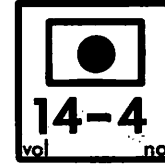


## THE KOMMANDEUR

# NEWSLETTER OF AHIKS



## THE PRESIDENT'S CORNER

First order of business this month is to extend congratulations to Dave Taylor and the Entire European Region upon the 50th issue of their Newsletter, and upon the (simultaneous--or were you just holding back, Dave?) entry of their 100th member. Good work, gang.

Last issue, I mentioned that we could get address labels from our computer service for mailing invitations to regional meetings. My mouth runneth in front of their programming: these will be available in the "near" future, and I'll so announce when ready. As a consolation prize (?), I have available now adhesive stickers which you can place on the back of a post card, which announce: "We will be having an AHIKS meeting at my house on \_\_\_\_\_." Hope you can make it; please call if you can attend." (For those inviting wider area of members, "call" can be replaced with "write".) You can get them by sending me a letter or card, specifying how many you want.

It is my duty to announce the departure of another member, Gus Straub, reason being failure to respond to opponents. This is a good time to review why you are seeing a sudden spate of these actions, and why we are publicizing them more. I hope you all understand we are NOT "witch-hunting", nor is it any pleasure to have to make these announcements. However, feedback from the ballots (and a few departing statements from resigning members) have made it clear to us that some good, dependable members are becoming disenchanted since they have been "burned". It is my belief that underscoring our stated policies with some publicized action may encourage others to maintain the standards of proper conduct. The press of personal and business commitments may preclude game-playing, but there are gracious ways of discharging AHIKS commitments which are easy to accomplish (see, for example, this issue's Bulletin Board).

There was a minor confusion over regional splits (concerning PA and ONT) which has been resolved (both are in NC). All the name tags on this issue should show the correct region code for each member (let us know if not).

By near-unanimous vote of both Committees, the Match-Coordinator (Les Deck) has been added to the Executive, correcting a minor oversight in the formulation of the 1979 Constitution.

Don Eisan appears to have gotten some favorable response in his campaign to push PBM-ability with the game publishers, and I am glad to see this. I encourage all of you to take the time to write to your favorite company(s) and make your views known. We are such a quiet bunch that they may have forgotten we're here.

The MatchCoordinator has raised a point with the other officers, and I think all members should take heed. He has seen some people request several games at once, accept assignments, and then promptly cancel one or more of them. Apparently, they have gotten opponents through some other channel and are thus scratching the ones Les has just worked up. This has left a new member on the receiving end of an unfair cancellation several times, and has added some unnecessary work to Les' task. It better stop. It takes a lot of work to match opponents, and it can take a lot of work for one of those opponents to set up the game and start the initial move, and it just isn't cricket to leave because some-

thing else came through. We consider a request to play to be the same type of commitment that an under-way game makes on a player. As stated before, honest need to reduce the game load is always an acceptable reason to resign one or more games. And, we would much rather see a member resign early if he finds he has requested more than he can handle. But, over-requesting is a one-time-only occurrence! Les will be monitoring this situation carefully, so make sure that you ask only for what you are willing to handle. If you wish to cancel a request, write Les as quickly as possible, but be prepared to play the game out if he already has matched your request. I think we can all see that this is fair.

Final kudos in this issue go to Jim Pratt, who is already "in the groove" on publishing the K. In fact, my wife commented last issue "gee this really looks better than last years'...". I'm still trying to convince her it's the new printer. Good work, Jim.

Pete Menconi



August 8, 1979

## LAW AND ORDER

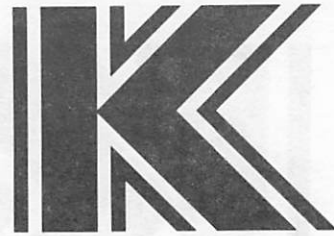
The last issue of the "K", I started out with "All is quiet on the Judge's front." Well, all that has changed. First off, there is a change of address. My new address is 7084 Quarry Drive, Las Vegas, NV. 89117. As of the 10th of August, I should be out cutting the grass and doing all those things a new home owner does. However, that is not all. I'll be starting a new job in September. I'll be entering the Clark County School District as a Sixth Grade Teacher. Hopefully, I'll be directing a few young minds towards Wargaming. And the last item of change and the most important: I'll be getting married sometime around the first of October; that's the reason for the new house.

So the Judge has been occupied and will be so for a while. I'll try to keep up with all my correspondence, rulings and projects. At least now you will know why I could be late with a response. But never more than a few days. It would be very helpful if you could indicate if you need a Rush answer on a ruling, or if I could take my time. I try to always answer within one to two days, but if I knew I had more time, it would make it easier. I sure could use it during the next two months. I have cut down my own gaming next to nothing. A year ago I had eight games going at once. Now I have four, and two are against the same opponent. So, thank you for whatever help you can give.

