



NEWSLETTER OF AHIKS

THE KOMMANDEUR



ELECTIONS

The list below shows the international and US offices which will be up for grabs in December (European offices are listed in their newsletter). A bit of musical chairs since last time:

PRESIDENT	Pete Menconi
EDITOR	Jim Pratt
JUDGE	Ron Teleucky
ICRKMEISTER	Carl Benton
MATCH COORDINATOR	Les Deck
SECRETARY	_____
RD NORTHEAST	Steve Haas
RD NORTH CENTRAL	William Wolf
RD SOUTH EAST	Graham Gosmas, Mike Richter

We are still in need of a secretary candidate, but with two up for RD SE, perhaps Graham and Mike could confer and one of them switch? Although John Ratzenberger has suddenly had to step down, we are fortunate that Les Deck was already of a mind to go to work, and has switched to MC. All in all, quite an election coming up!

The following sections are corrections to the text printed in K13/4. Some are revisions by the Exec, some are misunderstandings on the part of the typist of the draft copy for last issue. Changes have been underlined.

- I. MEMBERSHIP
 - B. Honorary Membership
 - 5. The Honorary Membership comprises free services for life.

- III. GENERAL COMMITTEE
 - B. Other Members
 - 2. Election to the G.C.
 - a. Appointment by an Exec or G.C. member and approved by at least 4 members of the Exec.
 - D. Duties of the General Committee
 - ~~1. The G.C. will vote on the removal of officers or Society members~~
 - E. Voting procedures
 - ~~1. Removal of officers or members requires a 2/3 majority of the General Committee.~~

- IV. VICE PRESIDENT
 - C. ~~Approval of 4 of the remaining 6 Exec members.~~

- V. BUSINESS REQUIRING APPROVAL OF BOTH COMMITTEES AND/OR SOCIETY MEMBERS
 - A. Single expenditures by the Society between and including \$200 and \$500 (US currency).
 - 1. This does not include expenditures by the Society directly associated with publication and distribution of the Society newsletter.
 - 2. A majority of each committee is required for approval.

THE PRESIDENT'S CORNER

I must start on a somewhat sad note. John Ratzenberger has written to me that due to the increased calls of his family, house and profession, he can no longer devote the same amount of time to his hobby. He has, therefore, announced that he intends to resign as Match Coordinator as soon as a replacement can be found. John has been a member of the Exec. since January 1976 when he became RD West. He has always been a conscientious and valuable member with sound views. I, personally, shall miss him greatly and wish to thank him for all his hard work for the Society. Thank you John and all the best.

John has asked for takers of the job elsewhere in these pages. I have just heard that Ron Starnik is a candidate for the post. Whatever the result of the vote on the new Constitution, I feel that we should elect a new MC at the end of the year. I have not had time to discuss the implications of this development with those concerned. Since there is no candidate for Secretary at the moment, it will need thought. This makes it all the more important that more of you offer yourselves for office.

Mike Richter is running/standing as RD South East. At present there is no starter for RD Europe.

In "K" 13-4 Pete Menconi, in his Editorial hat, circulated a draft of the New Constitution. There were one two mistakes in this draft on points not yet decided. There has been somewhat of a standstill in the Exec recently due to postal delays, holidays, etc. There has, therefore, been little progress since I last wrote. I hope firm decisions will be forthcoming shortly.

Some subjects to which the Exec. is giving consideration at the moment are: -

- a. Standard procedure for handling late payers of dues/subs.
- b. Issues of "K" to same.
- c. Payment of initiation fees by those who resign and rejoin.
- d. Future of the rating system.

You will be hearing the outcome of our discussions on these subjects in due course.

Henry Radice

September 1978



editorial

"LET'S NOT TELL THE MEMBERS"

Just as I was about to conclude that this issue's Editorial would be about one sentence long, someone made an off-hand remark that set me to thinking--and writing. It was suggested that perhaps it was not appropriate to print draft versions of the Constitution prior to its printing with the ballot.

Naturally, there is little question that the Editor can print it if he likes--as with all articles in the K, the members leave it up to the Editor to determine content. We all feel lucky that it gets in the mail, much less that it's got something interesting in it! There is also some precedent to printing constitutions prior to vote: such was the procedure when the K was published regularly (see, for example, K5/4,6/1, 6/3 for a very interesting series of proposals!).

Certainly, too, the members enjoy being kept up to date. One of the first things I did upon standing for election as Editor in late 1975 (secure in the knowlege that no one else would run!) was to send out a quick survey of a sampling of members, seeing what kind of things they wanted in the K. One thing that all the respondents agreed on was that information from the officers about what was going on would be of great interest. From this, we have developed regular officer columns (well, pretty much regular!), which is the first time AHIKS has enjoyed such communication for the members. From the comments I have received over the past three years, I think that this has provided AHIKS with some real benefits in member interest (and renewal of membership).

On the other hand, another very clear signal through the years has been that the members are not interested in wading through trivia, or in having the Executive Committee's hand(s) held in every decision. The members want the officers to run things--on time, efficiently, completely--without muss or fuss. The only--very few--times that the officers allowed "internal" squabbles to show, the members made it clear that such nonsense was not to be tolerated! The directive is easy to understand: "Run things--quietly, dammit!"

So it is not a question of "should we" inform, but "how much".

You know, it is one of the quirks of human nature that if you let someone have something for a while, he thinks it's his (perhaps this explains the genesis of Welfare Rights organizations?). It works with the rake you leave with your neighbor for two years, and it works with the responsibility and authority you leave with an AHIKS member for two years, when he's elected to office. It will happen if the members ignore the goings-on in the club, it will happen if the same officers are forced year after year to carry the workload, it will happen if the members never input with ideas or suggestions or opinions. You will default your ownership of AHIKS to the people who run it.

Coming back full circle, the only way to insure that members get involved is to provide them with the information flow to pique their interest. I suspect it is a matter of reminding ourselves that even though, at times, no one seems to be interested, it is important to "keep it movin'".

