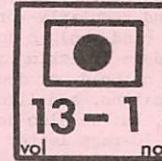


# NEWSLETTER OF AHIKS

## THE KOMMANDEUR



### THE PRESIDENT'S CORNER

This edition is a bit behind schedule, but "don't shoot the engine driver (editor) he is doing his best". If you want to shoot anyone, shoot the President or better still the combined UK and US postal services. There was an almost complete blockage of postal deliveries between these two countries for the best part of a month stride the Christmas period. As a result, the K reached Europe very late and despite the Editor sending out voting proforma early, it made not an atom of difference. The European votes will be late, so rather than go to press with the results uncertain, I decided to hold up the K.

As I write this, I do not know the election results, so cannot offer congratulations etc. I would like, however, to thank two of the outgoing Officers for all the hard work, which they have put in on behalf of the Society. John Ratzenburger has done, from my point of view, an excellent job as RD West and has been a most valuable member of the Executive Committee. He is standing (sorry, "running") for another office, so we may not have lost his services yet. Dave Turansky has been the first Match Coordinator and has had to establish this office from scratch, not forgetting the setting up of our Ratings system.

Those of you who read the last K carefully may have noticed a slight discrepancy between myself and the Editor on the number of issues which he has published. You will be glad to know that we are both right!!! I am correct in accordance with the published credits, but K 10/2 was very much a joint effort with many fingers in the pie, the last finger was Pete's, but he never gave himself the credit until now, hiding his light under a bushel!

Your Executive Committee has started the New Year well by making some decisions. On Reorganization, it has been decided to set up a smaller Executive Committee of President and six members with a larger General Committee. It is now considering the membership of the General Committee, the duties of both committees and also the Regional structure. If you have any thoughts on the latter you should write to your RD, as one member has already.

Omar de Witt has been appointed Vice President by me, and I am sure that everyone will agree that we could not have a better and more experienced one.

Regional Meetings, mini cons or whatever you like to call them will continue to be self supporting by those attending. Apart from out of pocket expenses like postage, no Society money will be used for this purpose.

The Judge and his band of volunteer helpers has been busy producing rules summaries, which are proving very popular. They have also completed the draft of the new PBM section of our booklet. It is with me for vetting at the moment. All this work is of a high standard and will be a great help to us all. Many thanks and well done to all concerned.

Henry Radice

February 1978



### THE WESTERN FRONT

Well, here it is - my final "K" article as RDW - it will be a short one detailing a summary of business conducted during 1977.

- 1). Membership:
  - a). Losses - I lost my figures on this, but it seems that we had about 15 people drop out of AHIKS from this region this year. Causes basically unknown, although none expressed dissatisfaction with our operations. We also lost some members to other regions when they moved.
  - b). Gains - we received 47 requests for info about AHIKS during the year, of which 23 subsequently became members. We also had 8 new members that were carryovers from last year. The chart below shows the source of the applications (if known) and again shows that referrals by current members are a very important source of new members.

SOURCE	1977 Requests	1977 Accepted	1976 Carryover
AH General	21	15	5
SPI S&T/Moves	1	1	1
AHIKS Members	9	6	2
Other	16	1	-
TOTAL	47	23	8

c). There were no rejections of applications.

- 2). Complaints: There were 8 complaints about other members of which 3 were in other regions. All but one of these has been satisfactorily resolved as of now and no actions had to be taken to suspend a member's status.
- 3). Budget: Of a budget left-over from 1976 of \$52, only \$30 expended this year. This all went to stamps and postcards.

John Ratzenburger



February 21, 1978

#### LAST CHANCE

There are enough members (about 50) who have neglected to either mail in their dues or send in a resignation, that we will not send a blanket reminder this year. It seems to be an excellent opportunity to rid AHIKS of about 50 people who are so careless/forgetful/thoughtless that they ignore a preprinted dues form and a stamped, addressed envelope. If you do not remember having written a check to AHIKS FOR DUES, better go back thru your check book stubs and make sure you have. If you didn't, send \$8 to Harold Horne NOW. When the membership list is published in the April K, any member not listed will be dropped. If you try to get back in, we may not let you, and at any rate it will cost you the extra \$5 initiation fee. Given the fact that we have almost more members than we can handle, you will not be missed if you don't make the deadline. Bye, bye.

# editorial

The delay mandated by the return of ballots from Europe was, in at least one sense, fortunate since it allowed me to set up a typing service for the K, which should be obvious from the different typeface in various articles. The delay of this issue will be compounded by the need to publish the next issue no later than April 1 since my wife and I are expecting delivery of a third child in early April. Looking on the bright side, the K will be back on schedule!

Having no soap box to expound from in this article, I think I might use some space to update the members on what the Exec has been up to in the past few months. This sort of information will be more formally--and regularly--presented in the future as soon as we decide how (and who) to do it. We are finding that members are suggesting ideas or asking questions that have already been put away, put on hold, or decided by the Exec. We always like to get suggestions, and like to have complaints brought to our attention, but we also don't want to waste a member's time if he writes a 10-page letter on a subject just voted by the Exec! There is no particular sequence to the following:

Logos proceed apace. Sometime in the next couple of months, the Exec will review all the submissions and pick the top 10 or so for final consideration. We will then either pick the final one or bounce it back to the members for a vote.

