americans. Swamp areas along the coast offer no defensive protection, but slow the advance of Soviet mechanized units. Smaller rivers and resort cities offer opportunities for setting up a defensive posture along the coast. Forests are extremely sparse. Capturing bridges across the numerous rivers should be a primary objective of both armies.

A few of the things that bothered me most about Jacksonville were physical. Had the map been expanded and the strategic display (for air and naval units) been printed on the fringe of the playing surface, I believe it would have greatly facilitated play.

While the map is adequate, it is clearly not up to the standards of the more prominent game producers. The glossy silhouette counters are attractive, but lack of unit type designation makes set up difficult, and lack of individual unit identification would make PBM hazardous. Of course, such ID could be provided by the players themselves.

Segmented turns would definitely hinder PBM in the advanced game. I will not say that the advanced game is not PBMable; it would be time consuming to be sure, with 18 total turns broken down into 15 segments each. If the basic game were played, I believe it could be handled in two mailings per player turn (or four per turn). The advanced game is complicated by a number of strategic air combat segments (airspace clearing, combat air patrol, air combat, air bombardment, etc.) as well as a Cruise Missile Bombardment Segment. These additional functions could increase the number of mailings to as many as six per player turn! Perhaps the individual could devise alternatives.

The minor complaints aside, Jacksonville is an exciting game to play. A well-balanced, competitive play is provided, in which aggression is paramount. It is not a game for the defensive player with all that hardware floating around. It is best to fight while you can, because there is a strong possibility you won't be around for long!! Easily one of the more "fun" games I've gotten into in a while.

Jacksonville is available from Lou Zochi, 7604 Newton Dr, Biloxi, MS 39532 for \$6.00.

(K)

CITADEL: THE BATTLE OF DIEN BIEN PHU
-Jimmie Long-

Designed by Frank Chadwick of Game Designers' Workshop, Citadel is a company/battalion level tactical simulation of the siege of Dien Bien Phu in North Vietnam in 1954. While Commies vs French in Indochina is not one of your hotter topics, the game comes off very well. Except for the rather involved melee procedure, the rules are extensive rather than complicated. Especially attractive are the detailed supply rules and the unlimited movement of all units. The several ambiguities which arise can be resolved by considering what probably happened during the actual siege. In this respect, the designer's recommendations for supplementary reading should be taken seriously!!

There are seven scenarios and a 55-day campaign game. Also, the French Strategic Bombing Phase can be played as a solitaire game. Victory conditions are in terms of casualties inflicted upon the Viet Minh and territory taken from the French. Play balance seems very good--prospects for both sides appear hopeless. The Viet Minh appear to have a slight edge, primarily in that the French are subject to rather precipitous collapse when burdened by large numbers of weakened units, a common situation.

PBM should be easy, for the scenarios. Each turn would require eight to ten exchanges, perhaps more when the melee phase is necessary. However, the operations for each mailing are quite minimal, requiring only ten to fifteen minutes to calculate and record. Citadel should be played with replies going in the next mail. In case you're interested, a campaign game which goes down to the wire could last upwards of ten years. Price it at \$10.00, postpaid from GDW.

In passing, the movie about Dien Bien Phu is titled, I believe, "Paths of Glory", and still occasionally pops up on the Late Late Show!

(K)

VIVA

-Rick Sylvia-

Viva is a game by Flying Buffalo, Inc, Scottsdale, AZ. The selling price is \$5.00 in most stores and is also available directly from Flying Buffalo. This game is designed to simulate the revolutionary days of Mexico.

The physical makeup of the game components is fair. The game comes in a zip lock bag. The counters total 260 and are the standard die cut by a professional printer. The face of the counter is very simple with the military symbol for the type of unit and the combat and movement factors. The counters are used as money in that you can combine factors to make one larger unit.

The map is all one color, printed on heavy construction paper. The features are quite rudimentary.

The game is supposed to simulate the guerrilla wars of the revolutionary era at the turn of the century. The total number of scenarios in the game is three. Each situation has a different game length, varying from 18 to unlimited. The turn sequence is a simple "first you then me".

The rules are not at all well-written, containing many holes. The company states it would be glad to answer any questions regarding the game, but that doesn't help when you're in the middle of a scenario! Most of the omissions can be worked out using common-sense experience with other games. The rule book itself could have used more ink, some of the pages being faint, but readable.

Although the game is supposed to simulate guerrilla warfare, play quickly centers around a small area of the map, with both sides fighting quite a few major clashes in two or three of the major cities. Most of the map is used very little. (**Perhaps this is the justification for the simple features--no point wasting time on something that won't be used!**) The game just doesn't have the rapid hit-and-run that guerrilla warfare should have. The game is "bloody", with heavy losses to both sides, but not all in battle! Fact is, a large proportion of losses come from attrition, the placement of lots of factors in one hex not coming with a high recommendation!

PBM would be easy, but why bother!?

(K)

LAW AND ORDER

The specialist system seems to be surviving its initial growing pains. Some potential problems with time delays due to vacations, trips, etc., but there this has come up, I have provided interim rulings to be validated by the specialist when they return. This is a bit risky in case we disagree, but I believe preferable to letting the game be delayed.

Remember that all requests should come into me directly and I will then dispatch to the appropriate specialist. This is critical in insuring a speedy answer. Also, if you wish your opponent to receive a copy of the answer, please include his name (and optionally his address if you have it handy).

Tom Oleson will be specialist for Wacht am Rhein and backing up on Napoleon's Last Battles in addition to his other specialist duties. I also have available copies of Tom's Anzio Addendum for second edition Anzio. This not only has rules clarifications, but some new rules including an Optional SRT which, in my opinion, makes a big difference in off-setting the luck factor on Allied losses. Paul Person is working on a compilation of the Panzer-Blitz rulings to date taking into account Avalon Hill's latest pronouncements. Other compilations have been promised by other specialists and will be announced when available.

Probably the biggest single problem I see now is that as the games "mature" they are reprinted and every edition seems to bring slight rules changes. This is compounded by rulings given between editions. There are major differences in editions even for games like Waterloo, Overlord and Kasserine Pass. For example, only recently I found out that the latest edition of Waterloo incorporates road movement rules which are similar to the Bulge road rules and listed as Optional in the AHKS rules supplement sheet on Waterloo. Overlord has two editions with differing OOB's and Kasserine Pass has editions with differing CRT conditions concerning AV and movement after combat. The point is to make sure you and your opponent have the same edition of the game, or at least the rules in your first correspondence. Regardless of whatever else you ask at the beginning, it may be wise for all of us to get in the habit of asking that question because with so many "remakes" of games and new editions in the works, it is going to get much more confusing.