The use of the computer to keep track of addresses has moved into the realm of routine, and the system is working nicely. I expect to be able to provide Jim Pratt with a computer-generated address list for the April K, in a format that is much easier to paste up for publication.

Pete Menconi

October 10, 1978

(K)

ELECTIONS (cont)

- B. Expenditures between and including \$500.01 and \$1000 (US)
 - 1. A 2/3 majority of each Committee is required for approval.
- C. Expenditures in excess of \$1000.00 (US)
 - 1. Requires a 2/3 majority of all votes cast by Society members.
- D. Tie votes: in a general election for posts on either committee (excluding Regional sub-officers) for which there are two or more candidates and at least two have the same number of votes, a majority of both newly elected Committees combined will decide the winner. If there is a further tie, or no decision is the result, a special election will be held.
- E. Any changes to yearly dues and initiation fees are subject to a year end vote by a majority of voting Society members.
- F. Removal of officers and/or members by 2/3rds majority of both Committees.

(K)



THE KOMMANDEUR VOLUME 13 NUMBER 5 OCTOBER 1978

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GENERAL INFORMATION

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

Society dues are \$8.00 per year, prorated quarterly, with a one-time initiation fee of \$5.00. Additional information is available from the 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)

INTRO and OUTRO

I would hope that by the time you read this you will have received your 'K' that I sent out early so that you could get the booking form for Epping VI in good time to get your booking in to Alan White by the end of September - hope you all found this insert?! The early dispatch was associated with the sudden arrival last week of the Scottish summer - all four or five days of it! Of necessity I have had to down type-writer for a few days and get on with putting our new adobe into a fit state to meet our next winter; I am sorry for the delay that this has entailed - hope that the wait was worth it??

Enough of this chit-chat, on to business - or lack of it. Dave Grantham's column continues to show a healthy list of games started but they must be by contented members, I have very little to report on this time.

One thing I do notice however is the continuing lack of new members and personally feel that this is not a good thing - not because I think that the Society should expand rapidly but rather because I believe we need a continuing flow of new members to prevent the Society from becoming ossified. As Bill reports in his column, there is some fear that an increase in size means a lowering of member quality. As long as we maintain our present routine for new applicants I cannot see this happening. I admit that we cannot guarantee a 100% success rate of reliable opponents but contend that even with the increase in size over the last few years we have maintained a very reasonable standard and would expect that to continue into the future. Thus, I intend to throw off our low profile briefly and advertise in the hobby press - I hope that this meets with your approval.

I read of NGS' Eurocon convention in the Secretaria with interest (chatting with both Bill and Peter suggests that Bill doesn't emphasise the amount of wine 'used' enough - sounds as if they had a GOOD time!) and comment upon it since along with a query from a member it raises a further aspect of play by mail gaming. I have long held that AHIKS not only allows us to play wargames efficiently by mail but also introduces us to many people who then became fast friends. Whilst our intentions to play by mail may fade with the years many of these friendships don't and are renewed at our bi-annual face-to-face meetings. In fact, for some these meetings are the main reason for staying with AHIKS. These meetings are unique within AHIKS - the distances in the States precluding any but the most local get together.

In the past the emphasis has been on the PBM with members dropping out when they drop this aspect of their hobby. I put it to you that we should now place as much emphasis on the maintenance and renewal of our friendships. Thus, it has been suggested that we should have a special membership for those who want to come to our meetings but who do not want to continue playing by mail - whilst I see a few problems with this it is one suggestion to think on. Anyway, what do you feel about this idea? Do you have strong feelings as to how we could maintain contacts or are you completely against the whole idea?

I hope that Epping VI will live up to the expectations that I have for it - on last years record and the fact that we have the upper room to ourselves this year I do not think that this will be too great an aspiration. I suggest that you book early since the number of beds are limited through we intend to put the overflow into a small B&B place just down the road. Please note that after organising the meeting for so long Alan Youde has taken a rest and Alan White takes over the reins - his address is on the booking form. Due to the Games Workshop Meeting taking place on the Saturday I intend to get any business over in the early half of the morning rather than Saturday afternoon as has been the custom - should leave the rest of the day to yourselves!

I am sorry to report that I have still to get subscriptions from a number of members in spite of repeated requests and presume that they wish to resign: they are Sean Dempsey, Ronald Bason and David Whincup. Unless I hear to the contrary from other members I must assume they have resigned.

See you at Epping!!

John Spence

September 10, 1978

(K)

TREASURER

AHIKS 1978 Financial Report

Effective balance at beginning of year \$3,249.34

Income

Dues	\$2,637.50
Initiation Fees	140.00
Miscellaneous	235.22
	<u>\$3,012.72</u>

Expenses

RD East	\$ 18.55
RD Pacific	7.00
RD West	1.00
Secretary	77.17
Editor	281.71
ICRKmeister	35.60
Match Coordinator	20.89
Treasurer	20.18
Judge	38.02
Archivist	3.81
Stationery	23.89
	<u>\$ 527.82</u>

Effective balance at end of quarter \$5,734.24

Total Postage	\$ 241.56
Total Printing Costs	\$ 115.64

A slight mistake was made in my column last time; namely, the last part of the article should have been in a separate section and attributable to Chuck Burke. Since I moved to Minnesota, I haven't been able to attend any conventions.

Harold Horne

October 2, 1978

(K)

NUTS AND BOLTS

the icrkmeister

I was expecting to have my computer "up" by now, but it's not. I have a couple of boards sent off for checkout and repair; I think I will give up predicting it will be up when they return?! If it works, I will celebrate (I think). If not, I start looking for another goof-up to repair! Seems I made enough assembling the thing; in the future, I think I will buy everything already assembled and tested, even if it does cost more.

Carl Benton

October 5, 1978

(K)

THE PACIFIC THEATRE

Nothing much happened since last "K", except two air-planes almost did a number on my house! I'm sure you all read about the PSA jet and the private airplane, meeting in the country's worst air disaster. It was like having a ringside seat at the last turn in R-War. Terrible tragedy.

