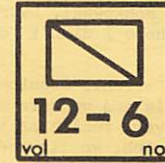


THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER



When you receive this edition of the K, it will mark the 12th produced under the editorship of Pete Menconi, and it will be the end of his second year as editor. I feel that the Society has been very lucky in its editor over these two years. I wish on behalf not only of myself but for all members to say, "Thank you, Pete, keep up the good work". There is no doubt that the regularity of issue and standard of contents has never been higher than it is today.

First a word on the reorganisation of our central organisation. In the K12/4, I forecast that we should ask you to vote on the results of our discussions at the end of the year. Our deliberations have been very full, but have moved slower than I expected initially. Rather than produce a rushed and inadequate solution, I have decided not to attempt to give you a proposal now to vote upon. I shall be asking you to do this in the Spring or Summer. The machinations of the British and US Post Offices have not exactly helped to speed things up. In the meantime, Pete gave you some idea of the background in his last editorial.

Looking back through the last President's Corner, I see that, when writing on Reviews of games, I gave the impression that there were five written by members of the Committee. This was not intended since anyone counting will note that only one was by a Committee member in issue 12/4. I was glad to see the number appearing in 12/5.

I attended the European Region's autumn Regional meeting at Epping (the fifth year at the same place) and found it in good heart. Two members had managed to make the trip from Europe (Holland and Germany) which was a good effort. Numbers remain in the forties as on the last few years and the Hotel was completely filled by us. The Committee has a firm grip on affairs and the Region is financially viable. There have in the past been some doubts as to whether the European Region paid its "full whack" as regards general Society expenses. I have, therefore, had an investigation made by the Treasurer into the financial arrangements and I am happy to report that all is well. In fact, the Society as a whole is in a sound state for which we owe a good deal to Joe Horne.

We have had just about a full year with the new judging system and as far as I can assess, it is working satisfactorily. If this is not so, you should contact your RD or me.

There are some posts up for election this year, details of which appear elsewhere. The voting record in the Society is not too good, especially in Europe; I would ask you all to vote. If you do not do so you have no right to complain if you do not get the officers you want. The comments in the last Editorial are relevant. We often joke about the method of selection of candidates for office, but it is true that there are rather too many "one horse races". The remedy lies with you all; I would like to see more step forward and volunteer for office.

Christmas will not be far away now, so I will end by wishing all readers a Merry Christmas and Happy New Year.

Henry Radice



December 1977

OMAR'S ANNUAL THINGAMAJIG

Set aside the weekend of April 1 and 2 for an AHIKS get-together! Omar DeWitt will be hosting his 3rd annual get-together at a nearby school. If there is enough interest, things will start Friday evening (March 31) and run to Sunday. But definitely there will be action on Saturday, the first.

For those who would like to sleep over, Omar has beds for four and sleeping-bag space for more. Food costs will be determined at the door (**in or out?*-pm).

If you think you might be interested, write Omar, and he will keep you informed of developments. Members from other regions are more than welcome. Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208. Elizabeth is about 25 minutes from New York City and is on all major roads and transportation lines. (**What does she charge?*-pm)



AHIKS MINI-CON DIXIE

-Bob Davidson-

August 13th and 14th, members of AHIKS convened at my home in Tuscaloosa for our regional get-together. We were fortunate to also have with us gamedesigner Craig Taylor (of Airforce/Dauntless fame) and playtester Phil Poulos, both of Battleline games.

Battleline sponsored an Air Force/Dauntless tournament in which Jim McAmis took first prize, Craig's new design Flattop. Although I managed to lose every game I played at the meeting, I did manage to take a second place in the mini-tourney by not losing as bad as everyone else. My reward was Battleline's Dauntless.

The biggest part of the get-together (Fri night, Sat morning, and Sun morning) was spent in deepest, darkest conflict! Saturday evening was something special though, as Craig Taylor monitored a multi-player game of Flattop. It was a learning process for all (as no one had played the game before) and quite an enjoyable experience. Flattop is a simulation of US/Japanese air and naval conflict in the Solomon Islands during WWII, and a very realistic and enjoyable game at that. About 1 A.M. Sunday morning the Japanese sank the Enterprise and the air forces responsible, under the command of Dave "Wrong-Way" Turansky were decimated while trying to land in the dark.

Arab-Israili Wars, Fury in the West, Panzergruppe Guderian, Wooden Ships and Iron Men, Squad Leader and various and sundry other games came to the surface before Mini-Con Dixie was over; all in all a splendid time was had by all. New acquaintances were made, various breweries were kept in business, my house was thoroughly smoked up and above all, we made "bloody" cardboard and paper wars. Basically we just had a good 'ole time. As everyone started their engines for the long trek home, talk of next year's get-together in Atlanta had already started. Hope y'all can come!



NORTH-WEST MINI-CON

-Henry Kelley-

Our mini-con got underway about 4 P.M. September 4th (Sunday) with the arrival of the first guest, Larry Fong. Larry came driving up the street while I was out under my car changing the oil. Fortunately, I had just stuck my head out to make sure I was not about to be run over and saw him glancing at the addresses on the block.

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Larry's arrival gave us a good chance to talk over the future of the Pacific Diplodeur-Origins West magazine. Later that evening we wrapped part of a game of Airforce around dinner. This continued until about 11 P.M. when Karl Hoffmann arrived, having just gotten off work. Then we began talking about the "good old days" and games of fond memory--or not so fond defeat! We folded the gab session about 3 A.M. to catch winks for the next day.

We'd scheduled Monday's activities to begin about 11 A.M., and the first of the commuters arrived about 10:30, with all but two of the projected attendance showing up by noon. Karl Hoffmann required a wake-up call at noon to get him fired up! Actually in attendance were: David Ziegler, Joe Hruby, Dave Grant, Steve Ellis, John Caton, Dennis Watson (a non-member I think we've convinced to join), Mike Bonkowski, Larry Fong, Karl Hoffmann, Bill Newell, and me. I hope I didn't forget anyone, but eleven should be about right.

Things opened up with a "worship session" of TSS. Larry had brought it from California and we were all willing to sit around and "ooh and ahh". However, realizing that this was only one day in the life of Ivan Gamovich, we figured there was no point in trying to play it. Ziegler and Hruby did try one of the Round Tops mini-scenarios, but I don't know how far they got with it.

Many, many games were tried that day but mainly players stuck to the easier type stuff that could be set-up and played within the scope of the day. Multi-player games got their fair share of attention, too. If I had to pick one hit of the whole day, it would have to be AH's War at Sea and it's partner Victory in the Pacific. I managed to lose the latter by about 4000 points to John Caton's toothy grin as Japs.

At a mid-afternoon break in the action, the following was more or less decided upon:

- A. Everyone was having a good time.
- B. We really should do this again.
- C. Next year would hopefully see two (!) N.W. mini-cons. We estimate the first for Seattle in May and the second for Vancouver, WA, in September.

Somewhere along the way was a send-out for dinner: a bucket of the Colonel's (Sander's, not Radice's) finest finger lickers. Karl Hoffmann also sprung for more pop and munchies when initial supplies began to run low.

Gaming continued until about 3:30 A.M. when things began to wind down. A little parting conversation, and everyone started heading for the exits about 4. Looking back, it seems these regional (or sub-region) mini's are THE THING. See you all next year!



EPPING-V A BIG SUCCESS

-Thomas Haas-

John Spence asked me to write a report on EppingV; a long talk with my lawyer revealed that I cannot be held responsible and so all threats and letter-bombs to John, please! This is my first attempt at anything like this so will all English teachers, clerics and people with particularly delicate feelings please cut out this page along the dotted line before the kids can get hold of it. _ _ _

John wanted an article about the Epping meeting with my (supposedly) somewhat different views on it. I am not at all sure though, that we dreaded "Europeans" differ greatly from all you other wargamers. Well, after all the raving let us get back to the theme of this article.

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EXECUTIVE COMMITTEE

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MONITORED GAMES PACIFIC DIPLODEUR/ORIGINS WEST Larry Fong, Publisher P.O. Box 11090 Oakland, CA 94611 (see Match Coordinator's column)	ARCHIVIST . . . JIM WALLACE 924 Dover Road Westville, NJ 08093
	PBM IDEAS . . . VIRGIL MUGLER 1460 Ladd Edwardsville, IL 62025

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.



DIXIE-CON 77: Craig Taylor (seated right) teaches Dave Turansky (seated left) FURY IN THE WEST the hard way. Phil Poulos looks on.



DIXIE-CON 77: Jim McAmis (second from left) took first place in the Airforce/Dauntless mini-tournament.

I was lucky enough to catch an early plane to London on the Friday with only an hour delay due to the ATC in England. As soon as I arrived I stormed into the city to buy wargames (told you he was starved poor fellow, eh?). I must admit here, much to my shame, that all these years I lived in the belief that there is nowhere around me where one can buy wargames. In Epping however, I was rapidly corrected: both Jan and Malcolm knew of a toy shop in Frankfurt--my own home city--selling wargames! I must have walked past it a hundred times and never knew it! What a shame! It took me just over an hour to spend £50 on games and to discover that the money I had brought along was completely insufficient (what with my plans to raid the duty free shop on the way home, and that sort of thing) so I next had to visit a bank.

After raiding a bookstore and spending a lot more money on books, I found that I could now hardly carry my suitcase so decided to make my way out to Epping. I arrived all in one piece though a bit out of breath from the weight of my bag. I met the first member of AHKS on the train (I didn't think that we were that conspicuous?) and found the hotel easily enough.

I must say that I found the hotel fairly good value for money. Compliments and thanks to Allen for arranging everything, must have been an awful lot of work. There I found just what I had expected, a bunch of very amiable wargamers who were all obviously having a good time. I was particularly fascinated by the large number of games, a lot of which were completely new to me. I must explain that there is a wargaming desert where I live with hardly a FTF opponent in sight. I started to look around and before I realized what was going on, I was dragged along into Don's dungeon (slightly more salubrious than Fred's Cafe?), only to find, much to my distress, that the green dragon on level one was not, as the grapevine had it, slain, but only sleeping! In spite of being only a poor first level thief in leather armour, I managed quite well (by staying in the middle of the group with armed characters in front and behind), only to be dragged to my doom by some greedy plant! What a horrible death! And to think, one of my fellow dungeon explorers once had a potion of plant control only to hand it over without a struggle to some suspicious ten foot tall fellow who walked around with a large can asking, "I collect magic; have you any magic?" with a friendly wave of his two-yard sword. I was only slightly mollified when this fellow (obviously one of Don's favourite monstrosities) was finally struck down (from behind)! Before I came to Epping I had only heard talk of D&D; from the moment I actually participated in a game I fell in love with it. It is just the game for someone with my kind of perverted imagination!

I marvelled at the prowess of numerous players, particularly those poor commanders on the "Highway to the Reich" who, for what seemed like hours could be seen setting up numerous boards and counters. I believe they played something like four full turns (or five in some cases) ere they found it one bridge too many (right John?).

One also saw Napoleon fighting his last battles, I think he finally met his Waterloo around three in the morning.

All in all I enjoyed myself very much and fully intend to come to the next meeting if I can possibly make it. Perhaps I'll even bring my wife along if I can restrain her from wreaking havoc among the poor players. Be warned! Well, it would seem that this is all that my tormented brain can bring forth (do I hear sighs of relief?).

