



THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

pres corn

March of 1979 marked both AHIKS' 13th birthday, as well as the retirement of an officer whose service demonstrated the truly "international" flavor of our Society: Henry Radice. I think there are many organizations, in many hobbies, which like to think they have worldwide appeal, but few indeed can demonstrate such status in their choice of chief executive. Henry's firm hand has been instrumental in bringing to close the generation of a new Constitution, a remarkable feat in the face of our communications via mail. Henry, we are a better Society for your stewardship.

I think it is also appropriate to mark Bill Farone's graduation to bigger and better things, because he has left quite a mark on our Judge position, having created and nurtured a whole new system of service to the rest of us in the form of the specialists. Bill, I think this concept--as well as other improvements you have pioneered--will prove to be a useful legacy to AHIKS.

I've suggested that some self-introductions (also re-intro's) may be in order, and I suppose I should start off. I am 32 years old, married, Roxana and I have three sons (ages 6, 3, 1). I am a registered Professional Engineer (AZ) specializing in air conditioning, solar and process work for a private consultant here in Phoenix. For those of you thinking of putting in anything solar, I offer a bit of hard-won advice: don't! In wargames, I mostly PBM since I have a busy and uncertain workload schedule (the only uncertainty is whether it will be frantic or merely rushed!). I have been in AHIKS since sometime in 1970, having served as RD West (what is now W & P) for two years and Editor for three. I think I hold a record--of sorts--in that I ran for office in AHIKS three times before "succeeding".

A warm welcome to all the new staff, and the familiar faces. We have already jumped into things full speed, getting organized and already passing some measures. First order of business was to confirm Omar DeWitt as Vice President. We have also been cleaning up some minor glitches in the new Constitution: the wording is not clear just who is "Match Services", so it was voted to make the old ICRKMeister position the new Match Services Officer, relegating the old title to history. We have also voted to reconfirm all previous AHIKS officer staff votes/decisions, rather than have to go back and discuss and vote each of these subjects individually. The European Region was given the option to elect their RD to both the Executive and General Committees, rather than require two separate representatives. A specific procedure has been established for the judgement of dismissal proceedings against a member, and the Exec gave over the decisions on such questions to the General Committee (which is looking more like an RD Council).

Discussions continue on a variety of subjects, including the SOP, monitored games, new member game assignments, and the placement of the Match Coordinator on one of the Committees (he seems to have been left out somehow!). There is a vague agreement that each officer should make the maximum effort in making decisions in order to limit the amount of material that the staff must look at and discuss. In the mechanics of our business, I am taking a leaf from the conduct of AHIKS' annual elections: each

monthly officer newsletter (our means of passing the hat on ideas) has a ballot and SSAE back to me. I think this is making the flow of communications much faster; in addition, I am not waiting for 100% of the votes to come in before declaring a decision: if enough officers have responded to assure decision, it's declared done with and we go on to other things.

NEW SERVICE AVAILABLE FROM ME: for organizers of regional or local meetings, write to me with some idea of how you want to publicize your meeting and to what states or areas you wish to mail advertising, and I will get a set of address tags for your use. For that matter, if you can prepare your letter or notice and send me the original, I will copy it and mail it out for you. Note that we are currently reimbursing the organizer for costs, at a rate of about \$1 per member attending.

As I think you will find in the Match Coordinator column, we are still in need of volunteers to sign up for the new member program. Purpose is to give new members someone who will help answer the initial questions on PBM.

Both Committees are discussing the exact nature and rules of determining "discourteous" conduct, so I will not try to give a final definition, but there are some general guidelines which apply. First of all, stay in communication with your opponent. We try to complete a move or reply within one to two weeks of receiving a letter from an opponent. If you see that you will take longer, drop him a note--even a postcard will do--to this effect; we also ask that games be played to "completion" (another vague requirement, possibly). If your free "game" time changes, it is understood that you may have to drop out. If you find that you are clearly losing a game, or if you find that you simply do not like the game (not an unheard-of event these days), the critical thing to do is to promptly inform your opponent that you are resigning (in the Rating system, victory points are awarded to your opponent). In almost every event brought to the attention of the RDs, the primary complaint is that the other guy just stopped writing. If you write to the other guy, you'll avoid 90% of the potential for problems. Please note, there is no requirement that anyone win, or even play well, in order to stay in AHIKS: just don't disappear. On the other hand, if you have an opponent who has disappeared, you really should inform your RD immediately. We are never going to be able to assure each other of near-perfect membership reliability if we do not actively strive to eliminate those who do not belong.

Apropos of the above discussion, the General Committee has voted to dismiss Richard Marks from membership in AHIKS, because he failed to respond to repeated inquiries from his opponents.

Pete Menconi



April 13, 1979



"Apology, Instruction, News, and Opinion".

I have frequently been asked "When will the "K" arrive?" The answer is that it is published during the first week of even-numbered months; that is, February, April, June, etc. "Then why", you query, "did the last K get here near the end of March, and why is this one about a month late?"

Good questions. As to issue 14-1, it was delayed for two reasons; 1. The election. Not so much the results themselves (it wasn't really a cliff-hanger) but because there is always a delay in getting material from the new officers. 2. The editor's inexperience. It took a lot longer to edit and publish the "K" than I had planned on (or had time for), so the publication date slipped a couple of weeks. I apologize for any problems this caused, and especially to Omar, whose get-together did not receive the advance notice it deserved.

This issue is being published about a month after 14-1; this is just about the minimum possible interval between issues. In the future, I hope to get back on schedule, and to do this I must set a deadline of about two weeks before the issue is printed; that is, all material (and especially officer's columns) must reach me by the middle of the odd-numbered months. Thus, the deadline for 14-3 is May 15. (Whoops, I just remembered I have Reserve duty the last two weeks of May. Look for another delay, folks).

I was happy to get all of these reviews, opinions and other material, and I am still much more interested in what you write rather than how you write it, with one exception. Please SKIP A LINE between lines of text, whether you type or hand-write. Without this space both editing and typing become difficult, and the more illegible your scrawl the greater the difficulty. Paper isn't that hard to come by; use a little more of it.

Don Greenwood, editor of "The General", has written to say he would be interested in series replays of PBM games. Since the moves are already recorded, "all" that would have to be added would be the player's comments and the commentary of an expert observer. The player's comments should be written as play takes place, so that no hindsight is involved. Don would prefer replays of Avalon Hill games that use a limited-size board and have a limited piece density, and which are concluded in not more than 15 to 20 turns. Of course, the games must also be well-played and follow the standard rules. The participants in any published series replay will receive the usual compensation in Avalon Hill merchandise. Anyone who is interested in participating in a series replay please contact me. AHIKS can help with the mechanics of getting an article ready for publication.

In his column, John Ratzenberger discusses the need for honesty in PBM games. I agree completely with this, although perhaps not to the extent of dispensing with ICRKS and resolving combat with an unwitnessed roll of the die. In all but a few of us, the will-to-win may occasionally overwhelm our scruples to the point of saying "that was only a practice roll" or some other rationalization. The level of honesty that I feel is reasonable to expect is exemplified in the chit systems used in games with overruns or hidden units. After making his move, the player opens the chit to determine the overrun results or the unit identity. Of course, there is nothing to physically prevent him from opening the chit in advance, but that would be cheating, without a doubt. Anyone who needs to win, no matter how, is not welcome in AHIKS.

All of my opponents have been men who never gave me the slightest doubt of their honesty, but another player once told me that he was certain his opponent had grossly cheated by erasing and changing previous moves. He was ready to bring charges before the RD, except he had no physical proof, such as a photocopy of the move record, so he just terminated the game. Episodes like this we can do without. Cheating is the ultimate discourtesy, and the immediate expulsion of cheaters is the only appropriate response.

Jim Pratt

April 18, 1979

CENTRAL OFFICES

PRESIDENT

Pete Menconi
4334 E. Indianola Ave.
Phoenix, AZ. 85018
(602) 955-2889

VICE PRES.

