



NEWSLETTER OF AHIKS

THE KOMMANDEUR



THE PRESIDENT'S CORNER

In my last column I said that I would give you the results of your Committee's voting on the Vice President question. Since you authorized us to appoint a VP from our officers, the size of the Society has increased considerably, and as a result the amount of work involved has grown correspondingly. The Committee, therefore, feel that the resultant gap in the administration of the Society's affairs which would follow one of the Officers giving up his office to assume the Presidency in case of necessity is not acceptable any longer. It considers that the best solution is to have a separate person, a sort of "silent partner" with no other function except to take over if necessary, and that the most appropriate person for the job is a former President. I have been authorized by the Committee to appoint the Vice President subject to its covering approval. I am in the process of sounding out possible starters and will name the "lucky" man in the next K. It is of course possible that this post will not continue in the revised organization, which we are discussing now, or at any rate not in this form.

In the last K under the heading "Opinions", some of the results of your comments were aired. Some of it was presented in a light-hearted tongue-in-cheek manner. Having now read all the eleven pages of closely typed comments, I am in the process of drawing up a list of officers to deal with them. There are some suggestions or views which cropped up sufficiently often to warrant early attention by the Committee and action should be in hand now. I wish to make a few observations on some of these.

OOB Sheets: We are examining this point and in fact have a suggested all-purpose OOB sheet designed by Harry Tucker under consideration at the moment. Any other proposals would be gratefully received by Virgil Mugler.

Meetings and Get-Togethers: I am glad to note that the number of these is on the increase. Sheer distance prevents the US Regions organizing Regional Meetings on the European model, but it should be and it is possible to arrange smaller ones in the areas of greatest concentration of members. Any member who is willing to organize one should contact his RD. Up to now these meetings have always been financed by those attending. The Committee is considering whether any financial help should be offered, and if so how much is desirable and possible.

Reviews of Games: Committee members do write reviews in the K and we are all indebted to them. There were five in the last K. With the plethora of games these days it is not possible for any one person to do more than scratch the surface. We are, therefore, very dependent on you, the membership as a whole, to supply the Society with these reviews. So get out your pens, pencils or typewriters and get cracking. Send the results to Pete. (**I'd suggest you read the short note on Reviews in K12/3, page 10** -pm) I was happy to see that four of the five reviews in the last K were by non-Committee members!!

Members Responding to Games: This is a very old chestnut. In my view too much regimentation, etc., serves little or no purpose. It is up to individuals to solve this one. Everybody has periods when they are very pushed on other matters; if so, it is polite to let your opponent know and arrange a moratorium or else cancel the game. But please don't just vanish.

I enjoyed Tom Oleson's "The Lost Art of Wargaming" in the last K, and how right he is. I find it very difficult to make up my mind on one game, but to start the ball rolling and maybe encourage some discussion, I list four that I enjoy and would always play given the opportunity, hastening to make no claim of any outstanding skill at them! My selections: Panzerblitz/Panzerleader, Anzio, Normandy, Soldiers.

The summer has ended and the Autumn, or is it Fall, is upon us, with the evenings drawing in, the Wargamers will be sharpening their claws and getting out their newest--or will it be their favourite--game. Whatever it is, enjoy yourselves and don't forget that ours is a hobby to be indulged in for pleasure, so please do not get too serious about it and remember that two of those appalling die rolls that we all suffer will not bring about the end of the world.

Henry Radice

September 20, 1977

LAW AND ORDER

With the addition of Jerry Schott covering Third Reich, there are now a dozen Specialists covering 52 games. So far, I have been able to find someone who could handle any of the questions sent in, or have been able to handle it myself.

The files are growing and it is hoped that a lot of the rulings and playing information can be put into more useful shape by the rulings summaries that are under preparation. Summaries are now available for Anzio, Luftwaffe, and Afrika Korps. By the time you read this, a PanzerBlitz should be completed, and I have about a dozen more promised or in the works. It is my intention to have the summaries updated as each game receives enough new rulings to warrant it.

It definitely appears that there are two new publishing themes to separate the gamer from his money:

1. A push on Science Fiction and Fantasy games. This is much more profitable to publishers because very little research is needed compared to a historical simulation.
2. New editions of old games.

The second item is particularly confusing for us. In the future it would be helpful to me if you could indicate which edition (year or rules manual) you and your opponent agreed to play. I believe the files are good enough that we can take it from there although there could be some delay if it is an older edition. Rulings summaries will reflect the latest edition I am aware of.

Since taking office at the beginning of the year, I have not received a single letter of a ruling that a member (other than one of the Specialists) received from a publisher. Either all the questions are coming to me or there is a desire to keep the rulings a secret! If any of you get outside rulings, or if you have compiled lists of such rulings from the past, etc., I would be most grateful for a copy to add to the AHIKS files.

Bill Farone

September 30, 1977

editorial

"AN OFFICE HOLDER IS JUST A MEMBER WHO WORKS A LITTLE HARDER"
-Jerry Schott-

As I see it, the K Editor often acts as "clean-up squad" to comments made by others, particularly regarding over-all directions of club policy and planning. In this vein, I'd like to comment on the reorganization situation. Broadly, I agree with Henry (and others) that premature (and detailed) discussion of the many specific ideas proposed thus far in Exec correspondence is inappropriate, so I will limit my comments to the approach and background of the Exec's work.

As many of us already know, decision-making can be broken down into fairly formalized steps: define the problem, define the causes, define the solution objectives, develop alternative solutions, select an alternative, monitor/feedback performance of the selected alternative.