Lastly I would like to add that all the AHKS officers seem to be doing a great job and I can think of nothing that needs improving. The fact that very few proposals to that effect were made speaks for itself.

editorial

LUCKY NUMBER 13

I was trying to think up some good excuses for this issue being a few days late, when it suddenly struck me that this is the 13th issue I have printed! "Obviously" it had to be late--? It is the 13th because I actually put one issue out in the Vol. 10 series.

Well! Having got the excuses out of the way, what shall we do now? When I became Editor two years ago, for those of you who joined after 1976, the K had a rather spotty history. At the time, it was my estimate that much of the problem was due to the attempt to maintain the K as a "magazine" of general interest to wargamers. My "platform" in the election was to eliminate the newsletters published by the Regional Directors in the US (of which there were only two) and print the K bi-monthly as a newsletter. I hoped to find that the shift in emphasis in content of the K would make it easier to publish, and that the lifting of newsletter printing by

the RDs would make their job easier. In reviewing the events of the last two years (particularly the proliferation of regions!), I think that the shift has been successful.

We are still faced with some problems, the most pressing of which is that it still takes some rather heavy investment of time to put this thing together, particularly in the typing. We seem to be generating sufficient material to run 8 to 12 pages per issue, and I am certainly happy to print that much, but the typing does get to me. I have been experimenting this year with several time-saving concepts, among them the idea of having the printer's personnel mail (staple, stamp, fold, etc.) the issue. This was fairly successful, although I thought it expensive (\$40/issue) and they are not really set up to deal with some of the tricks (foreign mail--primarily Canada, but also Australia and some others, must be inserted in envelopes; the address lists from which mailing labels are printed are alphabetical, so many of the foreign letters came back to me with no envelope). We have settled on having the printer fold, insert (one page inside the other) and staple the issue (for about \$15/issue) which is cost-effective in terms of my time.

For 1978, my goal is to shed--to some appropriate extent--the typing duties from the Editor. I project that this will be expensive. My experience to date suggests as much as \$25 per issue, perhaps more. We've been trying out the idea of a member doing typing for the K, and this has worked pretty well for such items as the PBM material. However, by the time I take "raw" material (unedited--the PBM stuff is being screened by Virgil Mugler), re-write it, mail it to Bill Kamery, get it back, the time delay (esp. if I'm slow sending it to him!) is too great. Particularly with the officer reports, which come in the week prior to publication, I am stuck with the typing. What I must locate in the Phoenix area is a typing service with some reasonable intelligence (tried one of the other kind already!) who I can train for about 2-3 issues until they pick up the wargaming language sufficiently to not have to call me six times per article! Such a scheme may involve technical difficulties as well, such as their typewriter's print and mine and Bill's not being very easy to "shoot" on the camera that is used to produce the K. This editorial is being printed on an IBM Selectric for that purpose. If you cannot read this, I'm in trouble! My ultimate goal for the K is to make the process "external" to AHKS--in other words, having almost all the work done by personnel hired out of the Editor's budget. I am in the fortunate position of being Editor after a growth spurt that gives us sufficient members to make such a scheme financially possible. The specifics will be submitted for review by the Exec before the money is spent, naturally, but if we are successful in this, there is no reason any Editor (specifically me) should feel the need to retire after only two-four-six-? years in office. In other words, if this works you might be stuck with me for many years. Grim thoughts for the new year, eh!?

By my calculation, this issue will reach you shortly after Jan 1 in the U.S., and whenever John's distribution occurs in the UK (I sent the ballots to the UK about a week ago since I did not want to put them too far behind in returning them). So, it's not too early for you to sit down right now and write out your \$\$\$ to "AHKS". Let's see if we can get them ALL in on time this year!

HAPPY NEW YEAR

Pete Menconi

December 23, 1977

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: Hitler, Panzergruppe Guderian, Olympic, Tank, Centurion, Kampfpanzer, Dixie, Oil War, Grunt, CA, Bataan, Khalkhin-Gol, Norad, Nuclear War, Graf-Spee, Sea-Lion, Shiloh, South Africa, October War.

R. Locke, 2232 Wesley Ave., Evanston, IL 60201

Wanted: Atlanta by Guidon Games; will buy or trade (Leipzig nb or W.S.I.M.).

Gilbert Collins, 2201 Riverside Dr. #210, Ottawa, Ontario CANADA K1H8K9

For sale: Guadalcanal \$15; 1914 \$20; "customized games": PzBlitz (5 boards, 3 counter sets) \$10; Blitzkrieg (includes S&T 19, PBM grid on board) \$10; Stalingrad (2 boards, 2 counter sets) \$7.50; many other games and magazines. Send SSAE for list. OC Hudson, Box 1113, Berkeley, CA 94701

For sale: Combined Arms, Kampfpanzer, Flying Circus, Year of the Rat, American Civil War (plastic coated map), East is Red, DAGC, Barbarossa, D-Day, SGrad, France 40, Luftwaffe; all are new, AH have standard cardboard box, SPI are nb. SPI go for \$2.50, AH for \$6, Barbarossa for \$5. Games will be sent COD via UPS for shipping charges.

Gene Gardner, Box E, Inkom, ID 83245

TREASURER

AHIKS SECOND QUARTER 1977 FINANCIAL REPORT

Effective balance at beginning of quarter \$ 4,188.03

INCOME	2Q77	1H77
Dues	\$ 166.67	\$ 2,447.02
Initiation Fees	100.00	460.00
European Region	00	24.00
Miscellaneous	57.98	97.96
	\$ 324.65	\$ 3,028.98

EXPENSES

President	\$ 4.03	\$ 83.53
RD East	10.26	40.96
RD Northeast	30.50	44.43
RD West	17.50	30.50
Secretary	25.81	50.53
Editor	411.32	605.03
ICRKM Meister	44.98	79.60
Match Coordinator	4.53	9.03
Treasurer	16.37	53.69
Judge	6.52	17.47
Archivist	2.10	2.10
Stationery	00	59.80
OOB's	58.71	58.71
Miscellaneous	69.00	69.00
	\$ 701.63	\$ 1,204.38

Effective balance at end of quarter and first half \$ 3,8.05

Total postage costs \$251.39

Total printing costs \$237.71

The expenses climbed during the second quarter to a more realistic level. However, even if they should remain at this level, our income for the year will easily outdistance our expenses. Naturally, this is a good state of affairs and means we are still financially in fine shape.

After the last K came out, I received 1978 dues from a couple of members. These have been duly noted. These members will still receive a notice but need not send any more money. However, we still ask you to send back your ballots and survey forms.

Harold Horne (K) December 1, 1977

LAW AND ORDER

I have received several requests by telephone for rulings in the last few months. I have no problem with this and, in fact, welcome the opportunity to meet the members. In all cases, I requested a follow-up written request, pointing out that the opinion I was giving had to be "interim" pending a search of the files and sending it off to a specialist, when appropriate. The reason for this is simple. While my memory is quite good and I am familiar with many games, it is too much to expect that I can remember all the rulings.

To cite an example, I received a telephone query concerning bridge movement in PL. I was aware of a ruling we have in the files that bridge to bridge movement (e.g., in Grancelles) was not allowed. Since this ruling was contained in a letter from AH I took it to mean that they goofed when they said in the rules that the bridge is a clear terrain hex for all purposes. The implication of their ruling is that it is clear terrain for combat but not for some movements. I thus passed along the ruling that for movement one should enter and exit hexes that the bridges point to. Not only did this seem to work out well in FTF play (I had been playing it that way) but the situation with stream hex to bridge movement seemed to point the same way. Nevertheless, subsequent discussions with PL specialist Paul Person leads to the conclusion that one should be able to enter or exit a bridge from any non-stream, non-bridge hex based on other rulings from AH. The point is that I never did receive a follow-up request on this or other telephone requests and since I don't keep a telephone log (although I will for AHIKS callers from now on) I do not recall who requested this particular ruling. Call if you wish, but please do follow up with a note.

With regard to the rulings summaries, from now on they will be identified by month and year. This will fix the "edition" you have. Some of them (e.g., Anzio) have been modified quite frequently. Summaries now available are Anzio (Oct77), Invasion: America (Oct77), Luftwaffe (Aug77), Bulge (Oct77), AK (Sept 77), Panzerblitz (Nov 77). Thanks to Tom Oleson for Anzio and Ken Mills for Bulge. Paul Person did I:A and the first draft on PB, with Tom Eller doing the editing on PB. The PB effort was monumental including not only a general rulings summary but a 19-page handbook to be used by future Judges and specialists summarizing all the cogent arguments and references for and against various rules.

When writing in for rulings please indicate the edition you and your opponent are playing. If you do not I will assume you are playing latest edition available which could give you some nasty surprises. I will indicate in the response (or ask specialists to) what edition the answer is based on.

Bill Farone (K) December 1, 1977

THE SECRETARY

The Western Region split was approved by the Executive Committee (see K12/4, Western Front), and the East Region will also be split if the vote goes that way; the projected North Central Region is scheduled to include Ohio, Indiana, Illinois, Michigan, Wisconsin. The remainder of the current East Region will be renamed Southeast Region. Voting is in progress, but the split seems assured. The new RD will be appointed by the Exec at the appropriate time, and applications are being solicited.

You've read several comments about reorganization in K12/5 and probably more in this issue. You may ask, "what does this mean to me as an ordinary member?", or just a simple, "who cares?". This is a very important issue for the Society, because as the Society grows, so does the Committee guiding it, at least as we have currently structured it. With an ever-growing Committee and increasing communication problems, this could have a detrimental effect on services to you, the "ordinary member". This was the reason for Pete's editorial on the optimum size of the Committee and lines of communication (**not really, I just had a lot of space to fill in that issue**). Although Pete was correct stating that we cannot have a 480-way postal discussion on reorganization, we will accept and discuss, within the Committee, any proposals or suggestions any member may have.

With a little luck and hard work, the Exec should have a proposal put together by the April 78 issue of the K. A vote on the proposed reorganization might come in the June 1978 issue.

An issue that many of you may have felt was lost in the recent Exec discussion is the Society Logo. This has moved somewhat slower than expected and will not be on this ballot. We have approximately 100 ideas or variation at present. We will sift through these designs and try to pick out the best of them for a Society-wide vote. Probably in conjunction with the reorganization vote. We wish to again thank all of those who submitted ideas, and if there are still any lingering ones, please send them to me in the next week or so.

Many thanks go to the following members who have typed up OOB sheets which are now available from Carl Benton. Ron Teleusky (Panzer Armee Afrika), Mike Scott (Brietenfeld), George Calage (Road to Richmond), Dale Wetzberger (Battle for Germany).

Ron Starnik (K) November 26, 1977

THE WESTERN FRONT

Well, it appears that the multi-R-War has died, so as GM for the thing, I shall officially call it dead.

Having dutifully fulfilled the first requirement for leaving office, (ie, finding a replacement) I shall be stepping down as RD as of this election. The Exec has approved the regional split, so when you vote, please make sure you're voting for the right new region. I certainly have enjoyed the two years as RD--I have had the opportunity to meet lots of you (mostly by mail). I hope that you give the new RD's as much support as you have given me.

In the next K, I shall give the final 31 Dec status report.

I decided to step down as RD as it looked as if my next assignment would be overseas. However, the Army changed all that and I now have got a great assignment coming up. I'll spend Jan-Jun at the Advance Course at Aberdeen, MD, and then be sent back to Ft. Leavenworth, KS, to work in the Combined Arms Development Agency at the Command & General Staff College for three years. And, believe it or not, I'll be working on the "Automated Battlefield Management Plan" which means that I'll be able to combine my hobby (wargaming) with my civilian background (computers). It would be an understatement to say that I'm looking forward to it. Especially after eight years of running around in the field with divisions fixing broken equipment.