Bill Farone

(K)

July 25, 1977

NUTS AND BOLTS

the icrkmeister

I continue to be very busy, but so far am keeping up fairly closely with AHIKS business.

News is scarce here at the moment, the latest F&M arrived a few days ago. I enjoyed the article on "Highway to the Reich", as I rate the game very highly. Apparently this isn't SPI's last word on Market-Garden as they seem to have a Quad in the works with the title "A Bridge Too Far" (what else?!).

Carl Benton

July 25, 1977

INTRO and OUTRO

Sometimes I sits and thinks, sometimes I just sits!

This somewhat weighty comment describes very well my present and well-known condition of "writer's inertia". However I will attempt to stir a few neurones for your benefits.

You will have seen the Logos in the last K, these are a selection submitted over the last year to the Central Executive Committee. The origin of the Logo idea is not clear from the K article. It has been a long-term intent, by the Committee, to produce a Logo that is uniform throughout the Society; at the moment for example, the K uses one, whilst such as the European Newsletter uses the old crossed cannons and muskets. For some time a low key collection of suitable designs has been carried out with the results that you see. However it has been decided that we should allow submissions to continue to the end of the year before a decision is made. Thus, if any of you would like to put your ideas to paper and then pass them on to me, I will see that they are forwarded for consideration. Forward graphic designers!

Our numbers continue to increase, four new members are added to the Secretaria this time--good gaming to you all: Jonathan Palfrey, West Germany; Michael Lewis, Surrey; Keith Poulter, Essex; Philip Gray, Ross-shire. However, I regret to announce that Michael Nethercot, one of the AHIKS original members, has given in his resignation due to changing circumstances. We are sorry to see him go--it does not seem from his letter that he will be lost to gaming completely!

John Spence

July 1, 1977

NORTHEAST REGION

Your RD has just returned from Origins 77 where, depending on who you were listening to, anywhere from two to three thousand rabid and not-so-rabid gamers attended. Through the good services of our past president, Omar DeWitt, we were able to secure a room for both Friday and Saturday where old members could meet and new members recruited. Twenty-three members signed the attendance sheet and we took four new applications as well as a renewal from a member who had failed to remit his dues at the beginning of the year. I'm sure there were other AHIKS members present who failed to either sign in or did not go to the AHIKS room. On both Friday and Saturday, AHIKS members got together for an informal dinner and local Staten Island eateries. On Friday, the theme was Italian and on Saturday it was Chinese. Fortunately the Saturday group had Larry Ercolino, our member-expert on Chinese food, who translated the menu for all the rest of us!

Some of the new games shown at Origins were AH's Rail Barons (railroad game), Victory in the Pacific (Pacific version of War at Sea), Gettysburg (includes introductory, intermediate, and advanced games: looks something like TSS, but on a smaller scale), Squad Leader (tactical combat). SPI had A Mighty Fortress (6-player power politics game on the Reformation--needs all 6 players), Modern Battles II quad, and others already for sale prior to the convention. Battline had Viva Espana (Spanish Civil War, strategic), Atlanta (Civil War on the campaigns around Atlanta: looked like they used Shenandoah system), Rising Sun (strategic giant game covering the war in the Pacific). GDW had Pearl Harbor (large strategic game covering the war in the Pacific), a mini-game, the name of which escapes me, covering an ancient battle, Case White (German invasion of Poland which is part of the Europa series), Yalu (a Conflict Game Co. game covering the Chinese counteroffensive in the Korean War) and a remake of the Conflict game Kasserine Pass. There were many other games by various publishers which are too numerous to mention. Your RD this year managed to keep his "quick draw" wallet in his pants and just purchased five games. These were Victory in the Pacific, Rail Baron, Gettysburg, A Mighty Fortress, and Yalu. Usually when I go to a convention I manage to get one "Editors Choice" game which usually comes in a zip-lock bag. I didn't this year--must be getting conservative in my old age!

The convention next year will be held on the weekend of July 14 and will be at the University of Michigan at Ann Arbor.

I want to specially thank Omar DeWitt and Mike Truex for their help in setting up the AHIKS hospitality room. As it turned out, we had to share the room with various tournament participants, but it was great fun!

John Heydt

July 25, 1977

THE BARRAGE

I'm pleased to report that with the acceptance of our two latest members, the Eastern region is now over the one hundred mark, with one hundred and one members!

Bob Davidson, Box 3165, Tuscaloosa, AL 35401, (205) 5563618, is organizing an AHIKS Mini-Con Dixie to be held on or about the first weekend in August (**Bob says August 12, 13, 14**--pm). If you are interested in attending, call Bob (not collect) at the above number. I hope you have a successful meet, the first of many!

We are still planning to get together in late September in the Annapolis area. You can contact me at (301) 224-3412 or drop me a note, if you're interested.

We welcome five new members to AHIKS: Dan Gallagher, Rockville, MD; Larry Kelly, Cordele, GA; Stanley Hilinski, Laurel, MD; Joe Pelliccia, Baltimore, MD; Gerald Rogowski, Woodhaven, MI.

Bill Hill and I are getting ready to start in a multicommander, international game of Jutland with two of our British brethren, under the monitorship of Don Turnbull. To give you an idea of his fiendishness, he refused to allow the Americans or the British players to form a team. Instead, he has insisted we split up--claims we might not have as many chances to ram and create terrible confusion if we could sort things out too readily! We tried Postal Jutland some years back and found it most interesting once you got past the search. We are taking steps to correct this so it should be fun. If Turnbull just doesn't get carried away, that is!

Bob McLaughlin

July 21, 1977

OPINIONS

THE LOST ART OF WARGAMING

-Tom Oleson-

Recently I spent a long weekend very enjoyably playing Terrible Swift Sword, which to my mind is a very fine game, and the best "macro-game" I have played so far. Better than Bataille (but not a whole lot), it was obvious to everyone playing that here was a game with tremendous potential for learning and enjoyment, but we realized with a certain sense of loss that we would probably put it away and never play it again, perhaps not even finishing the game started. Why? Because we were already fondling yet another big new unplayed game, in this case Avalanche, which I had just gotten. Moreover, we had heard great things of SPI's new Arnhem game, not to mention Wellington's Victory, their Waterloo game, which supposedly breaks new ground with its "beautiful map". We also were drooling over AH's new Alesia game, and a dozen others.

Deploring the flood of games is not new, and I am not about to repeat it, because I don't long for the "good old days" of D-Day and Stalingrad. Like most good old days of any sort, memory has painted them better than they were. Games now are better, and getting better still. What I do miss is a certain enjoyment which I am experiencing less and less. No one who goes to a banquet, offering a large variety of succulent food and fine wines, only to cram down as much sheer quantity and quaff as much sheer volume as possible before passing out, could be considered a gourmet, but rather a glutton. Delicacies must be slowly savored to be appreciated, wine carefully sipped. Few wargamers do this any more, so eager are we to experience the latest thing, then toss it aside for something fresher still.