THE PROBLEM(S): Officers are overloaded in their AHIKS-related work; they have cut back too far in the gaming (fun) aspect of the hobby in order to have more time to work for AHIKS. They are so busy that they often are unable to respond to member's letters unless they are queries directly under the officer's responsibility. This "I'm so busy" has also dramatically reduced inter-officer communication, lowering the cross-pollination of ideas, particularly ideas on how to restructure the club. We have a relatively high officer turnover rate, often getting only two years' "use" out of a man. Exec decision-making has slowed due to significant absenteeism in both comments and votes. (We do not simply vote on proposals, after all: there is a discussion period--perhaps, these days, six months!--before something of a "concensus proposal" is put up for vote; the vote is usually unanimous because the proposal is a product of the whole group). Finally, we seem to be continually "scrounging" up new officers, often just at the last minute before the election.

THE CAUSES: Well, no two ways about it, the root cause to all our problems is the members: if we'd all quit the club, none of these problems would exist! A sort of "excess of success"--I guess. In turn, the Exec has expanded to continue--and improve--servicing the membership; this expansion has made it difficult to communicate. I used to keep in close contact with the other six officers when I was an RD (three years ago). Now, the people to correspond with have grown to twelve or thirteen, and I count it a blessing that they are all too busy to write me because I couldn't reply anyway! With twelve members on the Exec, Henry has been forced to adopt a very centralized communication network in order to reduce confusion; along with confusion, discussion is also reduced. I'm not sure we understand what motivates members to volunteer or not volunteer. We seem to be able to draw volunteers to help out, but many seem reluctant to run for office. Tentative cause: prospective volunteers for office may fear the election, or may be over-awed by the supposed prerequisites.

OBJECTIVES: 1. Maintain current service level to membership; 2. Easily expand service at both aggregate and per-capita levels; 3. Reduce individual officer workload; 4. Increase volunteer availability; 5. Increase officer retention; 6. Improve officer communication (with members and other officers).

ALTERNATIVES: 1. Reduce membership; 2. Reduce services; 3. Re-organize the club (which is actually a whole group of sub-alternatives).

SOME CONSIDERATIONS: As I said, it is premature to detail some of the alternatives cooked up thus far, but there are some additional items you may find interesting, and I'd like some feedback on a couple of ideas. First, we've pretty much concluded that AHIKS needs an Executive Committee, Board of Directors, or whatever, of more limited size than we have presently. Why? I found the answer in a text on Group Discussion. Committees operate on lines of communication and interpersonal relationships. If you draw some geometrical shapes, you can visualize the problem:



Three people "talk" along three lines; four on six lines; six on 15; our current batch of officers and assistants (not including Judge's Specialists) numbers about 16, requiring 120 lines of communication! How big should it be? I'll quote from the text:

For committees and other problem-solving groups, the ideal size seems to be about five, which is small enough to permit informality and ease in reaching decisions, yet large enough to bring the many types of information and varied points of view needed for wise decisions.

Hence, we are wrestling with methods of creating a five-man "decision-group".

Second consideration: In reviewing AHIKS elections since 1971, I find that 57% of all officers are elected unopposed; 75% of



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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.



the Presidential elections were one-man affairs. This raises a question in my mind (feel free to comment if you like): do we need to elect all the officers, or just the decision/audit group, with the "workers" being appointed?

Final: Probably some members would prefer to see blow-by-blow descriptions of all the ideas and modifications printed in the K so that Society-wide commentary and presentation would be possible. It would be nice, but that much participation has one big drawback: 480-some-odd participants would require 115,440 lines of communication!!

Pete Menconi



October 10, 1977

SWAPPE SHOPPE

Note: For a variety of reasons, I am unable to accept ads for books or magazines; except that I will make the general statement for a member that he has books or magazines for sale, and I will print the title of one book or magazine (set). Sorry.

For sale: Wacht Am Rhein, new, wb, \$17; The Conquerors, new, wb, \$12.

Dave Grant, 3526 100th Pl. NE, Marysville, WA 98270

For sale: Wargamer's Digest set Vol 2-3; S&T 37 + Scrimmage, new, \$4; S&T 38 + CA, new, \$6; Afrika Korps, new, \$7; Origins of WWII, new, \$8.

David Berroth, 5019 Altera Dr, Colorado Springs, CO 80917



THE WESTERN FRONT

Well, by the time you read this, I will be just getting back from the Reforger exercises in Germany, full of beer and schnitzel and all sorts of other local delicacies (**rain, mud, mosquitos**-pm). What I hope to find when I get home is a lot of letters from people volunteering to be the new RD(s). If you haven't quite made up your mind, drop me a line anyway. For those of you that did write, I'll be getting back with you in the next couple of weeks to get you read in on what is going on and give you as much help as I can to get you on the way.

For the next K, I hope to be able to give you a rough over-view of the Reforger operation and possibly relate it to SPIs new Fulda Gap.

ATTENTION: all current players in the multi-R-War GM'd by me: interest appears to be dropping in the game. Some of this is my fault due to slow response on my part. Now it looks as if player interest has dropped off to the point where I have only got one response out of three in the last month. Do you-all desire to continue the game; I will be glad to keep plugging away as GM. Please respond ASAP with a yea or nay on it. If I have to, I'll adjust sides to keep things going along. Thanks.

John Ratzenberger

August 26, 1977

THE BARRAGE

The Eastern region is still expanding. With the addition of 7 new members we are now up to 109. We, as well as the Western region, have arrived at the point where it will be necessary to split the area. I am submitting a formal proposal to the President and the Exec to split the Eastern Region into two roughly equal areas memberwise. We have had an increase of almost 40% in the first nine months of 1977. The main reason I'm telling you this is to urge members to come forth and offer their services to our Society. It isn't all that difficult and it is necessary for the continued operation of AHIKS that additional members help with the running of the operation. In the very near future we are going to need more help, possibly a Regional Director from the North Central States and others. So if you enjoy our Society, give some thought to helping to keep it functioning in the manner to which you have become accustomed.