I want to thank Don Eisan for the information he has sent to me. Don has put together all the rulings from the General from Vol. 9 on to the present. They have been ordered according to Game and Date of Publication, i.e. Vol and Number. I believe I'll use his format when putting together all the rulings. It has taken some time to gather up the information needed. I should have this finished before Christmas. I'll let everyone know just when this will be done. Then you can send in asking for the rulings for a particular game. Please,

Continued Page 3

# editorial



"Trips"

I appreciate the expressions of support I've received, and thank you for the kind words Pete, although I don't really believe your wife is quoted correctly. However, all I do is put the pages together; the real credit belongs to those members who have provided the material that makes up the "K". I am now in need of more good (or even mediocre) articles, because the back-log is about gone. So get busy out there. While the staple items are of course opinions, game reviews, and PBM ideas (please send PBM to Virgil Mugler first), I would also like to have more material on such subjects as game strategies, (such as Frank Freemon's excellent series on RC), game variants, personality profiles of gamers, and other, more esoteric topics. How about more articles from outside North America? Surly there must be something unique about the gaming in exotic climes, such as Cheshire. Remember, if you don't contribute I'll have to fill space with the cute sayings of my children and a schematic diagram of an electric die.

"How is the "K" distributed?" you ask. Well, the European region copies are shipped in bulk to Dave Taylor, who then mails them from England. I mail individual copies directly to everyone else, and I worry about delivery. I would appreciate it if those of you who live in Asia, South America, or Australia would send me a card and tell me when you received this issue. Remember, all changes of address (not related to a change in membership status) should be sent directly to me. In the United States, the "Address Correction Requested" on the front of the "K" is supposed to cause the Post Office to notify me (for a fee of 25¢) of a new address, but this only works if the Post Office has a forwarding address on file. Outside of the USA you're on your own if your address changes.

The "K" cannot accept advertising and I cannot print Swappe Shoppe or Bulletin Board notices for non-members. Also, please try to arrange games through the usual channels (MC or PD/OW) before advertising in the "K". This is not yet a problem, but I see a trend (unfortunately started by the president) and I just wanted to mention it before things got out of hand.

I know many of you won't consider playing a game that doesn't include Panzers, but I must recommend AH's Rail Baron. It is the best Monopoly-type (ie, move-around-and-buy-things) game I've ever seen. It's a good game to play with non-wargamers. I've devised a two-player variant that lets my wife and I play it, and she enjoys Rail Baron even though she doesn't like most wargames. So give it a try; if you have to, you can pretend that you're moving troop trains.

Jim Pratt

August 10, 1979



## NORTH-CENTRAL REGION

I probably won't say anything about Origins that differs that much from what others will say. Compared to last year, the location was the pits. The campus was hard to find and the exhibit area was not close to the rest of the area and was only accessible via personal auto or Army 6x6 trucks (they were recruiting this year). I was forced to leave early due to a pulled back muscle. (My days of climbing in and out of 6-by's has long since passed).

I have received a very interesting letter from George Young, Jr. on a proposed name for this column. As I like his suggestion, but I'm not sure if everyone else will, I am quoting a part of his letter stating his reasons for the title.

"I received the 14-3 K today and was giving some thought to a title for the North Central column. Obviously, most of the other columns are named after military-type subjects; "The Western Front", "The Barrage", and of course the recent yet infamous "Secretary-General." If you want to continue the military tradition, I've always wanted to see a column entitled "Panzerbarf." It sounds military, and is a more accurate description of war than anything else I've seen. It's not as grotesque as "Burnt Flesh & Broken Bones," and it isn't as silly as "The Turret" or something like that." I will now ask for any comments from the membership, and unless I hear any negative reactions, that will be our new title. "It helps

Continued Page 9

THE KOMMANDEUR VOLUME 14 NUMBER 4 AUGUST 1979

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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.



# The Secretary-General

CLASH OF EVIL ARMIES

- Frank R. Freemon -

The German commander wins or loses his Russian Campaign because of his actions in 1942. The goals attained in 1941 serve as jumping off points for the all-out offensive of '42. Germany might need 1943 to finish the job but if the Russian bear is not moribund at the end of '42, the Axis had better think about switching to a defensive posture.