A welcome to our new members:

Brian Bailey, Papua, New Guinea;
John Gibson, Queensland, Australia;
and Richard Snitzer, Carson, CA.

Todd Roseman

September 25, 1978

(K)

LAW AND ORDER

The mail has eased off a bit in the last few weeks giving me a chance to think a bit about the future. I am disappointed that we do not have more rulings summaries for the available games and would ask the Specialists who promised them to think about completing them now that the summer season is not a viable excuse. They appear to be very useful based on the number of requests and comments. When the new Judge takes over early next year I hope to be able to devote more time to preparing such summaries and updating them as part of the Specialist team.

One of the most consistent rulings problem continues to be the idea of which rules are "official" with regard to AHIKS matches. The answer is quite simple. If no other agreements are made the official rules are the latest version packed with the game as sold by the game publisher. Thus, any pbm versions, older rules, special options, etc. must be agreed upon explicitly before they are considered in Judging any dispute. This posture is consistent with the precedents set in the last few years by my predecessors. It also makes sense in terms of simplicity because these rules came with the game whereas one is otherwise expecting an opponent to have found all the same sources of information you have and to have also accepted those sources.

One particular problem along these lines involves the PanzerBlitz rules. It appears that Avalon Hill published some pbm "instructions" with their pbm kits at some point. This has come up at least four (4) times in the last year and a half. These instructions indicate that one should not resolve all five before making movement unlike the ftf game which allows this. AH even goes on to say that "This is actually more realistic than ftf game since six minutes is very short to note normal firing---". While this may be true it entirely changes the game because under these instructions a series of expendable trucks and half-tracks can be rolled into position, even in open terrain, to block movement whereas in the ftf game one can blow them out of the way and move through them or blow out some to create overrun paths. The opponents of the pbm instructions argue that it is equally unrealistic to use trucks to block tanks in open fields. My argument is more of a common sense one.

I do not believe one can expect your opponent to have these particular set of rules since they don't come with the game. My experience with pbm add-on rules also indicates that they are not playtested to the extent that the original rules are (if at all more than one playing) and can turn balanced games into one sided certainties leading to aids in the General that the person seeking an opponent prefers to play one side. This is but one example. Many SPI games have similar problems although it may not be SPI who devised the pbm "solution".

I have been working on collecting all types of tactics that fall into the category of "Hey-wait-I didn't know you could do that". This is for those who are more interested in upping their ratings and winning than playing the game. Sure, we all like to win and competitive spirit is probably stronger in wargamers than in other groups. However, this collection falls in the category of "traps", "swindles" and "cheap shots" that are based on an extra careful reading of the rules to uncover an approach that your opponent didn't think of. Characteristically, these shots are saved for the time when one is losing and needs a surprise to either recoup victory or to get your opponent to quit in disgust. Then, one can either let the matter drop, graciously agreeing to "no decision" (not bad from a lost cause) to being really courageous and claiming a forfeit! I'm sure we have all run across this type of "legal" player and I would be interested in any situations you may think qualify (no opponents names please). There are also some less blatantly questionable tactics that also merit consideration. Examples of the latter include the un-CATable stack (PanzerLeader), using a 1 or 2 factor artillery to attack up to 40 defense factors as a "soak-off" which by definition can't hurt the

artillery (SPI Blue and Grey Quads) and retreating your opponents units to a position where you can assure crossing a key river or obstacle by then attacking that unit at higher odds (S'Grad, D-Day, AK). These latter group of tactics are not likely to be unknown but their consistent use can change the character of many of the games. There are tactics that one must watch out for or learn if one is to "score well" in playing these games. Remember, that "logic" does not countervene the written rule and that our games are essentially simply a collection of rules.

Bill Farone

September 10, 1978

K

THE BARRAGE

We have had three Chesapeake Minicons; actually one could be classed as a miniminicon (2 people)! Over the past two years, we've found a congenial group who enjoy getting together every 6 to 8 weeks for some FTF gaming. We have certainly covered the gamut of games; everything from PB and Chicamauga to Green Fields Beyond, Crete, Malta, Fall of Tobruk, Cross of Iron and many good games of Squad Leader. Our final assembly for this year will be on Nov 11th. Again, anyone interested in attending can call me at 301-224-3412.

Bill Drakert and I are about to finish one of the most exciting games I've ever played by mail. It's "Hill 621", one of the best of the Squad Leader scenarios. We have only two turns to go and the issue is very much in doubt. I can't vouch for the historical accuracy of this game, but when you can play a game a number of times and it is a tense exciting contest every time, then I consider it a splendid game. For me this is the acid test of any game: do you enjoy it enough to play it repeatedly? If so, I consider it a good buy. Guess it's my Scotch blood coming to the fore!

Joe Seliga was down for our last minicon and we finished up the longest running set I've heard of to date: Joe chalked up the first victory I've seen as the German in Battle of Britain, the set we started in 1969! Now let's see if we can't get our revenge in Wacht am Rhein.

We have three new members to welcome to the club: C.D. Michael, Michael Boyd and...hmmmmmm, senility of the RD already strikes: make that two new members! Welcome aboard gentlemen, and we're all happy to have you with us.

Bob McLaughlin

October 3, 1978

K

REVIEWS

IMPERIUM

(Note to authors: always write your name on your article. Good review: who do we thank?).

Imperium is another offering in the field of science fiction wargames. It chronicles the battles of the fledgling Terran Empire versus the nearby province of a vast galactic empire. Earth struggles for room to expand, while the Imperial governor seeks to advance the aims of the Imperium and of his own career.

This unusual scenario sets the stage for another interesting game from GDW. Imperium comes mounted on a three-color mapboard showing the hyperspace "jump routes" between stars in a 15 parsec radius around Sol (.5 parsecs/hex). Movement along jump routes is unlimited through systems unoccupied by enemy starships. Movement through normal space is incredibly slow, and rarely used. The counters, numbering about 350, show the diverse ship types of the two empires in silhouette, as well as ground troops and control markers. The counters also show beam, missile, and screen factors as well as the ship's maintenance cost. The physical quality of both counters and mapboard are very good.

p**bm**

The situation in Imperium, like that of many historical periods, is a nearly continuous alternation of war and peace, ending finally only when one side or the other controls all the star systems on the board.