Since I will remain in the states and be fairly stationary, I have decided to run for the office of Match Coordinator.

And, since it is election time--and DUES TIME--let's all try to get them in quickly. This is the worst time of the year for the officers as we try to figure out who is and who isn't renewing. So, let's get the votes and money in soon. Also, if you are not going to renew, please let us know, and why. It may be some aspect of our services or organization that is causing you not to renew, and maybe we can take corrective action.

Last, but never least, we welcome some new members: Bill Starke, Australia; Greg Hastings, Seattle, WA; John Clemente, Houston, TX; Bob Best, Concord, CA; Dan Hughes, Las Vegas, NV; Larry Cheatham, Seattle, WA; Dick Metzler, Albuquerque, NM; Mark Laussade, Dallas, TX.

John Ratzenberger (K) December 1, 1977

INTRO and OUTRO

Epping V is less than a week away as I write and we have a full house. I am pleased to see two members plus a guest from the Continent this time, Jan van Reck and Thomas Haas. I hope that they enjoy themselves as much as I know I will. A full report will follow in the next Newsletter. Epping should also solve the Tom Kassel mystery. No sooner had I asked for his address in the last issue of the Newsletter than it arrived--from Tom care of his last address that I have. A letter to that address came back by courtesy of the GPO--addressee unknown! A case of the phantom member!?

A member of the Solo Wargamers Assn. has been invited to visit us at Epping and, with Keith Pouter of UK Wargamers, we hope to get together for a short time on Saturday. The aim of this exercise is to meet each other and see what each Society has to offer. There is no suggestion of more formal agreements between the various bodies but familiarity should engender smooth relationships between us.

After many years of threatening us with his departure, it looks as if Chris Hancock is at last going to leave us for the States where he has a job in Maryland. This move has been a matter of discussion ever since I first attended an Epping meeting three years ago so his perseverance has paid off. We wish Faye and Chris all the best in his new job and I am pleased to report that he wishes to keep up with our activities through the Newsletter and that he will still remain an active AHIKS member in the Region over there.

I understand from Peter Charlton that there was little response to his offer of GMing a BIG game, one reply to be exact! I am sorry to hear this since we are occasionally accused of not doing enough for the membership--well you are the final court.

I have had a little correspondence on the AHIKS rating system that I mentioned last time. One of the points raised is that for new members it takes a heck of a lot of games to get off the ground. Since this is a problem that affects the whole Society I have referred this to the Executive Committee and will keep you posted.

Sadly this is the time of year that we lose a few members. In spite of our policy of a number of lenient reminders the following people have not paid their subscriptions and I must presume that they do not wish to remain in the Society: Murray Pakes, Alwx Stewart and John Robertson. During the year, Alain London and Ivan Nilsson intimated that they wish to resign from the Society so we lose half a dozen members. However with the new members our numbers climb back up to a grand total of 80 (and I understand that there are some enquiries in the pipeline).

John Spence

K

November 1, 1977

THE BARRAGE

On September 24th, the first Chesapeake MiniCon was held at Annapolis. We had seven members and three nonmembers in attendance at various times. The states of Maryland, Delaware, Virginia and West Virginia were represented. We got together over coffee and buns, then on to the gameboards. Liz Shelper brought her friend Mary Fitzgerald and while they delved into the mysteries of Richtofen's War the men tackled Kingmaker. For many of us this was our first encounter with that fabulous treatment of the War of the Roses. It did live up to my expectations and then some. Now I know what Don Turnbull has been raving about!

After a lunch break we split up and attacked various games including Victory in the Pacific, Panzer Leader, Afrika Korps, etc. Everyone appeared to enjoy themselves and were eager to schedule another meeting. This is one of the most enjoyable aspects of AHIKS membership--the opportunity to meet and visit with others with a common interest. We are considering another meeting right after the first of the year. Will any interested parties please call or drop me a line letting me know when would be an appropriate time for Chesapeake II? I'm so tied up with business until after Christmas I won't have a chance to write to each of you, but will look forward to seeing you again in the new year. And for those of you who haven't been to one of these small regional meetings, try it, you'll love it!!

A pleasant year of gaming to all of you, and a warm welcome to the nine new members of the Eastern Region: Gary Bauer, Lyons, MI; Mike Eberhardt, Suffolk, VA; Morris Eckhardt, District Heights, MD; Roy Hendricks, Virginia Beach, VA; Walter McGugan, Odenton, MD 21113; Roger Pittiglio, Columbia, MD; Greg Pressler, Muskegon, MI; David Rohde, East Lansing, MI; George Young, New Boston, MI.

Bob McLaughlin

K

November 17, 1977

NORTHEAST REGION

Firstly, I want to apologize to the Northeast Region members for not submitting a report for the last K. The deadline slipped by me.

Northeast Region member and one of the founders of AHIKS, Henry Bodenstedt, recently made history of sorts by setting a non-stop record with his Marklin electric train. I believe that this record, unless broken by someone else, will appear in the Guinness Book of World Records. Congratulations, Henry!

Larry Ercolino held a get-together at his house at the end of October for local members of AHIKS. There were 10 in attendance including Omar DeWitt, Mike Truex, Tom Holtz, Les Deck, Larry, Bill Perry, and yours truly. Six of us played about $\frac{1}{2}$ way through a game of Mighty Fortress. Comments from the participants were generally positive and we hope to try it again at some future date. Other games played included D-Day, War in the Pacific, and Rail Baron. If any other regional members wish to have a get-together, let me know and I can include the info in the K.

GET-TOGETHER, AHIKS STYLE: Omar DeWitt's 3rd annual bash. Starts Friday, March 31, goes Sat and Sun. See details in this issue of the K.

Unsolicited Testimonial Dept: I would like to mention a new game which I think may turn out to be the Game of the Year. AH came out with Squad Leader at Origins?? and since I don't particularly like tactical games I didn't purchase it at the convention. However, in one of my depressed moods, when only the purchase of a new game will bring me out of it, I decided to take a flyer on this game and ordered a copy from AH. I have been thoroughly impressed. Heretofore, the only tactical game that I liked was Soldiers, primarily due to ease of play. Squad Leader has essentially the same ease of play even though there are a lot of rules. I am very "big" on playaids, charts, etc. What I like about this game is the Sequence of Play chart on the last page of the rules which also includes the specific rule that pertains to the action and the Quick Reference Data Card which not only includes the CRTs but various other charts necessary to the play of the game. Here again, the particular rules are referenced. I believe this type of referencing has been long overdue in wargame rules writing. Regarding the rules, it seems that they realistically reflect actions that would take place on the battlefield. The rules of many mask (or hide the designer's intent). In this game they seem to follow a logical sequence of real life events and, best of all, make sense. There is quite a bit of die rolling, but it's not tedious and doesn't seem to slow the game. In the future you will see many articles on SL; this is not meant to be a review but I did want you to have one gamer's opinion on a fine game.

Back to the Northeast Region: the number of members in the region is slowly creeping up to 100 and my lack of mail says to me that everyone is satisfied with the way things are going in AHIKS. If you send me a change of address please put a note in it with the names of anyone else in AHIKS you have notified. I hope everyone has a good holiday season and that each of you gets at least one new game from Santa.

John Heydt

K

December 2, 1977

ELECTIONS

CANDIDATES

(NOTE: for brevity, candidates who are incumbent and unopposed have not submitted statements)

FOR TREASURER

HARROLD HORNE (incumbent)

FOR EDITOR

PETE MENCONI (incumbent)

FOR MATCH COORDINATOR

BRUCE MATSON

Having entered all the primaries, having begun way back in the winter of 76-77 in the snows of Schenectady, having met the "people" at Origins, I offer myself for the M.C. post. I admit I sat at Omar's right hand at Origins dinner; and, yes, I am presently "throwing" a Waterloo game to Bill (Mark Hanna) Farone; yet, I remain free of the party bosses. Thus could I burst onto the political scene in AHIKS. Last year, however, was the happy exception to the usual rule that officers are hard to scrounge up. It will be a healthy sign, indeed, if I run opposed in this election. Fortunately, for AHIKS, I think I will acquit myself well in this office even if I am running unopposed as the "people's party" candidate.

The Match Coordinator functions as a clerk who matches up the incoming requests for the myriad of games now in existence. Dave Turansky added a rating service to this job. The MC is not a policy setting post, yet if the MC is a dud, there will be no club to set policy for. The rating system could collapse under its own weight in the next year or so with hundreds of rated players to keep track of. The club will literally collapse if matches aren't made and sent to the players.

Of course, if no one else wants to play "turkey shoot '77", I can't match you up. Nor do I promise to go out the Catskill Game Farm to get you an opponent. But the central tenant of AHIKS is that someone is meticulously keeping track of the requests and matching them up when possible. As far as the ratings are concerned, I think this potential problem can be solved with the help of a computer. For the matches, my secretary and I will crank these out as fast as possible. I have been in AHIKS over five years and it's now my turn to do some work for the club.

JOHN RATZENBERGER

I have been the RD West for the last two years, and I feel that my track record of doing my job and participating in the Exec business has been good. The position of Match Coordinator is one that I would enjoy holding, and I would have run for it a year ago, but I felt that I should finish out my term as RD. I would particularly like to remain on the Exec to continue my participation in the critical reorganization of 1978.

Currently the Match Coordinator has three functions: matchmaking, keeping the ratings, and Exec duties. As MC, I will do my best in all three functional areas. Match-making (no, I won't find you a date!): actively seeking people and matches to keep the pool large and the wait between request and match to a minimum, especially for new members. Ratings: I will continue to keep the ratings information, attempt to expand participation and respond to member desires, insuring that we have a system which the members enjoy. Executive committee: we are currently discussing major revisions of our organization and method of operation (brought about by the rapid growth we have seen in the last few years; I would like to remain on the Exec to pursue these items to their completion. Other things I intend to do include increased information to the members on such items as number and type of matches, game popularity, etc.

Should you elect me to this office, I urge you to write me with suggestions on the services offered to insure that your needs are being met.

FOR RD WEST

GEORGE CALAGE

Though I am from Tennessee, I have been living the last 3½ years in Houston, Texas. I am a school teacher and it seems I will be settled here for some time to come.

I have no self-delusion about being the best man for the position of RDW, but I do feel I will serve the position well. I do pledge to be efficient and prompt in any correspondence from the office and to pursue the same from the other members of this Region. I naturally will appreciate your vote.

FOR RD PACIFIC

TODD ROSEMAN

I must admit that as a relatively new member of AHIKS, I cannot claim a great deal of familiarity with the position of RD Pacific. But I am familiar with wargames and wargamers, having been involved in many aspects of the hobby for eleven years. Since I first started wargaming in 1966, I've played miniatures and role-playing games, as well as board games. I've been a part of several clubs, most recently holding the presidency (as well as other offices) of the Triton Wargaming Society of UCSD.

I would like the opportunity to use this experience to work for the membership of AHIKS and forge the new Pacific Region into a strong addition to our organization.

CHANGE TO THE CONSTITUTION OF JANUARY, 1977

The current constitution of AHIKS, printed in K12/2, has the following provision for the Vice President:
F. One Officer shall be appointed Vice Chairman of the Committee and shall succeed the President if he cannot perform his duties.

Proposed format for the change is:

"F. A former President shall be appointed by the current President, and confirmed by the Committee, to serve as Vice President. He shall succeed the President if he cannot perform his duties."