Bill Farone has been authorized to farm out his typing duties and the mailing of rulings summaries to a secretarial service. The heavy volume of requests has mandated some outside help.

The question of officers paying dues is being voted, which may come as a surprise to all of you since the constitution seems to take us off's off the hook on dues. However, for a variety of reasons, the question was put to the Exec vote. Results will probably be available by next issue.

A proposal has been made to computerize the membership list. The main problem with the current procedure is that our highly mobile membership necessitates too many changes each year for us to easily keep the lists updated by "hand". Projected cost is \$200 per year. This does dovetail with a long-standing project of Carl Benton's to computerize the match coordination job, a project which will now be aided by John Ratzenberger's knowledge of programming. What it may eventually mean is AHIKS' support of a mini-computer (owned by Carl) which will be used for a variety of duties.

We seem agreed that AHIKS will have a SOP (Standard Operating Procedures) booklet. It will replace the current introductory booklet. Format will be a series of Annexes, each dealing with a separate subject (ICRK procedures, History, Membership List, etc.), each of which can be independently updated without disturbing the others. If approval is granted, this may go into the April K.

A split of the East Region has been authorized at any time the RD feels the need. Per his comments in this issue, this action will wait, in part to see just how many members we have after all the renewals.

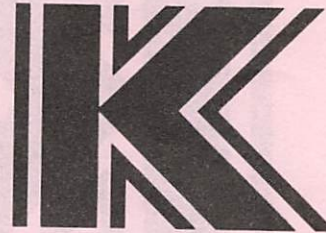
(K)

# ELECTIONS

Results are in! I'm sure you were all hanging on the edge of your seats for the results.

TREASURER . . . .	HAROLD HORNE	290
	other	0
EDITOR . . . . .	PETE MENGONI	292
	other	0
MATCH COORDINATOR . . . .	JOHN RATZENBERGER	194
	Bruce Matson	86
REGIONAL DIRECTOR--WEST . . . .	GEORGE CALAGE	
REGIONAL DIRECTOR--PACIFIC . . .	TODD ROSEMAN	
CHANGE TO THE CONSTITUTION--APPROVED		272
	rejected	30

(K)



THE KOMMANDEUR VOLUME 13 NUMBER 1 MARCH 1978

## CENTRAL OFFICES

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## SERVICES AVAILABLE

MONITORED GAMES	PACIFIC DIPLODEUR/ORIGINS WEST Larry Fong, Publisher P.O. Box 11090 Oakland, CA 94611 (see Match Coordinator 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 Secretary or (in Europe) the European Regional Director.

Subscriptions to the KOMMANDEUR are not available to non-members, nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Inquire with the Editor or European Regional Director

(K)

## NUTS AND BOLTS

the icrkmeister

In response to the request a few "K's" ago, here is the number of ICRKS issued for games last year.

32-Russian Campaign; 29-Afrika Korps; 25-Panzerblitz; 24-Panzerleader; 23-Bulge; 21-Anzio; 15-Stalingrad; 11-Waterloo; 10-D-Day; 9-Chickamauga and Blitzkrieg; 8-Road to Richmond and Wagram; 7-France 40 and Panzergruppe Guderian; 6-Battle for Germany, Panzer-Armee Afrika, Borodino, Air Force Wurzburg; 5-Napoleon's Last Battles, Marengo, Luftwaffe, 1815, Tobruk, and Shiloh; All other games 4 or less.

Carl Benton

February 1, 1978



## LAW AND ORDER

Based on the results from the feedback questions sent out with the election issue there seems to be some confusion on the difference between a Rulings Summary and a Game Analysis. A Rulings Summary is a listing of all rulings made to date by AHIKS or accepted by AHIKS based on published errata from the game publisher. The Game Analysis is simply a rundown of some frequent trouble spots in a game, together with a little history as to how some of the troublesome rulings have changed with time, and usually covering publishers' inconsistencies. The Rulings Summaries are much more detailed and are continuously updated. In past columns I have listed some of the Summaries available and I have had quite a large response. Some of you have asked why they were not generally published; this issue has been under discussion. One problem is the large number of games, and another is that they are updated frequently. It has been suggested that they could be published in an order determined by the popularity of the game, based on how often it is requested in AHIKS matches. The update problem is less severe since the updates are usually additions and not changes.

Some correspondence on rules has been directed to the Specialists rather than through the Judge. In order to optimize chaos I would like to indicate that rulings which do not go through the Judge are not "official". You can accept them if you wish since you are always free to use any set of rules you wish, but the purpose of the current system is to keep things as consistent as possible. We wish to avoid the situation in which conflicting rulings go out on a game. We are making some changes in rulings as new editions of games appear on the market, but each of our changes is made after careful thought and a files review by both Specialist and Judge. These comments also apply for rulings which appear in other magazines or even in the "K" as part of articles on games. The general principle is that if it is not in the files, it can't be considered. Even after it gets in the files, it may not be accepted. We still have several cases in which AHIKS rules differ from AH rulings. This occurs because they have either changed their position due to a change in "answer man" or to the fact that our rules were made first and later AH came out with a different interpretation. Experience has shown that the designers are not necessarily "right" or even "better" since many times they don't even become proficient in the play of their own games (this does not make them poor designers!). All of these factors go into making a ruling, plus the standard idea that they should be kept as literal as possible. In this last respect you will find the previous Judges and I have been very consistent.