Germany's 1942 goals can be expressed most simply:

1. Take and hold Moscow,
2. Corner and kill Stalin.

So easy to say, so hard to do. Probably Moscow has not fallen in 1941. With a little luck and sufficient determination Axis forces have taken Leningrad and forces from Army Group North are now available for the '42 assault on Moscow. The winter of 1941-42 should see movement of troops to supplied areas around Vitebsk, Smolensk, and probably Bryansk. Good weather sees these forces charge due east through the woods into Moscow. The compulsive German commander will be sure these forces are infantry, freeing his armor for big sweeps. Moscow cannot be held against a forceful German commander, no matter how bad the weather, no matter how unlucky the combat die rolls.

The German may become so engrossed in his first goal that he fails to plan ahead for his second and much more difficult goal. The very first priority for 1942 (perhaps it can be accomplished in late 1941) is to cut the north-south rail line so that Stalin must remain quivering in one corner of the map. Immediately after Stalin's freedom of movement has been restricted, probably by an armor sweep through Tula or Voronezh, shift forces for an all-out push for the final Russian bastion. If Stalin's hideout is Archangel, an armor dash along the north edge of the board is possible though some of the panzers will have to wheel around to open a rail supply line through the swamps east of Leningrad. Armor driving east from Tula can swing behind Moscow and, after its fall, push northeast across the upper Volga. You should probably take Gorki to secure your right flank, then move up next to Archangel, finishing off the Soviet dictator with stuka supported attacks in 1943. Leave Stalingrad, Saratov, and other southern cities alone, concentrating your forces on the important objective. On the other hand, if Stalin hides in Astrakhan, make no move toward Gorki or Archangel, but rather push all armor to the south, repudiating the actual campaign but with a more cheerful result.

So the priorities are formed:

1. Cut the north-south rail line.
2. Position forces for steps 3 and 4.
3. Take Moscow.
4. Kill Stalin.

The thoughtful German will plan ahead, undertaking step 2 as soon as possible, but keeping in mind that until step 1 is secure, Stalin can move the length of the board, throwing off the best laid plans.

The optional rule allowing off-board rail movement is certainly logical (it is especially crazy to think that the only rail line between Berlin and Bucharest goes through Soviet territory), but the use of this rule makes cornering Stalin much more difficult. The German must drive forward on a wide front, keeping all his options open, until he can cut Stalin's rail escape to the east. The basic principle still remains, once Stalin is isolated go for him with all the power you command. Protect your open flank against the gathering Russian hordes but don't confuse your goals by driving for an unneeded city.

I had a very enjoyable time at Origins V in Chester, Pa. This is becoming for many a summer ritual. This year I was blown away by die rolls in the AH500 and could thus avail myself of the ambience of the AHIKS dinner. In years past, we played Speed Circuit driving around and around Baltimore to find the restaurant. On Staten Island, Victory in the Pacific was our fare (Manchuria Scenario) as we went Chinese. This year we made it no farther than the Ponderosa due to the gas shortage (Indoor Survival). Next year we will renew our fellowship at the University of Delaware. I was able to get in some FTF gaming of AK with Jim Mueller and Lane Newbury.

Some curious things are going on in the hobby. Lane observed that at Origins I there were still quite a few Nazi freaks running around with the paraphernalia. Now these are replaced by the fantasy crew with the figures, T-shirts, etc.. This is probably an improvement!

I bought my daughter, age 5 3/4, a game of "Snit's Revenge" which is labeled for 8 years and up. For those of you looking for a way to introduce your kids to the hobby, this game is a good one. Actually, I think its unbalanced in favor of the Snits! The game involves the concept of movement and combat phase, die rolls for combat, and attack and defense - all in there most basic form.

The Russian campaign was almost equally subscribed with the AH500. For those in competition this appears to be the game of the immediate future. I am told that the B&G tourney was downgraded this year. It is sad, as I mentioned last issue, that the popularity of games waxes and wanes with little regard to intrinsic worth.

All in all, Origins V was a success for me almost because of the cramped quarters. All the board game tourneys took place in one large room so that you could keep in touch with all the boardgame players. Lots of AHIKS information sheets were passed out and I am receiving a steady flow of requests for applications. The dues from these new members will cover the cost of the forms. Thus AHIKS, like the government, can perpetuate itself through the sheer volume of paper work it generates!

Bruce Matson

July 18, 1979

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## LAW AND ORDER (cont)

only ask for those games you are really interested in. I would like to keep Pete and Harold happy by keeping the expenses low.

I also wish to thank Sam P. Liden for responding to my call for the first twelve issues of the General. As of now, I have all the information I need except for the General Vol. 1 Number 1. Anyone out there have this issue? Can you send me a copy?

Some of the rulings in the early issues of the General are primitive, and simply out dated and of little use other than as a look at the State-of-the-Art of that period. Omar DeWitt has pointed out that many of the original rulings are inconsistent.