NOTICE: IF YOU ARE NOT RENEWING MEMBERSHIP: then you're probably not reading this anyway, but we would appreciate some form of reply so that we don't have to track you down with reminders, etc. before we give up. We're including a stamped, addressed envelope for your convenience. If possible, we'd appreciate some message to the effect of why you don't wish to rejoin. You'll find a convenient spot for comments on the front of the ballot form. Oh, yeah, we'd still be interested in your responses to the Survey.

(K)

REVIEWS

DIEPPE

-Roy Schelper-

Simulations Canada has created a real gem with their new title, Dieppe, which is a simulation of the Allied raid on the French coast in 1942. Stephen Newberg has revealed himself as a first-rate designer, and the entire crew at SimCan is quite professional. Dieppe has superb counters, tightly-written rule booklet, and a 21 x 27 mapsheet, which is done in four colors on heavy stock. The game system has such features as fire before landing, air and naval bombardment, double-impulses (which may be a first in a tactical-level game), artillery fire, and much more. Play is centered around six basic objectives, which change in value, depending upon which of the half-dozen scenarios is being played. The Allied Player is also penalized for losses, while the Germans are not, so the game can get bloody. Numbered hexes and only ten turns make this game fairly easy to PBM, although it would take a couple of letters per player-turn. The game is only \$9.75, and is sent to US customers via first class air mail, which means that it arrives quickly. If you're looking for an interesting, playable, game, and you want to help a new game company, try Dieppe: Simulations Canada, Box 221, Elmsdale, Nova Scotia, CANADA B0N 1M0.

(K)

CASSINO

-Roy Schelper-

Cassino is part of Excalibre's new Panzer Battles and Sieges ser series, and is a compact game with 100 counters and 11 x 17 map. It concerns, of course, the Allied offensive in Italy, which faced the strong Gustav Line. The game system is very similar to SPI's WestWall series, but there are some differences. Combat is not mandatory and units can move from one ZOC to another. Things like weather, air power, and artillery are featured as the Allies try to seize five geographic objectives, and exit units northward. The Germans are faced with numerous hard decisions as they try to stop the numerically larger Allied army. Graphics are not Cassino's forte, since the counters are thin and the map is merely adequate. The rules are sometimes vague, but the game itself is pretty good. It would be relatively simple to PBM, but players would have to do their own coordinates. Cassino is a short game (15 turns), and has a fair price at \$6. If you like fast and simple games (**reminds me of a girl I once knew**-pm) you should look into Cassino, from Excalibre Games, Box 29171, Brooklyn Center, MN 55429.

(K)

RAPHIA

-Virgil Mugler-

The first game in a projected new series by GDW called "Series 120" is titled The Battle of Raphia, 217 B.C. The series' name comes from the fact that these games are being presented as introductory/recreational exercises which can be finished in under two hours. Raphia comes in the usual zip-lock plastic bag which contains: one 24½" x 18½" game map using 1" hexes (blue, red, black and grey on white heavy stock); about 120 thin, ½" square, die-cut cardboard counters (red and black on yellow, black on blue); and an eight page (including covers) 8½" x 11" rules booklet.

Evidently, GDW is not going to sacrifice its excellent graphic work or its propensity for selecting obscure subjects as this first "beer and pretzels" game indicates. This is a tactical level simulation of a battle fought between surviving remnants of Alexander the Great's empire: the Ptolemaic Kingdom of Egypt under Ptolemy IV against the Seleucid Kingdom of Syria and Persia under Antiochus. Each counter represents from one person (Leaders) to 2000 (Ptolemaic Peltasts), about 200 cavalry, or about 1½ elephants. Unfortunately, the Leader counters do not contain the leader's name. Infantry units are designated by spears with the number of spears indicating the type of foot unit. Cavalry and elephant units are indicated by silhouettes. No time scale is indicated but the map scale is 330 meters per hex. The game lasts 12 turns (6 turns for each player). The map is quite unimpressive but this is true of most ancient battle maps since most fighting occurred only on flat, featureless terrain.

continued page 7

The rules are relatively well-done but still present a few doubtful areas especially for beginners. But for essentially a simple game, *Raphia* presents a number of interesting refinements. The play sequence is Move-Combat-Rally, but the player to move first is determined by a die-roll after set-up. Any number of units of the same type may stack at the beginning of the game. Thereafter, however, units may only unstack. Only the top unit of a stack attacks or defends although the size of the stack does affect combat. When leaving an EZOC, the bottom unit in a stack must remain behind as "rear-guard". All units have a ZOC but only Heavy Infantry have a facing. Combat is voluntary and conducted along the usual odds/ratio lines with die roll modifications resulting from the types of units involved. There is provision for personal combat between Antiochus and Ptolemy. Unit morale is handled in a very clean way by rolling a die in certain situations and comparing the result with the unit's morale rating. Should a unit fail this morale check, it may refuse to attack or even rout. It seems that the quality of the Egyptian soldiers of 217 B.C. was as much a variable then as it is now, so one does not know the morale rating of Egyptian units until they are tested in combat.

As intended, this is a simple, fast-playing game. However, maneuver is usually at a minimum and most of the tactics are determined by the make-up of the stacks at the start of the game. In fact, the game usually degenerates into a "hacking" match occasionally enlivened by an elephant stampede. Finally, a competent Ptolemaic player can usually "muscle" his way to victory because of his superior numbers. Play-balance is improved by the use of the suggested variant in which the Macedonian Phalanx does not appear. So, all in all, *Raphia* is not really that exciting a game in spite of the sometimes brilliant system.

PBM possibilities are excellent, though. The composition of the initial stacks can easily be handled by the sealed unit chit method while morale checks can be incorporated by establishing a rigid sequence of ICRK selections. A simple matrix would serve for the Egyptian morale level. Solitaire play is probably much less satisfying because of the importance of stack composition.

In summary, *Raphia* is impressive in its graphics and play concepts but quite a bit less so as an exciting game. PBM appears quite easy and, in fact, might prove superior to FTF and certainly to solitaire. *Raphia* is available for \$5 (perhaps the most impressive point of all) from: Game Designer's Workshop, 203 North St., Normal, IL 61761.

(K)

DIEPPE

-Virgil Mugler-

A new wargame company makes its appearance with *Dieppe*: The Allied Return to the Continent; August 19, 1942. It comes in a large manila envelope which contains a 28" x 22" game-sheet printed with the game-map (green, light and dark blue, and yellow, printed on white heavy stock) and sundry tables and play-aids; about 200 die-cut cardboard counters (of GDW quality; that is to say - excellent); and a ten-page, 6" x 9" rules booklet. A nice touch is that each unit's starting position or turn of entry is printed on its reverse side.

Dieppe is a tactical-level simulation of the Allied "reconnaissance in force" of continental Europe conducted by the Canadian 2nd Division, the Calgary Tank Regiment, and commando units of the British Combined Operations against the German 302nd Infantry Division established in and around the French resort of *Dieppe* on the Atlantic coast. It is a two-player game and can be contested under the historical conditions or any of five possible hypothetical scenarios. Each turn represents one hour of reality and all scenarios are ten Turns in duration.

The map occupies about 60% of the game-sheet and is executed at a scale of 550 meters per hex. The terrain is precisely drawn and presents no problems to play. Coastal batteries, the St. Aubin airfield, and the radar station are printed on the map in the same manner as terrain. The remaining 40% of the game-sheet contains the Terrain Effects Chart, three Combat Tables, and various play aids such as Holding-Area Boxes. All things considered, the game sheet is well done and a definite aid to play.

Dieppe's rules are also well done and require but a minimum of extrapolation. The sequence of play is very similar to that of Russian Campaign with the addition of a bombardment phase and a "free" shot given the Germans during the landing and withdrawing segments. There is a degree of unit differentiation with artillery and ships able to fire at range and engineer units needed to negotiate the infamous Sea Wall. The Allies possess a varying amount of naval and air bombardment capacity but lose Victory Points each time a German Coastal Battery fires. Losses sustained by landing and withdrawing units are also reflected in the proportionate loss of landing craft thereby hindering further efforts to land or withdraw. There is also provision for the surrender of units which then require the presence of "guard" units.

In my experience, *Dieppe* is a fine simulation but not much of a game. None of the scenarios are balanced although 3 favor the Allies and 3 favor the Germans. However, it does point out quite well the lessons that were or could have been learned by both sides. Also, it is a very "bloody" game; the complete annihilation of one side or the other is always a possibility since neither side can afford to lose time in regrouping.

PBM and solitaire play should be simple although PBM would probably require a total of about six mailings per complete game turn and so would discourage many. On the other hand, everything is straightforward and requires no sealed chits, extra paperwork, etc., and -more importantly- it's a short game.

In summary, I'd have to say that I enjoy *Dieppe* as a simulation but not as much as a competitive game. Its graphics are first rate and its a quick FTF game. But PBM takes a bit longer and so I can only recommend *Dieppe* to those who are interested in learning of the bravery of the giant to our North. *Dieppe* costs \$9.75 and is available from: Simulations Canada, PO Box 221, Elmsdale, Nova Scotia, Canada, BON 1M0.

(K)

FURY IN THE WEST

-Virgil Mugler-

Here is yet another simulation of "The Battle of Shiloh - April 6 and 7, 1862", this time designed and developed by Steve Peek and Craig Taylor. For \$10, you get a 14 $\frac{1}{2}$ " x 11 $\frac{1}{2}$ " x 1 $\frac{1}{4}$ " heavy cardboard box containing a 22" x 27" four-color (green, blue, brown and yellow) heavy stock game-map which utilizes 1" hexes; sixty 3/4" x 1/2" rectangular, die-cut infantry and gun-boat units; 195 1/2" square, die-cut markers for cavalry, artillery, officers strength and formation indicators; a set of "jelly trays" for unit storage; two 11" x 17" Strength Record Charts; one 8 $\frac{1}{2}$ " x 14" Game Tables Chart; and an 8 $\frac{1}{2}$ " x 11", 20 page rules booklet. All counters are double-thick, a Battleline trademark.

Except for the excellent counters, the game's graphics are only slightly better than adequate. The counters are blue (Union), grey (Confederate), and green (strength and formation indicators). Each infantry counter has a facing arrow, corps designation, brigade identification, and national flag on its face. The box art is "colorful" although uninspired and certainly not to be compared to that of Dauntless or Custer's Last Stand. But at least there's a box! Each of the Strength Record Charts contains the OB of its respective side and a place to indicate the current strength of each unit. But the worst of a rather uninspired lot is the game-map. Although adequate for play, it gives the appearance of amateurishness and the color scheme does not help things. Another example of this graphics weakness - although merely annoying, it does not detract from play - is the fact that "Cavalry" is consistently written as "Galvary" on the Movement Table and Victory Point Chart.

Fury in the West is a brigade-level simulation of one of the key battles in the American Civil War's Western Theater pitting U.S. Grant's Army of the Tennessee and elements of D.C. Buell's Army of the Ohio against A.S. Johnston's (later Beauregard's) attacking Army of the Mississippi. It is basically a two-player game although an Optional Rule is provided which converts it into a multi-player contest. Each game-turn represents one hour of real time while the map scale is never specifically given.