Omar DeWitt
547 Riverside Dr.
Elizabeth, NJ. 07208

TREASURER

Harold Horne
8017 Pennsylvania Rd.
Bloomington, MN. 55438
(612) 941-3411

JUDGE

Ronald Teleucky
7055 Forest Vista
Las Vegas, NV. 89117

MATCH SVC. OFC. (IRCKmeister)

Carl Benton
300 North Kansas
Salina, KS. 67401
(913) 823-6471

EDITOR

Jim Pratt
1111 E. Loma Vista Dr.
Tempe, AZ. 85282
(602) 966-3479

SECRETARY

Bruce Maston
1404 Union St.
Schenectady, NY. 12308
(518) 346-7187

EUROPEAN REP.

Bill Howard
19 Rylanders Road
Selsdon, NR Croydon
Surrey, UK

MATCH COORDINATOR

Les Deck
1571 Raritan Road
Clark, NJ. 07066
(201) 276-5257

REGIONAL DIRECTORS

PACIFIC

Todd Roseman
2850 Reynard Way #30
San Diego, CA. 92103

WEST

Don Eisan
12115 Snow White Dr.
Dallas, TX. 75234

NORTH CENT.

Bill Wolf
1179 S. Main St.
West Milton, OH. 45383

EUROPE

Dave Taylor
205, Ditchfield Rd.
Hough Green, Widnes,
Cheshire, UK

NORTHEAST

Stephen Haas
Box 639
Livingston Manor, NY. 12758

SOUTHEAST

Graham Cosmas
3520 S. Stafford St. Apt. 2-B
Arlington, VA. 22206

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.

THE BARRAGE

Contrary to what was said in the last "K," the "Barrage" title appears to be alive and well and in the possession of the Southeast Region. Since the title has historic AHKS significance, I propose to continue using it until Region members decide on a new title. Or perhaps we would prefer continuing with "Barrage." I have had suggestions on a new name from only one member so far. Your thoughts on a new name or on retaining "Barrage" are solicited.

Bob McLoughlin has graciously volunteered to continue to host Washington-Baltimore-Annapolis area Southeast Region gatherings. (I'd do it myself, but lack the space in a small apartment.) Our next gathering at Bob's is scheduled for April 21, and all members who live within driving distance are welcome. If you live in the Washington-Baltimore area and haven't attended one of these gatherings yet, write me for details, or phone me at 703-671-6397. I hope to have a write-up of the April gathering in the next "K."

If there is anyone who is willing to host gatherings for members in other parts of the Southeast Region, please let me know. We've done it successfully here in the Washington metropolitan area, and it should be possible elsewhere.

Good luck and good gaming!

Graham Cosmas

April 5, 1979

(K)

The Secretary-General

I was advised that a good subject for this issue's column would be autobiographical. I couldn't agree more. I am sure that many of you could benefit by reflecting on my inspirational rise to power. My early PEMing in AHKS was centered around Blitzkrieg. I played several matches using the old rules and one with Ron Starnik using the new ones. Since 1976 I have played several Waterloo games and AK; in the future I will move on to Blue and Gray, Napoleonic quads, and Russian Campaign.

Basically, the choice in PBM is between the complex game which lasts only a few moves or the simpler game which has more turns; thus, AK and Waterloo are mechanically simple and it shouldn't take more than an hour to make and record each move. For the beginner, this is where you should start. In a more complex game like Russian Campaign the beginner is often beaten by an over-looked rule. For ftf, the classics are unexcelled because mistakes decide the victor; but, as you develop experience with PBM, you begin to feel that you have made "perfect" moves and that die rolls are deciding games. At this point you should switch to more complex games of fewer moves. For me, a Blitz move used to take at least one full evening. Careful analysis of a Blitz position can usually discover a weakness which can be exploited; conversely, the "perfect" defense is hard to find and may not exist on a given move.

Now I have a child and greater responsibilities so that the most I can spare for PBM is an hour late at night, so it's back to the classics.

I believe that the classic AH games with their brutal CRT encourage tactical precision. I played Wagram yesterday. It is a good game ftf but my opponent was an SPI freak who persisted in making those complicated series of 1:1 attacks looking for encirclement. Naturally it never quite all worked and I eventually whittled him down with a few high-odds rolls each time. Complicated, bloodless CRT's like Russian Campaign encourage sloppy tactics. Yet good tactics usually will win any of these games. With that outlandish remark I will close.

Bruce Matson

April 10, 1979

(K)

X → Duties
X → feed back on brochure

3

NORTH CENTRAL

Since the publication of the last "K" the mail has really been coming in but since most of it seems to be forwarded from other R.D.'s I'll go over the new North Central Regional Area. The Region consists of Ohio, Indiana, Illinois, Michigan, Wisconsin, Pennsylvania and Ontario. So if you live in any of the above states or province and have comments or complaints send them my way.

My request last time for a game week-end didn't meet with much enthusiasm; as a matter of fact, I only received one response. I thought at least Cincinnati and Columbus would be interested. Well, I'll give you one more chance and plenty of advance notice. Anyone interested in a game week-end at my house sometime in July or early June let me know. For that matter, if anyone is having a get-together at their place let me know the details and how it went and I'll give you a chance to get your name in the "K". (See the President's column in this issue. jlp)

Next on the agenda is Origins "79". Since its being held in my region Pete is letting me coordinate the AHKS activities there this year. I'm trying to get a room or at least a table where we can hand out information and explain PBM gaming the AHKS way. Also, it can serve as a meeting place for members and perhaps a few impromptu games. Watch for more details in the next issue of the "K" or write and let me know that you're coming and I'll send out the information a week before Origins if the "K" has not arrive by then. (a distinct possibility. jlp) While on the subject, I could use a few volunteers to help man any table or room I get. Let me know if you're willing to help.

I've traded in my odds and ends of a homebuilt computer system and have purchased a Radio Shack TRS-80. The reason I'm bringing up the subject is that I know that there are others out there like me with an interest in computers and games, so if you've got any programs that can be used for gaming let me know.

In closing, I would like to extend a warm welcome to Ed Murdoch of Columbus, Ohio. Welcome aboard and happy gaming.

William L. Wolf

April 10, 1979

(K)

LAW AND ORDER

First things first: I would like to thank Bill Farone for his help in making the transition as easy as possible. Towards the end of February I received one large box from Bill containing the files and correspondence of the Judge. I spent the next two weeks looking through the files, and it appears that they will be easy to maintain because of the system set up by Bill and by Tom Oleson also.

By the next issue of the K I hope to add several additions to the ruling summaries. Panzer Leader should be up-dated as well as three new games added to the list. This is possible due to the hard work of Paul Person. From what I understand Paul will be going overseas soon.

I would like to wish Paul well while he is stationed in Europe. I'm hoping that Paul will be able to continue on with his work on forming future rule summaries. I myself will be working on something for Third Reich.

Would all the specialist judges please contact me. I would like to know if you are still active and if there are any new games you are willing to oversee. Also, with the vast number of games coming out each year more specialist judges will be needed. Please step forward.

Ronald Teleucky

March 9, 1979

(K)

FROM THE MATCH COORDINATOR

Hi! my first "K" article and I'm rushed for a dead-line, so this time out I will only be able to get in what I believe will be most interesting to the membership. But before I do that, I would ask your indulgence for a moment to express my gratitude to my predecessor John Ratzemberger, for his unselfish assistance in leading me in the proper direction with his most detailed, manuscript-type letters. Thank you, John.

- I. Now for the job at hand. To start off, I wish to establish a set format for the MC column. Within this format it will be divided into several - titles for ready reference. Each title will cover a specific subject area (as the following indicates) of the MC responsibilities. It will look like this:
 - I. GENERAL COMMENTS: Information to the membership which is not directly related to procedural functions or other titles listed.
 - II. ADMINISTRATION: Information to the membership about procedural functions, changes, amendments, errata, etc.
 - III. RATINGS: Information to the membership on ratings system, rating standings, etc.
 - IV. MATCH REQUEST: Information to the membership on:
 - A. OPEN MATCHES
 - B. NEW MEMBER MATCHES
 - C. THREE-WAY MATCH REQUESTS
 - D. MULTI-PLAYER MATCH REQUESTS

Continued Page 9

THE WESTERN FRONT

Starting with this issue of the 'K' I will be assuming the duties of the R.D. for the Western Region from George Callage. George found it necessary to step down because of personal pressures on his time at present. I hope I will be able to handle the transition smoothly enough that no one will notice the change. In a brief article in the last issue I made some reference to my age and background so I will not belabor the point again here.