A war is waged over a maximum of 8 turns, as determined by the Glory Index. The Index ranges from 0 to 10 and begins each war on 5. The Index rises and falls as the Imperial governor conquers or loses outposts and worlds, and is also affected by his appeals to the Emperor. Should the Glory Index fall to 0, the governor would sue for peace, while a 10 would give him victory. But, of course, long wars tend to tarnish the shine of glory. Reflecting this starting on turn 4 of a war, the Index shrinks by one point per turn at both ends and continues to shrink until the war is forced to a conclusion.

At the end of each war, players then determine the length of the ensuing peace by die-roll. During the peace, forces are repatriated and attritioned, territory exchanged and planets colonized. Then the players gear up for the next war.

Space combat is resolved in a simple manner. Range is either short or long as determined by player's preference and a die roll. At long range only a ship's missile factor is effective (giving the Imperium forces a distinct advantage). Short range involves beam fire or half-factor missile fire (which helps the Terrans). The shield factor of a ship tells how well a ship will hold up to fire, either beam or missile fire. Ship to planet and planet-surface combat rules are also provided, often proving very costly for space forces to conquer star systems.

Altho the Imperium on-board presence is limited to the systems and forces of the governor, the 70 off-board star systems are represented abstractly in several ways.

While the Terrans derive resource units (RV's) directly from controlled systems, the Imperial governor is much more dependent on his allocated Imperial budget, which can change over time. In addition, an Imperial intervention table provides a number of Imperial events which can help or hinder the local governor. The governor can profit from a booming economy or end up embroiled in a civil war. Finally the governor can attempt appeals to the Emperor for extraordinary assistance, which he may or may not get.

Production is also quite simple. RV's from outposts and worlds are used directly for production. By Imperial edict the Emperor retains the right to produce certain capital ships, a right which the governor might attempt to gain (temporarily). The Terran has no such restraint and can produce any of his ship types at will (up to a point!).

But ships involve more costs than just production. Maintenance can prove very costly, especially large ships around highly developed worlds. Lack of maintenance reduces overall effectiveness of a ship, making it an easy target.

In terms of mechanics, Imperium could not be called a complicated game, but the simple mechanics interweave so as to make for an interesting series of wars. Each war is different, easily played, and one war can regain what was lost the war before. The game does have one or two rule problems. Degrading oneself before the Emperor in order to gain assistance is oftentimes too painful, especially where logic dictates that it is most profitable to lose a war rather than win it (Yes that can happen)! Player tactics and a few rule additions eradicate this difficulties with little problem.

Unfortunately for PBMer's, Imperium is nearly impossible, except for the most affluent and patient gamers. The highly segmented sequence of play would require numerous mailings per turn, several turns per war, and goodly number of wars per game. Ah well, one can't have one's game and PBM it too.

Imperium is available from Game Designer's Workshop for \$11.98.

WOODEN SHIPS AND IRON MEN PBM PROCEDURE

-Walter Compton-

WS&IM lends itself to a fast and short PBM game and with simultaneous mailings a full turn can be completed in as little as 10 days. The scenarios can be played, but until the players get the feel of the maneuvering of the ships I suggest that they use the point system of ship purchase and try a short game with only one to three ships because, as the players find out, the difficulty and complexity increase in a geometric, and not arithmetic, proportion as the number of ships increases. Selection of the ships from page 31 of the rules is recommended, and 60 to 80 points is a reasonable purchasing power for a game. Each player notes the basic ships information on the log and the information about his opponents ships on the other side. These logs are mailed back and forth and serve to note the movement and the gun hits. Another sheet is necessary to make notes about boarding parties, broadsides fired and other items but the full game can be carried on using only the two sheets of paper which are mailed by each player each turn. Using a maximum of three ships and placing them within 20 hexes of the enemy will see the game decided (usually) by the 10th turn and so prompt and determined players could finish in only three months. I have played WS&IM with non AHKS members and found the following to work in practice:

RULES TO USE: All basic game rules except for page 4 - Collision - which must be changed so that the ship which is closest to the wind hex is the one which enters the collision hex and Fouling which must be automatic with automatic unfouling at the end of the following movement phase. This is necessary to avoid an extra mailing because it is important that each player know the condition and location of the ships at the end of the movement phase. The advanced game rules to be used are only: page 9A. Full Sails (rigging is not repairable). In the notes section of the ship's log a FS can be noted for the turn. B. Backing Sails. Page 10, B. Types of ammunition is used except for 2d meaning that the British ships can fire chain shot. Sinking-all ships automatically sink at the end of the 3rd turn following the loss of all hull squares. Optional rules are not used. The all-important WIND is in direction 1 at the beginning of the game and on turns 2,5,8,11 etc. a die roll determines the change for the following turns. After the ships are selected and the logs properly noted, the starting position is noted at the top of the log for that ship by noting the hex which the bow of the ship occupies, and the direction which the ship is headed by using the wind directions numbers.

In other words, an F28-2 means that the ships bow is in hex F28 and the ship is pointed in wind direction 2 (see the wind direction hex for the 6 wind directions). I suggest that one player put his ships within four hexes of hex F28 and the other player put his within four hexes of T28 to start with. This keeps them out of gun range for a couple of turns but forced them to join action very quickly.