The following rulings summaries are available:

Bulge Oct. 77	AK Sept. 77
Luftwaffe Aug. 77	PanzerBlitz Dec. 77
Battlefleet Mars Dec. 77	Invasion: America Oct. 77
Island War Quads Jan. 78	Patrol Dec. 77
Anzio Oct. 77	Burma Jan. 78

Work is in progress on about 8-10 more; this will be reported in this column as the Summaries become available. So far, the Specialist system seems to be working quite well, and I expect more of them will be pro-

viding Summaries for their areas, and where necessary I will provide the Summary myself. The big problem at this point is knowing which one to do first. Prodding from the membership will be gratefully accepted.

Please be on the alert for the "edition" changes. A growing percentage of the rulings are needed because the opponents are not using the same set of rules. I have had correspondence with several of the game producers on this, but the situation will get worse, not better. They view it as a new way into our bank accounts, and one of them even sold off two versions of a game immediately before completely redoing the game, such that the only thing the same is the title and the game "flavor". Anyone who buys Overlord and Kasserine Pass today and attempts to play them with those of us who already have the games will get a shock; add to this the two versions of G'burg and C'ville and major changes to D-Day and W'loo. Minor changes have occurred in AK, S'Grad, Russian Campaign and Anzio. SPI's games are virtually never complete as published, judging by the number of additional rules that are published with their errata.

Bill Farone

January 20, 1978



## NORTHEAST REGION

I hope that by the time you read this that you have paid your dues for the new year and voted for your favorites for office. In the last "K" you probably saw that Omar DeWitt is having one of his "famous" get togethers in Elizabeth, N.J., on March 31, April 1, and 2. For any of you that have not attended one of these, they have been described as the social event of the year in Elizabeth. Omar has worked out an arrangement with a local private school to use their cafeteria building which in actuality was a house. There is plenty of room for gaming and there is no shortage of chairs and tables. Sandwiches are served for lunch and we have in the past sent out for supper. Yours truly always manages to give an exhibition of how to lose at any game and has managed to make "happy winners" of a lot of people. So mark your calendars for the big event of the spring season in Elizabeth. I'm sure that any member who wants to fly in from California can be picked up at the airport by Omar.

It may be an appropriate time, what with the current election of officers, for you to start to consider whether you would want to serve as Regional Director when my term expires next year. With the new Constitution presently being debated about, the role of the RD may be changing in the future, but there will still be a need for RD's I'm sure. At the present time the Northeast Region is the largest region of AHIKS with approximately 100 members, but with the present responsibilities I don't feel that the region should be split as yet. Anyone who thinks they might be interested can jot me a line in the next year, and I'll be glad to share with you some of the present responsibilities which the job entails. As I said, a new Constitution would almost certainly alter those responsibilities, but to my way of thinking would not increase the RD's workload.

I hope to see you at Omars.

John Heydt

January 30, 1978



## THE BARRAGE

The Christmas-New Year rush has died down leaving nothing in it's wake except peace, quiet, flu bugs and a little time for wargaming. Joe Seliga, down for a quick trip to NASA, spent the weekend and we had an enjoyable 14 or 15 hours of gaming. Joe and I are just about to finish the rematch side of an epic set of The Battle of Britain which we started in 1969, and which will see Joe recording the only win I've ever seen for the Germans in this great game. General Weather really was a big help on this one.

We're having an abbreviated Mini Con here on February 4th. As I mentioned in my last column in the "K", I didn't have time to contact everyone so there won't be many here since I've only heard from a few members. In any event we'll be here, and I would like to announce now that we will be trying to have a bit larger meeting in March, on the 4th or the 11th, whichever is more convenient for more members. If you are interested in attending a March meeting call me at 301-224-3412 or write me at 3 Parole Plaza, Annapolis, Md. 21401.