I would like to encourage any one in the region with information concerning meets, get-to-gethers, or anything else pertaining to wargaming in general to drop me a note so that I can include it in this column. I also will reply promptly to anyone writing to me. If I don't have the answer to a question I'll find someone who does and get a reply back to you as quickly as possible.

The word coming out of Baltimore is that Bismark should be shipped the last week of March to all those who have ordered it. If this proves correct I will try to have some comment on the game in the next issue. Those of you who are Midway lovers like I am and have ordered the Coral Sea variant offered in the latest issue of the General better allow an extra 30 days for delivery. Word is that it will take that long to get the counter sheet from the printer. Our local wargaming group in Dallas had hoped to do a little play-testing of John Edwards' Fortress Europa. We haven't heard anything on it lately and hope that if it has the same ingredients as R.C. that it starts into production soon.

Battleline has released some of their card games with a wargaming flavor. The first is Naval War going for 8.95 and the other Armor Supremacy at 6.95. The games are not intended as simulations but designed just for fun. Speaking of Battleline, both Craig Taylor and Steve Peak have left Battleline/Heritage to form their own game company here in Dallas. In talking to Steve he hopes to have four games out in time for Origins '79. The games will be produced under the name of the Yaquinto Publications. The first is of the Science-Fiction gender called Starfall. The Fantasy entry will be called Beastlord and Ultimatum will have to do with a nuclear confrontation. They will round out the foursome with an introductory level wargame called Battle.

For some reason, after all these years, I find that I had overlooked one of the A/H classics. Just recently I attempted to correct the situation by sending away for Anzio. With three versions of the rules and several addendums from Tom Olesen I'm wondering if someone out there could tell me which one lends itself best to PBM.

Don Eisan

March 20, 1979

CLASH OF EVIL ARMIES

- Frank Freemon -

Since Russian Campaign is, after Panzerblitz, the most popular mail wargame among AHKS members, the K will feature this column on various aspects of RC strategy and tactics. Future columns will evaluate large questions like German strategy for the pivotal year 1942 and small questions like goals for the Finns. In the present column let me offer an opinion on the popularity of Eastern Front games and a justification for the series title.

So many games attempt to simulate this great struggle of the steppes, from AH's first stumbling efforts (and Stalingrad simulates war in Russia like chess simulates elephant combat) to massive games which requisition the garage floor. Why is this campaign so popular? One reason is size; two great armies roll back and forth across the huge central plain of the Eurasian land mass. But Genghis Khan, Charles XII, and Napoleon swept through this same geography and their campaigns have not been so thoroughly simulated.

I think the popularity of this era devolves partly from the inherent evil exuded by the opposing forces, not the military forces but the ideologies which survive or die depending upon the military outcome. In most wargames, one guy represents the good guys, the other has to take the bad guys. I prefer the British side in 1776 because of their greater strategic capabilities but I have mixed emotions when I trap and destroy the Continental Army. I can't help picturing George Washington, the almost father of his almost country, slinking away disguised as a washerwoman. Similarly when a brilliant counterattack traps the invading forces in a D-day simulation, the German player must feel a twinge of conscience as he destroys the little cardboard counters which represent so many brave men. Perhaps that is why we have yet to see a good simulation of the Vietnam War; too many NVA players might have to ambush and annihilate the counters representing their very own units.

In RC and other Eastern Front games either player can chew up the enemy forces with great glee, no ambivalence here! The Bolsheviks disappear, the road to Moscow is open, Stalin is trapped, international communism is dead. Or... a vicious winter counteroffensive surrounds Army Group Center, the Nazi forces are broken, victorious Soviet troops rush toward Berlin, crushing Hitler in his bunker and saving millions of European civilians (not represented by counters). Whichever side you take you have the opportunity to stamp out evil.

Of course the individual soldiers involved in this great conflict were not evil; many volumes describe their great courage and sacrifice. But the basic evil pervading the Soviet war machine is attested by Stalin's prewar purge of his military leaders, the unprovoked attack on Finland, the partition of Poland, POW slave labor, failure to aid the Warsaw uprising, and the rape of Berlin. We need no reminders of the evils of fascism. In fact the two most evil individuals of the 20th century, or perhaps any century, are actually represented in the game. The destruction of the enemy leader gives double pleasure, winning the game and eliminating someone vicariously who so very much deserves elimination.

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".

3R wb, 3/4 No. Africa Quad wb, Fair cond. Best offer for both or either. Casey Bruyn, 510 Aberdeen Ave., Hamilton, Ont., Canada L8P252

Kampfpanser, East is Red, CA, Raid, WWI, Constantinople (S&T). Fair cond. n.b. to be sold as a set, \$12 post-paid. Richard Locke, 2232 Wesley Ave., Evanston, IL 60201

K

The North-Central Region needs a new title for its column in the K. Send your ideas to Bill Wolf.

K

REVIEWS

Panzerkrieg - Replay in the Ukraine - Virgil Mugler

Once upon a time in gamedom, a now-extinct company known as Rand brought out an excellent John Prados design named Von Manstein: Battles in the Ukraine. Because of the inefficiency of the publisher, Von Manstein never received the distribution which is deserved. But now Operational Studies Group is trying to rectify past injustices by publishing a second edition, retitled Panzerkrieg: Von Manstein and Heeres Gruppe Sud, and redesigned by that same John Prados. Packaged in an attractive 9x12x2 box, Panzerkrieg's components are: a 22x34 hex-grid, heavy-stock game-map; 600 1/2" square, diecut, back-printed, cardboard counters (Soviet combat units are red; Soviet leaders are pink; German combat units are gray; Luftwaffe units are black on blue; Italian units are khaki; Hungarian units are white on light gray; Rumanian units are brown; and Axis leaders are white on blue); a 12-page, 8 1/2x11 rules folder; two 8 1/2x11 sheets of game charts (CRT, TEC, Weather, Weather Effects) which arrive stapled to the center of the rules folder; and the only thing really new as compared to the first edition - a 24-page, 8 1/2x11 Scenario and Study folder. Although the box lid and the Parts Inventory both state that four 11x17 situation cards are included, in truth these are part of the Scenario and Study folder.

Panzerkrieg is a division level simulation of the ebb and flow of WWII combat in the south of Russia from August 1941 through March 1944. As such, the heart of the game - as well as its most impressive element - is the Scenario and Study folder which contains eight separate scenarios. Each scenario has a situation map, a deployment section, and a set of quite well-done historical notes. Since there are no provisions for linking these scenarios, it might be fair to regard Panzerkrieg as the first double-Quad Game or the original "Octo Game". However, if one takes the time to work through each of these scenarios in order, the ever-changing situation of the Eastern Front is made clearer than in any other game I know of that covers the entire campaign. The scenarios (and their length) are: Kiev Pocket (7), Winter Counteroffensive (12), Drive on Stalingrad (11), Stalingrad (12), Backhand Blow (6), Aftermath of Zitadelle (8), Battles for the Dnepr (11), and finally Pocket at Korsun (8).

The graphics are a pleasant improvement over the first edition. The counters are traditional except that unit ID is on top of the type symbol and its size is to the right of the symbol. The map contains 15 different terrain types, all of which are clearly indicated on the map. A "cute" touch is that the covers of the rules and study folders fit together to form a picture. These two folders are each outstanding graphically.

As would be expected in a second edition, the rules are well organized and relatively complete. However, this is 1979 and rules that once were highly innovative are now merely interesting. If you're familiar with John Prados games, you're familiar with these rules. For example, the "breakthrough" CRT result has been used in Third Reich while the "reserves" rule has appeared quite recently in Cassino, the S&T #71 game. The sequence of play is Weather, Supply, Movement, Combat, Exploitation, and Protection. ZOC's are semi-rigid, costing 3 MPs to enter an EZOC although this is ignored under certain circumstances. Combat is optional with an odds-ratio CRT used. Results are in terms of Routed, Eliminated, Retreat 2 hexes, Stalemate, Exchange, and Breakthrough. There is limited step reduction since some German units become battle-groups when first taking an Eliminated result. Air units fly CAP, provide supply, attack individually, or provide ground support. Leadership is emphasized in that leaders modify the die roll as well as add strength on offense or in defense. HQ's provide command control and serve as bases for the reserve units. Special rules are given for fortifications and bridgeheads, Axis satellite units, unit differentiation, and the use of Soviet Airborne. Each section is well thought out and all contain at least some elements that were quite original in their time.