Chesapeake MiniCon will be held in Annapolis on Sept. 24th. The response has been good and we're looking forward to 10 or 12 members participating. We'll have a report and possibly a picture or two for the next K.

We would like to welcome the following new members: Norman Albrecht, Detroit, MI; Ronald Barrette, Sterling Heights, MI; Arthur Dempsey, Richmond Heights, OH; Louis Jerkich, Bloomington, IN; James Pyle, Newark, DE; William Wilder, Greenville, SC; George Young, New Boston, MI.

Bob McLaughlin

September 20, 1977

INTRO and OUTRO

Well, high Summer is theoretically with us, we should all be basking in the sun and PEM gaming should be at a low ebb. Judging from the correspondence that I have received recently this is only partly the case, maybe the lack of Summer in these latitudes has something to do with it?

Another great K with the latest Newsletter. I am particularly pleased to see the suggestions for PEMing the newer games; it broadens our scope. Is there anyone in our Region who is playing one of the more esoteric modern games and could submit information to this column? Nothing fancy is needed, just a rundown of the PEM procedure.

A couple of requests have been made recently to be included in the AREA rating service. To date this has been poorly subscribed to from this region so we have not set up our own rating service. I would recommend that those who are interested in getting themselves into these ratings contact Dave Turansky direct. I note from the previous K that 160 people are involved in this at the moment; if there is a comparable response from this side of the Atlantic in the future, we would set up our own machinery; no doubt Dave will advise us if this becomes necessary (eh, Dave?).

I have had a kind offer from Bob Christian out in Kenya. A good number of modern African stamps cross his desk at work and he has asked whether any AHIKS member was genuinely interested in them. Oddly enough, he contacted the right person (me!) and I now have, to hand, a number of good quality East and Central African stamps. Should anyone be interested in them, please contact me and I will dole them out--first come first served. At the end of the day I think that postage will have to be covered, but otherwise this service is free!

Has anyone got Tom Kassel's address; I have the feeling (correct me if I am wrong) that he is back in the States at the moment, but closer than that I cannot go: anyone know?

John Spence

August, 1977

THE SECRETARY

I had only five volunteers to do OOB sheets: Battle for Germany,, Panzer Armee Afrika, Brietenfeld, Road to Richmond and USN. These will soon be available from Carl Benton.

I would like some more volunteers to do up the following games: Sinai, American Civil War, Napoleon's Last Battles, Frederick the Great, Sniper, Dixie, NATO and 1776.

If you use the post office COA cards, send a blue one to Harold Horne, and the red one to Pete Menconi, not to me! Pete will forward the red one to Harold as insurance that your change makes the list. We'd appreciate some one telling us what/where happened to Andrew M. Lester (formerly in Quantico, VA) and Clayton R. Chamberlain (formerly Salina, KS). Opponents of these two may be able to let us know.

Ron Starnik

September 2, 1977



CAUGHT IN THE ACT, members of the AHIKS Executive Committee were photographed at a recent, unpublicized, meeting at an undisclosed resort hotel. Back row, from left: Editor, RD West, Match Coordinator, ICRK-Meister, European Secretary; Front row from left: RD Europe, RD Northeast, Judge, President, Treasurer, Secretary, RD East. Photo courtesy of "Snappin Dan" McClure.

TREASURER

No financial report for Pete to type this time as a couple of officers still haven't submitted their expenses for the second quarter. However, there are a couple of minor points I'd like to bring to the membership's attention.

First of all, we're not receiving COA's from all members when they move. Pete tells me a couple of K's were returned last time. Maybe it would help if members who have opponents that are moving reminded them not to forget to send a COA to the Treasurer of AHKS. I know how hard it is to remember all the people, magazines, banks, etc., that are "must-notify" types because I missed a few myself when I moved recently (my COA to Avalon Hill was late and I lost Vol. 13, No. 4 of the General in the mail: I'd appreciate knowing where I can purchase an original or copy).

There have been some questions about which region a domestic member should be in if he's military and is transferred overseas to the European theater. Actually, the member has a choice between the Northeast Region and the European Region. However, unless I hear other wise, I assume the member is in the Northeast Region since it is less expensive (and quicker) to use the APO or FPO mailing address than a true European address. If a member has most of his opponents in the States, it is a good idea to be a Northeast Region member. If he plays most of his games with European Region members, then a transfer to that region may be wise. (**Particularly if you are going on a temporary transfer--military or civilian employer--of less than a year, feel free to request your Regional Director to "keep" you. It is not a problem for him since, after all, he isn't delivering replies in person!**-pm)

Harold J. Horne

October 1, 1977

AHKS RATINGS

Here are the top 50 rated members, out of the current total of 179. We have a 111-way tie for 51st!

1. K Mills 2045	27. S Brooks 1350
2. D Burdick 1955	28/32. F Helfferich 1340
3. J Popolis 1850	F Jerome
4. T Oleson 1810	J Malaska
5. T Eller 1775	R Marchal
6. J Drummond 1735	D McClure
7/9. S Currely 1650	33. T Becker 1300
B Maston	34. W Beiss 1280
M Yarwood	35/36. J Caton 1275
10/11. L Deck 1600	R Shea
R Teleucky	37/38. R Segarra 1270
12. D Grant 1505	D Smith
13. W Hopkins 1500	39. L Ercolino 1265
14/15. J Heydt 1490	40. G Calage 1260
L Newbury	41. R McLaughlin 1245
16. S Peluso 1475	42/44. T Bourne 1240
17. D Turansky 1415	D Demory
18. D Knepper 1400	W Scanlan
19. C Benton 1390	45/46. C Bizwell 1235
20. J Ratzenberger 1380	R Starnik
21/24. E Anderson 1370	47/49. R Greenwell 1230
R Berg	R Kinsella
W Garman	D Schiff
B Townsend	50. K Thurman
25/26. J Dough 1360	
W Hill	

REVIEWS

THE FORGOTTEN BATTLES

-Rick Sylvia-

There are many battles and wars that are covered by wargamers in many time periods. The most popular era seems to be WWII, but there has been one area of that conflict that most game companies have avoided: the Pacific Theater of Operations (PTO).