I don't know how many of you read Tom Oleson's interesting comments on the changing face of wargaming, but for me they were particularly appropriate for me this year. Tom was discussing the difference between the "Good Old Days" when we found one and just possibly two new games a year, which you played repeatedly until you achieved some degree of competence, as compared to the "Roaring 70's" when you madly rush from one tremendous new creation to another with almost no opportunity for sufficient game playing time and no chance to achieve mastery of any of them. I never thought we would see such a plethora of excellent designs, for if you stop and think about it these games which give us so much pleasure are not cranked out by a machine - someone must have a creative spark and also be willing to do a lot of hard work for a simulation to see the light of day. I have great admiration for brilliance and dedication of folks... BUT, as Tom said, we are being presented with a magnificent cornucopia overflowing with exciting new games which can inundate us if we just let ourselves go. How right he is! We aren't the masters of our own fate anymore. The siren song of another new game beckons and quick as a flash off goes a check so we don't miss out on the latest and possibly the best yet. With this in mind I made a high resolve - In 1977 I would get back to basics, quit this senseless jumping from new game to new game, like a flea on a hot griddle, and concentrate on really learning two or three of the better games lying neglected on the shelf. I'd give my system time to settle down and hone my skills (it's a toss up whether I need more honing or more skills). Given time to rid myself of the "must have that game" syndrome I hoped to lose the feeling I was a player in a real life game of "Acquire". And what, you may ask, was the outcome of all this good resolution? First Jim Dunnigan (how did he know I was a Bastogne buff?) brought out Wacht am Rhein; Tom Shaw, not to be outdone, countered with Squad Leader; back came Dunnigan with Napoleon's Last Battles - Shaw counter-attacked with Kingmaker, Victory in the Pacific and Rail Baron; and so it went from bad to worse. The end result... why, I only bought eleven games this last year!

We have three new members to welcome to AHIKS and the eastern region this time: Logan M. Rhodes, Jr., Clay, West Virginia; Claude E. Parker, Jr., Immokalee, Florida; Michael Richter, Starkville, Mississippi.

We would also like to welcome a transfer. Chris Hancock and his wife Faye have just moved to Gaithersburg, Md. from the United Kingdom where Chris, along with Henry Radice, Don Turnbull, and others have long been the mainstays of the European Region. We'll try and keep you from missing Don and his shenanigans, Chris.

Speaking of shenanigans - is there any hidden significance in the choice of date for Omar's April Thing-amagig???

Bob McLaughlin

January 29, 1978

## THE WESTERN FRONT

This is my first article for the "K", and so I would like to wish everyone a successful, productive year. Personally, I am looking forward to much in this year (at least it cannot be 1977 again).

As the new RD for the Western states, I pledge to do as good a job as is possible. But I will need your help. Any suggestions as far as procedure will be noted. Also if you have any problems, complaints or questions, and if I can be of some help towards resolving them, I will be more than glad to do so.

I have just gotten back from a gaming convention (Warcon IV) at Texas A&M University in College Station, Texas. Though I had a really good time (I got in games of Von Manstein's Battles, D-Day, some D and D, a hotly contested game of Alesia and believe it or not a game of "Rivets") there were only about 150 people who showed up which detracted from this event. This causes me a great deal of consternation since what support we hobbyists gave was poor since there are certainly a great deal more gamers in this area of Texas than what showed. Maybe asking for a Gen Con or an Origins in this part of the country is asking for too much?

At any rate I am looking forward to serving as the RD for the West this year. Please do not hesitate to write me for anything which may come to mind. If you just want to shoot the breeze feel free to do so.

George Calage

February 1, 1978

### GAME ANALYSIS: PANZERBLITZ

-Bill Farone-

Since its publication, PanzerBlitz has held a popular position in the ranks of wargames available to the gamer. In terms of playability and the potentially unlimited variety of scenarios the game has few equals. Its ready adaptation to postal play and relatively short length ensure that it will be prominent for a long time to come. These advantages have been offset to a considerable degree in the past by a number of difficulties with the written rules. Anyone who has played the game to any extent is familiar with some of the problems which can arise. Differing interpretations of the rules have appeared in many publications from various sources from time to time, which have done little except to promote confusion for the most part. Many of the newer members in AHIKS do not seem to be aware of the interpretations used by the club in the past, which differed from those of Avalon Hill in many ways. Recently, an AHIKS committee undertook to prepare an updated summary of PanzerBlitz rulings for the membership which were compiled from a variety of sources, including the Judge's file, AH's Wargamer's Guide To PanzerBlitz, and several more obscure sources. This task has now been completed and copies of the new rulings are available from the Judge, Bill Farone.

A decision was made early on to attempt to eliminate insofar as possible the differences which exist between Avalon Hill's concept of the game and that of AHIKS, since most of the questions referred to the Judge tend to arise from these differences. For example, AHIKS has long held that a transporting unit must end its turn upon unloading a passenger unit, while AH has ruled that the transport may continue movement after unloading if it has sufficient MF left. AHIKS has now changed its position to conform to that of AH on this matter. However, there are many points where AH has done nothing towards clarifying the issues, and in these cases AHIKS is left to its own devices to come up with a ruling. This is particularly true with respect to the road movement rules, which are poorly constructed in the original rules folder, and as a result have been overhauled where necessary, with some clear definitions being provided. Besides dealing with outright omissions, the new rules summary is quite useful in clarifying ambiguous rules. For example, when one makes a selective fire attack on a stack, which is the "weakest" unit? Many players interpret the weakest unit to be that with the smallest defense factor. However, in fact the "weakest" unit is that one which the attacker can get the highest odds against, and by proper selection of attacking units, the "weakest" defender in the stack can often be varied. In addition, at 4-1 or better, ALL units are equally "weak" and thus the attacker may select any target in a stack if he can make 4-1 on it.