And that is probably the best summary of my reaction to this game - it was a milestone 4 or 5 years ago, but today it is merely interesting as a game. Most of the scenarios play well although the set-up instructions are vague and some tend to drag due to unit density. However, if you enjoy games primarily for their instructive value, Panzerkrieg is the game for you. The scenarios, coupled with the historical commentary, provide an in-depth view of the operational decisions facing the leaders confronting one another on Russia's steppe during this period. In its heuristic function, Panzerkrieg certainly finds its metier and OSG's decision to emphasize this aspect in the second edition is to be applauded.

PBM should be OK to good with problems centering around the Reserve rule and the Exploitation Phase. However, Panzerkrieg was made to play solitaire because it is essentially a history lesson rather than a competition.

Panzerkrieg is available for \$12.95 from Operational Studies Group, 1261 Broadway, New York, New York; 10001.

K

PANZERKRIEG

- Don Eisan

Panzerkrieg appears to be an excellent game for PBM. It has good unit density and many strategic options that must be carefully planned before each move. John Prados has put together a simple but sophisticated game system that has successfully avoided the problems that have made so many good games not very adaptable to PBM.

For those wishing to play the game by mail while maintaining all the aspects of FTF the following procedure could be followed. The attacking or phasing player would list all his units, including air bases and their location after movement. He would also indicate the location of any air operations at this time. Included with this first mailing would be any attacks and the tentative odds. When his opponent receives this he would then determine where he may wish to dispatch his reserve units to. He would then adjust the odds ratio for each attack based on any changes he made to the defending force. The non-phasing player would now list ICRK selections for each combat situation. When this is returned to the attacking player (phasing) he would resolve the attacks using his own ICRK sheet but the selections made by the defender. At this point he would determine if any combat resulted in a breakthrough. If he wished to use the exploitation phase he would now do so and again list any attacks resulting from this phase. At this time he should also include the location of any CAP units and indicate any construction or unit rebuilding taking place. He would now make ICRK selections in the normal manner for resolving the combat from this phase. The defender would then resolve the exploitation combat and proceed with his own movement and combat turn in a like manner.

For those wishing to further simplify the PBM system and reduce it to one mailing per player-turn the following suggestions are given: The only real problem in handling the game with just one mailing has to do with the dispatching of reserves and knowing the possible combat in advance of the commitment decision. Fortunately, the placement of H.Q. units and the limit of a five-hex range for sending support to units under attack does limit somewhat the number of such occurrences. To handle these situations a chit or small envelope could be used. For each possible attack where reserves could be committed an envelope could be used with the outside indicating for use with or without the presence of reserves. Inside the envelope would be an ICRK selection along with exploitation movement if a breakthrough result is obtained. Since all but one envelope for each reserve situation would have to be returned unopened the results could not be predetermined.

With the longest scenario in the game being only 12 turns long either method would work just as well. In fact you could play all 8 scenarios in the time it would take to play a lot of other popular PBM games. I hope to do just that in the very near future.

K

- Richard M. Locke

I would like to draw your attention to Ancient Conquest I, (By Excalibre Games, Inc., Box 29171, Brooklyn Center, Minn. 55429 \$9.95) taking place in the middle East 1500BC- 600 BC. There are four players, Group I - includes Egypt, Media, Urartri, and Arameans, Group II - Anyria, Marsh People, Mitanni Lydia, Group III - Elamiter, Hittiter, Cimmerians, and Judah - Israel, Group IV - Karrites, Chaldeans, City States, Phyrigians, and Philutiner. The individual peoples within the groups appear at different time and strengths. Liberty is taken with history and time, but it is a very interesting game. Victory is by points gained by the people in the same group by taking cities and destroying the enemy forces. There is foot, light, and horse troops. Special units include god taking, war machines, David, and the chosen people, Gabiath and wife pieces. The chosen people appear only after the Pharoah lets Moses take them. There is siege, prisoners, plague, and omens to make it interesting. Such ancient cities as Memphis, Jerusalem, Tyre, Damascus, Tarus, Nineveh, Babylonia and Ur. The map board is colorless, but has marsh, forest, rough, coast, mountains, river, clear, desert, and cities. It is a good game for those who like history.

Ancient Conquest II, is 600-323 BC, but takes seven hours to play. This is a multi-player game with 420 die cut counters, a colorful map, five charts and rules.

The peoples include Persia, Immortals, Asiatics, East People, Coreyra, Scythians, Helots, Athens, Allies, Phoenicia, Thebec, Ionia, Syracuse, Megara, Macedonia, Paroz, Thrace, Corinth, Mercenary, Sparta.

Playing pieces include foot, horse, light, warship, galley, personalities, gold. Terrain includes marsh, desert, mountains, clean and city hexes, forest and rivers.

Victory is won by points for cities and destruction of troops. Stacks of units are unavailable to intelligence except during attacks or defense.

Special units include the Persian King, Alexander the Great, the Persian Bridge, Macedonian Phalanxes, the Chosen People.

Special rules include the Heller Point Crowning, the Great Canal, the Royal Road, forced marches, Oracle of Delphi and prisoners.

I would like to bring to your attention Machiavelli, (Battleline Publications, 9840 Moproe Dr., Building 106, Dallas, Texas, 75220 A Division of Heritage Models, Inc.) \$12.95, of Renaissance Italy for 2-8 players. There is the Republic of Florence, the Republic of Venice, the Duchy of Milan, the Kingdom of Naples, the Papacy, Valoic France, Hapsburg Auatria and the Ottoman turks. There are colorful cardboard fleet units, Army units, garrison units and control units. The object of the game is to capture cities to win. There are seven orders that can be written 1. Advance, 2. Besiege, 3. Hold, 4. Lift Siege, 5. Support, 6. Transport, 7. Conversion. Movement is unotianous. The financial system use ducats to build units. Other rules call for bribes, rebellious, plagues, famines, assassinations, milit ia, and mercenaries. There are several scenarios to pick from. And you can be your own Machiavelli.

(K)

1942

- Virgil Mugler -

Another in Game Designer's Workshop's Series 120 (120 counters; able to be played in 120 minutes) is 1942: Japan's Opening Moves in the Pacific. Designed by Marc Miller, the game comes in GDW's usual zip-lock plastic bag which contains: a 17x22 hex-grid, heavy-stock gamemap; a four-page, 8 1/2 x 11 rules folder (game charts on the back); and 120 1/2" square, cardboard counters (Japanese Army - red; Japanese Navy - red on white; American/Filipino - green; British - blue; Dutch - light blue).

This is a rather abstracted operational simulation of Imperial Japan's opening offensives of the Great Pacific War directed against Malaya, Java, and the Philippines. Infantry, marines, armor, and artillery units are present in battalion size while air markers only represent strength; there are no ship counters; Each turn equals 1/2 month and each map hex represents 85

nautical miles. The map is utilitarian at best and extends from Java in the south to the Philippine Islands and Hainan Island in the north, and from Burma and the Indian Ocean on the west to Palau on the east.

For a game which contains a plethora of innovations, the rules are actually quite solid. There are a few annoying things such as failing to label some of the Pacific Islands (we're not all South Pacific freaks, Marc) which are important to set-up and - yet again - the TEC and the map symbols conflict since the TEC indicates separate symbols for rough/ mountains and swamp while the map evidently uses the same symbol but different colors! However, this latter isn't overly important since terrain doesn't affect combat! The turn sequence is simplicity itself: Movement (land, air, and sea in that order) and Combat with the Nipponese receiving the benefit of a "free" surprise attack turn. ZOC's are really rigid since they extend across all hexsides. Stacking is unlimited within fortresses but limited to 4 infantry units plus as many other types as desired outside the fortresses. The CRT is of the traditional ratio variety with die-roll modifications possible. Results are in terms of Retreat 2 hexes (possible through EZOC), Disruption, Elimination, and Surrender (the only result which affects units in fortresses). Ground units can Island Hop - that is, move across full-sea hexsides from land hex to land hex by expending their full movement allowance. When a ground unit is located on a hex which contains two separate land bodies, its owner can decide which parcel of land it occupies, thus avoiding combat or effectively crossing a body of water. A unit can also be transported by sea by expending one naval point per unit if the trip is between friendly ports, an additional naval point if the unit is to amphibiously assault a beach hex (except for Japanese SNLF). Supply also uses naval points. The Japanese naval ability varies throughout the game while each Allied country has but one nontransferable naval point per turn. This rule, along with the Air Umbrella rule, really allows the game to recreate a naval campaign without the use of a single ship counter!