Until about two years ago, there were only two games that really had anything to do with the PTO: Midway and Guadalcanal, both by Avalon Hill. I imagine the game design problems centered about the immense distances involved, coupled with the extremely tactical nature of the combat that occurred. The avoidance of the PTO as a game design subject has been changing during the last two years, with the following games now available: SPI: Island War Quad, Operation Olympic, Global War, CA, Fast Carriers, USN, Solomon's Campaign, War In the Pacific. GDW: Burma, Coral Sea, Battle of Midway. Others from various publishers: Dauntless, Submarine, Bonzai, Marine, Flying Tigers. AH still has Midway, but G'Canal is out of print.

There is one major advance in this area: a company has started up that will deal with only the PTO of WWII. The company is called SoPac, and has thus far published one game, The Battle of Santa Cruz, a carrier battle game. The SoPac advertising literature states the company plans to make several games dealing with the Pacific, and I look forward to these games.

In future Ks, I hope to review these Pacific games to give everyone an idea of what is available, since in playing them I find a great disparity of quality--about as great as the scope of the subject they simulate.

Not only are there board games, but there are a limited amount of miniature rules for the PTO. Any input by other members in this area would be interesting, since very little has been done to date.

FULDA GAP

-Roy Schelper-

Fulda Gap is SPI's game on future combat between the forces of NATO and the Warsaw Pact in central Germany. It has a 22x34 map and 400 counters. The map covers central Germany (Wurzburg to Cologne in the north and East German border to west of the Rhine). Units are brigades and regiments of armor, infantry and artillery. Graphics are good, as is the map, and the rules are very clear.

The game is sort of a cross between PGG and the West Wall Quad, but with lots of new ideas. Untried units are used, but in such a way that you can PBM the game. Step-reduction is also used. The scenarios are short (7-14 game turns), and unit density is low. Combat is handled in a new way, and the rules include chemical warfare, nukes, divisional integrity and much more.

Jim Dunnigan did a fine job, although you can play the game at a single sitting, and a basketball court is not required to play it! Despite these limitations, it's a good game. Fulda Gap is available for \$9 from SPI.

WAR BETWEEN THE STATES

-Roy Schelper-

This is SPI's new monster game with 3 maps, 800 counters, and numerous charts. Graphically, it's very well done. The multi-color map is beautiful, and the counters are good, except for the pink ones (**the gay brigade**-pm). Simonsen did his usual fine job. The designer/developer, Irad Hardy also did an excellent job. The rules contain the usual amount of omissions and foul-ups, but they aren't really too bad.

Unit types are infantry, cavalry, depots, supply trains, siege trains, sundry naval units, and leaders, which are very important. Headquarters are also used in WBS to simplify the command capabilities of Leaders, and logistics is emphasized in the game.

There are six scenarios using one map, which is fine, but the real beauty of the game is the Campaign Game which covers the entire war (200 turns). It is in the Campaign Game that such goodies as production are used. Production is the way all reinforcements arrive, and it is more than just picking them out, too. In fact, it gets pretty absorbing during the Strategic turn.

The game is highly playable and very realistic, but PBM would be almost impossible (determined players could probably figure something out). WBS probably won't get the praise given TSS, but I feel that it is in the same class. If the Civil War is your period, WBS is your game, for \$20 from SPI.

doin's

GAME REQUEST DISTRIBUTION IN THE GENERAL

-Lawrence Renslow-

I gathered this data out of curiosity, and then thought some other members might be interested in it. I just wanted to see which games were "most requested" for PBM in the General. The results, broadly, are not surprising, but certain placements are interesting. Did you think, for instance, that Russian Campaign would be so low, or that Waterloo would be so far behind Afrika Korps? Of course, this data is taken from only one issue.

As an afterthought, wouldn't it be interesting to see a similar set of figures from our own ICRKMeister? If one was thinking about what game to buy next, wouldn't it be interesting to know which games are most popular among AHKS members? In my case, this information would influence my buying decision.

Number of game requests (PBM) in Jul-Aug '77 General:

Pan	40	3R	20	1776	13	SST	9	Dip	6	1914	3
Blitz	30	DD	18	Wat	12	WS	9	Was	4	Out	2
Luft	28	Grad	17	Fr	40	12	AIW	8	Ft St	4	Orig
AK	24	RW	14	Anzio	12	Alex	6	Caesar	4	King	2
BB	24	Mid	13	Gett	11	Guad	6	Krieg	3	Cville	2
PanL	22	TRC	13	DB	10	Tag	6	Jul	3		

pbm

If I thought the response to this project was encouraging last time, it has been absolutely overwhelming this time. Thanks again to the many contributors and volunteers; you really kept me inside after dark (and out of bed - but that's another story). I've tried to answer each letter but some may have slipped through my "filing" system unanswered. If so, I apologize. If you haven't received a reply and your contribution isn't in this K, please write again.

Another "problem" arose because of the large response. This was that some of the PEM procedures submitted were for the same game. This in itself is fine and was expected but since there is little reason to print five quite similar methods, I have attempted to develop a single system which is a synthesis of all those received. In those areas in which significant differences appear, I listed each solution so that players may be aware of the options open to them and select that solution according to their own needs and preferences. Different strokes for different folks, you know.