Did you know that according to Vol. 1 Number 3, that in D-Day: "If surrounded, can parachute units fly away and escape?" The answer was "Yes." I could sure have used that rule in the past few turns of my present D-Day game. Please be reminded, that rule is outdated, and has since been changed. This type of ruling will be taken into account when I print up these early rules. I will be using some kind of dating system.

A call to arms. I need two more Rule Specialists. One for Kingmaker, and another for Chancellorsville. Please respond to this as soon as possible.

Sometime in October I would like to start a game of Stalengrad or Bulge. I'm going to try to carry this on as a class project. So if there is anyone out there wishing to play me, with the help of a sixth grade class, please let me know.

I would like to say that the majority of the memberships of AHIKS are very responsible, friendly and generous people. I hope we can always maintain these high standards. So far, it has been an enjoyable experience being Judge.

As for now - Good trouble-free gaming.

Ron Teleucky

July 26, 1979

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(K)

ades, Third Reich, Air Force/Dauntless, Conquistador, and Kingmaker.

The vehicle for not only setting up these games, but also for reporting on many of them, is the AHIKS multi-player 'zine, OW/PD. Publication is running about every 5 weeks. Cost to AHIKS members is postage only - you can sign up or get a sample by writing to Larry Fong, P.O. Box 11090, Oakland, CA. 94611.

Multi-player games are those with 3 or more players and a Game Master who runs the game. Note that I exclude the 3-way games handled by the AHIKS MC. I will work on setting up any multi-player game, not necessarily limited to those that are designed to be multi-games. If you have a good idea for converting a 2-player game into a multi-game, let me know and I'll start scrounging around for players.

Right now I have waiting lists for games of After the Holocaust, Air Force/Dauntless, Air War, Ancient Conquests, Atlantic Wall, Battles for the Ardennes (a multi-player mod of a 2-player game), Conquistador, The Crusades, Diplomacy, En Garde, Fast Carriers, Flattop, Grand Imperialism, Guerilla, Invasion America, Kingmaker, La Bataille Moskova, Machiavelli, Mighty Fortress, The Next War, Operation Crusader, Origins, Russian Civil War, Sinai, Star Soldier, Swords & Sorcery, Terrible Swift Sword, Third Reich, USN, Victory in the Pacific, Wacht am Rhein, War Between the States, War in the East/West/Europe, War of the Rings, Wellington's Victory, Wooden Ships & Iron Men, 1776 Campaign.

So, if you are at all interested in multi-player games (and they are fun), why not write Larry for a sample, or send him a couple bucks postage money and join the crowd. Once you do, let me know what it is you want to play and I'll start scrounging. By the way, I need people to be Game Masters also, not just players - I have enough requests and interested people that if everyone GM'd one game, there would be an awful lot going on - right now, it is the lack of GM's that hold things down.



## NORTHEAST REGION

I must apologize to the region for not having my column in the last 'K'. I sent it out, but to the wrong person (who I am sure didn't know what to do with it). It is a shame, because I had an interesting piece on Omar Dewitt's get-together in April, (a fun event which certainly deserved writing about, and I wanted to welcome the three new members to our region, Alan Kidd (Cranbury, N.J.), Paul Salabedra (Coast Guard), and Michael Weeks, (Newport, R.I.).

I just got back from Origins '79, and am anxious to share my impressions. I had fun, got in a lot of gaming, entered a few tournaments and participated in one mini-revolution when the Leipzig tournament director was quite late and the players (half of whom were AHIKS members) insisted on going on anyway.

But it was a disquieting experience for me too, as it suggested to me that I am quite out of touch with the rest of the hobby. If I had to name one game that was being played most at Origins, I would say Dungeons and Dragons, followed by Traveller, followed by various Science Fictions boardgames. Then there was an awful lot of Rail Baron, 1829, and games of that ilk. I don't think I would be wrong in saying that less than half of the games being played there (out of tournaments) were board wargames. Now, I don't mind role playing or science fiction games; I'll do either if I have the chance. I will even do Rail Baron, though I won't go out of my way for it. But I am basically a board wargamer, this is what I thought this hobby was all about and it is a shock to see myself in the minority. I'm having to reshape my thinking as to what this hobby is all about and how I fit into it.

Well, enough fulmination. All of you have a nice Summer, and if you're into a weekend of Terrible Swift Sword or Wellington's Victory, drop me a line.

Stephen Haas

June 26, 1979



AHIKS membership as of July 15, 1979: 478

## THE BARRAGE

We welcome this month yet another new member. He is Mike Hilton, 3622 Barcroft View Terrace, Apt. 204, Bailey's Crossroads, Virginia 22041. Mike is a medic with the Air Force and has played wargames since 1971. He was president of his high school wargaming club.