Another innovative rule is the above-mentioned Air Umbrella concept. Air units are based on any friendly city and normally exert an Air Umbrella of 4 hexes. Any ground combat within this area has the die roll modified according to the number of air units present. Units undergoing naval transport must trace their actual path and may be attacked in each hex in which it is within an Air Umbrella. In addition, the Japanese possess carrier air units which may base in any sea hex and establish their Air Umbrella from there although they must trace their path to this point and are subject to enemy Air Umbrella attacks while enroute. After a turn's use, naval air must spend two turns off-board.

Other rules cover Supply, Japanese Airborne, American Unpreparedness, Filipino Movement, Open Cities, the off-board assault on Hong Kong, and the Burma Campaign. Players may choose between the historical set-up or a less-rigid free set-up. Victory is based on points awarded for the possession of the fortresses and Hong Kong, and the elimination/ survival of Allied units. Since the Japanese won the historical encounter by a +41-60 point spread, one can see what the Allied player is up against.

So you get all these great ideas in a game that plays quickly and is inexpensive. So how come my overall reaction to this game is negative? I think it's probably because of the situation which it portrays. The Allied player is committed totally to the defensive; there is just never any opportunity to make even the most limited attack. The Allies can only delay the inevitable Japanese advance as long as possible and then hop into the nearest fortress and trust to probability theory. Equally, the Japanese player has only two choices: to attempt to take Singapore and Corregidor simultaneously or to take them one at a time, and there is really not that much difference in these two options. However, the game is not unbalanced, the victory conditions fudge that out; it's just that each side can only play either defense or offense, never both. And for me, that's dull!

However, PBM appears to be quite easy although naval movement will require the use of chits or an extra mailing. Solitaire also looks promising; in fact, it's probably better than FTF competition.

1942 is available for \$5.00 from Game Designer's Workshop, 203 North St.; Normal, Illinois; 61761

(K)

pbm

PBM Ideas

- Virgil Mugler

Winter is apparently the season for PBM because I've been deluged with requests and ideas these last few months. Unfortunately, many of the requests could not be met because there are no ideas on file for the particular games concerned. Now I realize that as a gamer becomes more experienced with PBM, it becomes easier to devise a PBM system for any game you really want to play by mail and so for many of you the out-lines appearing from time to time in the K are superfluous. But keep the relative novice in mind. Before he can come up with ideas of his own, he frequently needs some models from which to work. So if anyone has tried PBMin any of the following games, please let me know and thus share your experience and work with your fellow AHIKSers. I currently have specific requests on file for Starsoldier, Sorcerer, Flat Top, Invasion America, Punic Wars, and Air War.

(K)

Untried Units by Mail

- Mike Scott -

If one is willing to trust one's opponent, here is a means for handling untried units which does not require so many die rolls. Basically, it used hidden numbers that are exposed only when required. Here is how it works:

- Prior to the start of the game, the Soviet makes a chart that contains all of his untried units. This chart has two sets of numbers for each unit. The top number is a code that will be used for indicating to both players which untried unit is being discussed (moved). In Kharkov's case, this will be C1-18 for the Cavalry, I1-38 for the Infantry, and T1-35 for Tank units. There should also be an R1-3 for the three replacement Infantry units. These numbers will be in view at all times (I mark blank counters to use until the real units are known), and have listed under them a number to be later "HIDDEN". For these "hidden numbers" I suggest the letters A through R for the Cavalry, 1-38 for the Infantry, and 50-85 for the Tank units. These hidden numbers should be placed randomly on the chart!!!! There should be no order to them at all.
- The German also makes a chart. His top number will use the same code as the Soviet hidden numbers. His "hidden numbers" will be a random drawing of the actual units, listing the units strengths: 1-1, 4-2, etc. The movement is not needed since the unit type is already known.
- Prior to the next step, a copy should be made just in case the postal people lose something.
- Both players hide the bottom number for each unit by using rubber cement and small squares of a dark paper. It may be possible that the back will also need covering.
- These two charts are sent back and forth along with the movement sheets and combat list for each player's turn. When an untried unit is involved in an Overrun or combat (AND ONLY THEN), the player listing that unit on the combat sheet removes the hidden number from the Soviet's chart which refers him to a number on the German's chart. Under that number he then uncovers the true value of the unit in question. Simple ????? Well, it works quite well.

Where the problem comes in is this: Overruns and the German Mech Phase. I handle it through what I call IFFY's. These are moves and/or attacks based upon something happening. IF..... do this; if do this; etc.

In PGG and Cobra, the Overruns and IFFY's seem endless at times. However, if one breaks the turn into two mailings, the break coming after the combat phase, these problems are lessened. The second Mech Phase is then handled in the second mailing.

It is best to list movement in letter - form so that the order of movement is obvious (important in overruns). Also include all the IFFY's with the movement list.

One way to avoid the advantage which accrues to the defender because he can look at all results before deciding on his advances is to simply prohibit defender advances. Since this is a rules change, be sure your opponent agrees to this before you start play.

In order to cover the 6.6 rules section, the German will have to list in his IFFY's what he wants to happen if he is chased, etc. The use of Air Points would fall in here also (13.11).

Be sure to note the Kharkov errata in S&T 69.

(K)

Kharkov by Mail

- Pierre Bompar -

The following method is based upon the Decimal Die System (12:3 K) and the PanzerGruppe Guderian system outlined in the 13:3 K.

In this case only two decimal die rolls are required to try any particular unit. For example, if one rifle division is to be tried in combat and the die rolls are "6" and "3", then cross-indexing die rolls A and B gives one the 67 Armored Division. Since this is a rifle division which is being tried, one selects the next unit in order until a rifle division is identified. In this case, 253 Rifle Division is picked since it immediately follows the Armored Division picked by roll.

When the bottom of the column is reached, start at the top of the next column (from A-0 go to A-1) and work down until a unit can be selected. As a unit is chosen, cross off its name from the chart. Should a previously selected unit come up again, proceed down the column until an unselected unit of the proper type is found.

Russian Units

	A-1	A-2	A-3	A-4	A-5	A-6	A-7	A-8	A-9	A-0
B-1	106R	103R	30C	317R	218R	10A	226R	75R	51R	16A
B-2	15A	62C	41R	68C	23A	296R	131A	59A	84A	300R
B-3	38R	199A	130A	11R	121A	67A	57A	197A	76C	38A
B-4	6A	351R	341R	37A	266R	253R	81R	349R	343R	32C
B-5	169R	411R	130A	90A	248R	248R	45A	198A	48C	38C
B-6	255R	66C	1A	337R	69C	124R	344R	304R	270R	34A
B-7	2A	393R	162R	11A	18A	333R	36A	56A	70C	133A
B-8	56C	3A	99R	295R	78R	26C	261R	79C	60C	275R
B-9	335R	23Mot	15R	13A	66A	47R	34C	64A	7A	64C
B-0	49C	28C	*	*	*	*	*	*	*	*

Key: A = Armored; C = Cavalry; G = Guards; R = Rifle

(K)

PBM "WACHT AM RHEIM"

- Mike Scott -

Is a monster game ever easy? No, but this one can be done if you're willing to commit some time to it. I've done an extensive dive into the rule requirements and come up with play by mail sheets that will handle almost all of the game's needs. The PBM Methods Coordinator has a set of these for your use should you decide to tackle this very interesting game. The major problem with the sheets is actually a minor decision left for you to decide if you want to put all units on the OOB sheets prior to starting the game, or list the units each turn as they are moved, since the OOB sheet handles the unit mode and other informational counters required.

Note that all the Optional Rules (including errata suggestions) can be used in this system except for (31.9) Morale. Also, 25.14-D, 25.24, and 26.4 do not apply.