Finally, since requests for solutions to specific problems received such a great response, perhaps it's best to present this project in those terms from now on. So submit any burning PEM questions you have (either game or method) and perhaps the membership can solve it or at least make suggestions that will put someone on the right track. In the meantime, keep sending those PEM ideas, methods, and procedures that you've hidden away in the wall-safe. You'll feel better for it and maybe find it easier to locate the PEM opponents for your favorite esoteric simulation/game.

Virgil Mugler

October 3, 1977

(K)

AIR FORCE/DAUNTLESS PBM CLARIFICATION

-Jim McAmis-

The antiaircraft PBM rules outlined in the last K were intended more as an example of how players should agree on target-determination than as a set procedure. Although the suggestions in the last K spread the effects of flak throughout a formation, flak can be directed at a specific target as determined by the air-to-air target criteria. In fact, this latter was the intention of the game's designer S. Craig Taylor Jr. Thus, players should agree to one or the other of these methods or even both before play begins. Another suggestion for flak fire is to use the Dauntless Friend-or-Foe identification chart.

(K)

OPPORTUNITY FIRE: ARAB-ISRAELI WAR PBM

-Greg Hastings-

Even though AIW is basically PanzerLeader in the desert, the increased use of Opportunity Fire does present more of a problem in PBM AIW than in PBM PL. If you're willing to use the honor method, the old PL method will suffice, but if you're playing a rated game, assigning an ICRK without your opponent knowing the results before he decides to fire or not is a problem. Ideally, the solution to this problem should not increase the number of mailings required to complete a turn.

Considering these two factors, the best solution I could think of is to designate units that will op-fire if given the opportunity. Your opponent then sends ICRK selections for each unit triggered. You must then use these to resolve your opportunity fire. This suggestion at least allows one mailing per player and avoids precognition on the part of the firing units.

(K)

MULTIPLE DIE-ROLLS

-Derek Lenard-

Here is a simple method for obtaining a large number of die rolls from a single ICRK sheet such as is sometimes required in Tobruk, Terrible Swift Sword or Third Reich. In order to ensure the integrity of the ICRK, it is first necessary to obtain a supplemental ICRK sheet which is used only to determine the direction of travel through the first ICRK sheet as outlined below. Following are eight methods for systematically using every ICRK entry on the ICRK sheet from any chosen starting point: LT, LB, RT, RB, TL, TR, BL and BR, where L means left to right, R right to left, T top to bottom and B bottom to top.

With his move, a player lists a single ICRK selection (such as H8). He also chooses any six of the above eight codes and assigns an ICRK result to each (for example: 1=TR, 2=BR, 3=LT, etc.). His opponent then checks the result for H8 on the supplemental ICRK. In our example, if H8 equals a result of 3,

LT is the method to be used on this turn for obtaining die rolls. The first "game" die-roll (note that this can be of one or two dice; for two dice, simply add consecutive results) is the ICRK result immediately to the right of H8 on the first ICRK sheet. Note that H8's result is not reported nor may that player use it for an entry point again.

Further die rolls are obtained by proceeding first left to right, then top to bottom, as one would read a newspaper in the Western world. Whenever a corner is reached (bottom right in our example), go on to the opposite corner (top left in this example) and continue as before.

As a further illustration, assume that H8 had equalled 2 (BR). Then the first game die-roll would have been the ICRK directly above H8 on the first ICRK (that is, H7). Additional rolls are then obtained by reading to the top of the "H" column and then starting at the column to the immediate left of the "H" column. Note that only the die rolls are reported, not the ICRK equivalents.

Each player should keep records as to which entry ICRKs he has used on each turn so that all die rolls may be confirmed when the ICRK sheets are exchanged at the end of the game. Since a player is never aware of the method employed to get the die rolls, two ICRK sheets per player are sufficient for an entire game of any length.

(K)

PBM 1276

-Stan Hilinski, Jim Matt, Greg Leisner,
Bob Wen and Graham Cosmas-

MOVEMENT

1. List each unit location in alpha-numeric order. It is best to use a separate sheet each turn to record movement. Identify units by strength points and type. List the starting and ending hex for each unit.

2. Units inside forts or entrenchments should be circled.

3. For river movement, designate hexsides as follows: Using the all-water side of the board as East, a=East, b=Southeast, c=Southwest, d=West, e=Northwest and f=Northeast. For example, Boston Harbor is III47a. Note that a hexside may have two designations (the east side of one hex is the west side of another).

FORCED MARCHES

1. At the end of his turn, Player A lists an initial ICRK selection on a small sheet of paper, folds and seals it, forming a chit. This should be labeled with the words "Forced March" and the turn number. Player B then lists all attempted FMs in alpha-numerical order, using the units' starting hexes as the criteria. He then opens A's FM chit and resolves his FMs in order. If B Doesn't use any FMs, he returns the chit unopened.

2. The moving Player makes up a FM sheet, indicating the number of strength points attempting FMs, their starting and ending hexes, and an ICRK selection for each FM. This method sometimes requires conditional movement instructions in case the FM fails but it is less dependent on trust than the first method.

COMBAT

Here is the sticky wicket as far as PBM is concerned. The big problem is to choose tactics so that they are concealed from your opponent and at the same time are "fixed" in a verifiable manner. Each contributor had a more or less separate answer to this so all the suggestions are presented here so that players may select the one that is most appealing to them.