The ship's logs and one other worksheet will have to be exchanged each turn by the players. To resolve the die rolls each player sends a two digit number for each turn to his opponent. Because of the simultaneous mailings each player will have his own and his opponents numbers and can decide all die rolls as can his opponent before the next turn needs to be sent. The way the system works is that the two numbers (between 01 and 99) are added together for a total of between 01 and 198. This total is divided by the numbers 3, 4, and 6 which will leave a remainder of either 0,1,2; or 0,1,2,3; or 0,1,2,3,4,5 respectively. These remainders serve as the die rolls for resolution of the various situations which require die rolls. These die rolls are dependent upon both players and both will also know them as soon as they receive their opponent's number for the turn. The following illustrates the system.:

TURN	1	2	3	4
NUMBER SENT	73	16	03	44
NUMBER RECEIVED	94	76	50	22
TOTAL	167	92	53	66
REMAINDER + 3	2	2	2	0
REMAINDER + 4	3	0	1	2
REMAINDER + 6	5	2	5	0

For each turn the worksheet must have the two digit number in order to avoid another mailing. The die roll resolutions are as follows:

WIND change for turns 3,6,9, etc. use the die roll results from the former turn (2,5,8,etc.) for the remainder 3. 0 = one hexside to the left, 1 = no change, and 2 = one hexside to the right. The wind marker arrow is moved accordingly.

Fire Hit tables. Use die roll for remainder 6 and the same die roll applies to all broadsides fired for that turn by both players. Please note that 0 - 6 for the die roll.

Grappling. Ships wanting to grapple or remain grappled use remainder 4 table and a result of 0 or 1 = successful grappling and a result of 2 or 3 = unsuccessful. Ships wanting to ungrapple use remainder 6 table and 0, 1 or 2 will mean successfully ungrappled and 3,4 or 5 = unsuccessful. Each player will have to note on the worksheet the desire of each ship for each turn because the possibility of being in position to grapple may or may not exist. If no notation is made then it is assumed that the ship will not attempt to ungrapple. Resolution is in this order: 1) already grappled ships will try ungrappling if one or both so indicate 2) ungrappled ships in position to grapple will attempt to do so if indicated by one or both and 3) ships which become grappled by 2) but the other indicated that it did not want to grapple will try ungrappling using 1).

Melee - there are 3 turns of melee and for the first turn use the remainder for 6, for the second turn use the remainder for 3, and for the third turn use the remainder for 6 again. When the remainder for 3 is used 1=a die roll 1 or 2, 2=a die roll of 3 or 4, and 0=a die roll of 5 or 6. With the crew sections assigned the number and their value can be calculated from the log and the odds or numerical value found on the table. Both boarding parties use the same die roll for each turn of the melee.

For the first turn the simultaneous mailing date and the initial positions of the ships must be known. The ship's logs are noted with the loads (round shot if left blank) and the movement notations for the first move (also FS if used) and because there is a remote possibility of being in a grappling position the worksheet must be noted. The first mailing only consists of this and nothing more. When the other player receives the logs and worksheet he will have kept a copy of his own moves and worksheet. Setting up the map and moving the ship markers will indicate the final positions of the ships and fouling and/or grappling results.

The next mailing will need to have 1) Boarding Parties indicated NBP or OBP or DBP followed by the number of crew sections assigned. This can fit easily into the notes section of the log but is easier to put onto the worksheet. If no boarding parties are marked then NBP is automatic. 2) Broadside to be fired are indicated on the worksheet as follows:

TURN	ATTACKER	DEFENDER
1	ship A fires left at ship X Table 4 Hull	
1	ship C fires right at ship Y Table 2 Rigging	
3	ship A fires left at ship Z Table 5 Rigging	

The opponent has the two digit number for the turn and sees the result which he marks on the log. If he disagrees with the table indicated then he has to explain the disagreement when he sends the next turn. 3) The opponent resolves the melee situations. 4) The turn 2 moves are marked on the logs and 5) The grappling or ungrappling instructions are marked on the worksheet. The worksheet must contain the die roll numbers for each turn and when each player receives his opponent moves he can resolve all situations which require a die roll. For turn 3 the wind change is noted and the same sequence that was used in turn 2 is repeated:-

to repeat: after the first turn each turn must have 1) the die roll numbers, 2) the boarding parties assigned, 3) broadsides to be fired, 4) the next turn's moves, 5) the next turns grappling instructions.

I suggest that at the end of each odd numbered turn each player indicate the position of each ship to check that both players agree.

Possibly a multiplayer game with each ship having its own skipper and sending moves in to a monitor would be interesting and also lend some flavor to the game because interplayer communications would be complicated and probably similar to those difficulties during the age of sail.

IDEAS

SOME COLORFUL SUGGESTIONS

-Omar DeWitt-

While you are reading this issue of the "K", send your wife out for a selection of colored marking pens--Flairs, Bic Bananas, or whatever your local store carries. I think I have some ideas that will make PBM-ing easier with colors.

First, on the attack sheet, it is easier to keep track of things if the defender uses a different color pen for ICRK roll and results. These are all that the attacker wants to know when he gets the move back; with color, they stand right out. If the results were A Adv, the defender checks the box containing the attacker's advance hex. If the results were Ar, the defender puts a small colored check in the box with the retreat hex. I find that writing this check is as much a help to me as it is to the attacker because I don't make the check until I advance or retreat the attacking units on the map. Sometimes in the heat of battle I forget to make the advance or retreat before I go on to the next battle. But when I look back over the results I can catch that error.

Colored pens are also helpful to indicate which "rolls" have been used by your opponent on the ICRK--if you are keeping partial columns. But don't cross out the roll so it can't be read by your opponent; cross out the column number.

The suggestions for the 00B sheet use the colors I prefer. Of course any colors will do.

If a unit is inverted, color in the box with a light color like yellow. If the unit will be inverted for the rest of the game, you can "highlight" the remainder of the row. Don't use a dark color or you won't be able to read the hex number.

In games like WWII and AMERICAN CIVIL WAR where you are using unitary, non-designated counters, it is helpful to write the positions of reinforcements and replacements in green.

A red "elim" and/or a red line through the rest of the row will let your units RIP. By the way, some of us chronic losers don't appreciate our opponents marking up our 00B sheets; we'd rather bury our own. So I suggest that you restrict your colorful markings to your own sheets.