There are some rulings which Avalon Hill has made which are not considered optimal by AHIKS, and although officially AHIKS will endorse these rulings, we stress that the individual players may wish to do otherwise by prior agreement in their own games. A good example is cavalry. Are these units vehicular or non-vehicular? Avalon Hill has ruled them to be vehicles which can cross green hex-sides. Classifying these units as vehicles greatly inhibits their interest value in the game. If cavalry are treated as non-vehicular units, they may enter swamps, move much more rapidly over rough terrain (since they never pay more than one MF to enter any hex and suffer no gully-leaving penalty) and in general become vastly more interesting units and enhance the game as a result.

In other areas there are questions which have never been considered by AH, but which the committee felt should be addressed in order to offer a complete treatment of the rules. For example, it is not expressly forbidden in the rules that a given unit must move its entire movement for that turn before another unit can be moved.

REVIEWS

CASE WHITE (EUROPA VII)  
-Virgil Mugler-

If this is the case, it should be legal to move a given vehicle which is situated on a road hex off that road, allow other traffic to pass unimpeded, and then return the original vehicle to the same road hex at the end of the phase. In fact, this is the only case where one could even notice that units were not moved one at a time. Officially, AHKS does not approve of this maneuver unless, again, it has been agreed to in advance by the individual players.

The latest in GDW's Europa series is called Case White. Sent in the ubiquitous zip-lock plastic bag, Case White's components are uniformly outstanding. Specifically, you receive three 21"x28" map-sheets which fit together to form a single game-map; about 240 1/2" die-cut standard-thickness counters (Polish army is white on crimson; Soviets are black on brown; Wehrmacht is black on gray; Axis allies are white on gray; Luftwaffe is black on light blue; SS is white on black, and game markers are black on white); three 8 1/2"x11" OB's (one each for Germany, Poland, and Russia); one 8 1/2"x11" page of Designer's Notes; an 8 1/2"x11" page of errata; two 8 1/2"x11" heavy-stock Combat Result Chart/Unit Identification Charts; one 8 1/2"x11" heavy-stock Terrain Effects Chart; an 8 1/2"x11" Allied Intervention Table/Turn Record Chart; one 8 1/2"x11" Europa modification sheet; and an 8 1/2"x11", 14-page loose-leaf set of rules stapled together.

Included in the summary is a complete list of the changes made in the situation cards from the first to second editions, and some miscellaneous additions to the charts and tables. Even with the revised situation cards, many of the scenarios still have problems which are also treated in a special section. In addition to the 4 page rules summary, the committee has drafted a 19 page Judge's Handbook which is certainly the most comprehensive treatment of the game to date, and which can also be obtained from Bill Farone. Under Bill's guidance, the material for this project was searched and assembled by Paul S. Person and the final draft prepared and edited by Tom Eller. All AHKS players who are interested in PanzerBlitz or who play to any extent should obtain a copy of these rules, as they will be put into effect officially for all sets started subsequent to their publication, which may be construed as the date of publication of this article introducing them to the membership.

Case White is a two-player depiction of Nazi Germany's breathtaking invasion of Poland in September, 1939. Although it stands on its own as an individual game, it can also be played as an addition to the Europa series. Hence, each game-turn represents three days if playing the actual game or as two weeks if playing the Europa version. The map scale is 16 miles from hexside to hexside in both versions. The game itself is open-ended, concluding one turn after the German conquest of all Polish cities and fortifications although this rarely takes more than about a dozen full turns.

Another example of Case White's compatibility with the Europa series is its maps. In fact, two of the maps are designed to replace the original Europa maps 1 and 3 of DNO. Additionally, the addition of Case White's third map to DNO/Unit would allow the Russian steam-roller to flatten Berlin. But these maps represent a quantum leap in GDW's cartography. Previously, GDW's only graphics weakness has tended to be its game-maps, but with this set this weakness is overcome with a vengeance, except for an unfortunate printing error on one of the map-sections.

In general, the rules are well done and quite tight as could be expected since little has been altered since Europa V (Their Finest Hour). The Poles possess river flotillas which prohibit attacks across adjacent river hexsides. Air combat uses the Europa V system with the exception that it is the Polish pilots who derive the benefit of die-roll modifications. Indeed, if the Luftwaffe performs less than adequately on their first turn airbase attacks, the Polish Air Force proves surprisingly tough. Special rules are included which take into account the possibility of Soviet intervention and the possibility of an Allied offensive on the Western front. Provision is also made for the transfer of German units from Poland to the Western Front. Finally, five optional rules are available which allow the players to "experiment with alternate history".

Not only are the components visually attractive, but the game itself plays well, albeit slowly. Because of the victory conditions, the possibility of a Polish overwhelming victory cannot be discounted out of hand. Even though outclassed militarily, everything else works in Poland's favor - especially time. Should the Germans fail to take their initial geographic objectives by Turn 5, they are extremely hard-pressed to match the historical outcome. Since Polish losses don't matter as far as victory conditions are concerned, a policy of drawing the Germans into siege operations around the larger cities usually insures enough German casualties to prevent a Nazi cakewalk. However, a Polish offensive is next to impossible so those players who abhor a purely offensive or defensive situation would be advised to pass up Case White.