In each of the following suggestions, the Attacker must designate his Supply usage and the conditions under which he will cease his attack. The Attacker must always continue his attack until he can't any longer or an event occurs that he has specified as a condition for ending the attack. If defending units are stacked with friendly Supply units, that Supply must be used in the battle. The following form might prove useful:

Player	Turn	Phase	Initial ICRK			
Attack	Hex	Initial Odds	Odds	Losses	Supply Left	Other

where Odds means the odds below which the attack ceases, Losses means the largest number of Strength Points to be lost - if lost, the battle ceases, Supply Left means the number of Supply units that must not be used - this is not necessarily the point at which combat stops, and Other means any other situation for ending the attack that the attacker desires.

For multiple attacks in the same hex, start with the Initial ICRK selection and proceed alpha-numerically, resolving each battle completely before proceeding to a battle in a different hex. The defender has the responsibility of determining the odds of subsequent attacks. The attacker is supplied until his Supply Left limit is reached; he then continues unsupplied until some constraint ends the battle.

1. Tactical Results Matrix - Greg Leisner

Since the method of tactical cards is impractical for PBM, a random choice 6x6 matrix with approximately the same frequency as the 8x8 matrix is used. Each attack consumes three ICRK selections; the first determines the row on the matrix, the second the column, and the third the combat results. Each hex's battle is fought to a conclusion before resolving the next battle.

	1	2	3	4	5	6	
1	-2*	0	0	0	0	-2	*-No further combat after the current attack NC-End of combat, no attack takes place
2	-2	+2*	-3	0	+5	-1	
3	0	+2	0*	+3	0	+1	
4	0	0	+3	0*	-3	-1	
5	0	-2	0	+2	0*	-2	
6	+2	+1	-1	+1	NC	NC	

2. Coded Tactics - Stan Hilinski

The answer to the tactical card problem in PBM is to write your tactics in code. After completing movement, the player chooses the defensive tactics he wants to use for each of his forces during his opponents turn. Instead of writing these tactics next to each stack, the player writes their associated codes. To obtain the code, choose two ICRK selections which add to a sum of nine or less. Use this sum to establish the column used in the coding chart below. Cross-index the tactic you wish to use with this digit to find the code. For example, a Frontal Assault with an ICRK sum of 7 would be a code of "V".

Tactic	2	3	4	5	6	7	8	9
Frontal Assault	S	Z	Y	X	W	V	U	T
Recon in Force	T	S	Z	Y	X	W	V	U
Enfilade Left	U	T	S	Z	Y	X	W	V
Enfilade Right	V	U	T	S	Z	Y	X	W
Refuse the Left	W	V	U	T	S	Z	Y	X
Refuse the Right	X	W	V	U	T	S	Z	Y
Stand and Defend	Y	X	W	V	U	T	S	Z
Withdraw	Z	Y	X	W	V	U	T	S

By selecting three or four tactics in advance, most battles can be resolved in a single mailing. Also, many times players can write the same set of tactics for all of his units. For example "SVX in Boston, XZZ everywhere else" is not unusual. Remember, only two ICRK selections per turn are used to code tactics, and the ICRK selections used (not the results) must be reported to the opponent.

In his turn, the attacker lists his tactics for each battle uncoded and sends this to his opponent who then resolves combat. The attacker should also enter coded tactics for any hex subject to defender-initiated combat. The defender then lists uncoded tactics for each defender-initiated battle and completes his turn on a contingency basis.

3. Honor System - Bob Wen and Graham Cosmas; Jim Matt
For each attack listed, the attacker sends a chit(s) containing a tactical card selection and an ICRK selection. Each chit should be labelled with the hex number and attack number of the particular battle. The defender records his own tactical card selection on the attacker's combat sheet and then opens the appropriate chit for the battle and resolves combat. Each side is limited to six attacks per hex, and tac cards aren't used where the defender has five or fewer Strength Points, including supply status modifications.

The attacker sends two sets of chits for each battle; one to resolve the phasing player's attacks and one to resolve defender-initiated combat in that hex. If the defender decides not to counter-attack or is unable to, the second set of chits is returned unopened.



PBM NARVIK

-Bob Cross-

Recommendations:

1. When sending "die-rolls", give one ICRK selection which the other player will use as an initial ICRK in resolving the turn. The order of ICRK usage is given below.

2. Resolutions are performed in ascending order with the following priorities:

- (1) Board number
- (2) Hex letter
- (3) Hex number
- (4) Unit number: Division/Subunit
- (5) Depots/Bases
- (6) Trucks

3. Movement notation of numbered units: destination hex.
Movement notation of unnumbered units: initial and destination hex.

4. Chits: Should be signed on the flap by both players and returned to the Allied player with each PBM Phase 3 letter.

Starting the game:

1. German sends chit containing:

- (1) Reinforcements due
- (2) Destinations for each
- (3) Wave structure (Assault and follow-up)
- (4) Air landings to be attempted

2. Allied player responds with:

- (1) Signed German chit
- (2) Initial setup of forces
- (3) ICRK selections to be used by German for Sunk in Transit, Air Landings, and Norwegian retreats (in that order)
- (4) List of "standing" Norwegian units (if they are able)

Subsequent Turns:

Phase 1

1. If Allied, open previous turn's German chit for verification
2. Execute retreats from previous turn's ground attacks
3. Resolve reinforcements/mobilization successfully arrived
4. Execute movement, noting interdicting hexsides if necessary
5. Allocate aircraft missions and wave structure
6. If Allied, sign and return this turn's German chit.