Your Regional Director had an enjoyable, if not particularly victorious, time at Origins 79 the weekend of 22-24 June. As always, this seemed like the best Origins yet, certainly in physical layout; and the tournaments, exhibits, dealers' booths, miniatures games and demonstrations, etc. were as usual colorful and tempting to extravagance. New and interesting games, and new game companies--many with promising products--continue to proliferate. Especially enjoyable was the now traditional Saturday night AHIKS dinner, at which close to a dozen of us gathered at the nearby Ponderosa for food and much talk of games. While most of those present were from eastern regions, AHIKSers from as far away as Texas were present. A good time was had by all.

Five of us attended the May 26 Washington-area get-together, again graciously hosted by Bob McLaughlin. Present, besides Bob and myself were John Brownawell, Dan Gallagher, and prospective AHIKS member John Wingert. With so few present, we all participated in a multi-player World War II armor miniatures game on Bob's impressive basement layout. John Brownawell and I had the German forces, facing Russian hordes commanded by John Wingert and Dan Gallagher, with Bob acting as umpire. At the end of the day, the Red hordes were much reduced and the Germans generally victorious, with the board well-littered with tanks topped by the tell-tale cotton-wad smoke clouds.

Good Luck and Good Gaming!

Graham Cosmas

July 9, 1979



## pbm

Virgil Mugler--

At present, we have the following PBM methods and play aids (PA) on file:

After the Holocaust (PA: multi-player)	Mech War '77 (PA)
Air Assault on Crete/Malta	Midway (2-player; 3-player)
Air Force/Dauntless	Modern Battles Quad (PA)
American Civil War	Napoleon at War Quad
American Revolution (PA)	Narvik
Anzio (PA)	North Africa Quad (PA)
Arnhem	Panzergruppe Guderian*
Arab-Israeli Wars	Panzer Leader
Bar Lev	Panzerkrieg
Battle of Britain (PA)	Patrol
Battle of Bulge (PA only)	Richtofen's War (PA only)
Blue & Gray Quad	1776 (PA)
Breitenfeld	Sieg of Constantinople (PA)
Cobra	Sniper (3-player)
Conquistador (PA;3-player)	Squad Leader
DNO/Unt	Terrible Swift Sword (PA)
Franco-Prussian War	Third Reich (PA)
Frederick the Great	Tobruk
Guadalcanal	Torgau (PA)
Island War Quad (PA)	USN
Jutland	Verdun (PA)
Kingmaker	Wacht Am Rhein (PA)
Kharkov*	War at Sea
La Grande Armee	War Between the States
Manassas (PA only)	Westwall Quad (PA)
	Wooden Ships and Iron Men

In addition, the following miscellaneous articles are available:

Battleworthiness	Multiple Die Rolls
Decimal ICRK Converter	Simultaneous Movement

A play-aid is usually a form or chart of some nature which helps organize the game. All of the above are available from Virgil Mugler at no cost.

It is my understanding that Mike Scott has prepared hidden unit cards for PGG and Kharkov which are now included with the game assignments. This should represent a major breakthrough in the PBM of hidden unit games.

Rich Locke passes along this suggestion: If a PBM sheet does not have room for the separate listing of forts or fortifications, the unit's position can be circled if in a Fort and boxed if in a Fortification.

Hate to keep on the same theme, but remember that this PBM Ideas project is a cooperative effort on the part of all AHIKS members. So if you've any PBM shortcuts, hints, or have developed some thoughts on the PBM of specific games, be sure to send them on to me so that all AHIKSers can become aware of your genius.