Game system: On the first turn, the German Player should send his opponent a sealed envelope with his Plan inside for his signature and return per Rule (27.7).

- Letter 1 - By U.S. Player;
- Resolve ICRK's sent by German's Letter 6.
 - Verify Supply status of all units.
 - Make March Mode attacks.
 - Do all parts of Movement Phase.
 - Do Bridge Blowing & Building Phase.
 - List all combats, but do not list ICRK's or Artillery units with the combats. Place the Artillery points onto a separate sheet with an indication of which attack they are involved in. Send a copy of this list in a sealed envelope to German Player who'll sign flap and return. List Barrage attacks also. still no ICRK's.

OPINIONS

PBM OPINION

- John Ratzenberger -

In response to the PBM article in K 13-6; I'd like to comment on a few things - nothing negative actually.

1. PBM PB & PL: there is a third way to pbm PB & PL that still keeps it at one mailing/turn and right along with ftf also. It involves the use of conditional moves. These take the form "If G-1 is destroyed, move R-8 to XYZ, otherwise move it to ABC". I have used this many times in PL and the game is very close to ftf. The one "condition" that must be placed on this method is to keep it simple.
2. PBM Tobruk: Tobruk can be pbm'd - one mailing/turn - with very little difference from the ftf game. John Popolis and I are on our 4th or 5th game now, and have refined our procedure such that about the only thing that is changed is that Dueling is not possible, nor can one instantly change combat assignments during the turn. Without going into detail at this time, we play si-move - German mails move and desired combat sealed to British. Upon receipt, but before opening, Brit plots own movement and combat. Then he opens German move and moves both sides units. Combat is executed in the sequence written down, alternating between German and British - effects take place immediately. All results are written up and sent to Ger along with Brit sealed move and combat for next turn. It just keeps rotating. When one considers the time/space scale of Tobruk, this method of selecting and ordering movement and combat is actually closer to reality than the split-second changes in ftf Tobruk. Also, we "roll our own" Dice - no stock markets/ICRK, etc.

"Rolling our own" brings up my next set of components. I get very disturbed at the articles/methods I see for complex or high die roll games that involve phone calls, timed mailings, use of stock markets, etc. To me all of these imply that the opponent cannot be trusted, and as far as I am concerned the effort should be made to remove that person from AHIKS, not find a time-consuming way to keep him honest. My personal preference is to play games in as few mailings as possible and retain the game flavor - I will not play a game that adds mailings strictly for the purpose of "keeping opponent honest". Honesty and courtesy are some of the things AHIKS is founded on, and if we cannot expect that then we have a problem. (See Editorial Column. jlp)

For the record, I will state the following: I have never had a bad opponent who is still in AHIKS now. There is not one active AHIKS member who has been an opponent of mine that I even suspect of cheating in a game. I would, if I had the time, continue to play games with each and every one of them. Not only have they been honest, they've been good players (both old and new members) - to digress a bit, I wonder where the "win-at-any-cost" theory comes from - I sure haven't seen it.

Let me throw out a couple quick examples (not all-inclusive) of games that can be played easily and enjoyably by using an "honesty" pbm policy.

- a. I already mentioned Tobruk. If one considers the number of die rolls involved in that game, the effort to cheat on the rolls would involve more effort than is worthwhile - and it would be too obvious anyway. So why go all the way around the barn to find another method?
- b. Squad Leader - Bob McLaughlin and I are in a game using his method of "roll-your-own" - as this is a high die roll game - using die is more efficient than ICRK, etc. Moves can be cut to bare minimum consistent with game rules this way.
- c. Russian Campaign - Jerry Schott and I developed a method I have since used many times with no problem - one mailing per turn (not impulse). As TRC is a long game, this is a real advantage. Basically, a player makes 1st impulse move, resolves 1st impulse combat himself using next sequential ICRK, make 2nd impulse move and combat in same way. The only caveat is that combat must be ordered North - South, and East - West if on same N-S hex line (it may be the other way around). Of course one could look ahead and

fudge combats to take advantage of the ICRK sequence, but that is a big pain in the butt and is too obvious as it makes for some very strange moves. As there is no advance after combat, mailings are not needed between impulses.

- d. PL, Firefight, AF/D - I play a lot of these using the "send a starting ICRK" and continue in sequence from there. In PL this is used for IDF and OF, in Firefight and AF/D it is for combat. Again, in all cases, one is expected to write his move up before looking and then take things in sequence.

I'll get off the soap-box now - to me, a whole lot of people are missing some real good pbm if they can't play an "honest" game using some of these methods. And, I also feel that we in AHIKS are defeating our own purpose if we develop and publish procedures that are designed to keep the other guy honest - save that for non-AHIKS opponents. Before anybody starts writing to me for these methods, I will put them all together and get them off to Virgil for his files - and I really hope a whole bunch of other people send in honest methods - I'd really be happy if I never saw another article with a "keep-em-honest" method in it.

K

PBM (cont)

- Letter 2 - By German Player;
Resolve any March Mode attacks.
Resolve any Bridge Blowing.
Add FPF to defending units in Combats. Sign flap of sealed envelope and return.
Add ICRK's to all combats.
Also review probable combat results and give instructions for each possibility on separate piece of paper.
- Letter 3 - By U.S. Player;
Add artillery to combat sheet per previous list. Resend sealed envelope to verify compliance.
Resolve combat ICRK's, and do retreats and advances per instructions.
- Letter 4 - By German Player;
Verify Supply status of all units.
Do all parts of Movement Phase.
Do Bridge Blowing and Building Phase.
List all combats, as in Letter 1.
- Letter 5 - By U.S. Player;
Resolve any Bridge Blowing.
Add FPF and ICRK's per Letter 2. Also give retreat/advance list.
- Letter 6 - By German Player;
Add artillery per list, resolve Combats, retreats and advances.
Resend sealed envelope as per Letter 3.
Do Mutual Fatigue Reduction Stage.

The following are added to Letter 6 when the previous turn was a night game-turn.

If German wants a Bonus Turn, seal instructions and send to U.S. Player. (If the U.S. Player doesn't want any movement or combat of his own, he'll open and resolve. If he does want the turn, he makes his own moves and return unopened the German moves for possible re-doing. Movement and combats are handled by instructions of normal turns.)

Fill in ICRK's for Weather and Ground Determinations. Fill out instructions for Air Allocations, give "Iffy" conditions, and send in sealed envelope. Fill in ICRK's for all units Divisions that are possible to be in a state of Isolated-2.

The above items will be resolved by the U.S. Player during his Letter 1, except if there is a bonus turn when only those moves and the Weather and Ground Determinations should be resolved. (To simplify that stage.)

This game played via PBM will create some "Fog of War" situations, but nothing that'll subtract from the FTF versions. While I've laid out the PBM Methods and Sheets to handle the full Campaign Game, all of the smaller Scenarios can be done by using only those portions. Good Luck, and have Fun.

K

- E. EUROPEAN MATCH REQUESTS
- F. AREA MATCHES
- G. REGIONAL MATCHES (if any desired)
- H. GAMESMASTERS
- I. MONITORS

V. MISCELLANEOUS: Information overlooked above, diverse activities, games in progress, complaints, special information, etc., (Just about anything the membership sends me).

II. Back in May of last year, my predecessor took a great deal of time and effort to produce and publish an excellent article to assist the Match Service Officer (MSO) and the MC in performing their duties to the benefit of the membership. I feel that republishing that article is in order at this time, for it not only relates my requirements, but it will also establish and reinforce the policies of the Match Service offices under the new administration. It will also furnish a copy to the new members who didn't receive "K" 13-2.

PLEASE READ CAREFULLY - AND - SAVE THIS "K" FOR FUTURE USE.

THINGS THE MC WILL DISCUSS.

- A. THE RATING SYSTEM
- B. PROCEDURAL CHANGES
- C. HINTS, TIPS AND RULES
- D. GAMESMASTERS/MONITORS
- E. GAME REQUEST FORM

A. THE RATING SYSTEM: This is based on the AREA system in so far as computations are concerned. It is an informal system for AHIKS members only and since AHIKS has no contests, prizes, etc., for top winner these matches are not made by ratings. The system is strictly voluntary - if you wish to be rated, then indicate it on the "SET REQUEST FORM" by checking the proper section. It would be a great help if the members would complete the form in its entirety each time it is submitted.