When compared to many of the games coming out today, *Fury's* rules are a work of art. With only two exceptions that I could discover, the rules are clear, succinct, and aided immeasurably by the inclusion of a demonstration turn which nicely illustrates many of the grey areas. The rules are broken into three sections: Basic, Advanced, and Optional. Among the Optional Rules are such goodies as: Shifting Initiative, Cavalry, Variable Arrival Times, Long Range Artillery, Bayonet Charges, and The Fog of War. Three scenarios are also presented: The First Day, The Second Day, and Two Days of Battle, which links the first two. An excellent set of historical notes are also included with each scenario. Contributing to the positive impression given by the rules is the fact that most of them are familiar to the average gamer: the sequence of play is basically move-combat; units must face a definite hexside; units assume either battle or column formation; ZOCs are rigid but extend only into a unit's three frontal hexes. Combat is mandatory and based on an odds comparison modified by terrain, unit facings, and the presence or absence of officers. Results of combat are in terms of step reduction, advance, and retreat. Movement is by unit type and is modified by terrain and the presence or absence of officers.

The most unique aspects of the game are the straggling rules and the use of the Unit Strength Record Charts. Basically, an infantry unit loses one step to straggling every turn in which it moves at least one hex and does not remain in column formation throughout that turn. Losses due to straggling are recorded with combat losses on the USRC but different markers are used for each. Stragglers can be recovered at the rate of one step per turn by a unit which is outside EZOCs and does not move.

Even though the subject matter is less than novel and the graphics add nothing to the game, the total is far superior to the parts. THIS GAME PLAYS WELL!! It's almost always a slam-bang affair with one side or the other winning big. Grant is forced to defend weak positions in order to gain time for reinforcements to arrive while Johnston/Beauregard are forced to make attacks that are not always optimal because of the command control problems presented by such an offensive. Even though the full two-day scenario rarely goes the limit, the victories are apparently evenly divided.

Another big plus is the fact that this game is ideal for PBM and solitaire. The play sequence is perfect and even the "Fog of War" option is easily adapted to PBM with the use of sealed chits as in Panzer Leader indirect fire.

So I highly recommend Fury in the West to all gamers even though it is no design breakthrough and has annoying graphics. Its adaptability to PBM and general level of excitement make it one of the best buys this year. So all you ACW nuts, players in general, and especially those of you south of the Mason-Dixon who haven't reconstructed as yet, shell out \$10 to: Battleline Publications, PO Box 1379, Douglasville, Georgia, 30133.



IDEAS

DNO PLAYBALANCE

-Greg Leisner-

I've played two games of DNO; one with and one without UNT additions. (DNO/UNT is actually UNT with DNO victory conditions.) From these experiences and solitaire play, I rate the probable outcomes of a DNO match as follows:

GAME	AXIS VICTORY	SOVIET VICTORY	STALEMATE
DNO w/ UNT	40%	10%	50%
DNO w/o UNT	20%	30%	50%

Statistically, of course, a sample of two is insufficient to estimate accurately, but I'll stick my neck out and do it anyway. The victory conditions for the Soviet boil down to (a) hold Moscow and (b) take Petsamo. The Axis player must (a) take Moscow and (b) either take both Rostov and Leningrad or take one of these and hold Petsamo (I am assuming Kiev is a sure thing).

The difference between the probably outcomes of the two games rests on the Axis advantages gained from the UNT rule for German Mechanized breakdowns and the decrease and delay in the Siberian reinforcements in the UNT OOB. The basic scenario for DNO has (1) the Soviet infantry being crunched in the first two turns; (2) the Soviet armor and motorized units falling back virtually untouched and destroying the rail network in its wake; (3) the Axis motorized spearhead stalled ahead of air and ground support from the rest of the Axis forces. Simply speaking, a rapid Soviet retreat gives them tactical superiority both in the air and on the ground.

In UNT, much of the ground superiority is overcome by German breakdown motorized regiments. These units can "pin" and immobilize the Soviet armor preventing Soviet counterattacks at little loss to the Germans. Likewise, the dense defense factor of these units makes Petsamo far more difficult for the Soviets to take.

The loss and delay in Siberian reinforcements in the UNT OOB greatly reduces their effectiveness to the point that Axis air and ground units can neutralize them. In a close game of DNO w/o UNT, the Soviet could gain victory by Siberian counterattacks securing Leningrad and Rostov. In DNO w/o UNT, the Siberians give the Soviet player the initiative over most of the board and prevent significant Axis penetration during the winter.

Since either a DNO or UNT game is a large undertaking, it seems foolish to start one without good prospects of finishing it. The greatest chance for an incomplete game arises from Axis demoralization. The Axis player must carry the initiative. On him falls the burden of attempting victory. Most of the Soviet player's requirements are less demanding and less tension-producing. For this reason, I recommend playing with the UNT additions. The Soviet player might have $\frac{1}{4}$ the chance of victory that the Axis player has, but he also has to expend $\frac{1}{4}$ of the effort and anxiety.



pbm

FREDERICK THE GREAT PBM

-Chris Hoover-

For those who agree with me that Fred is an excellent game but have recoiled from playing it by mail because of the apparent necessity for numerous mailings per turn, here is a system by which it is possible to accomplish PBM in one mailing per turn.

Players must include with their move sealed chits containing IGRK selections for each of the die rolls which his opponent may need to make during his turn. The phase sequence, although its order is maintained, is sliced up slightly differently for the mailings. The Prussian first turn would consist of phases A1 thru A4, using an IGRK sent by the Coalition player for the March Phase. The Prussian player then mails his resulting positions and chits necessary for all his opponents's die rolls during his turn (the first full player-turn):

- *A5--forced marches (removing attrition due to FM as you go)
- *A6--combat
- *A7--OPPONENT'S siege resolution (do it for him using his chit)
- A8--OPPONENT'S attrition due to supply (do it for him, etc.)
- B1--Coalition reinforcement
- *B2--Coalition morale recovery
- B3--Coalition depot creation
- *B4--Coalition regular march

*Require chit with IGRK provided by opponent

Coalition player then mails all opened and unopened chits, a record of his forced marches, his opponents siege and attrition results, and results of battles, along with his new positions and new chits for his opponents turn.

One should include a chit for each enemy leader, a chit for each siege in progress, a chit for each demoralized enemy stack, and two chits for each possible battle, one for the fracas and one for the retreat of the loser, in addition to the chit for the regular march phase.

This system will require some fuss with the cutting and taping of chits, but it is worth it to avoid multiple mailings per turn, and chits can be mass-produced in strips quite easily. (**I have found a 6 $\frac{1}{2}$ " x 3 $\frac{1}{2}$ " envelope, cut in thirds, makes a secure method** -pm) The system has been play-tested well into a current game with no problems.

The system assumes that battles will always be initiated by the player who has just force-marched. Of course, if one force-marches to a hex occupied by an enemy stack but declines to attack, the enemy is supposed to have the opportunity to attack if he wants to. This can be handled either by eliminating the non-forced-marcher's prerogative to attack, or by requiring the force-marcher to make an extra mailing if he employs this tactic.

Of course the factor of uncertainty about what one's opponent has in his stacks is not present, but even in a face-to-face game it is fairly easy to keep track of the other stacks, so I don't think it's a very important part of the game.



LIMITED INTELLIGENCE PBM

-Bill Kamery-

Many games have rules covering "dummy" counters and/or "spotted-unspotted" units, in which your opponent knows the location of your counters, but does not know, until certain conditions are met, the capabilities of each of the units or even which ones are "real". Usually the conditions for disclosing this information are that the unit be spotted by one of your opponents units. Until spotted, the counters typically will be covered with another blank counter, or will be flipped upside-down so that only a blank side is visible.

This simulates, in ftf play, limited intelligence usually available to a commander. For pbm, unless the game is monitored, the idea is not readily workable and may be dropped entirely. The feature can be retained, however, by the following method.

Prior to the game, the players assign ID numbers (or letters) at random to each of their counters, including dummies if used. A sealed chit is made for each counter, with the ID number on the outside and the corresponding unit designation (Armored Regiment 18/20, Infantry 4-5-6, or whatever) inside. The chit should be the same size, when sealed, as the counters. The players then exchange chits. During play, the chits are used instead of the counters on the game map, and all moves, etc., are recorded using the ID numbers. As a unit is spotted, the chit is opened and replaced on the map with its corresponding counter.

This method, of course, requires a bit of honesty from the players, which hopefully is not a problem. A system can be used eliminating this, which would involve both players signing the seal on each chit and the owning player sending his opponent the chits for spotted units. This would take a lot more mailings and would slow the game down considerably. If you're in a game requiring this, such as for the world championship plus a two dollar side bet, find a monitor!



TWO-PLAYER PBM THIRD REICH

-Santo DeStefano, Jim Matt

Again, quite similar PBM procedures were received. What follows is a synthesis of the two in an effort to develop a system that is workable, fun, and retains all of the great features of the FTF game.

I. Sequence of play

A. Allied setup

1. List the initial deployment of all French, British, and Soviet units.
2. List Defensive Air Support (DAS) and Zone of Patrol (ZOP) allocations in a chit.
3. List the deployment of all Minor country forces for which the Allied player is responsible (and update each turn if necessary).
4. Place these deployments along with the DAS/ZOP chit into a larger envelope and mail it to the Axis player.
5. Alternative procedure: Setup can be performed simultaneously by agreeing on a date on which both players mail their respective setups as above. Only the Allied player need send a DAS/ZOP chit. This procedure tends to nullify any advantage accruing to the Axis because of the change in setup sequence in which Italy setups after France.

B. Movement Execution Phase

1. Axis - Spring turn only
 - a. Open the Strategic Warfare (SW) chit received with the last Allied Spring Movement Resolution Phase, resolve SW and report results to the Allied player.
 - b. Perform the Year/Start Sequence for both sides.
 - c. List Axis SW builds for the current year in a chit, indicate the cost in BRP's to your opponent but do not reveal the type.
 - d. List U-boat removals from the Murmansk Convoy (MC) box in a separate chit
2. (Axis only) Resolve MC attrition. If this is the Summer turn, open the MC chit received with the preceding Allied Spring Movement Resolution Phase; this will contain Allied ASW removals from the MC box. If the Axis does not exercise this option, he must return the unopened MC chit.
3. (Axis only) List naval, air, and U-boat allocations into or out of the MC box in a chit. Note: If Spring, this will be the same chit as Bid above.
4. Deploy opponent's Unit Construction and Strategic Redeployment.
5. List all Declarations of War and their cost.
6. List all Front Options and their cost.
7. Record all movement. Include all air staging and breakdowns, naval base changes, and airborne drops conducted during movement. Do not list naval transport or amphibious assault; this is done during combat.
8. List all attrition attacks. List all possible advances in a chit. These advances must be listed in the order they are to occur.
9. List all attacks in the order they are to be resolved as per the following:
 - a. Naval Transport - List units carried and the units doing the carrying, list convoy protection, list the order of destruction in case the mission is intercepted.
 - b. Airborne Attack - List under the appropriate phase. Remember to record any Shore Bombardment or Ground Support. If Air Interception is possible, list available units and the attack odds you wish to maintain on that hex. Indicate advance after combat and possible losses in case of Exchange.
 - c. Counterair Missions - List the units involved, their targets, and if you want units eliminated or suppressed.
 - d. Regular Land Combat - List attacking units and their targets plus any Shore Bombardment or Ground Support. If Air Interception is possible, list available units and the attack odds you wish to maintain on that hex. Indicate advance after combat and possible losses due to an Exchange. Indicate attempted Breakthroughs along with Exploitation movement and combat.
 - e. Amphibious Assault - List units being carried and what naval units are doing the carrying. Also list naval units for Convoy Protection or Shore Bombardment. List the preference of destruction of your units in case of Interception. Indicate the minimum strength with which you'll attempt the Assault and the point at which the mission is aborted. List possible Air Interception on the target hex.
 - f. Air Attack on Naval Forces in Base - List air units involved.

g. Air Interception on Naval Units - This can be used during your combat phase to intercept naval units attempting to intercept your Naval Transport or Amphibious Assaults. It can also be used in your defensive segment to intercept enemy Naval Transport or Amphibious Assaults. List air units to be used and at what hex.