PBM 1776

- Bob Cross -

I. General Procedure

1. For PBM, hidden movement and the use of decoy counters is not recommended. To use these optional rules, sealed chits (SC) must be sent with each turn. All SC's would then be opened for verification at game's end.
2. Movement notation - formalized OOB sheets are superfluous due to the fact that it is only the strength by unit type in a given hex that matters. Hence, movement is best indicated by strength points, type, hex from and hex to; e.g., 4 CA: L22 - R17.
3. Notation of operations - the construction of extrenchments, forts, bateaus, magazines, etc. should be clearly indicated. Similarly, destruction or reduction operations, transport conditions, embarkation, and debarkation should be clearly indicated.
4. Forced Marches - after movement is finished, indicate forced marches. List the units attempting, the hex they're in, their intended destination hex, the additional MP being attempted, and the exact path of hexes travelled. A lesser MP result than desired will result in the unit(s) being moved that many MP's along the listed path. Include an ICRK for each attempted FM.
5. Combat - indicate the hex involved, any cease fire conditions, and the disposition of enemy units subject to possible capture. The cease fire condition may be conditional; e.g., if odds drop below 1-1, cease fire, etc. Supply conditions are handled as follows: (1) if both attacker and defender have supply units present, both are in supply; (2) if only the attacker has supply units present, the attacker states his supply condition as part of his combat listing; and (3) if only the defender has supply units present, two conditional chits are included by the attacker (the defender opens the one marked Supplied if he has chosen that supply state; the one labelled Unsupplied if he selects that state). Each conditional chit contains an ICRK and the unopened one must be returned. In all cases, supply conditions may NOT be changed once combat begins (this includes defender initiated combat). If cease fire conditions are used, a conditional chit must be sent for possible defender initiated combat. The opponent will resolve all combat in the order listed, completing all rounds in a given hex before moving to the next battle. Three ICRKs are required for each round of combat. The first determines the attacker's column on the Tactical Results Matrix (TRM); the second, the defender's row on the TRM; and the third (with all modifiers included) is used to determine the result on the CRT.

TACTICAL RESULTS MATRIX  
ATTACKER

D	1	2	3	4	5	6
E1	+1	0*	0	0*	0	-1
F2	0*	-2	+3	+1	-2	0
E3	0	+2	-3	-1	+2	0*
N4	0*	-2	+3	+1	-2	0
D5	0	+2	-3	-1	+2	0*
E6	-1	0	0*	0	0*	+1
R	* No further combat					

6. During the CSG scenarios, the Quarterly Interphase requires a separate mailing.

II. PBM Procedure

1. Phasing player
  - a. Verify previous turn's results
  - b. Place reinforcements
  - c. Execute movement/operations
  - d. List forced March attempts (include ICRK for each)
  - e. List attacks (may be conditional or changed by d. above)
    - i) hex
    - ii) cease fire condition (include conditional chit for defender initiated combat)
    - iii) supply condition (may require two chits; see I-5)
    - iv) captured unit disposition (if any)
  - f. Include one ICRK per attack. Non-phasing player will resolve all combat starting with the given ICRK for the Attacker's column number, the next in alpha-numeric order for the defender's row, the third for the round's resolution, etc. Conditional chits may interrupt this sequence, but the sequence should then be resumed until all combat in that hex is done.
  - g. Send to opponent
2. Non-phasing player
  - a. Verify previous turn's results
  - b. Verify opponent's reinforcements
  - c. Verify opponent's movement/operations
  - d. Resolve all forced march attempts
  - e. Note the effect of the forced march results on combat
  - f. Resolve combat in order listed as in II-1-f above
  - g. Initiate and resolve any defender initiated combat before going on
  - h. Proceed with your turn as the phasing player, remembering to return all results and unopened conditional chits to your opponent.

III. Special Quarterly Interphase in CSG

After resolving the American turn in the last month of the quarter (March, June, September, or December), the British player will return the results to the American player. The American then resolves his quarterly attrition, places or removes units, and sends this information to the British player who then proceeds with his turn. Note that on those occasions when the American has nothing to resolve on his last turn of the quarter, he can include his Interphase with his normal last quarter turn, thus saving a mailing.

IV. French Units and Naval Battles in CSG

1. Care must be exercised by the American in explaining French unit operations.
2. British player must be sure to provide a French unit ICRK when needed.
3. Naval battles require only one ICRK, not three.



UNTRIED UNITS - We've found a even better way.

Mike Scott(Jr. member of PBM Ideas Committee)

In the "K", 14-2, is an article I wrote on how to handle the untried units of games such as PGG and Kharkov. It is basically a two-chart system with the values "Hidden". After writing about that method, I approached several of our AHIKS officers with a suggestion that perhaps an even better way would be for our ICRKmeister to randomly scramble up the units on his computer, and then get someone to cover up the "Hidden" unknown strengths. Then only one chart per game would be needed. They liked the idea, so they volunteered ME to approach Carl Benton with the requirements for the sheets and then be ready to do the hiding of the numbers.

So, for PGG it's done! Carl has made up sheets which scramble the true unit strengths. By using a paint similar to that used on the game cards handed out at MacDonald's (and others), I'll have the numbers painted out. A coin edge will remove the paint and expose the value.

The PGG OOB Sheets and the counters you'll need to make up for the unknown units will use the following listings: For the Soviet Mechanized Units; use a double

letter for each unit, AA - UU, skipping only QQ. (There are 20 units, but only 11 get used in the game). For the Infantry, A1-Z1, A2-Z2, A3-Z3, A4-C4; skipping once again all Q's. This gives the 78 original units, but the reinforcements you'll have to do yourselves, since they depend upon the eliminated units.