1. New Members to the rating system start with an arbitrary rating of 1200.
2. Present members, not now in the rating system (please confirm again) or (when you submit for added matches) have a fixed rating of 1400 for purposes of computation.
3. Only play-by-mail games between AHIKS members are rated. Ratings are posted from the closed-out ICRK sheet only, when received from both opponents.
4. All games played by a rated member are rated, (note: all members are rated) UNLESS the MC receives a letter signed by all players involved in the match requesting that that game be not rated. Note: this option is not available in a match where any of the other players are non-rated.
5. ONLY completed matches are fully rated. Since the AHIKS playing system is designed around switching sides (2 games = a match set), only half credit/debit will be given when only one game of a match/set is completed. No credit will be given for "FORFEIT VICTORIES" regardless of who quit/dropped out etc.
6. POINTS COMPUTATION: If match is won by

Difference in Rating Points	Hi-Rated	Lo-Rated	DRAW
	Hi-Gains & Lo-Losses	Hi-Loses & Lo-Gains	Hi-Loses & Lo-Gains
0 - 50	70	70	0
51 - 100	65	75	5
101 - 150	60	80	10
etc.			

.....for each step of 50, rating change is 5 points.
701+ 0 140 70

(Note: rating rounded to nearest 5)

7. All players with 1300 or above ratings will usually be listed in each issue of the "K". A complete list of all rated players will be published twice a year and all rating will reflect only what the MC has received up to that publishing.

8. Multi-player game rating are somewhat different:

- a. The gamemaster/monitor will query each participant at the start of the match to see if any are rated and want the match to be rated. The GM must sort out differences of opinion. If any one player wants it rated then all must follow suit. GM then sends MC the names of all players (rated or not).
- b. MC will take the rating of all players and add them up and divide by the number of players to achieve an "average rating". Each player will then "contribute" to a points pool, a number of points equal to whatever one would give up if one had lost a game against that "average". Each player MUST contribute at least 20 points.
- c. On completion of the match, the GM must tell the MC who won/lost/drew. The pool then will be divided accordingly:
 - (1) If game was a draw, all players will receive an equal portion of the pool points.
 - (2) If there were one or more winners, they will receive an equal portion of the points in the pool.
 - (3) Losers do not lose rating points and no winner may gain more than 300 rating points.

B. PROCEDURAL CHANGES: The MSO and MC have made some major procedural changes and request your compliance, as it will speed up your requests for matches. Thank you.

1. ALL match requests, to include pre-arranged matches, will be forwarded to the MC, Repeat, ONLY TO THE MC. Only write the MSO for additional ICRK's when your present ICRK sheet is depleted.

2. All match sets that have been completed (i.e. the completed top portion of the ICRK sheet) will be forwarded to the MC, Repeat, ONLY TO THE MC, not to the MSO. Please do not withhold completed ICRK's for completed games; even if you lose/win, both players must return their completed top half for two reasons:

- a. MC must have to make ratings.
- b. MSO must have to remove them from his control file.

C. HINTS, TIPS AND RULES: Every "K" lists several categories of matches. These indicate requests that the MC has been unable to fill, and request your help in filling them.

1. OPEN MATCHES: These are unfilled 2-player match requests. An (A) will indicate AREA only.

2. NEW MEMBER MATCHES: These are new member match requests submitted by the member on their MSO (ICRkmaster) DATA Sheet only. (Note: RD's, send only this data sheet which is sent to Treasurer. The goal in this section is to keep this space empty. To do so you must volunteer to play this new member, so please volunteer and check off the (N) on the Request Set Form when submitting for matches.

3. 3-Way/Multi-matches: These are unfilled request for 3-Way or Multi-player games with/or without monitors. A number in () shows how many request there are for that particular game.

4. On Multi-player games the MC recommends and directs your attention to the new column in our "K" (last time) called "A CALL TO ARMS" by John Ratzenberger. Also note Service Available section for PD/OW by Larry Fong. They will assist anyone who is interested in Multi-player games. The MC will also assist you in getting one started if you are so interested. Remember the MC is here to help you.

5. 3-Way games: These are normally a 2-player match with a game-master or monitor. They are best played with a GM or M because of Si-moves, hidden movement, or games with complex administrative functions and special rules. Many games are best played in this manner so that the flavor is preserved and the abilities of the opponents are taxed to their limit. The purpose of a three-way game is that one person monitors for the other two, and then everybody rotates sides and functions. It looks something like this:

	Game 1	Game 2	Game 3
PLAYER A	US	German	GM
PLAYER B	German	GM	US
PLAYER C	GM	US	German

6. REQUESTING MATCHES: (Please be specific)

- BE SPECIFIC with game titles, as there are many similar titles out. Specify the entire title (i.e. B&G I, B&G II etc.) It would be a great help if you even mentioned the company (i.e. SPI; AH; GDW).
- On Quads: The MC would prefer that you request the particular Quad, then if you are matched, make what ever arrangements with your opponent on what game within the quad you would desire to play. Be on the watch for duplicate names with numerical titles such as B&G I and II.
- Scenarios: Do not request matches by specific scenarios. That is between you and your opponent.
- If for whatever reason you do not desire to be matched with a specific member, then state it on your request and it will remain so until you specify otherwise.
- Please be sure your request set forms are dated, complete in full and have your complete name and address on them. (I received one with only the games requested-but by whom?)
- Specify how many matches you desire (i.e. Anzio (2), (F.E.A.M G)(N-12 months)). Put your request in priority-that will be the way the MC will match.
- All requests (unless otherwise stated) will be assumed by the MC as one game request each.
- Due to the administrative complexity of trying to keep a permanent file on each of your requests, it will be necessary to repeat any special request that you may have had, (i.e. time limit for playing new members, not playing some members etc.)
- In each issue of the "K" you will find a SET REQUEST FORM on the last page, but if you desire to just send in a Post Card (it's cheaper) you may do so; however the MC requires that the Format as set down for completion of the SET REQUEST FORM be followed completely. (i.e.: e. and f above.)
- If you desire to play a match with an EUROPEAN member, please write the European Match Coordinator directly. The MC will assist if needed.
- If you have a Pre-arranged match ready to go, then one player only need write to the MC listing the name of game and the players. The MC will forward this information to the MSO, who in turn will send out the needed ICRK's to each player involved.
- Please notify the MC immediately if you desire your open match requests pulled, because unless you do so the MC will continue sending out matches (except where you stated a limit by number) on that initial request under the conditions of g. above.

m. YOUR NOTICE OF THE MATCH is when the ICRK is received; the MC does not notify the individual or send out special notices. If you don't see your match in the "K" (assuming that you have not been matched) and you don't receive a ICRK sheet, it may have gotten lost in the mail, so write me for confirmation and resubmitting.

n. The MC will always try to match each request by AREA if so indicated (or demanded) but, please so indicate on your request and if need be underline it (i.e. AREA ONLY), it may take longer getting you a match, but, be it assured, it will be an AREA Member only. Also your ICRK may not indicate if a match is AREA or not. It is up to the members to check with their opponents prior to start of game.

D. GAMEMASTER/MONITOR: As stated under C.4 above the MC cannot provide a matching service for games requiring gamemasters/monitors which are Multi-player games; rather, those members who are interested in multi-player games should get in touch with PD/OW or John. The MC cannot order someone to GM and/or Monitor, unless he has volunteered, (please do). Each issue of the "K" will list those who have volunteered for GM and Monitor including the games they desire to render their service for. The MC would like to establish a long list of GM and monitors for the future, so if you wish to monitor or GM please write and inform the MC. With the rise of many large games (i.e. TSS, WIP, WIEr, WIE and WIW to mention a few) and the high degree of complexity involved, GM becomes an important service to the membership. One important point is stressed however: Only volunteer if you will stick it out! I strongly encourage each and every member to get involved in GM and Monitoring. Further, request multi-player games as they are an important and significant aspect of our hobby.