This reminds me of a period in Formula auto racing more than a decade ago when technical development proceeded so fast that something called the "car of the month club" was born; one had to buy a new car nearly every month to be competitive, and last month's champion was outclassed and forgotten.

There is a pleasure to be had from knowing a game intimately, and playing it well, which is of a different order from my frenzied, albeit enjoyable, TSS weekend. I think every wargamer owes himself this pleasure: the art of wargaming well. To achieve it, you select one really good wargame that also appeals to quality opponents, and play it not all the time, to the exclusion of others, but frequently enough to become really good at it. It would be interesting to know if AHIKSers agree with this opinion, and if so, what is the game they put in this special category.

pbm

The response to the initial note has been good, although most have requested play-aids rather than submit ideas and/or PBM routines. But then, many of the members have volunteered their help on a part-time basis so it appears that the project is a worthwhile undertaking.

As this project is still in its shake-down phase, I'll let you know how it shapes up at present. First, I'll try to present in the K, on an irregular basis, a list of all the OOBs, play-aids, and PBM methods available. You'll be able to get any of these from the ICRKMeister in the same manner as you start a match.

Second, all PBM ideas submitted to the project will be published in the K and then made available through the ICRKMeister. In fact, this is the very heart of this project and it very definitely depends upon submissions from members. So if you have any ideas--rough or refined--on how to PBM various games, SHARE. For instance, has anyone come up with a workable way of using tactical cards in PBM for such games as 1776 or Kriegspiel? Equally, if you have improvements on existing methods, let us know. These ideas do not have to be in any sort of presentable form if you don't have the time. I'll try to do that for you if necessary.

Third, there is a possibility that we'll be able to develop a sort of play-testing network wherein any rough ideas submitted can be refined. Another suggestion is that we expand the project's scope and attempt to develop PBM methods for any game requested by a member. Although there are already two volunteers for such an undertaking, the manpower/time requirements for this would probably be prohibitive. So for now, we'll stick to the share-the-wealth program and depend upon all the members.

In keeping with the above, here is a first listing of OOBs, play-aids, and PBM methods available from the ICRKMeister:

Afrika Korps OB	Jutland PBM
Air Force PBM	Korea OB
American Civil War PBM	Kriegspiel PBM
American Revolution PBM	Luftwaffe OB
Anzio OB,PBM	La Grande Armees PBM
Arnhem OB,PA	Leipzig PBM
Austerlitz OB	Mech War 77 PBM
Bar-Lev PBM	Midway PBM
Barbarossa OB	Modern Battles Quad PA
Battle of Britain PBM	Napoleonic Quad OB
Battle of Nations PBM	Panzer Armees Afrika OB
Bismarck PBM	PanzerLeader PBM
Blitzkrieg PBM	Richtofen's War PA
Blue/Gray I&II OB	Russian Campaign OB
Borodino OB	Stalingrad OB
Bulge PA	Strategy I PBM
Chaco OB	TSS OB,PA,PBM
DAGC OB	Third Reich PBM
Dauntless PBM	Tobruk PBM
D-Day OB	USN PBM
France 40 OB	Waterloo OB
Franco-Prussian War OB	Winter War OB
Guadalcanal OB	WWII OB
Island War Quad PA	After the Holocaust PBM,PA,OB

Virgil Mugler

July 25, 1977

BAR-LEV PBM

-Glen Hynson-

At times, a game appears too overwhelming to PBM simply because of its play sequence. However, a little organization frequently makes PBM feasible. The following PBM system for Bar-Lev, which was developed by Glen, would seem to be a case in point. Although it does require some trust, this method allows a complete turn to be completed in only two mailings per player:

MAILING I (ARAB)

- A. Completion of previous turn
 1. Resolve Israeli return fire to Arab previous turn
 2. Resolve Israeli artillery attacks
 3. Resolve Israeli direct fire
 4. Record Arab return fire attacks
 5. Refit Arab units
- B. Beginning of current turn
 1. Allocate Arab air units in a sealed, labeled, envelope
 2. Record Arab bridge building locations
 3. List Arab artillery attacks
 4. List Arab reinforcement ICRKs
 5. Record Arab ground movement
 6. Record Arab direct fire

MAILING II (ISRAELI)

1. Resolve Arab return fire to previous Israeli turn (I.A.4.)
2. Allocate Israeli air units in a sealed, labeled envelope
3. Open sealed Arab air unit list
4. Resolve Arab air combat

5. Resolve Arab artillery attacks
6. Resolve Arab reinforcements
7. Resolve Arab direct fire
8. List Israeli return fire
9. Execute helicopter phase
10. Record Israeli bridge building
11. Note Israeli reinforcements
12. Record Israeli ground movement
13. Record Israeli direct fire

MAILING III (ARAB)

1. Allocate Arab air units in sealed envelope
2. Open sealed Israeli air unit allocations
3. Resolve Israeli air combat
4. Record Arab bridge building
5. List Arab artillery attacks
6. Select reinforcement ICRKs
7. Record Arab ground movement
8. Record Arab direct fire

MAILING IV (ISRAELI)

1. Record the results of air combat
2. Proceed to ground module
3. Resolve Arab artillery attacks
4. Resolve Arab reinforcements
5. Resolve Arab direct fire
6. Record Israeli return fire
7. Execute helicopter phase
8. Record Israeli bridge building
9. Note Israeli reinforcements
10. Record Israeli ground movement
11. Record Israeli direct fire
12. Record Israeli air unit allocations for next turn in a separate, sealed, envelope

Note that the results of any opponent's first fire may cancel your direct fire unless it is also a first fire option. In the event of combat which results from unforeseen enemy action, or in the case of missing ICRKs, the opposing player will select the necessary ICRKs in alpha-numeric order. A player may list any unused ICRK to cover his allocated attacks if he wishes. These ICRKs then supercede the alpha-numeric order. Paratroop/helicopter assaults use the procedure for unforeseen combat. However, the attacker may enclose an initial ICRK which his opponent must then use to initiate the unforeseen combat procedure.

(K)

AIR FORCE PBM

-Jim McAmis-

Here are two ideas on PBMing Air Force and Dauntless. With a little adaptation, these could also be workable for WS&IM. The first method involves a high degree of trust but is faster than the second method.