10. Place everything into an envelope and mail to your opponent.

C. Movement Execution Phase

1. Allied - Spring turn only
 - a. Open the SW chit received with the previous Axis Spring Movement Execution Phase and verify SW resolution. Do not open the one just received.
 - b. Verify Y/S calculations.
 - c. List Allied SW builds for this year in a chit.
 - d. List ASW removals from the MC box in a chit.
2. (Allied only) Open the MC chit received with the previous Axis Movement Execution Phase (not the one just received) and verify MC attrition. If this is the Summer turn, the chit will also contain Axis U-boat removals.
3. Execute your opponent's movement as he has recorded it.
4. Resolve your opponent's combat in the following fixed order:
 - a. All Naval Interceptions; bases furthest from interception are die-rolled first and then in order to the closest base. If equal distances, resolve in alpha-numerical sequence according to the hex coordinate of the base.
 - b. All Air Interception of naval units.
 - c. Each Naval Transport mission is resolved to its conclusion before going on to the next Naval Transport mission. Any land combat resulting from the transport is also resolved completely before proceeding to the next mission's resolution.
 - d. All attrition attacks.
 - e. All offensive land attacks. Any Exploitation Combat is resolved immediately before proceeding to the next land attack.
 - f. All air attacks on naval units in port.
 - g. Mail resolution to your opponent.

D. Strategic Redeployment Execution Phase

1. (Allied only) List BRF allotments and escorting naval units for the MC box. If this option is not used, you may list BRF allotments and Sea Escort for entry into or delivery from the Lend/Lease box.
2. Open the appropriate DAS/ZOP chit and verify your opponent's combat resolutions.
3. List units constructed, their cost, and their placement hexes.
4. List units to be Strategically Redeployed, their ending hex, and any Sea Escort required.
5. List all units removed because of lack of supply.
6. List DAS and ZOP defensive allocations in the DAS/ZOP chit.
7. Update any Minor deployments if necessary.
8. Return everything to your opponent and repeat this sequence for his portion of the turn.
9. At the end of a turn, calculate BRFs in order to determine who goes first next turn. Should the player doing this calculation also be the one who is to go first, he should also include his Movement Execution Phase with this mailing.

II. Miscellaneous

- Grid System - Use the coordinate system suggested by Tom Oleson and outlined on Page 31 of the 2nd Edition rulebook or on Page 20 of the 11:6 General.
- B. Rules - There are two editions of the 3R rules and these do differ in places. Hence, it is quite important to agree on what rules will apply before play begins.
- C. Die-rolls - Because of the potentially large number of die-rolls required per Phase, it is suggested that players use a system of multiple die-rolls or at least obtain about three IGRK sheets at the start of the game, number them, and then use them alpha-numerically. Although this latter idea appears to give your opponent an advantage, it evens out since you will also have the same advantage.
- D. Vichy - The status of French colonies and Vichy following the fall of France is decided by the German selecting an IGRK for each colony and mailing them to the opponent for resolution. The British player does the same for Vichy deactivation.
- E. All listed DAS and Air Interception must be executed as written.

pba (cont)

F. Chits - Whenever information is to be recorded yet kept secret from your opponent, write the information on a small piece of paper, fold it, and seal it in a small change-type envelope, available in most stationary stores. Be careful to label each envelope with the name of the information inside, and the year and season in which it is applicable. Also, be sure to make copies of the information in the chits because you won't see it again. Any chits that are not used immediately by the receiver are to be signed and returned unopened. When they are used, they are to be returned once again to the receiver so that he may open them and confirm events.

G. Zone of Patrol (Optional) - Zone of Patrol allocations must be made for a specific hex. Interception capabilities apply to that hex and the six surrounding. You may specify a particular enemy mission for interception. You must supply exchange requirements which may be contingent on variables such as cargo. Exchange is subject to an ICRK selection as stated in the 3R rules. Interception of a naval force passing through your ZOP will always occur, unless you station your units in such a location that your opponent's naval mission could take another route to get to its debarkation hex. In this case, you have a 50-50 (odd roll = interception, even roll = failure) chance of interception. If there is more than one route around your ZOP, no interception will take place.

(K)

PBM BREITENFELD

-Mike Scott-

Breitenfeld is a fairly easy game to play by mail, with three (maximum) mailings per player per game turn in the heavy part of the game, and only one mailing per player during the early stage of play. This is brought about by the initial movement restrictions and by the players own needs to see the results of his Artillery Fire before making moves that might affect his direction or combat requirements.

Listed here are the two ends of the sequence, sometimes there may be a combination of the two.

Short Method (Used for early turns before combat occurs):

Letter No. 1 - Imperialist Player

- A. Resolve Arty Fire of prior turn from ICRKs received.
- B. Resolve Visibility for this turn from ICRKs received.
- C. Resolve Disruption Removal Results from ICRKs received.
- D. Indicate Imp. Arty Fire - List Arty hex, target hex, range, and ICRK. Leave room for result to be inserted.
- E. Imp. movement - Name of unit, starting hex, ending hex, and Movement Points used.
- F. List ICRKs for Swedish Disruption Removal Phase.
- G. Send to Opponent with carbon copy.

Letter No. 2 - Swedish Player

- A. Resolve Imp. Arty Fire from ICRKs received.
- B. Resolve Disruption Removal Results from ICRKs received.
- C. Indicate Swed. Arty Fire - List Arty hex, target hex, range, and ICRK. Leave room for result to be inserted.
- D. Swed. movement - Name of unit, starting hex, ending hex, and Movement Points used.
- E. List ICRK for next turn Visibility.
- F. List ICRKs for Imp. Disruption Removal Phase.
- G. Send to Opponent with carbon copy.

Long Method (This starts with combat).

Letter No. 1 - Imperialist Player

- A. Resolve Arty/Cmbt of prior turn from ICRKs received.
- B. Resolve Visibility for this turn from ICRKs received.
- C. Resolve Disruption Removal Results from ICRKs received.
- D. Indicate Imp. Arty Fire - List Arty hex, target hex, range, and ICRK. Leave room for result to be inserted.
- E. Send to Opponent with carbon copy.

Letter No. 2 - Swedish Player

- A. Resolve Imp. Arty Fire from ICRKs received.
- B. Return to Opponent.

Letter No. 3 - Imperialist Player

- A. Imp. movement - Name of unit, starting hex, ending hex, and Movement Points used.
- B. Imp. combat - Unit name and hex for attacker and defender, list in order to go with ICRKs, give odds. Also list options if desired.
- C. List ICRKs for Swed. Disruption Removal Phase.
- D. Send to Opponent with carbon copy.

Letter No. 4 - Swedish Player

- A. Resolve combats from ICRKs received.
- B. Resolve Disruption Removal Results from ICRKs received.
- C. Indicate Swed. Arty Fire - List Arty hex, target hex, range, and ICRK. Leave room for result to be inserted.
- D. Send to Opponent with carbon copy.

Letter No. 5 - Imperialist Player

- A. Resolve Disruption Removal Results from ICRKs received.
- B. Return to Opponent.

Letter No. 6 - Swedish Player

- A. Swed. movement - Name of unit, starting hex, ending hex, and Movement Points used.
- B. Swed. combat - Unit name and hex for attacker and defender, list in order to go with ICRKs, give odds. Also list options if desired.
- C. List ICRK for next turn visibility.
- D. List ICRKs for Imp. Disruption Removal Phase.
- E. Send to Opponent with carbon copy.

The use of the carbon copy saves the receiver from having to re-list the actions taking place, and when room is left - the results of the ICRKs can be listed right with them. The receiver can keep one of the copies for his records, and return the other.

(K)

Westwall, Modern Battles, North Africa and Island War PBM

-Joe Seliga-

It has come to my attention that some AHIKS members may not be playing these Quadrigames because they don't lend themselves to the use of the standard AHIKS Combat Results sheets, and consequently are missing out on some tense, exciting games by mail. The artillery PFF and movement after combat adds the element of uncertainty to almost every battle and turns every game turn into a tense situation. With the use of the Combat Results sheet described in the article, the Modern Battles, Island War, Westwall, and North Africa Quadrigames can be played with relative ease.

Here is the procedure for filling out and using the Combat Results sheet. The Attacker does the following: (1) identifies the battle number, (2) selects an ICRK, (3) identifies the terrain that the defender is in, (4) lists each of his attacking units and its strength - one per line, (5) lists each of the defending units and its defense strength - one per line. (One attacker and one defender can be on the same line). The attacker must leave some blank lines for the defender's listing of those units which will supply PFF. For the majority of battles, two lines will usually be sufficient for the defender's PFF. (6) lists an advance hex and a retreat hex for each possible advance and retreat on the CRT. It is possible that there could be multiple advance hexes as a result of the defender's retreat path. In that instance, the attacker would list each possibility on succeeding lines. Usually, the defender is constrained between one or two hexes for retreats and the choices are usually easily identifiable by the attacker. In rare instances, there may be three possible defender retreat hex choices. These occasions will either require an extra mailing or the attacker may just indicate that he will follow the retreating units hexes exactly, (7) the last column would be marked with an "X" if the defender is surrounded by the attacker's ZOC.

When the defender gets the sheet, he does the following: (1) identifies and lists the PFF units to be used in each battle in the open spaces that the attacker left for him, (2) totals up his defense combat strengths for each battle and subtracts that from the attacker's combat strength to determine the differential and writes it on the sheet, (3) after he has completed marking the differential for each battle, he then looks at the ICRKs and marks the die roll and combat result for the first battle, (4) he then writes his advance or retreat hexes and circles the appropriate hexes for the attacker, (5) he then continues items 3 and 4 for each successive battle.

You will note that there is a compromise in the game flow in that all PFF is allocated prior to the resolution of any battle. However, I feel that the defender would in all probability do this anyway since he would have a defense plan at least for each turn. In any event, I feel that this compromise is acceptable is acceptable when weighed against the enjoyment to be derived from the game.

Btle.	ICRK			Terr	Attack		Defend		
#	Diff	Sel	Die	CRT	Type	Unit	AF	Unit	DF

Attacker						Defender						
-1	-2	+1	+2	+3	+4	-1	-2	-3	-4	+1	+2	Sur

(K)

THREE-PLAYER CONQUISTADOR PBM

-Randy Pippus and Mike Scott-

Conquistador is much easier to pbm than it first appears. With some minor clarifications and procedural changes, it comes down to a maximum of ten mailings per Game Turn split among the three players. In addition, this version does not require a Monitor.

The game is designed so that one player goes first on some turns and one of the others leads off on some of the other turns. This causes a bit of extra paperwork for pbm, but by incorporating the working order of Player "A", "B", and "C", the procedure outlined below flows smoothly. Thus the players may change their designation as required by the Random Events Table on every turn but Player "A" is always the player who goes first - at times "A" will be Spain, on other turns "A" may England or France.

Neither will there be a regular pattern of letters. Mailings will be closer together toward the end of a Game Turn and the beginning of the next while they will stretch out a bit during the middle of a turn. With twenty-five Game Turns and a possible ten mailings per Game Turn, the game will go on for some time.