Here are some ideas for NAPOLEON'S LAST BATTLES that can be applied in similar circumstances. Those units (Leaders and combat units) that receive combat command from Commanders have their positions underlined in red (or the hex number could be in red). Combat units that receive command control from Leaders are indicated by green (I draw a green line down the left side of the boxes on the 00B sheet). Units that have to retreat because they are out of command control have the position written in brown.

Colors in general can be used to indicate special properties or status. Some suggestions: Rommel movement bonus in AK, units moving by rail, units moving by sea, units in forts, isolated or unsupplied units, inactive units, active units, and the like. All you need do is agree on a color code with your opponent before the game. It will save time and make things more obvious.

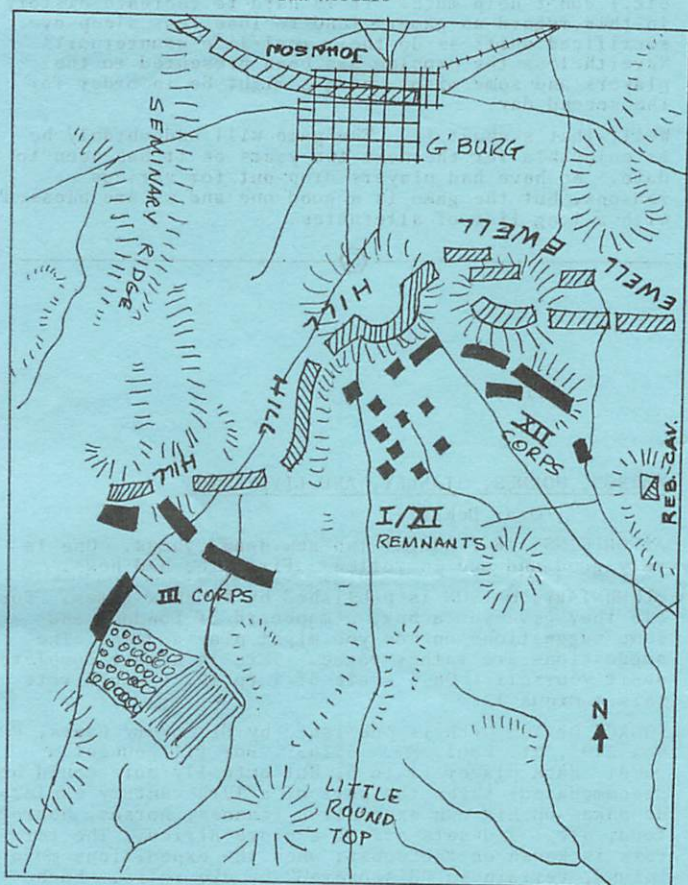
This is not true with colored ball-point pens, but if you want to change something written with a felt-tip pen, simply put a drop of household bleach on the writing. The writing will disappear leaving printed lines and anything written in ballpoint.

Ordinarily, I've avoided game reports, because I suspect they appeal to a rather limited number of readers, and because we've managed to fill up the K without them. However, this account of Dan's multi-commander management of TSS deserves some attention, both for the magnitude and longevity of the effort. He and his players have proven that the large games can be played--enjoyably --in the PBM format.--pm



Terrible Swift Sword

-Dan McClure-



1940 HOURS JULY 1

ANOTHER GETTYSBURG--AN UNHISTORICAL DILEMMA

After two years of play-by-mail our multi-commander game has reached the end of daylight on July 1. Though there have been disappointments for some, our game has been successful and enjoyable to date. In the course of the days' action many lessons were learned by all. May those who learned the hardest lessons take solace in this brief summary of the first day.

UNION:

BUFORD - The Union cavalry took up position on Herr Ridge astride the Chambersburg Pike. The position was a strong one and they caused the rebels considerable discomfort until the confederates deployed their full force. The entire cavalry command collapsed under an overwhelming frontal assault. The command was chased completely from the ridges west of town. By 1100 the remnants were limping into Gettysburg protected by 1st Corps troops.

REYNOLDS - The First Corps commander arrived on Seminary Ridge at 0940. The scene he surveyed was not all that discouraging as no rebels were yet on McPherson's Ridge. Fully intending to support Buford, Reynolds wrote orders accordingly. But at 1000 his command suffered from a complete communications breakdown. By the time the situation had been restored the Rebels had

come boiling over McPherson's Ridge and were threatening Seminary Ridge. Not wanting to abandon the ridge completely Reynolds stationed several regiments in the woods just south of the Seminary. These troops were rushed in before they were ready and soon found themselves in a bad position. A counterattack by the 19th Indiana led by Wadsworth was successful in allowing the threatened units to withdraw and take up new positions in the sunken lane. Given a brief rest the 1st Corps stabilized its positions in this sunken lane south of town and in Gettysburg facing north and west.

The main action seen by the 1st Corps was in the defense of Gettysburg. After being relieved in the sunken lane by XI Corps troops, the entire 1st and 2nd divisions were concealed in town. The Rebel assault came only from the north as the enemy west of town seemed content to bombard them from long range with artillery. By 1420 the Rebels had three brigades in action and the fighting quickly became serious. After an hour of hand-to-hand fighting the 1st Corps was forced to withdraw deeper into the town. The Rebels were too shaken to pursue effectively and the action shifted to the east of town.

The last action of note, before the entire Corps was exhausted and carried away with the routed XI Corps, was just south of town. The 95th NY and the 19 Ind. had entrenched themselves (hex 3520). At 1700 after finally clearing Gettysburg the enemy aligned ten regiments in a splendid effort to carry this one position. Supported by batteries and several XI Corps regiments to their rear these two regiments held the breastworks for an hour before the enemy gave up the effort. Despite this successful defense of the Union center the action on both flanks determined the outcome of the first day's battle.

HOWARD - The XI Corps spent most of the early afternoon constructing an elaborate defensive line on Cemetery Hill, south and west of it, and circling around to the northeast edge of Culp's Hill. Unfortunately these lines were never really tested. When the Rebels advanced there were no Yankees around capable of defending them.