METHOD I

1. Player A records his movement for the given turn and then opens his opponents's sealed envelope and executes the movement phase.
2. Player 1 resolves any combat resulting from this movement. Unless a player specifically states otherwise, combat is mandatory with the target being determined in the following manner:
 - a. nearest unit within range.
 - b. if two or more targets are within the same range, the target is the plane against which the attacker can attain the highest Hit Table after all modifiers are considered.
 - c. if two or more targets are in the same range and could be attacked on the same Hit Table, the target is that unit with the greatest amount of damage.
 - d. if two or more targets are identical in range, Hit Table, and damage, the unit with the greatest number of Victory Points becomes the target.
 - e. failing all else, the unit in the lowest numbered hex is the target.
3. Player A records his movement for the next turn and seals it in an envelope. On the envelope, he must indicate a starting ICRK which Player B will use to resolve release rolls, spotting, combat, etc. Note that whenever a double roll is required (engine hits, bombing, etc.), consecutive ICRKs are merely combined by putting the lowest numbered ICRK in the tens position and the next ICRK in the ones position.
4. Player A sends his resolution of this turn (movement and combat) and his sealed envelope for next turn to Player B who then repeats this sequence.
5. Antiaircraft fire requires some guidelines for PBM purposes:
 - a. AA fires only in the 12H sector.
 - b. AA fires at all in the closest range column containing enemy aircraft.
 - c. Damage is divided equally among all units in that range column:
 - i. All friendly units first absorb damage in numeric order.
 - ii. All enemy units then absorb damage in numeric order

continued page 8

- d. Example: The closest enemy target at which a heavy AA battery can fire falls in the 25-36 range column. Also in this range column are two other enemy aircraft and one friendly unit. The flak result is WWCFL. This is distributed as follows: a "W" hit on the friendly plane; a "W" hit on enemy unit #1; a "C" hit on enemy unit #2, a "F" on enemy #3; and a "L" on the friendly unit.

(For those whose "trust quotient" is low, or for those who wish to engage in "blood" games, the following simultaneous movement routine is recommended.)

METHOD II

- Both players mail their moves to each other on a previously established date. Player B should also include an initial ICRK.
- Player A resolves movement and combat according to the methods outlined above. He then sends this resolution to Player B along with the date for the next mutual mailing. He should be careful to allow enough time before the next mailing date for his opponent to check his resolution and notify him of any disagreements. Once any discrepancies are resolved, a new mailing date is established and play continues. Usually, there are no discrepancies and the original mailing date is used. Whenever player B needs more time, a workable method is to return the letter to A, with a new mutual mailing date.
- The resolution of turns alternates between the players, thus equalizing the number of mailings per player. The non-resolving player must remember to include an initial ICRK.
- Notice that non-monitored, multiple-player games are relatively easy using this system. Each player simply mails his turn to all the players involved on the mailing date. Turn resolution revolves among all the players in some previously determined manner.

(K)

TERRIBLE SWIFT SWORD PBM

-Bob Cross-

Here is a method that makes two-player, non-monitored play of Richard Berg's classic practical. Of course, as in any "monster" game, there remains quite a bit of paperwork, but the game itself tends to make everything worthwhile. If paperwork really bugs you, you can minimize it by playing the shorter scenarios such as "Battle for Little Round Top" (28.3). By the time this is printed, a combat sheet and an OB adapted to the following method will be available. One complete Game-Turn requires three mailings per player. Also, because of the large number of die rolls required per turn, Bob has developed a very good alternative to both ICRKs and stocks. Write Bob Cross for details if you're interested. (**I smell a K article. I want!! I want!!*-pm)

I. Phasing player

- Open sealed envelope from opponent and verify results.
- List all offensive artillery bombardment attacks, indicating those attacks subject to overshoot (25.0).
- Record movement using legend symbols where applicable. Note facing, ammunition supply, and the combat strength of all units.
- List all intended offensive attacks--offensive fire, melee, retreat fire, withdrawal fire--and seal this sheet in an envelope. Be sure to indicate the attacker(s), target(s), range, and unmodified strength points assigned by each unit to each target. These attacks are now considered to be committed and will be executed if at all possible.
- Include a letter between A and T inclusive in the sealed envelope. This will be used later to establish an initial ICRK.
- List all Hex Numbers due for attack. Do not list the type of attack. Do not include this list in the sealed envelope.
- Send the movement sheet, target list, and sealed envelope to the opponent.

II. Non-phasing player

- Sign the sealed envelope across its flap.
- Verify the phasing player's bombardment and movement.
- Using the target list as a guide, list the following:
 - Retreats for bombardment victims; note that retreats usually refer to the path a unit follows when routed.
 - Counter-battery fire.
 - Defensive withdrawal fire.
 - Intended defensive retreat fire.
 - Defensive fire.
 - Retreats for possible offensive fire victims.
 - Retreats for units retreating before melee.
 - Retreats for possible melee victims.
 - Indicate a number from 1 through 10.
- Return all sheets and the sealed envelope to the phasing player.

III. Phasing player

- Determine the initial ICRK by matching the phasing player's letter with the non-phasing player's number. All further ICRKs needed to resolve combat follow in alpha-numeric order with A following T.
- Resolve combat in the following rigid sequence. Individual combats are resolved in the sequence listed by the player initiating them. In those hexes containing two units, the top unit is resolved first.
 - Offensive Bombardment
 - Overshoot (25.0)
 - Casualties/Results
 - Exploding caisson (12.35 or 23.27)
 - Rounds lost
 - Leader casualties (17.4)
 - Routs (14.0)
 - Rout retreats
 - Counter-Battery fire: as in a.
 - Defensive Withdrawal Fire
 - Casualties/Results
 - Leader casualties
 - Ammo depletion (12.21)
 - Routs
 - Rout retreats
 - Defensive fire
 - Casualties/Results
 - Leader casualties
 - Ammo depletion
 - Routs
 - Rout retreats
 - Defensive retreat fire (repeat i thru v)
 - Offensive Fire: as in d., only vi is offensive retreat fire.
 - Withdrawal fire on units retreating before melee: as in e.
 - Melee
 - Casualties/Results
 - Retreats and retreat fire
 - Routs
 - Captures
- Note actions taken in the Final Command Phase.
- Indicate Victory Points for each combat (if any).
- Return all sheets to opponent. Return the sealed envelope so that it may be opened for the verification of the combat results.

(K)

PROGRAMMED PBM: MECH WAR 77, AFTER THE HOLOCAUST

-Pete Menconi-

What is it? Briefly, the primary component of programmed PBM is a "fill in the blanks" form onto which all your turn activities are recorded. The purpose is to eliminate confusion and errors which occur because the turn details are so complex. (OK, I'll confess: I hate having to think while I'm playing!)