Rules Clarifications:

- A. See SPI errata in S&T No. 59.
- B. Drop 8.15, substitute: "If the Attack Strength of the moving player is less than double the non-moving player's defense strength, he may not move through that hex."
- C. Rule 5.1 - A.3: As part of the pbm procedure, each player informs the others of the number of Expeditions, how many ships, the cargo in each ship, and the total number of Bounds for the Game Turn.
- D. After each Game Turn, the full plan is sent to the others.
- E. When mailing Letters B through G inclusive, send a carbon copy along with the original so that the receiver may forward your moves without recopying when mailing his turn.
- F. Gold may be sent from one Port to another by Ship or moved overland not more than 8 hexes to another Port where it is reloaded and transported to Europe. Unloading and overland transportation occur during the Land Movement phase, reloading during the Resource Phase. (Confirmed by SPI.)
- G. Gold may be shipped by Caravels or Carracks from one Port to another and then be transported into the Galleon Fleet or any other Fleet during the Resource Phase for further transportation. (Confirmed by SPI.)
- H. Rule 13.43 states: "No land unit need to be present for loading." Thus, if Gold is brought to a Port during land movement, or is already there, and that Port is wiped out by Natives or Land Attrition, ships already there may still load the Gold.
- I. Hexsides 1218/1219 and 1219/1220 are River Hexsides, and thus are crossable by land units.
- J. Rule 7.27: Add "If a Friendly Port vanishes, the Expedition may be moved to the next closest Friendly Port beyond 8 hexes but must check for Bounds."
- K. Ships must be used to move from island to island, or from one land mass to another, as in hex 2317.
- L. Rules 11.11, .22, and .24: Attacking units that lose must retreat back the way they came. Stationary units retreat away from attacking units into any one of the three hexes at the option of the owning player. If this is not possible due to 11.22, then retreat is allowed into the other two hexes but never into the hex from whence came the attacker. Note that this allows units to be pinned and eliminated.
- M. Rule 18.15: "...returns to a Friendly Port." In order to get Credits, Expeditions must return to Ports established on previous Game Turns. In addition, Discovery Credit cannot be claimed at a Port which itself has yet to be credited.
- N. A hex which has water on opposite sides (such as isthmus/islands) can have two Ports, one on each side, if there are two or more active Colonists. Players so establishing two Ports must inform the others of this fact when established and when abandoned. All Attrition, Gold Segment, etc. is handled as one hex. If losses force one of the two Ports to be abandoned, the one added is considered lost. Players must report the number of Colonists in each Port of this hex.
- O. Drop 15.63, substitute the following pbm procedure.

PBM Procedures:

1. Agree on who is to be which of the three players.
2. Assign one player to request ICRKs for the Random Events for all three players on the first Game Turn. He lists numbers from one column only, and should scramble the six picks from the ten numbers. This player sends the ICRKs to another prepicked player.

3. The second player finds the results on the Random Events. Should further selections be necessary due to Random Events Nos. 8 and/or 16, he uses the lowest unassigned number for the player who sent the ICRKs, the next for the other player, and the next for himself, if and as required. These results are sent to both of the other players, along with a date for mailing Letter A. This date should be 7 to 10 days away, or as otherwise agreed on.

4. Letter A - Upon receiving the results of the Random Events roll, each player mails his planning list to each of the other Players on the assigned date. The player with the highest Initiative Level will be called Player "A" for this entire Game Turn. New designations will occur on every turn as determined by the Initiative Levels. The player with the second highest Level is Player "B", and the lowest is Player "C". The planning list includes the following:

- a. Notice of the Initial Trans-Oceanic Naval Movement Segment of each Expedition. This must include the landing hex, a list of ships and their cargoes so arranged so that any future loss of ships or cargo is taken from the bottom of the list, and unit identification as to the ship they are on.
- b. The total number of Bounds purchased for all Expeditions for all three Naval Movement Phases.
- c. All players send their previous Game Turn's plan as per "D" of the Rules Clarifications.

5. Letter B - (This may be sent by Player A with Letter A at his option; if so, it is only sent to Player B, Player C receives only Letter A, not Letter B.)

- a. Player A's Hemispheric Naval Movement moves.
- b. A list of units to be lost in the Naval Attrition Phase, where applicable. No die-rolls are requested at this time.
- c. A list of hexes in which Player A will attempt to discover Gold as per the Gold Segment. No die-rolls are requested at this time.
- d. A list of all Naval Combat, Invasions, or Roundings of the Cape in which Player A may be engaged. Hemispheric Movement should be recorded up to this engagement, with instructions for continuation as per all possible results. ICRKs for each engagement should also be listed.
- e. If Player A is Spain, he also lists two ICRKs for each of the Missionaries that he put ashore during his Hemispheric Naval Movement Phase. These selections should be from the same column with the combined totals giving these ratings:

Total	Rating
2, 3, 4	+3
5	+1
6, 8	+2
7	-1
9	-3
10, 11, 12	-2

6. Letter C - Player B executes Player A's moves and finds the results of the ICRKs listed by Player A. Player B then repeats the activities in Letter B and mails his moves and Player A's moves on to Player C. Note again that the ICRK selections for Naval Attrition and the Gold Segment are not yet required.

7. Letter D - Player C executes the other two players moves and finds the results of those ICRKs listed by Player B. He then repeats the activities in Letter B. In addition, he lists ICRKs for the Naval Attrition and the Gold Segments, for all three players. His and Player B's moves are then sent on to Player A.

8. Letter E - Player A first executes the moves of Players B and C, and the die rolls of Player C. Then he resolves the Naval Attrition and Gold Segments for all three players using the ICRKs listed by Player C. He then does the following:

- a. Makes his own moves for the Land Movement and Land Combat Phases. ICRK selections are listed for combat.
- b. Lists where he will be having which units in Native Combat.
- c. Lists which units are to be removed due to Native Uprising losses. No ICRK selections are listed.
- d. Lists where Gold is to be loaded onto Ships and which ship carries what cargo.
- e. Indicates which Ships are to return to Europe during the Final Naval Movement Phase. These are listed so that losses are taken from the bottom of each Fleet's list for Naval Attrition.
- f. Lists which units are not to be maintained during the Maintenance Phase. Include a provisional list in the event things occur that keep incoming finances from reaching the Treasury.
- g. Lists ICRK selections for his Land Combat only. No ICRK selections are made for Native Combat, Native Uprising, Land Attrition or for Naval Attrition.
- h. Mails all of this along with the results of Letter D to Player B.

9. Letter F - Player B executes Player A's moves as listed in Letter E and determines the results of Land Combat. He then repeats Letter E and mails to Player C.

pbm (cont)

10. Letter G - Player repeats the actions in Letter F. He also lists ICRKs for all three players for Native Combat, Native Up-risings, Land Attrition and the Final Naval Attrition, as well as for Random Events for all three players in the next Game Turn. Send all of this to Player A.

11. Letter H - Player A executes the ICRK results in each Phase's sequence. He then executes the Random Events ICRK results. These are sent to both of the other players and new player designations (A, B and C) are now determined in preparation for the next Game Turn. After completing Procedure No. 3, Player A (from the old Game Turn) sets the mailing date for Letter A and the sequence begins anew.

K

PBM TORGAU

-Bob Cross-

Starting the game:

1. Austrian sends his set-up to the Prussian.
2. Prussian sends his Corps composition and projected arrival and entry points to the Austrian in a sealed envelope
3. Austrian signs the envelope on the flap and returns it unopened to the Prussian. At the end of the game, the Prussian sends it once again to the Austrian who opens it to verify Prussian corps composition and arrival times. At this time, the Austrian also sends an initial ICRK selection.

Subsequent turns:

PBM Phase 1-

1. If Prussian, resolve Corps arrivals, entry points, and use crossroad "rolls"
2. Plot movement, noting formation changes, facing changes, order, and front (top) units, if necessary.
3. Plot fire combat noting units taking losses, retreats if routed, etc.
4. Plot melee combat noting charging cavalry, retreats, and retreats due to rout
5. Send to opponent

PBM Phase 2-

1. Non-phasing player plots defensive fire, lists units to take losses, lists retreats, and rout retreats (fire and melee)
2. Send to opponent along with initial resolution ICRK selection

PBM Phase 3-

1. Phasing player resolves fire combat
2. Phasing player resolves melee combat
3. Phasing player sends resolution and disorder recovery ICRK selection to opponent. List desired facing and formation for recovered units
4. If Austrian, send ICRK selection for Corps arrival/entry point and crossroads. Crossroads: 1-3 = left, 4-5 = right

Notes:

1. When sending ICRK selections, give one selection and the other player will then use as many further selections as needed in alpha-numeric order. The order of resolution is given below.
2. Resolutions are performed in the following order with these priorities: a) hex letter, b) hex number, c) regiment, d) battalion, e) infantry, and f) artillery.
3. Resolutions are done with the above listed priorities on a hex-by-hex basis. Resolve all fire combat in each hex, phasing player first and then the non-phasing player. Then resolve all fire combat in the next combat hex and so on until all fire combat is resolved. Next proceed to the highest priority melee hex and repeat for melee combat. Recovery is done after all combat is resolved, again on a hex-by-hex, unit-by-unit basis using the established priorities.
4. Facings: North is 1, proceed clockwise, i.e. 6 is northwest.

K

SQUAD LEADER PBM

-Greg Hastings-

Phasing Player - Mailing 1

Remove:

1. Roadblocks, DM counters and TI counters

Resolve for both players:

2. Malfunctioning AFVs and support weapons
3. Rally broken units
4. Radio contact
5. Night visibility (if applicable)

Place:

6. Artillery request counters
7. Correct or withdraw spotting round and FFE counters
8. Starshell counters
9. New smoke counters, remove old smoke counters

Resolve:

10. FFE attacks and fire possibility

List:

11. Counter battery fire with ICRKs
12. Fire attacks, including ICRKs for attacks and morale checks (Remember the presence of leaders may double the number of morale checks)
13. Entrenchment attempts with ICRKs
14. Wire clearing attempts with ICRKs

Resolve:

15. Checks for movement off wire

Move:

16. Any eligible units listing new hexes
 - a. If there may be any doubt as to route taken, list the route to aid your opponent in determining the LOS/LOF
 - b. Indicate any units using sewer movement
 - c. Be sure to indicate the status of each unit (broken, entrenched, etc.)
17. Place demolitions

List:

18. ICRKs for AFV immobilization and morale checks
19. ICRKs for possible minefield attacks

In sealed envelope:

20. ICRKs for opponents FFE fire in defensive fire phase

Nonphasing Player - Mailing 2

Resolve:

1. Fire attacks and morale checks
2. Counter battery fire
3. Entrenchment attempts
4. Wire clearing attempts
5. AFV immobilization and morale checks
6. Execute minefield attacks
7. FFE fire for the defensive fire phase

List:

8. Defensive fire, including ICRKs for attacks and morale checks (see #12, above)
9. ICRKs for opponents overruns
10. Any change of status in units
11. ICRKs for opponents demolitions
12. ICRKs for spreading of fires

Phasing Player - Mailing 3

Resolve:

1. Defensive fire
2. Overruns
3. Demolition attempts
4. Spreading fires

List:

5. Advancing fire attacks with ICRKs for attacks and morale checks
6. Rout of broken units (both players, see note below)
7. Remove starshells
8. Replace initial artillery request counter with initial spotting round.
9. Move all units according to advance phase, list status of units
10. Close combat attacks. If there are no close assaults, include Mailing 3b with this mailing.