After building the breastworks the XI Corps moved to take up positions threatened by the enemy. The first division occupied the sunken lane. The second and third divisions took up positions on the ridge line just south and east of Gettysburg. At 1600 the second and third divisions received a determined and ferocious frontal assault. After an hour of fruitless effort, the Rebels began to extend their left and try to flank the Federal position. This threat was skillfully met by Howard but the quality of his troops betrayed him. At 1800 the third division on the extreme right panicked and began to run.

The first division was in firm possession of the sunken lane until 1700. Previously unsuspected Confederate brigades advanced across Seminary Ridge south of the Bliss Farm and began a dash for the southwest face of Cemetery Hill. The first division waited too long: When they finally withdrew they were scalded by enemy fire from both flanks and from the ridge to the west. They never made their intended defensive line before they too panicked and joined the third division in route.

The second division, supported by remnants of the 1st Corps, managed to maintain a lodgement on Cemetery Hill until 1900. An apparently fresh Rebel division brought its full weight to bear and the Northern defense collapsed.

SLOCUM - When the XII Corps arrived it was forced to deal with the harassment of enemy cavalry all along the Baltimore Pike. Forced to move at a snails pace and protect the supply train the Corps never really got into action as it should have. Once the enemy cavalry was dealt with, so the Corps had an apparently easy approach to the heights, Slocum had a rude awakening. Atop both Cemetery and Culp's Hills there glistened the points of enemy bayonets. And from between the hills came a flood of Union troops in a mad dash to escape the bite of these weapons.

Faced with this unpleasant vista the XII Corps could accomplish little. Consequently the Corps didn't advance with reckless abandon to its assigned task of recapturing the hills. A single brigade was brought

into line and attacked Culp's Hill. The effort was momentarily successful but there were too many Rebels around for the troops to stay on the hill long. A second hesitant try was thwarted just as night fell with the hills still firmly in the hands of the enemy.

SICKLES - The III Corps barely had time to shake itself off of the Emmitsburg Road before night fell. It did manage to skirmish with several enemy brigades long enough to discover that they didn't want to stick around and fight. When night fell Sickles had his command feeling out the Confederate right flank and looking to make contact with some elements of the 1st Corps.

HANCOCK - Though under orders to supervise the action Hancock could do little to contribute to the outcome of the first day. In a bold but foolhardy effort to stem the Southern assault he and his Headquarters Company tried to hold the southwest face of Cemetery Hill unsupported. The company was shot down to a man and Hancock was lucky to get away, shaken but unharmed.

CONFEDERATE:

HILL - By 1100 Heth's Division had completed the destruction of the Union cavalry division blocking the road to Gettysburg. After gaining lodgement on Seminary Ridge, Heth was content to wait for Pender's arrival.

Having received orders from R.E. Lee regarding a general assault set for 1600, Hill was anxious to get into line. The three brigades that started eastward found themselves advancing from the southwest and had the entire enemy army enfiladed. In addition, the angle of their approach permitted them to reach the unoccupied breastworks on and near the hill before any Yankees. Regardless of this early success, the Federals tried furiously to dislodge them. Exhausted and shot to pieces these brigades were just barely able to hold onto the southwest portion of the hill top until the arrival of Anderson's Division.

Hill brought Anderson's brigades down the Chambersberg Pike as rapidly as possible and formed them up directly in front of the sunken lane. After forcing the abandonment of the sunken lane the attack swept up the east and north slopes of Cemetery Hill. Having captured the hill and all its breastworks the Corps artillery was brought up and the last hour before nightfall was spent consolidating the position and preparing for a counter attack that never came.

EWELL - The two divisions of Ewells Corps in action on the first day were unfortunate in facing the best organized and skillful Union defense. The final outcome and capture of Culp's Hill can only be attributed to good fortune and stout hearts.

At 1420, Lee ordered Ewell to capture Gettysburg. The Federals held out through repeated, bitter assaults until the Confederates were exhausted. Painful flanking maneuvers to the east and south of the town also brought heavy fighting, capped by the sudden discovery that Culp's Hill was not garrisoned! A small relief force scattered Union supply units, and a southern brigade quickly reinforced to secure the hill for the night.

LEE - Through his grand design for a general assault at four o'clock in the afternoon went awry, General Lee still had the pleasure of seeing the complete success of Southern arms. As the Confederate C-in-C, Lee also controls the cavalry and directed Jenkins' admirable work. At nightfall Jenkins' command was practically non-existent, but it was well sacrificed as he delayed the arrival of the Union XII Corps for almost two hours.

At this writing all of the players are freely writing amongst themselves to conducting their night conferences. What the second day of our game may bring remains to be seen. It seems that the entire first day's action was spent trying to break out of the game's historical mold. Now that that's been accomplished we're in for a very unique and intriguing game. Though there is a real disparity in victory points (because of the hill's capture) the "jig" is certainly not "up". Lee has had half his army beat up while merely a third of Meade's has seen serious action. With the BCE rules in full effect now it will be interesting to see how well the fresh divisions do compared to the worn out ones.

There are two main points of interest exposed by our game so far. Firstly, the advantage of hidden movement has really affected the outcome of the first day. Several major events were directly related to it. Despite the rule's attempt to discourage the type of street fighting we had, Reynold's Corps was never really driven out of Gettysburg. And, the hills were captured by movement around both Union flanks. It's obvious that if the Union commanders could have seen over the ridge or into the woods they would never have been caught so badly off guard.

Finally there is the nature of the casualties suffered by both sides. The totals indicate that the advantage of the defense is properly recreated. But they remain rather unrealistic. Of the troops engaged the South has lost well over 50% while the North has lost approximately two thirds. The rules to slow down all of this indiscriminate killing (ammo supply, command control, etc.) don't help much. It is hard to recreate history in this regard as gamers tend to lose less sleep over sacrificed units as do their real-life counterparts. Nevertheless the problem has been presented to the players and some minor changes might be in order for the second day.

Well, that's about it. The game will undoubtedly be as enjoyable for the next two years as it has been to date. We have had players drop out for various reasons, but the game is a good one and we are blessed with a long list of alternates.