PBM of Case White is possible although difficult. Again, as in all the Europa series, the major problem is the Air Phase. However, if one is willing to make multiple mailings per turn or is lucky enough to find a Monitor, Case White is PBMable. Neither can solitaire play be rated better than minimally acceptable.

K

pbm

SUMMARY OF PBM METHODS AVAILABLE

The following listing shows what we have in stock in the way of PBM aids. "OB" indicates a pre-printed order of battle is available; "PBM" indicates a pbm procedure is available; "PA" indicates that playing aids (charts, etc.) are available. All these items may be obtained from Carl Benton. Submissions should go to Virgil Mugler. Addresses for Carl and Virgil are on page 2.

- |                               |                             |
|-------------------------------|-----------------------------|
| Afrika Korps OB               | Kingmaker PBM               |
| After the Holocaust OB,PBM,PA | Korea OB                    |
| Air Force PBM                 | Kriegspiel PBM              |
| American Civil War PBM        | La Grande Armees PBM        |
| American Revolution PBM       | Leipzig PBM                 |
| Anzio OB,PBM                  | Luftwaffe OB                |
| Arab-Israeli War PBM          | Manassas OB,PA              |
| Arnhem OB,PA,PBM              | Mech War '77 PBM            |
| Austerlitz OB                 | Midway PBM                  |
| Bar-Lev PBM                   | Modern Battles Quad PBM,PA  |
| Barbarossa OB                 | Napoleon at War OB,PBM      |
| Battle for Germany OB         | Narvik PBM                  |
| Battle of Britain PBM,PA      | North Africa Quad PBM,PA    |
| Battle of Nations PBM         | Panzer Armees Afrika OB     |
| Bismarck PBM                  | PanzerLeader OBM            |
| Blitzkrieg PBM                | Patrol PBM                  |
| Blue & Gray I & II OB,PBM     | Richtofen's War PA          |
| Borodino OB                   | Road to Richmond OB         |
| Breitenfeld OB,PBM            | Russian Campaign OB,PA      |
| Bulge PA                      | 1776 PBM                    |
| Chaco OB                      | Sniper PBM                  |
| Conquistador PBM              | Squad Leader PBM            |
| DAGC OB                       | Stalingrad OB               |
| Dauntless PBM                 | Strategy I PBM PBM          |
| D-Day OB                      | Terrible Swift Sword OB,PA, |
| DNO/Unt PBM                   | Third Reich OB,PBM          |
| France '40 OB                 | Tobruk PBM,PA               |
| Franco-Prussian War OB,PBM    | Torgau PBM                  |
| Frederick the Great PBM       | USN OB,PBM                  |
| Guadalcanal OB,PBM            | Verdun PBM                  |
| Island War Quad PBM,PA        | Waterloo OB                 |
| Jutland PBM                   | Westwall Quad PBM,PA        |
|                               | Winter War OB               |
|                               | WW II OB                    |

K

ORIGINS 78

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Thus, Case White is recommended for FTF play as the best of the Europa series since Narvik. Although the situation lacks Narvik's fluidity, Case White does provide a certain excitement all its own and is an immense improvement graphically. However, PBM and solitaire are less enjoyable although acceptable for the hard-core in each area. Case White is available for \$18.50 from GDW; 203 North St.; Normal, Ill. 61761

YALU

-Virgil Mugler-

One of John Hill's more complex designs is Yalu: The Chinese Counter-Offensive in Korea, 1950-51. It comes in a 10"x13"x2" box which contains: a 19"x24" mounted mapboard (brown, grey, red, and blue on white); about 350 ½" square, die-cut, cardboard counters (black on blue - US Army and Air Force; white on blue - US Marines and Navy; black on grey - ROK; Black on light blue - UN allies; white on red - Red Chinese; black on red - North Koreans); one 8½"x11" heavy-stock Terrain Effects Chart/Combat Results Table; one 8½"x11" heavy-stock Unit Breakdown Chart; two 8½"x11" Orders of Battle; an eight-page (including covers), 8½"x11" rules booklet; and two dice.

This is an operational-level simulation of the Chinese intervention in the Korean Conflict of the early 1950's. As such the game starts in November, 1950, with the initial Chinese onslaught against MacArthur's poorly deployed UN units, and continues for 20 turns. Each turn represents one week. Units are usually regiments, brigades, or divisions but also include tank battalions, naval and air units, and guerrillas. The map is rendered at a scale of 10 miles to the hex and covers Korea from its border with China to south of Seoul. All in all, the map is good and conveys the impression of drabness that was Korea at this time.

The rules are good and require only a bit of the player's imagination to decipher. Units must stop upon entering an EZOC but may freely leave any EZOC in which it begins its turn. Chinese units are able to infiltrate through ZOCs. Combat is by odds ratio modified by terrain, tactics, support, and supply and is always voluntary. Battles are decided by rolling two dice with only three results possible: defender eliminated, defender retreat (neutralized), and no effect. Attacks are rarely cut-and-dried since it is possible to roll a "no effect" even at 8-1 odds. Artillery, tanks, naval units, and air power are used to support (defensively and offensively) friendly units by modifying the dice roll. Other rules account for Supply, Communist Guerrillas, Conscripts, Weather, Human Wave Assaults, Infiltration, UN Bug-Out, UN Morale, Communist Initial Surprise, UN Bombardment, US and ROK Unit Breakdown, Rail Movement, Sea Transfer, Paradrops, Off-Board Movement, and Communist Air Power.