I didn't start out intending to do so much work, but in the course of making a detailed sequence-listing of everything required to execute a move in Mech War 77, I realized the list could be easily converted into a PBM form. Carl Weaver and I have been trying it for four turns, and the system seems to be working smoothly. Part of the trick is to use envelopes to "hide" portions of your move until your opponent has made his. MW77--typical of many games designed primarily for PTF--has a turn sequence that needs a series of act-react mini-segments; a straight-forward attack on the game would involve about 15 mailings per turn. I broke the turn into five major portions:

- Soviet I: A. Assign MV,OF,IF,CB,CA codes; choose ICRKs for panic, DF phase: put in envelope 1
 B. US OFBDA multiplier ICRK: envelope 2
 C. Soviet OF units and targets: 3
 D. Indirect fire assignments: 4
 E. Counter-battery assignments: 4
- US I : A. Open previous turn's envelope 4; decide on OFBDA multiple; (open envelope 2 if appropriate)
 B. OF units and targets: envelope 5
 C. Indirect fire: 6
 D. Counter-battery: 6
 E. Assign MV,OF,DF,IF,CB,CA codes
 F. Open envelope 1; determine panicked hexes
 G. Resolve direct fire phase and close assaults
- Soviet II: F. Resolve Soviet panic movement
 G. Make moves for "MV" units
 H. List overruns by Soviet units
 I. Specify ICRK start-point for US OF, Sov OR, US counter-attacks; specify US panic ICRK
 J. Open envelope 5
- US II : I. Resolve US opportunity fire due to Soviet moves
 J. Resolve Soviet overruns, US counter-attacks
 K. Resolve US panic movement
 L. Make moves for "MV" units

pbm (cont)

- M. List overruns by US units
 - N. Specify ICRK start-point for Soviet OF, US OR, Soviet counter-attack, IF phase
 - O. Open envelope 3
- Soviet III:
- K. Resolve opportunity fire due to US moves
 - L. Resolve US overruns, Soviet counter-attacks
 - M. Resolve disruption removal for all units
 - N. Open envelope 6, resolve IF phase
 - O. Resolve counter-battery attacks
- Repeat the cycle

If you are familiar with the game, you see that the system is workable only in an atmosphere of mutual trust, a condition that should prevail in our matches. The above sequence shows how the game may be converted to PBM play. Below are the "fill in the blank" forms (actually, part of the first) that simplify the play (once some fool has made up the form!):

US Player Form MECH WAR 77 Turn _____

PART I

SECTION A Soviet player has sent you envelopes 1 thru 4, for this turn. Open envelope 4 from last turn to verify IF. Now, decide if you want to attempt to multiply your OFBDA. If "no", leave envelope 2 sealed and return to the Soviet, later. If "yes", open envelope 2: ICRK _____ MULTIPLIER _____

----- cut here, keep to return to Soviet player, later; continue: -----

PART I US TURN

SECTION B Opportunity fire: list firing unit and target hex:

----- cut here, put in envelope 5; continue -----

Well, that's enough to give you some idea (it goes on like that for about 4½ pages). Master forms (you will have to make copies, unless Virgil says otherwise) will be on file with Virgil Mugler. If you have a copier into which color paper can be loaded, it is handy to make duplicate sets of forms in yellow, and then make your turn in duplicate, so that you have an exact reference copy.

AFTER THE HOLOCAUST: I don't see how you can escape using a game monitor, but this game IS playable by mail. I am monitoring ATH as a part of Pacific Diplodex/Origins West, for four players: Dave Bell, Dave Grant, Steve Elrick, Ron Shea. We are just now entering our third turn, and the system is really working very well. The forms are quite detailed as to allocations of economic points, trades, consumption, etc. Step-by-step decisions are recorded on a five-page form (the "Journal"), while the accounting of status is recorded on a single 8½ x 14 form (the "Ledger"). I have chosen to have the monitor take the place of the Federal Reserve, so each "year" we also have an annual report. True to the simulation of modern economies, there's lots of paperwork! The forms are designed to include most of the optional rules (to include loans, R&D, fertilizer), and rules that are not used early in the game (military units, for example), so that the same forms should be good for the entire game history. In the course of these first few turns, we have developed a number of conventions, clarifications and modifications to the rules; the form copies I'm sending to Virgil will include copies of all these suggested changes. The "kit" he will have is really meant for monitors, and will involve a lot of work to copy, so please only request it if you project monitoring a game. Again, if you have a copier into which you can load colored paper, it is handy for the monitor to have the forms printed in different colors for easy recognition of whose move you've got. For those who enjoy playing the game--PTF or PBM--I'd be happy to send copies of the rules changes at no cost (AHIKS members only, of course!).

(K)

IDEAS

TIME CLOCK PLAY PTF

-Bruce Maston-

For the past several months, I have been using a chess clock for PTF Waterloo. For anyone who might never have used one, a chess clock has two faces, one for each player, which shows the amount of time a player has remaining to complete a predetermined number of moves. The time can be set to any length. While a player moves, his clock is running and the other player's clock is stopped. A button is pushed which stops one clock and starts the other when a move is completed. There is a neutral setting where neither clock runs which is handy between moves for battle resolution.

My friend and I play Waterloo allotting one and a half hours for each of us to play until the Prussians arrive. This guarantees that we will substantially complete a game in three to three and a half hours. The chess clock system is a marked improvement

over a "three minute move" system as it does not require a stop watch and allows each man to spend extra time on crucial moves at his discretion. There is really no feeling of "time pressure" with this system.

Chess clocks come in many models, but the cheapest ones run about \$22.50 and can be obtained through any local chess club. Most libraries carry chess magazines which have mail order chess clocks.

In my limited experience with tournament wargaming at Origins I and II, I have seen no chess clocks in use; their introduction would seem to be an obvious improvement on the wargaming scene.

(K)

OPINIONS

AHIKS BALLOT/SURVEY COMMENTS

-The Membership-

A number of questions were asked, and space was provided to enter generalized comments, on the 1976 ballot form. Although we are not yet ready to present a statistically accurate analysis, here are some results you may find interesting. I would imagine that (where appropriate) some officers may use your suggestions and comments as start-points for future K reports and we will certainly use them as guidelines for structuring our future activities and decisions.

1. Favorite games. The top five mentioned are listed. PBM: Battle of the Bulge; Anzio; Stalingrad; Panzerblitz; Blue & Gray Quads. PTF: Kingmaker; Third Reich; Terrible Swift Sword; Panzer Leader; Wooden Ships & Iron Men, Panzer Gruppe Guderian. Ranking derives from number of mentions by members; each member could only list one game. I found it interesting that there is a terrific difference between PTF and PBM choices: note that there is no cross-over in the two groups.

2. Best game published in 1976. Top five: Terrible Swift Sword; Russian Campaign; Panzer Gruppe Guderian; Kingmaker; Starship Troopers, War In The West. Uh, interesting that the two most mentioned were designed or developed by AHIKSers. Cause or effect?