(K)

REVIEWS

WATSON, HOLMES, STANLEY, AND LIVINGSTON

-Omar DeWitt-

At ORIGINS '78 I bought two new nonwargames. One is very good and one is rotten. First the bad news.

ELEMENTARY, WATSON is published by Phoenix games. For \$10 they give you a box, a mapboard of London, and some suggestions on how you might play a game. The suggestions are rather vague. This is almost completely do-it-yourself. On a scale of 1 to 10, I would rate this a minus 12.

SOURCE OF THE NILE is published by Discovery Games, PO Box 2295, St. Paul, MN. 55165. For \$11 you get a game. Each player (1 to 6, but actually more could be accommodated) takes the part of a 19th century explorer. He makes up his own expedition (canoes, horses, bearers, food, etc.) and sets off to explore Africa. The terrain is known on the coast; when the expeditions move inland, terrain is "discovered" by die rolls. Each turn food is used up, and there is the danger of encountering natives (die roll) or other natural disasters (chance cards). Victory points are earned for discovering terrain, for instance, but the explorer has to get back to the coast to earn the points.

It is a fun game--a cross between **OUTDOOR SURVIVAL** and **DUNGEONS & DRAGONS**. The makeup of an expedition can increase the chance of success, but an elephant stampede or an infestation of tse tse flies can wipe out the most elaborate planning.

The rules could be better written. Examples and/or tables would help--especially when trying to determine the course of a river. However, a wargamer can handle them and probably improve on them in the course of play.

This game I can recommend, despite the fact that Bill and Lynn Perry soundly trounced Sue and me. Bill won by galloping around on his horses while my canoe expedition was attacked by a **SWARM** of tse tse flies. And on a second expedition, my explorer got knocked into the river by a low branch and drowned. For an extra \$50 I could have bought swimming lessons...

(K)

SWAPPE SHOPPE

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

Wanted: Ancient Conquest (Excalibre), complete, boxed, good condition: name your price! Richard Locke, 2232 Wesley Ave, Evanston, IL 60201

For sale or trade: Foxbat & Phantom, Spitfire, Frigate; all fair, wb, \$5.50; Trafalgar, fair, nb; Dispatcher, poor, nb; both best offer. Kevin Kelley, 1040 Halsey, Monterey, CA 93940

(K)

FROM THE MATCH COORDINATOR

PLEASE NOTE: My new address is:

124 Continental Dr. Lansing, KS. 66043 (913)-727-6324

Although it was in the last "K" in my column, I guess not many people read it as I'm still getting things transferred from other places (and I'm getting nasty notes from the Post Office).

I have found that, although my attempt to handle multi-player games was well-intentioned, it did nothing for the club. As a result, I have farmed this task out to Larry Fong of OW/PD. He will handle all multi-requests, but you do not have to subscribe to OW/PD for this. There are several benefits here, the biggest being that both OW/PD and the members will gain as Larry always has "holes" to fill in his games. He will arrange games either in or out of OW/PD - if you go with an OW/PD game, you'll have to subscribe - if you are into multi-games, you should be already, it is well worth the small cost to AHKS members.

I am announcing my intention to resign my post as MC as soon as a replacement can be found. If you are interested, please write to the President with an info copy to me. Anyone who takes over will not be left with a shambles, so don't let that dissuade you. The work is not actually long or hard, but I have just run out of time to do the job right. Since I got back together with the family after 7 months, I find I must spend more time with them; the new house/yard needs

work; I must bring a fair amount of reading home from work every night; and, I'll also be on a lot of TDY trips while here. All-in-all, something has to go, and it is the MC post and will soon be a fair chunk of my games also.

OPEN REQUESTS AS OF 24 September 1978

NEW MEMBER REQUESTS: Borodino, Breitenfeld, Melee, Richmond, War in the Pacific. (Hey, guys - Melee & WIP have been around for a couple months, let's have a couple volunteers)

OPEN REQUESTS: Afrika Korps, Air Force/Dauntless, American Civil War, American Revolution, Ancient Conquest, Anzio, Arnhem, Bastogne, Battle for Germany, Blitzkrieg, Blue & Gray I and II, Bull Run, Chinese Farm, Crimean War Quad, Cromwell, D-Day, First World War-Mod I, Fredricksburg, Lee Moves North, Legion, Marango, Narvik, Oil War, Panzer Armee Afrika, Pre Stags, Punic Wars, Rafia, Raid, Revolt in the East, Richthofen's War, Rifle & Saber, Shiloh, Sinai, South Africa, Squad Leader, Starship Trooper, Their Finest Hour, USN, Verdun, War Between the States, Winter War, World War I, Malta.

THREE-WAY REQUESTS: (Note, although multi's now go to OW/PD, the MC will still handle 3-way requests). Airwar, Fast Carriers, Patrol(2), Submarine(2).

John Ratzenberger September 20, 1978

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

- 1) _____
2) _____
3) _____

I DESIRE TO BE CARRIED ON PUBLISHED AHKS RATING LISTS (CHECK IF APPLICABLE)

SEND THIS FORM TO THE MATCH COORDINATOR IF YOU NEED AN OPPONENT. ALREADY GOT A TURKEY LINED UP? SEND IT TO THE MC, TOO.

bulletin board

Anyone interested in developing a PEM system for Malta, please contact Pete Menconi, 4334 E. Indianola, Phoenix, AZ 85018.///// Brian Laidlaw (4 Inglewood Court, Morton West, Carlisle, CA2 6JT, United Kingdom) has offered his services as GM for Flat Top. He would like to set up either a 2x2 player game or a multi-commander game (state preference when writing). Jump at the chance to get into an international game!/////Larry Fong, now coordinating monitored games for John Ratzenberger, reports that Norman Albrecht (5200 Anthony Wayne Dr, #313, Detroit, MI 48202) is looking for players in Sword and Sorcery and Tannenberg multi-com formats.



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ANIKS KOMMANDEUR
 Pete Menconi, Editor
 4334 E. Indianola Ave.
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ADDRESS CORRECTION REQUESTED

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