As with most John Hill designs, Yalu plays well and is strangely reminiscent of AH's Battle of the Bulge as the UN strives to establish a viable line before the Communists reach their objectives. The better or more experienced player should take the Reds since the game appears to be biased toward the defense. Of course, this bias works for the northern tourists once they achieve their geographical objectives so it isn't that one side is favored, but that the defense is much easier to play than the offense in this game. In addition to its FTF playability, the GDW influence is happily apparent in the graphics and tables.

PBM would be, at best, difficult because of the interlocking nature of the sequence of play. For instance, the UN Bug-Out Phase occurs between the Red Movement and Combat Phases while the latter also contains a UN Defensive Fire Subphase, etc. So unless the players were willing to put up with about 4 mainings per player per turn, PBM possibilities for this game do not appear promising.

In conclusion, Yalu is recommended as an interesting treatment of a subject heretofore avoided by most designers (and perhaps by players also). However, it is not recommended for either PBM or solitaire play. Yalu is available for \$12 from: Game Designer's Workshop, 203 North St.; Normal, Illinois; 61761.

**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: Fulda Gap, new, w/b, \$6; Wacht Am Rhein, new, wb, \$15.  
Dave Grant, 3526 100th Pl. N.E., Marysville, WA 98270

For sale: Over 40 games must go!! Titles include 1914, Confrontation (GS), Third Reich, Muskut & Pike, Napoleon at Waterloo, Tank, plus many more. Send SSAE for complete list.

Bill Haggart, Fouts Springs BR, Stony ford, CA 95979

For sale: Rubber stamps for all your favorite PBlitz, PLeader, Arab-Israeli Wars units, plus stamps for terrain. Also stamps for the 1941 PBlitz units published in the General. The stamps are \$2 for the unit counters and \$2.75 for terrain stamps. I also have stamps for Russian, American, and German paratroop units for PB and PL. If there are others you want made special, write and we'll dicker. Send \$.75 per lot of 5 for postage. Send SSAE for examples of merchandise.

Mike Richter, Apt 31-D University Bldg, Starkville, MS 39759

RULINGS SUMMARY FOR LUFTWAFFE

August 1977

There are two editions of the rules manual. The latest one has a white arrow on the lower left hand corner of the front page while the earlier obsolete version has a blue arrow.

Grid coordinates: Place the board so that the NW edge is at the top and letter the horizontal rows A through QQ. Amsterdam will be in row B. Starting in the lower left hand corner number the NW to SE columns 1 through 46. In the key on the board, the green airplane and the black oil tank are on column 6. Examples: Aachen is on I-20, Budapest is on NN-21, and Warsaw is on AA-39.

On the Strategic Target Oil Variation, the German was intended to have his oil supply secured the majority of the times. The instructions were mis-worded. The drawing of the Oil counter should mean he has an oil shortage.

When a bombing raid destroys a city which has a base in the same hex, the city and all industries within it are destroyed, but the base is a separate target and cannot be destroyed unless a specific mission is designated to destroy the base.

If a base is destroyed during the play of a Tournament or Advanced game, it remains out of action only for the remainder of that quarter.

If a base is destroyed and it was located on the same hex as a city, the city is not destroyed as well.

The Direct Route Rule does not require that bombers start on the R line hex closest to their target.

When playing Operation Custer, the American player uses all Advanced game forces but does not use any black units.

When jets or rockets attack escorted bombers, they cannot ignore the escort and go directly for the bombers.

German reinforcements come into play on the board at any base the German player desires to use provided the base is unoccupied.

Close-escort fighters can't fire on attacking fighters during the German move. One fundamental interpretation that causes problems is the difference between fighter to fighter and fighter to bomber combat with respect to the ability to counterattack. Unlike fighter to bomber combat, in fighter to fighter combat the defender does not return fire in that same turn. He must take his losses and can only attack with remaining units in his turn.

Missions cannot be aborted at any time.

If Shuttle raiders are shot down while operating out of Russia as their home base, the right to shuttle is not lost.

When German fighters attack close-escort fighters, the bombers do not get to fire on the Germans unless Bomber losses are incurred.

The He162 flies 18 hexes and may land at any He162 or Me262 base.

If 4RR centers survive, they can be used to bring in RR units only once.

SUMMARY (cont)

AA fires on planes passing over or stopping on a city even though no bombing occurs.

You cannot combine planes of different types for one attack if one or the other is still represented on the CRT.

The "G" on the Me163 counter means that you ignore E ratings in fighter vs. fighter combat.

When bombers are assigned an airbase attack, they can attack any airbase.

A single fighter can make an unlimited number of strafing attacks throughout the course of a game.

Aircraft lost in combat do not count for the German when tallying saved cities due to the failure of the American to recross the R line.

Fighters which provide close escort must start behind the R line on top of bombers they protect.