When a Match of PGG is made, each player will be sent one of these sheets along with the ICRK's. The player who has the Soviet forces will send his sheet back and forth with every mailing. As the units are thrown into combat the attacking player will expose the units so as to make his proper combat directions.

These Hidden units sheets will also be made up for other games, if and when there is a sufficient number of game requests. At this time we know of only Kharkov needing these. So if you have another game please write to the Match Coordinator, and as he sees the requests he will start the ball rolling.

(K)

PBM for Air Assault on Crete/Invasion of Malta - 1942  
- Ron Rich -

#### Prepare for Play

1. Axis player states 5 turns of possible sea invasion, stating the convoy and its beach destination for each. The actual arrival turns are placed in a chit. For Malta, it is necessary only to list two possible turns of arrival.
2. Axis sends this information to the Allied player.
3. Allied player initials the seal on the Axis chit.
4. Allied player lists hex number and number of units on each hex including decoys. Example: P27 - two; R28 - one, etc.).
5. Allied player lists actual setup by unit in chit. Once Allied units are exposed, they remain exposed since there is too much paperwork otherwise. Players should note, however, that this is an option if they want to put up with the additional paperwork.
6. Allied player sends #3, #4, #5 to Axis player.

#### Axis Mailing 1

1. List aircraft missions and ICRK for each bombardment attack.
2. Place air assault units, listing a starting ICRK for possible drift and combat.
3. List ICRK for sea movement if applicable. Assign each unit in the convoy a letter and place in a chit. List the letters used on the chit.
4. Mail this information to the Allied player.

#### Allied Mailing 1

1. Resolve Axis air bombardment attacks.
2. Adjust drift, factoring in AA units. All AA units that fire are considered exposed from this point onward.
3. Resolve drift combat and retreat Axis units per Axis player instructions. Drift combat is resolved in alpha-numeric order according to hex number only after all drift rolls have been made.
4. List ICRK for sea movement if applicable. Choose appropriate number of letters from Convoy chit in order to determine which units are affected if the result is  $\frac{1}{2}$  Elim or  $\frac{1}{2}$  Abort. Initial Convoy chit and return unopened.
5. List starting ICRK for possible CD fire to be resolved in alpha-numeric order by attacker's hex and defender's hex. Example: CD in A15 fires before CD in C6, target in B2 is fired upon before target in X17.

#### Axis Mailing 2

1. Resolve sea movement. If decoy or unsuccessful, report nothing. If  $\frac{1}{2}$  Elim or  $\frac{1}{2}$  Abort, report which units are affected and list landing hexes. Return Convoy chit to be opened only if  $\frac{1}{2}$  Elim or  $\frac{1}{2}$  Abort result.
2. Resolve CD attacks as in Allied Mailing 1 - #5.
3. Move units, listing unit designation, starting hex/finishing hex. (Never on Turn One).
4. List attacks in order desired.

#### Allied Mailing 2

1. List defensive artillery attacks. Firing units are henceforth exposed.
2. List exposed units.
3. List ICRK for each Axis attack; give instructions for every possible outcome.

#### Axis Mailing 3

1. Resolve Allied artillery attacks.
2. Adjust combat odds and resolve Axis attacks.

#### Allied Mailing 3

1. List movement, using unit designations for exposed units and just starting hex/final hex for inverted units. All inverted movement must be recorded by unit designation in a chit to be opened at the game's conclusion.
2. List attacks in order desired, giving an ICRK for each and instructions for every possible outcome.
3. If Axis has artillery on board, do not list an ICRK for each attack but send to Axis for possible Axis defensive artillery fire.

#### Axis Mailing 4

- (Skip if Axis has no artillery on board or in range)
1. List defensive artillery attacks, giving an ICRK for each.
  2. List ICRK for each Allied attack; give instructions for every possible outcome.
  3. List ICRK for armor reliability.

#### Allied Mailing 4

1. Resolve Axis artillery attacks.
2. Adjust combat odds and resolve Allied attacks, taking armor reliability into effect.
3. List any more exposed units.
4. List ICRK for armor reliability.
5. Send to Axis for combat resolution if Axis - 4 has been skipped.

Repeat as necessary until game's conclusion.

Note that any one game-turn will probably not require all these steps. For instance, Malta does not require a sea movement roll while many times, an opponent will not have artillery within range thus saving a mailing for defensive fire.