3 & 4. Society and Regional get-togethers. Lots of people are interested. A recognition that the Society-wide meeting is a bit of a dream.

5. Opening our member list to game suppliers. The list of names runs to about 250. I have always thought it might be nice to get some of that literature, just by way of seeing what's new; it would also be easier to order a game that sounds interesting if you have the order forms. We'd need to insure that our list would not be resold to some one else--a deodorant company, for example! Another way of doing this would be to include some of this information as an inset to the K, perhaps getting the company to offset any added mailing cost? We may feedback this again.

6. The top wargame-related publications. The top four were S&T, General, Moves, Fire & Movement. This suggests two things: 1) that these four are good publications; 2) that when the Editor pre-lists four magazines on the ballot form, he may be prejudicing the replies! Campaign/Panzerfaust, mentioned 31 times for the first three positions, ranks rather well under the circumstance (it was not pre-printed on the survey form).

7. Who/what did the most for the hobby in 1976. Geez, what a mess. The top five were SPI, AH, GDW, Origins II, AHIKS/F&M. Modest? Not us, bucko. In sixth place, three votes each (I can't resist!) were Redmond Simonsen, Richard Berg, Pete Menconi. This proves 1) Redmond is one hell of a designer/artist; 2) Richard threatened to sue two members; 3) Pete kept two extra copies of the Survey.

8. Those planning to attend Origins II. Well, you all saw each other there, so I don't need to go into details.

9. YOUR TURN. General comments. Eight pages thereof. A lot of suggestions for technical improvements and added services, which we will sift through over the next couple of months. Particularly with new members, some complaints that the "system" didn't work too well (new members matched with new members, slow in-processing, etc.); I'd be interested to know if, six months later, they find the same problems, or whether this is the result of 50 members joining in a space of a month or two? Let us know, since probably we would expect that a complaint of slow service was generated by a since-resolved situation. I was surprised that a couple of members cautioned that the officers should avoid politics and be careful not to let themselves get into the trap of searching for more power. Actually, we officers get along reasonably well. This month, for example, Joe Horne is circulating a petition to remove Henry because Joe wants to be Pres. Henry wants to put five more Europeans on the board so they can outvote the "colo-

nists". John Ratzenberger (we call him "John the power mad") is trying to get all the US Regions combined under him in something he calls "super-West". Carl Benton--let's get it all out--wants the Match Coord job back under the ICRKMeister so he can give orders to someone besides his computer. Ye Ol Editor wants a 50% hike in his budget because the rotten back-stabbing printer has put all kickbacks on a percentage basis, rather than the usual flat fee. Bill Farone is relatively happy, he and his 257 specialists soon to secede from AHIKS, right after the publication of his book, "Judgement at AHIKS". A right happy group. Actually, seriously, the biggest hassle currently up for grabs is that Joe Horne wants out of the Vice President job (he's afraid he might have to be President if Henry gets wiped by a two-story bus), and the rest of us are busily intent on sticking him with it! So much for politics. There was also a mention of a suspicion that some officers seem to run things for their own convenience, rather than responding to what the members want. This is true. Anyone with wanting to change this, please write Ron Starnik and tell him what job you're volunteering for!

I think the concept of printing the survey on the back of the ballot, and giving everyone a space for comments has proved itself. You may be sure that every comment will be read and discussed by the members of the Exec. Joe Horne typed up twelve (12!) pages of detailed quotes, and mailed a full copy to every officer. All in all, members expressed great satisfaction with our current status; "complaints" were usually modified by "well, this is really minor, but...." They are all the more valuable, because we can now deal with them while they are STILL minor!

K



This is something new, which I've been meaning to set up again, ever since we buried the regional newsletters. A lot of "small" items come up which might be of interest, but only take two or three sentences to transmit. I didn't bother with them before, but this will provide a vehicle. I'd like to--again--publicly thank Dan McClure for the drawing above.////Those who have been informed that Carl Benton, ICRKMeister, was moving, disregard. He wrote to say it didn't come off. Address shown on page 2 is still correct.////Dave Bell, proud new owner of a microcomputer, says, "I am interested in other AHIKS members who have fully or partially programmed any wargames. I am currently programming an interactive, real-time version of Submarine. My long-range goal is a bookkeeping and combat resolution version of War In The Pacific for a multicommander game." How about programming the darn thing to edit the K. I'll go fishin'. Write Dave at Department of Sociology, University of Houston, Houston, TX 77004.////Henry Bodenstedt, owner of Continental Hobbies (if memory serves me correctly) has offered a 10% discount on all his merchandise. You can get more info at PO Box 116, Adelphia, NJ 07710.////Stephan Haas (Box 639, Livingston Manor, NY 12758) is putting together a multicom Napoleon's Last Battle, needs four more to make it a game.////For those of you subscribing to Clumm's KQD, I haven't got mine recently, either. Since two other members also report non-appearance, it seems that he's out of business. At least I didn't pay anything for mine. Complaints should go to your RD if you want to institute AHIKS proceedings.////For those of you who were once in the Dippy craze and have let it drop, you might be interested that that segment of the hobby is at it again, another big feud running around. Not sure what started it (does it matter?). I sometimes get the impression that it's the feuds that really interest many people!////In the same apparent status as KQD (except that it's lower on the Bulletin Board!) is Walter Luc Haas' Europa, which I haven't seen in a while. He asked me to plug his new "Cheesehole News", but I'd sure like to see E regularized first. It's too easy to get yourself "burned out" in this hobby: a sort of "enthusiasm OD"!////A reminder on games that are available overseas, but not here: we can arrange purchase through AHIKS since we can transfer money internally. Roughly, we'd have a member in one country contact his Secretary, sending the money to that officer. The Secretary would contact his opposite number and arrange to have the item(s) sent. Since we might expect the net cash flow to be from the US outward, this would aid regions and members outside the US in transferring yearly dues to the central treasury.

K

reviews

AFTER THE HOLOCAUST: THE ECONOMIC "WAR" GAME

-Pete Menconi-

We have all seen a trend in wargaming--over the past three years or so-- to include the effects of the national economy on the execution of military campaigns in wargames. We've seen BRPs and ERPs and production charts. But you ain't seen nothin' until you've seen ATH: the wargame that may well play without ever seeing a military unit; the game in which dollars hit harder than bullets; the game in which you are your own worst enemy, and starvation of your own population is far more to be feared than enemy invasion.

The mapboard consists of four hard-backed sections, overall dimensions 34 x 22. I don't know if we should call it a "mapboard" or a "production chart" since only about half of the surface is devoted to the map of the US and southern Canada, the remainder shows all the economic information needed to play. Large (3/4") hexes are used, which makes it easy on the eye.