An American fighter flying back to the recovery line for lack of fuel may not return fire if attacked by German units.

When bombers are attacked by fighters of two different types they may return fire only once. The German player decides which group of fighters will absorb the losses with any extra losses being carried over to the other group of attacking fighters.

Sneak raiders must enter on the same hex.

The German player cannot restrict his attack to close escorts ignoring extra factors lost by the defender. Extra losses must be applied against the bombers thus providing them the opportunity to return fire. However, if the German player attacks a bomber group and its close-escort with 2 types of fighters and the first attack eliminates the escort, he may elect to forego the attack with the second group.

In a given attack the attacker must announce first whether or not he is dropping tanks.

The German player has the choice of cities to be rebuilt if the American runs out of fuel before crossing the R line. The American player has the choice of which cities are destroyed if the German player fails to land for lack of fuel.

A P47 is better than a Spitfire for meeting the "Best vs. Best" requirement.

A bomber which is used on the Italian front in one quarter and is not a Shuttle raider could be used on the Belgian front in the next quarter.

Sneak raiders and Shuttle raiders from Russia can enter on the same hex on the same turn. If the two formations are B17s and B24s they must separate during the first move off the Shuttle/Sneak hex if possible. If separation would make either fly more hexes to the target they may continue to occupy the same hex but are fought as if they are in separate hexes, i.e. the German may attack them separately and only the attacked group may return fire.

Sneak raiders may exit through Italy only during 1944 or after. The Basic game is set in 1944 do they may recover in Italy.

The German player may hold back any number of school units. Lost school units can never be replaced.

Shuttle bombers or Russia based aircraft do not stop on the numbered hexes when entering Russia.

Staging requires the planes to refuel before they can take off again.

Close escort fighters must be attacked before they can break off for any reason.

When school units and regular units of the same type attack together they are treated as two types of aircraft. The regular units, having a higher E rating, would attack first and surviving defenders would be attacked by the school units in a separate attack.

The Basic game is the only version which does not allow shuttles to Russia.

K



Pending John Ratzenberger starting the games listings next month, I'll put a short notice here about a multi-com offering: Greg Hastings and Brian Laidlow are trying to put together a multi-commander Terrible Swift Sword. The plan is to have a European team against an American team. Brian has run an ad in the Euro newsletter, and has a reasonable response. Anyone interested contact Brian at 4 Inglewood Court, Morton West Carlisle, CA2 6JT England; or Greg at 2650 14W #3, Seattle, WA 98119.////Mark Saha writes that the SPI North Africa Quad rules diagram 7.97 (Standard Rule Advance After Combat) is usually illegal in these games. It is a violation of 12.24 in the same folder, which states no unit may move into an unsupplied state even in advance after combat. The diagram is legal for Supercharge, which has no supply rules, and other cases such as the first turns of Cauldron when both sides are in automatic supply.////The multi-commander game of DNO organized by Fred Helfferich (347 Knipp Road, Houston, TX 77014) is still going strong, now in October II, 1941. In fact, he is organizing another. If you are interested in DNO, and don't want to wait to organize your own, you might drop Fred a line to substitute in these games. Good track record of continuation.////Survey results will probably--maybe--appear in the next K, if the Editor has time to sift the results.

K

SET REQUEST FORM

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

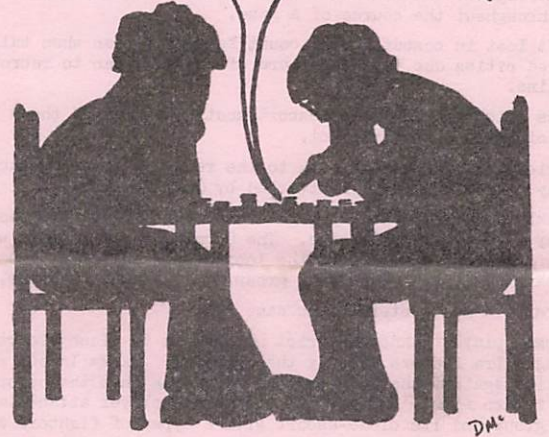
- N WILL PLAY NEW MEMBER (LIST NUMBER OF MONTHS THIS IS TO APPLY)      M MULTIPLAYER GAME REQUEST
- E WILL PLAY EUROPEAN OPPONENT (IF AVAILABLE)      G WILLING TO GAMEMASTER      F DESIRE FAST GAME ONLY ( FOUR DAY REPLY )
- A WILL PLAY AREA OPPONENT (IF AVAILABLE)      (IF AVAILABLE)

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_

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

**NEXT ISSUE**

The next issue, for the reasons cited in the Editorial, will go to print on April 1. Because of the short time between this issue and the next one, the April K will have a lot of filler--the address list at least, and possibly the start of the AHIKS SOP. We hope to have enough of a games list to make it worthwhile listing, so send your requests--quickly!--to John Ratzenberger.



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For more information or our pre-registration flyer (available April 15), send SASE to:  
METRO DETROIT GAMERS, c/o AL SLISINGER, 12554 DRESDEN, DETROIT, MI 48205



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