Nonphasing Player - Mailing 3a

List:

1. Close assault attacks
2. ICRKs for both players close combat attacks

Phasing Player - Mailing 3b

Resolve:

1. Close combat attacks for both players

List:

2. ICRKs for both players rally phase
3. Malfunctioning AFVs and support weapons
4. Broken units that are eligible for rally
5. Radio contact
6. Night visibility (if applicable)
7. Movement of units off wire

Place:

8. Artillery request counters
9. Correct or withdraw spotting round and FFE counters
10. Starshells

In sealed envelope:

11. ICRKs for FFE and possibility of fire

Notes

1. If making mailings for close combat each player may rout his own units.
2. It is possible to eliminate the extra mailings for close combat by including ICRKs for both players combats in mailing 3 and trusting your opponent to designate his attacks before checking the ICRKs (use sealed envelope). Close combat is then resolved in mailing one before any other steps.
3. When routing units for both players remember the spirit of the routing rules and that your opponent will be doing the routing in the next player turn. Routing can be split between mailings one and three but this could be confusing and it is not recommended. Trust your opponent is a better policy.

4. Because of the large quantity of die rolls it is highly recommended that you use Derek Lenard's method for multiple die rolls. See K Vol. 12, No. 5.

(K)

BLUE & GRAY/NAPOLEON AT WAR PBM
-Walter Waldau III-

In Moves #34, my suggested PBM procedure for SPI's Blue & Gray and Napoleon At War quadrigames appeared in the Footnotes section. Unfortunately, SPI omitted eight key words and a period. Until this is corrected, the system makes little sense. For those without access to Moves, here is the corrected procedure:

In FTF games, the attacker may decide to stand fast after seeing preceding 1-1 and 2-1 attacks fail miserably. In PBM games, a player must decide whether to advance after combat before knowing any combat results. The defender however knows ALL the combat results when deciding where to retreat and if to advance on any resulting AR. He even has his following movement phase to study before making such decisions.

There are two ways to cope with this:

- (1) Let things stand as they are and the attacker takes his lumps, although the lumps could really hurt the player who is in the overall position of being the aggressor.
- (2) Before his units are attacked, a player states where they will retreat if attacked and a DR occurs, and if they will advance on an AR result. Naturally, the retreat statement would be ignored if the attacker has this decision. This statement of "posture" could be made individually by unit, by groups of units, or for the entire force. The posture would be recorded separately from the unit movements and individual combats. It would be sealed, identified, and sent along with the move. The opponent would initial it and return it still sealed with his move. The originator then returns it unsealed to show that his units followed orders. Some gamers should recognize this procedure as being similar to that used for Indirect Fire in PBM PanzerLeader. Thus, in any particular mailing by Player A, he would include his sealed posture statement for Player B's upcoming attacks, his unsealed posture statement for Player B's preceding attacks, and Player B's still sealed posture statement for Player A's current attacks.

(K)

TWO-PLAYER PBM SI-MOV

-Bill Kamery-

In order to play SPI's "si-mov" games, (Sniper, Patrol, etc.) usually a monitor is employed or both players mail their plots on the same date. Both methods have disadvantages. For the former, it is sometimes difficult to find a monitor (or a third player for a three-way game), and for both methods the usual pbm problems with lost mail and delayed replies are magnified. The following method permits pbm with only two players, while keeping the si-mov feature and using sequential mailings.

Basically, one player serves as a "monitor", and so does most of the work. Since in AHIKS play a game is played twice, with the players trading sides, the monitor duties can also be exchanged for the second game.

The monitor, Player A, starts each turn by preparing two copies of his plot. One is retained and the other is sealed, signed, and sent to Player B. Player B also signs this sealed plot and returns it, unopened, to Player A along with his own plot. Player A, using the copy of his plot that he retained and Player B's plot, then resolves the turn. Player A then sends the results of the turn, the sealed copy of the plot, still unopened, and a sealed and signed plot for the next turn to Player B. Player B opens the plot from last turn, verifies it, and proceeds as above. Obviously the outside of each sealed plot must be marked with the turn it covers.

The plots should indicate ICRKs for each possible die-roll. For instance, a "MV" plot would require 2 ICRKs, for panic direction and distance; a "DF" plot would need 1 ICRK, for the combat result, and possibly another, if it was an automatic weapon, for unloaded; and a "TG" plot would need 2 ICRKs for scatter direction and distance plus an ICRK for each man in the possible blast radii, allowing for scatter.

In addition, Player A (the monitor) should indicate separately from his sealed plot the ICRKs he has requested, without indicating what they will be used for, so that Player B can send him the corresponding die-rolls.

Panic is handled by each player, as part of his plot, listing two groups of numbers 0-9, one for himself and one for his opponent. Each group should have one number per panic level of the side it is listed for, plus about three additional numbers to be used in case of repetition. The monitor adds the groups, and uses the last digit of the sums for the panic hexes. For example, say you have a panic level of 3. You list 4-6-3-2-5-9 and your opponent lists 2-0-7-9-8-1 for your panic. Adding the two groups gives 6-6-10-11-13-10, which gives panic hexes 6-0-1.

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FROM THE MATCH COORDINATOR

I am going to make this very short because I am very busy and have been for some time. At the end of each year, we clean the slate of game requests; since we are also in the process of transferring the job, starting afresh is appropriate. As a result, I will skip the usual game listing. New requests using this

issue's form will be matched or held for the new Match Coordinator. The new listings will appear in K13/1 in February 1978.

IF YOU HAVE REQUESTS STILL OUTSTANDING, YOU SHOULD RE-SUBMIT.

Dave Turansky

(K)

December 1, 1977

S E T R E Q U E S T F O R M

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)
A WILL PLAY AREA OPPONENT (IF AVAILABLE) (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.

For preservation, at the start of the game each player makes two copies of a list of the preservation chits, giving each chit a code letter. One copy is sealed, signed, and sent to the other player, who signs and returns it unopened. During the game, a code letter is given for each possible combat result. The lists are exchanged at the end of the game for verification.

(K)

PBM ARNHEM BRIDGE DEMOLITION

-Walter Waldau III-

A system of sealed envelopes as in PMB PanzerLeader Indirect Fire should work well for the Arnhem bridge destruction problem. It doesn't have to be envelopes but just opaque paper - construction paper works well. The German writes the ICRK selection for a particular bridge on the paper. He must do this for each bridge which means about 16 separate sealed items, each labelled as to the bridge to which it corresponds. As the Allied player moves adjacent to a bridge, he opens the "envelope" for that bridge and discovers if a "1" or "2" was rolled. This does require some honesty but not much more than already required by the ICRK sheet itself.

(K)

ARCHIVES AVAILABILITY LISTING

-Jim Wallace-

Henry Kelley, co-editor of Pacific Diploduer and Origins West, has started a new monitor zine, "Northwest Passage". Primarily Diplomacy-type games, it appears to be open to expansion. You can get in touch with Henry at 6721 6th Ave. N.W., Seattle, WA 98117. NP should be on pretty fast-track schedule since Henry and Larry Fong won't have to coordinate publication dates.//// Santo DeStefano (see 3R PBM system by him in this issue) is interested in starting up some games of 3R using his method. If you're interested, contact him at 9820 S.W. 106th Court, Miami, FL 33176; (305) 274-4972.////Best of luck to long-time former ICRKmeister Gene Gardner in his new business, "Hilltop Studio" in Inkom, ID. Always nice to know that there really is life after AHIKS.////Many of us remember William Clumm and his zine Quendi Khazad Dum (a monitored games affair with about 100 games going at once), particularly when he disappeared from print without explanation six months ago. Turns out he is serving a life sentence now in the hoosegow. Address is William Clumm #148716, Ohio Correctional Facility, Box 45699, Lucasville, OH 45699. It is not projected that any refunds for subscriptions will be available (!), however Roger Oliver, Box 452, Denville, NJ 07834, has agreed to pick up the Diplomacy games and some others. He sent a letter to all subscribers he could find, outlining the details. If he missed you, you might want to contact him.//// Tim Grant is looking for some help getting into D&D, and would appreciate it if another member would offer some help in answering some questions. Perhaps someone has some back issues of the TSR Dragon? Write Tim at 452 Brass Lamp, Ballwin, MO 63011.////Bob Fowler, designer of GDM's Burma, has compiled a rules addendum for that game, and offers it to any AHIKSer who asks for it. Bob says one of the rules is quite significant. Write him at 1339 Meadowlands Dr. #301, Ottawa, Ontario, CANADA K2E 7B4.////Greg Leisner (see his article in this issue) is interested in organizing a DNO PBM. All prospective players contact him at 2201 N. 40th St., Milwaukee, WI 53208.//// AHIKS MEMBERSHIP, as of Dec 21, 1977: US regions, 364; UK region, 81; total 445. This membership level is slightly higher than the exponential predictions made in K12/3, but we should expect to lose some members in the next month as memberships are renewed.

(K)

ORIGINS 78 in MICHIGAN July 14, 15, 16



For more information send a SASE to:

Metro Detroit Gamers
c/o Al Slisinger
19941 Joan
Detroit, Michigan 48205

I believe it's been almost a year since we last listed the various AHIKS publications that I have in stock for members who would like to see some of the past history of the Society. We have a complete back listing of the Kommandeur (see below), plus issues of the regional newsletters from those years in which the regional directors were also responsible for publishing: The European Region Newsletter (Europe), The Barrage (East region), AHIKS WEST (West region). Anyone interested in the regional publications, contact me and we can talk price, but it will probably be about 40¢ per issue. Prices for issues of the K are shown below, and reflect the availability of original copies (vs photocopies), since the originals cost us less to send. The editor of the K is listed after each volume.

VOLUME 1 (Henry Bodenstedt)

#1 & #2--photocopy only, the founding year of AHIKS. 35¢ each.

VOLUME 2 (Hank Greensfelder)

#1--photocopy only, main article German advance on Arras. 45¢.

VOLUME 3 (Henry Bodenstedt)

#1 & #2--originals, a year of change in leadership and growth; some issues 6 pages, some 10. 25¢ each.

VOLUME 4 (Bob Johnson)

#1-5--first year to make at least four issues! 4 or 6 pages in each issue. Originals. 25¢ each.

VOLUME 5 (Bob Johnson)

#1-4--Expanded K, each 10 to 12 pages; #3 had a naval game (Fighting Sails). Originals. 35¢ each.

VOLUME 6 (Bob Johnson)

#1-4--continued "magazine" format, 10 pages per issue, #4 had an "untested" game (ACW!), originals. 35¢ each.

VOLUME 7 (Ed Mohrman)

#1, 3, 4--leaving the entire Society with the question, "what happened to #2?" 4 to 6 pages, copies. 45¢ each.

VOLUME 8 (Ed Mohrman)

#1 & #2--8 & 6 pages. Continued rapid growth, problems in communications. Copies. 40¢ each.

VOLUME 9 (Richard Berg) (THE FROG)

#1-3--6, 8, 10 pages. #3 extremely good: had the game Hamburger Helper (a spoof). Originals. 35¢ each.

VOLUME 10 (Richard Berg)

#1 & #2--8 and 4 pages. Spotty communications again. Originals. 35¢ each.

VOLUME 11 (Pete Menconi)

#1-6--first year of the bi-monthly newsletterKK, 6-10 pages each. Probably the most regular publication schedule yet achieved. Originals. 35¢ each.

VOLUME 12 (Pete Menconi)

#1-6 thus far. Issue #1 has, for the first time ever, photographs of the officers retiring from the previous year. Originals. 35¢ each.

Bulk orders will receive a discount; any order of 5 issues or more, subtract 10%; if you want a complete set from Volume 1 through Volume 11, the cost is only \$9; through Volume 10, \$7.50; through Volume 9, \$6.50. We pay postage.

(K)