Briefly, the game presupposes a nuclear holocaust that devastates the world, reducing population, production and living standards to a mere fraction of their former levels. In the US, the remaining 40 million population gradually divides into four power centers (NE, SW, Mid-W, W); the game starts about 20 years after the holocaust, with the four mini-nations beginning to think about becoming whole again--each with its own idea as to who gets to lead the way, of course! The playing area is divided into 55 "Areas" (color-coded for easy recognition), of which 26 start out "owned" by one of the players. Each player's economy is divided into five segments: Farm, Fuel, Metal (the three raw materials Sectors), Industrial (production Sector), Transportation (used to tie your areas together and to take goods between players in trade). Each turn, each player takes his raw materials and can produce a variety of items: machinery (emplaced in a Sector, it boosts production), transport, plants (increases Industrial capacity), consumer points (used to boost standard of living). The game is won by a formula which stresses both standard of living and the number of Areas you control.

Much of the actual play is almost a solitary game, since you are deciding production levels inside your own economy, and allocation of resources. Each turn has five segments: Production (raw materials are produced and processed; military units can be mobilized); Trade (whatever you can get for what you offer); Consumption (your population eats food and consumes Consumer Points: as more Points are consumed per turn, the standard of living is incremented upward; higher standard of living then allows your population to produce more and allows greater mechanization of your economic Sectors); Military/Political (if anyone can afford to build them, military units move and have combat; new Areas can be seized, usually through the influence of cash spent in that Area); Finance (taxation, income to the player, industrial capacity expansion, depreciation of stockpiles and machinery).

There are considerable incentives, early in the game, for each player to cooperate with the others, particularly in trading goods with each other. As the game "matures", self-interest begins to erode this goodwill; after all, there's only one winner! However, a player has to be careful to balance expansion with internal investment, and military spending with internal production levels. A bad harvest and too heavy depreciation can leave you with starvation, unemployment and loss of territory (Areas revolt and break away).

After several playings of the game, I'd have to say that it is acutely described as a "Power Politics" simulation. The "bottom line" of I-like-it/I-hate-it will depend upon the individual's orientation. I love it, and consider it yet another indication of the designer's (Redmond Simonsen) ability to create unique environments for games. After The Holocaust is available from SPI for \$12.

K

ideas

SUGGESTED CLARIFICATIONS TO AFTER THE HOLOCAUST

-Pete Menconi-

For all that ATH is pretty much a "first of a kind", the rules are pleasantly free of much confusion or contradiction. However (has there ever been a game without this "however" business?!), there ARE a couple of gray areas and some outright goofs. I must admit from the outset that none of the suggested changes to follow are "blessed" by SPI, but are generally extensions of the existing game logic. The changes were generated during a multi-commander game of ATH which I am moderating.

(**This notice appeared in K1/2, Autumn, 1966. At that time, the AHKS "Representative in Japan" was SSgt. C. R. Wagner.**)

GOOD LUCK, CHRIS!

For many years there has been an urgent need for a good and universal War Gamer's Magazine at a reasonable price.

Great news! SSGT. Chris Wagner has ventured to publish a Journal of American War Gaming. The name: STRATEGY AND TACTICS, the price: 50¢ a copy. (How does he do it?) S&T will cover every aspect of war gaming, as well as the historical background for major campaigns, battles and skirmishes. Due to the rapidly increasing interest in Table-Top games with Military Miniatures, (about 40% of our membership are table-top fans) a complete section of S&T is devoted to this version of our hobby - the one that started it all...

ahiks is convinced that this new publication is one that no serious war gamer or history buff should be without.

Let us support Chris by spreading the news about STRATEGY AND TACTICS to anyone who might be interested and - of course - by sending our subscription to:

STRATEGY AND TACTICS
P.O. Box 65
Adelphia, N.J. 07710

(**Any member interested in past issues of the K, see the listing of old copies in K12/3, or write to the Archivist--address on page 2 of this issue--for a comprehensive list including prices.**)

(K)

SWAPPE SHOPPE

NEW: never used, or only used 1-2 times; FAIR: all pieces included, board has no defects, not unduly worn; POOR: less than fair; wb/nb: with box/no box (SPI and AH plastic segmented compartment); prices should be "postage included".

For sale: France 40 (AH), new; 1914, fair; Jutland with latest rules and with scenarios, new; all best offer.

Ron Starnik, 420 E. Ridgewood Dr., Cleveland, OH 044131

For sale: Stalingrad, new, wb, \$8; North African Quad, new, wb, \$10; Grunt, T34, Strike Force One (all), poor, nb, \$1.50; Wolfpack, Operation Olympic (both), fair, nb, \$5; Sixth Fleet & Oil War (both), new, nb, \$5; Combat Command, Tac Game 3 (both), fair, nb, \$3; the following games are all new, nb, priced one for \$3, two for \$5.50, three for \$8, four for \$10: Combined Arms, Lost Battles, Dixie, South Africa, Conquistador, Plot to Assassinate Hitler, Mukden, Chinese Farm, Battle of Nations, Frederick the Great, France 40 (SPI); for trades, I would consider taking Armageddon, Panzerarmee Afrika, Sorcerer, Tsushima, or games on ancient/medieval warfare.

A1C L. Albert Bowie, Box 5261, APO New York, 09012

For sale: Plot to Assassinate Hitler, new, nb, \$1; South Africa, new, nb, \$1; Combined Arms, new, wb, \$3; Kampfpanser, new, wb, \$3; WW III, new, wb, \$5; Wolfpack, new, wb, \$3; Operation Olympic, new, wb, \$3; Rifle and Sabre, new, wb, \$3; Dixie, new, nb, \$1.
Robert Roser, 5431 Helm Ct., Fairfax, VA 22030

(K)

FROM THE MATCH COORDINATOR

Dave Turansky

Please be very specific when you request matches. Make sure that I will be able to figure out exactly what you want. Do not take anything for granted.

If you are assigned a match which you have changed your mind on, you may wish to cancel. A set requires a fairly long-term commitment of your time. Occasionally someone will be kept waiting for a match for so long that by the time an opponent is found, the original requestor no longer desires a match in that game. If you do decide to cancel, please notify both me and your opponent and return your ICRK to Carl Benton. If your match has been cancelled and you still want to play the game, you must re-submit your request.

You may wish to list an expiration date on your requests, otherwise I will hold your request indefinitely until I can match it.

OPEN GAMES: Airforce (or Dauntless), Alexander the Great, Anzio, Ardennes Offensive, Arnhem, Battle of Britain, Battle of the Bulge, Blitzkrieg, Breakout and Pursuit, Chaco, Chariot, Franco-Prussian War, Frederick the Great, La Bataille de la Moscova,

Marengo, NATO, Overlord, Russian Campaign, Russo-Japanese War, Tobruk, Turning Point, Viking/Legion/Phalanx, Wagram, Waterloo, World War II.