Phase 2

1. Allocate intercept missions/wave structure/aborts and elims
2. If Allied, specify which Norwegian units will retreat before combat, if able
3. List destination of aircraft escaping from ground attack
4. Send ICRK selections for air combat, retreat, and ground combat phases

Phase 3

1. Resolve air combat
2. Resolve flak combat
3. Resolve bombing attacks
4. Resolve airdrops
5. Resolve retreats before combat (including aircraft escape)
6. Resolve ground combat
7. Execute exploitation movement
8. Send ICRK selections for Sunk in Transit/Mobilization
9. If German, send this turn's and next turn's chits



ARAB-ISRAELI WARS

-Bill Farone-

This fine AH entry should not be overlooked as a pbm game. It is modelled along the lines of PanzerBlitz and PanzerLeader with slightly more "realistic" (and thus more complicated) game mechanics. The indirect fire can be handled much the same as for PanzerLeader (i.e., through the use of small sealed envelopes that are signed across the flap by both players and then opened by the defender on the indicated turn).

The most perplexing pbm problem in AIW is the opportunity fire which is an optional rule in PanzerLeader. In AIW the rule is in the Standard rules (and thus also in the Advanced), but not in the Basic rules. It allows the defender to fire at the attacker while the attacker is moving his units if the unit being fired upon spends $\frac{1}{2}$ or more of its movement factors in the LOS/LOF of the firing unit. Units that use opportunity fire cannot fire in the defenders next turn so it does not result in any loss of firepower if the rule is dropped. The one exception to this is that AIW has a "more realistic" (according to AH!) version of over-run attacks, which simply allows units to make over-runs by expending 2 extra movement points while staying in an adjacent hex. This makes the over-run a very potent weapon in AIW as it cannot be blocked as in P-Blitz and P/L by covering the exit hex. To compensate for the power of over-runs, they allow opportunity fire against over-running units before they make the over-run. Thus a carefully planned 3-1 over-run can be set back simply by the units being over-run picking a key over-running unit or stack and dispersing or eliminating it. Infantry being over-run can use CAT in opportunity fire against over-running units. To keep a balance in the over-run, it will be necessary to allow opportunity fire on over-running units. This means an extra mailing for that move with the attacker committed to the over-run and describing the movement of his over-running units to the defender.

The rest of the mechanics are similar to P/L, and other than a few extra ideas (e.g. die rolls for morale to see if units disperse) the game plays similarly. Even if you are one never to tamper with publishers rules, the first 4 situations in AIW use only direct fire (and Basic rules) and are quite playable and exciting. As a matter of fact, Situations 1 and 4 using the Basic rules contain only tank units on boards with no woods and only 1 town hex. This leads to some of the wildest tank battles in a pbm-able game yet.



THIRD EDITION OF D-DAY
-Bill Farone-

The third edition of D-Day is now available from Avalon Hill. For those of us with the second edition, which has been in print since 1965, all that is needed is the new rules booklet.

They state in the introduction to the new rules that they recognize the pbm possibility of D-Day and the new rules reflect this because the game will lose none of its pbm simplicity. Some major changes were made that, on the average, will balance out but will dramatically change D-Day tactics.

Allied supply is now influenced by Headquarters (HQ) units at the source hex. A supply line is 24 hexes long if 3 HQ units are in the source hex, 16 long if two and only 8 with one. Stacking rules have been modified to allow 3 units for Allies if one or more of those units is a HQ. Supply hexes of the invasion area are good up to 8 hexes without HQ units but outside that area are only good on the hex. Those Allied HQ units will now be vital! Allied replacement rate can be as high as 3 factors per turn if one controls Brest, Boulogne and Rotterdam when replacements begin on turn 9. One gets one factor per turn for each of those places controlled. This provides some added incentive for Germans trying to hold these places.

The SAC attacks are gone and are replaced by 6 TAC air factors per turn and 4 Carpet bombings per game. The TACs can only be applied 1 factor per attack but can also be used for interdiction and defensive support. The carpet bombing allows the attacker 2 die rolls for that attack (at the same odds) and attacker

gets to choose which of the two he likes best to use as the actual result.

Airborne units may now drop in German ZOC (still within 5 hexes of a friendly unit) and can continue to drop until eliminated, but must start in Britain to drop. They cannot move further on the turn of a drop. Gone are the paratroop screens and the need for the Germans to limit stacking heights for fear of the SAC. However, the Allied job of cracking lines should be easier with the new TAC and airborne unit rules. Just in case you are thinking they may have made it a little too easy for the Allies, the German replacement rules have been changed to allow 1-2-2's as replacements similar to the first edition.

Considering the difficulty of neutralizing the paratroops and the fact that a 5-5-4 can now attack 6-6-4's at 1-1 or 1-2 if doubled, it will be interesting to see how the changes effect overall balance. The new rules also allow strategic movement up to twice the normal distance when the units are not in enemy ZOC at any time during the turn. Interdiction will keep German units from doing this while there is no way to stop Allies. Without care, a breakout can now become a full-scale rout.

One last change is that the second Allied invasion must be made between turns 9 and 16 inclusive, or it is forfeited. No longer will the second invasion hang as a threat until late in the game. A German mass counterattack looms as a distinct possibility after turn 16. The possibilities seem great enough so that the new D-Day will not grow old too soon.

K

FROM THE MATCH COORDINATOR

Dave Turansky

Matches are flowing out at this end at a fairly steady pace; my club correspondence is accordingly hopelessly behind.

I receive letters on a wide range of subjects. Unfortunately, I simply do not have the time to answer more than a fraction. Most of the letters I get could best be answered by an RD.

AHIKS is not very large, but we are so spread out that coordination becomes difficult. There have been periods during which the paperwork really bogged down. The initial waiting period for new members is the most detrimental wait. However, in PEM, patience is a virtue (especially in an organization in which the membership is so career-oriented!). Reorganization is being mentioned more and more often these days by the Exec. Perhaps we will hit upon a formula in which members' needs are more quickly met.

I have had very little time this past year to correspond with the other officers; from time to time, Henry wonders if I'm still alive. Perhaps a very few fulltime paid administrators would be better for us in the long run since this problem crops up quite often with many of the people who run AHIKS.