E. GAME REQUEST FORM: As has been explained in different sections of this column, the most important item linking the MC and the membership is the "SET REQUEST FORM". It is the communication line that brings about the desired actions of the sender, and breakdowns occur when the sender fails to comply with instructions. I cannot stress too strongly the need to properly complete this form. Additional information is encouraged when needed for clarity. Delay is caused by not complying and in some cases "NO MATCHES ARE MADE" causing disappointment for the member and discouragement to the MC. As mentioned before, if any member desire to send in their request by Post Card feel free in doing so; however, again, complete in full. Once again, Please send all requests for matches, including pre-arranged matches, to the MC. Send all close-out, completed ICRK's to me. THANK YOU KINDLY.

III. RATINGS: As of this writing, your MC has on hand 184 completed but, unmatched halves of the top portion of ICRK's that range from 1979 to the present. These show that the games completed, but until the opposite portion the ICRK is received the MC cannot verify the win/loss and therefore is unable to give a rating. So how about looking into those corners, drawers, and game boxes for the other half and send them in. If you wish to be rated and published please indicate on your Request Set Form/or card. If you wish not to be rated also indicate it. Please do not assume that the MC is aware of all your desires; he is not.

Here are the latest standings:

1950 - T. Eller	1430 - T. Becker
1945 - D. Burdick	1405 - R. Kinsella
1930 - K. Mills	1400 - D. Demory
1880 - J. Popolis	1390 - C. Benton
1850 - T. Olson	1390 - J. Pelliccia
1790 - L. Newbury	1380 - J. Powers
1735 - J. Drummond	1380 - R. Segarra
1730 - W. Hopkins	1370 - J. Burttt
1720 - J. Dough	1370 - M. Perna

1705 - R. Piotrowski 1370 - P. Tresdell
 1690 - D. Knepper 1350 - E. Anderson
 1680 - M. Yardwood 1350 - D. McClure
 1680 - R. Teleucky 1345 - S. Peluso
 1670 - B. Townsend 1345 - D. Turansky
 1650 - S. Curley 1340 - L. Jerkich
 1580 - B. Matson 1340 - F. Jerome
 1570 - L. Kelly 1340 - J. Hruby
 1550 - J. Malaska 1340 - C. Hundertmack
 1530 - D. Grant 1340 - R. Marchal
 1520 - C. Egli 1340 - K. McCarthy
 1515 - G. Goheen 1335 - J. Mueller
 1505 - T. Bizwell 1330 - R. Flynn
 1505 - D. Ziegler 1330 - E. Niemara
 1480 - C. Hoover 1320 - S. List
 1470 - W.B. Hill 1310 - P. Licause
 1455 - F. Helfferich 1310 - P. Menconi
 1450 - D. Wetzelberger 1300 - L. Bowie
 1435 - J. Caton 1350 - T. Butcher*

*Added/overlooked in typing. Next issue will be complete listings - less any completed ICRK's not received. So get them in - Now!

IV. MATCH REQUESTS:

- a. OPEN MATCHES: 1776 (1); Air War (1); Air Force (1); The Punic Wars (1); Battle of the Bulge (1); Blitzkrieg (1); B&G I (1); Modern Battles I (1); Frederick the Great (1); Guadalcanal (1); LaBataille de Preussisch-Eylan (1); Luftwaffe (1); Malta (1); NAW (1); PzLdr (1); Russian Campaign (1); Sinai (1); USN (1); Starship Trooper (1); SqLdr (2); Verdun (1); War Between the States (1); WIE (2); WIW (2); WW-1 (1);
- b. NEW MEMBER MATCH REQUEST: Air Force (1); Armageddon (1); DAGC (1); Fulda Gap (1); Kriegspiel (1); NAW (1); Next War (1); PZ Blitz (1); Stalingrad (1); SqLdr (1);
- c. THREE WAY MATCH REQUESTS: Air War (1); Ancient Conquest (1); Fast Carriers (2); Flattop (1);
- d. MULTI-PLAYER MATCH REQUEST: War in the East (2nd Edition); War in Europe; War in the West; USN;
- e. EUROPEAN MATCH REQUEST: (See II C 6j above) US and Canada members have indicated that they are willing to play European members in the following games: Air War; Fast Carriers; Flattop; BB; Burma; Cromwell; Fury in the West; Kowima; Oil War; Raid; Rifle and Saber; Sarotaga 1977; Seven Days Battle; South Africa; The Punic Wars; Their Finest Hour; Trafalgar; War at Sea; WW-1 Module;
- f. AREA MATCH REQUEST: (Area members only) Avalanche (1); Battle of the Bulge (1); D-Day (1) Flattop (1); Fury in the West (1); Oil war (1) PanzerKrieg (OSG) (1); Raid (1); Rifle and Saber (1); Saratoga 1777 (1); Seven Days Battle (1); Sinai (1); South Africa (1); The Punic Wars (1); Their Finest Hour (1); Trafalgar (1); USN (1); Waterloo (1); WS&IM (1);

g. OPEN MATCHES FOR NEW MEMBERS ONLY:
 These matches are open to new members only because of regular members indication that will play them with new members only:
 Burma (1); Cromwell (1); D-Day (2); West Wall Quad (2); Battle for the Ardennes Quad (1); BB (1); Blue and Gray II (2); Flattop (1); France 40 (1); Fury in the West (1); Kowima (1); Luftwaffe (1); Oil War (1); PzBlitz (1); PzLdr (1); Raid (1); Rifle and Saber (1); RC (1); Saratoga 1777 (1); Seven Days Battle (1); Sinai (1); South Africa (1); The Punic Wars (1); Trafalgar (1); War at Sea (1); Waterloo (1); WS and IM (1); WW-1 Module (1); Anzio (1); Stalingrad (1); Hooker and Lee (1); Cobra (1); 1776 (1); Air Assault on Crete (1); Alexander (1); American Campaign (1); Overload (1); AK (1); Air Force (1);

NOTE: New Members are encouraged to select those from above and receive the benefit of competing with an experienced player.

- h. GEMEMASTERS: The members listed are willing to GM. Frederick Krause in D-Day; James D. Mueller in Guadalcanal and Midway; Steve List in Starsoldier; Les Deck in Sinai, WIE, WIW, WIEr and USN.
- i. MONITORS: The following have volunteered their services as monitors. If anyone so listed desires to be removed please submit your request ASAP. Anyone desiring to be placed on the monitors list please inform me as soon as possible.
 Eric Abbott; Earl Anderson; James R. Brown; Steve Curley; Larry Fong; Dave Grant; Stephen Haas; Sean Hayes; Greg Hastings; Bill Helm; Robin Hood; Sid Jolly; Henry Keller; Richard Locke; Dan McClure; Bob McLaughlin; James Mueller; Virgil Mugler; Paul Person; Bill Scanlan; Jim Wallace, Leslie J. Deck.

V. MISCELLANEOUS: As I have stated above, in the next issue of the "K" there will be a full listing of all rated members which have authorized the MC to publish (if you don't want it published so state soon.). Also in the next issue a listing by set number and date of ICRK sheets that are still outstanding, but have completed the match and failed to return to MC, it may help in locating them. Remember if you desire an European opponent write the MC there. If any member feels he must phone me please phone prior to 2130 hours anytime during the week including weekends: I work the grave-yard shift and need my cat-nap. In Summary; Remember I am here to assist you, my function is limited only to what you require me to do, you have questions ask them, when in doubt -Salute- but send it in, in any case, I'll do my best to satisfy your request, If I do something wrong let me know, its better to be tolled and have it corrected than let it continue, you have suggestions on anything, lets hear from you, it's your Society, so keep those cards and letters coming.

Les Deck

March 20, 1979



DATE _____

SET REQUEST FORM

USE THE FOLLOWING LETTER CODE. INSERT ANY ORDER, AS MANY LETTERS AS APPLY IN PARENTHESSES 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 GEMEMASTER 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 AHKIS 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.

NAME _____ ADDRESS _____

bulletin board

Pete Menconi was overwhelmed by the response to his request in the last issue for Squad Leader opponents. He will contact everyone who wrote him as soon as possible.

The article title "BARRAGE" will not pass into oblivion after all. It will continue as a regional title.

The Bulletin Board is a great place for news items of interest to the members. If you have something you'd like posted here, send it to the Editor.

12



AHKS KOMMANDEUR
Jim Pratt, Editor
1111 E. Loma Vista Dr.
Tempe, Arizona 85282

FIRST CLASS MAIL



ADDRESS CORRECTION REQUESTED