OPEN TO NEW MEMBERS ONLY: Chattanooga, D-Day, Dreadnought, Grand Chancellorsville, Musket and Pike, Panzerarmee Afrika, Panzerleader, Stalingrad, Von Manstein's Battles.

3-WAY GAMES (TWO PLAYERS NEEDED): Sniper, Starforce, Wooden Ships and Iron Men; (ONE PLAYER NEEDED): Desert War, Firefight, Mech War 77.

REQUESTS FROM OVERSEAS: Breakout and Pursuit, Cemetery Hill, La Grande Arme, Panzerarmee Afrika, Soldiers.

MONITORS AVAILABLE: James Mueller, 940 Salem Ave., Elyria, OH 44035; Jim will monitor a game of Midway and a game of Guadalcanal for two players who want to use hidden movement.

PACIFIC DIPLODEUR/ORIGINS WEST: published by Larry Fong, PO Box 11090, Oakland, CA 94611. AHKS own multi-player gamezine. Write for a free sample copy. Many game openings available.

SET REQUEST FORM

USE THE FOLLOWING LETTER CODE. INSERT ANY ORDER, AS MANY LETTERS AS APPLY IN PARENTHESES FOLLOWING EACH GAME REQUEST.

N WILL PLAY NEW MEMBER (LIST NUMBER OF MONTHS THIS IS TO APPLY) M MULTIPLAYER GAME REQUEST
E WILL PLAY EUROPEAN OPPONENT (IF AVAILABLE) G WILLING TO GAMEMASTER F DESIRE FAST GAME ONLY (FOUR DAY REPLY) (IF AVAILABLE)
A WILL PLAY AREA OPPONENT (IF AVAILABLE)

- 1) _____
- 2) _____
- 3) _____

_____ I DESIRE TO BE CARRIED ON PUBLISHED AHKS RATING LISTS (CHECK IF APPLICABLE)
SEND THIS FORM TO THE MATCH COORDINATOR IF YOU NEED AN OPPONENT. ALREADY GOT A TURKEY LINED UP? SEND IT TO THE IRCKMEISTER.

1. Initial conditions: slight goofs. Although NE and MW are listed (5.1) with 6 & 7 Areas at start, only 5 & 6, respectively, are marked on the board. Add 1524 to NE, 1016 to MW. Table 5.1 shows 8 plants for FW: should be 9, by counting the board marks.
2. Transport Mech Points as if they were food, metal or fuel; that is, one transport point carries up to five Mech points.
3. Clarification: when rounding fractions, or decimals, unless the rules specify otherwise (some do, such as R&D), round off to the nearest whole number (2.3 is 2, 2.7 is 3); the decimal 0.5 should be rounded against the player: a loss of 2.5 is rounded to 3, a gain of 2.5 rounds to 2.
4. Clarification: you lose domestic transport with an area only if an opponent takes one of your good-control areas; all other cases, you keep the transport.
5. Clarification: when you spend one consumer point on a sector that only has one labor point, you are not depriving the other sectors that have more than one labor point when you give them only one consumer point. In other words, treat the single-labor-point sector as a special case.
6. Clarification: in the event your workers strike due to your holding back some consumer points, you can prevent the strike by immediately expending all your remaining points, even if after such expenditure, some of your labor remains deprived.
7. Suggestion: Permit partial expenditures for secondary production (eg, produce one mech instead of two), but at a higher per-unit cost by rounding fractional expenditures up. For example, one mech point would cost one metal and one industrial.
8. Suggestion: the food table, 6.3, showing supposedly "normal" food production is in fact weighted below-normal (more % than +!); change it so the + and - balance out.
9. Suggestion: to speed acceleration of standard of living, change the production costs table, 8.77, so that (for the costs shown) you produce 4 mech points and 10 consumer points.
10. Comment: Moves #32 had an article which mathematically analyzed ATH, concluding that Social State 3 was the highest you could reach, under the standard rules, with one labor per site. In fact, by a more detailed analysis, one labor per site gives you barely Social State 2. With the maximum three per site, you can make State 4. All this assumed no R&D augmentation of the Sectors. To make State 5, you need an average 19% augmentation; State 6, 27%; State 7, 33%; State 8, 38%; at about 50% augmentation, you should be able to reach almost any level of Social State. To open the game up, especially the open-ended game (36.), R&D is a

must. The basic equation for the economy, including quite a few simplifications, is shown below. The numbers reflect production costs suggested in 9., above; R&D is not included in the formula, but is easily cranked in via changing the coefficients. The inequality shown must hold for the Social State (= "N") to be self-sustaining. L_I = labor points per industrial site; L_M = labor points per site in both the fuel and metals sectors.

$$0 \leq (N + 1) \left[\sqrt{1 - \frac{0.6(N-1)+0.1}{N+L_I} - \frac{0.8(N-1)+0.1}{N+L_M}} \right] - 0.4(N-1) - 1$$

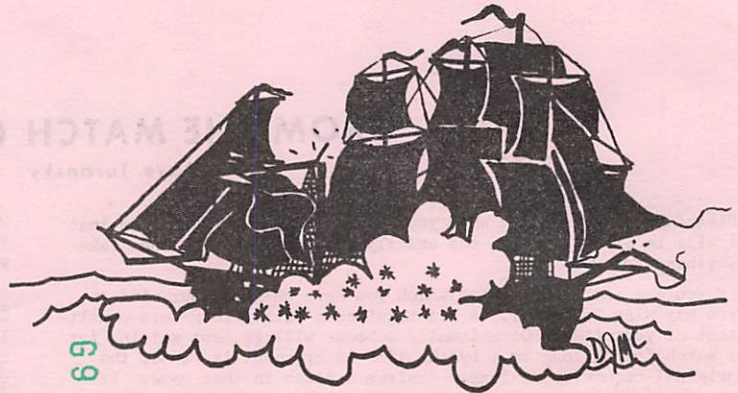
Let me know if you find any errors!!

(K)

NEXT ISSUE

Since this issue appears to be headed for 12 pages (whew! my fingers hurt!), I can't scream too loudly about you-all not sending me anything. HOWEVER (no-rest-for-the-wicked dept) I still want more reviews and PEM ideas. In that I do not believe in maintaining any backlog of items to print, my files are once again empty. Remember to send PEM stuff to Virgil Mugler direct. Deadline for material is October 1, but the idea is NOT to see how close you can get to the deadline, so SEND IT NOW! If you do not receive K11/5 by the third week in October, send me a post card. VERY IMPORTANT: we should have most of our 1978 officers lined up by next issue so that we can print emergency "need a man" notices. Contact Ron Starnik today! Or tomorrow.

(K)



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