When you request to be rated, all of the games you play are rated whether or not your opponent carries a rating (unrated opponents automatically are assigned a 1400 rating--pity the poor guy who draws an unrated Omar DeWitt or Jerry Schott!). There are now 179 rated AHIKS members, more than 1/2 the US regional membership.

I attended the first AHIKS Dixiecon at Bob Davidson's in Tuscaloosa; Craig Taylor of Battleline was there with his new baby, Flat Top. A very fun game (it could be difficult to PEM, tho),

Flat Top simulates grand tactical engagements in the Solomons theatre of WWII. Someone remarked, "this is much better than Midway..."; a good time was had by all.

OPEN GAMES: Alexander the Great, Anzio, Ardennes Offensive, Arnhem, Battle of Britain, Battle of Nations, Caesar (Alesia), Chariot, Chattanooga, Dixie, 1815, Freiburg, Fulda Gap, Gettysburg, Highway to the Reich, Island War Quad, Marengo, Panzergruppe Guderian, Richtofen's War, Rocroi, 6th Fleet, Stalingrad, Turning Point, Wagram, Wavre, WWII, Wurzburg.

OPEN TO NEW MEMBERS ONLY: African Campaign, Antietam, Arab-Israeli Wars, Battle of the Bulge, Blitzkrieg, Cemetery Hill, Chancellorsville, Chickamauga, D-Day, Dauntless, Dreadnought, Foxbat & Phantom, Fredericksburg, Grenadier, Korea, Leipzig, Luftwaffe, Musket & Pike, Narvik, Panzerarmee Afrika, Shiloh, Von Manstein's Battles, WWII.

3-WAY GAMES: (one player needed): Conquistador, October War, Starforce; (two players needed): Desert War, Flat Top, Midway, Sniper, Thrud Reich, War in Europe.

MONITORS AVAILABLE: Sid Jolly, 7604 El Cajon Blvd #5, La Mesa, CA 92041; After the Holocaust, Air War, possibly others. Sid is a long-time AHIKSer and quite an active gamer. (**Lets get two more players for ATH--we're all racing to get with it!**-pm)

Gregory Hastings, 2650 14W #3, Seattle, WA 98119; Greg will play in or monitor a game of either Highway to the Reich, Terrible Swift Sword, or Wellington's Victory.

William H Heim, 2605 Shadow Mountain Drive, San Ramon, CA 94583; DNO/UNT. Bill is at it again, looking for new blood.

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 AHIKS 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.

bulletin board

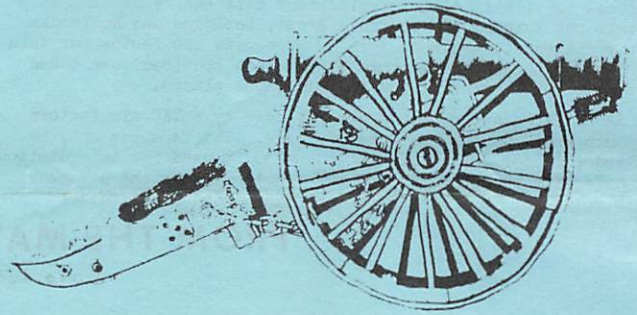
NEXT ISSUE

Thanks and appologies to Chris Hoover, Greg Leisner and Santo DeStefano for their articles which I didn't have time to type up for this issue, but which I will print next time (look ma! The K has a backlog!). Of course, next issue is also our Big Annual Extravaganza Election Issue, which each year raises the question, "what if AHIKS had an election and no one ran?" We will, same as last year, include a specific ballot/survey form and include SSAEs for US members (SAEs for others).

K

Tom Oleson is one of the better-known people in our hobby, seemingly involved in a little bit of everything. He has just developed a new Anzio Addendum (Mk-IV, I believe). It is available for sending him an SSAE (13¢ stamp) plus 25¢ for his costs (preferably in stamps). Non-US, make it an unstamped SAE plus five international reply coupons, no cash (Canada, make it three IRCs). Tom also has a new address: #G105, 631 Foster City Blvd., Foster City, CA 94404 (the San Francisco area for those of you who can't find Foster City on the maps). Telephone too, Tom? OK, (415) 345-4039.//////For those who care, some of the past K's were mis-dated. Particularly when I type them up early, I sometimes get confused--not only do I not know what time it is, I even screw up the month! Page two of K12/3 should be "June" not May; K12/4 should have been "August".//////We still need volunteers for at least one office. Up for replacement: Treasury (Joe hasn't indicated which way he will jump), Editor (I'll stay), Match Coord (Dave relinquishing the post a year early--Bruce Maston indicated he will stand for election), West RD(s): altho the Exec vote is not yet final, it is almost certain that the west will be split into a Pacific and a West regions. The Pacific will be all those areas bordering on the Pacific, the West will be the rest of the current region. We have George Calage (Texas) to take the West, still need someone for the Pacific Region. If you feel slightly reluctant to volunteer due to the election aspect, write Ron Starnik anyway: if no one volunteers in time for the election, the Exec simply will appoint someone, and you can volunteer for that option.//////Glad to see the continued response on PBM ideas. Remember to send them to Virgil Mugler.//////YOU'D BETTER SEND ADDRESS CORRECTIONS IF YOU MOVE IN THE NEXT COUPLE OF MONTHS. Next issue will have both ballots and renewal notices. You fail to let us know where you're hiding, we probably won't struggle too hard to locate you!//////Due to space limitations, I was unable to run an article on DNO by Greg Leisner. However, Greg is looking to organize a multi-player PBM DNO. If interested, write him, specifying if you want to be a C-I-C and if you'd like the UNT rules. Greg's address: 2201 N. 40th St, Milwaukee, WI 53208.

K



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