It is recommended that para drops be conducted by companies in both games. Since this is a change in the Malta rules, here is my reasoning:

1. Speaking from experience as a former paratrooper with both the 82nd and 101st Airborne Divisions, Airborne assaults are at best total confusion. Reorganization on the drop zone is extremely difficult with units and HQ's being spread all over the place. Having battalion sized units drop as a whole simply does not accurately portray an airborne assault.
2. Since it is also more realistic to have to co-ordinate air and armor support with ground attacks without knowing the results of the supporting arms attacks, I have slightly altered the place at which armor reliability is resolved.

(K)

PBM Continued Page 7

#### THE VICE PRESIDENT

ORIGINS was enjoyable for me, although somewhat disorganized. There were complaints that the exhibition hall was too far from the rest of the convention. One could walk two miles or take an Army truck, which ferried people back and forth. There were a few rumors that several truckloads of 18-year-olds did not return, but the ROTC guys driving the trucks disclaimed any knowledge...of anything. A large number of the tournaments got intermingled with each other and diners. Trying to start a tournament among all the noise and cluttered tables was a chore. Bruce Maston did a fine job of organizing AHIKSers. He had a sign-up sheet and distributed red stickers, which helped up pick the wheat from the chaff and say hello. 16 of us got together for dinner on Saturday; the only problem there was Joe Seliga telling WASP jokes. Next year the same people will be holding ORIGINS in Newark, Del. at facilities especially built for conventions.

Omar DeWitt

July 4, 1979

(K)

#### SWAPPE SHOPPE

AHIKS members only: 30 yrs. war, Oil War, Tank, 6th Fleet, R.i.t. East, Cobra, PGG, Dixie, PB, WWI, E isR, kFP, Raid, CA. fair, nb. One to a person; cost is only postage. Richard M. Locke, 2232 Westley Ave, Evanston, IL. 60201

# REVIEWS

STARTREK

- Jerry Scott -

A few years ago, I remember reading an article by Tom Oleson about a far distant future in which a black box will allow wargamers to play games that are realistic and don't require a lot of busy work. At the time, I thought that would be very far off. I was wrong. My friend has just bought an Apple II computer and brought it over to my house for a demo. In five minutes StarTrek appeared on my TV screen. The rules are very simple: there are 45 or so Klingons (we changed that to 100) and three bases (which we changed to 20). The Apple asks you for command?; since the goal is to kill Klingons in three years or less, the first thing you want to do is go to a sector (there are 64 sectors in an eight by eight pattern) which has Klingons. Command one navigate; Warp or ion drive? Warp one sector over to where the long range sensors have picked up the enemy. As soon as you enter a sector, all Klingons fire their phasors at you. No problem since your screens should hold on the first round. Now you get some choices: fire your phasors, fire your photon torpedos; move by ion drive; probe the enemy ships to see how much energy they have; or go to the on-board Enterprise computer (I'll call him Hal). Hal enables you to lock on targets, either with your phasors or your photon torps, and set in a course. When you use Hal you can move and shoot at the same time. This is very beneficial, since the Klingons will be firing back at you. Photon torpedos do 500 points worth of damage, and once your screens (which start out at 2500) are down, hits result in various damage: you lost your long range sensors; or Hal is out for .45 years, etc. I played my first few games without using Hal, and found out the hard way if you shoot, you are going to take quite a few hits, and if you move, you can't shoot. (A nice trick if you aren't using Hal is to move directly between two enemy ships, then move out next turn. If things go right, the enemy shoots photon torps and they hit their own ships). Once the Klingon ships have fired all their torps (they get 3 each) you should have an easy time in killing them off. The Enterprise carries 10 photon torps and when they are gone you would be wise to move to a base for resupply. The first few games I played without Hal ended up with the Enterprise destroyed. Even with Hal, you can get in trouble if you move into a sector with 8 or so Klingon vessels. It is just too hard to avoid all those torps, and even though the Enterprise is a great ship you can still blow it. Once your available energy goes negative you won't even have enough time to inform Starfleet that you are in trouble.

In all, Startrek is a great game and I can't wait until I get my own copy. Now the bad news, the cost: My friend told me but I am not sure what he said (the shock blanked my mind). I do know he had to take out a bank loan, as the basic computer and monitor is around \$1000 (give or take a few hundred.) His system had all types of goodies you really didn't need for Startrek, such as extra memory units (\$600 for two) and a black-and-white monitor for \$200, (you can use your own TV, but the picture was not at all sharp on my color set). I do expect the price to come down, and if it does not, I expect you can someday get the same game on an inferior but cheaper unit. (Radio Shack has one for around \$600.)

I would also like to mention to Tom Oleson, whose last recorded location was Spain, and to everybody else who wrote about the letter of mine that was published in the General. The letter they published sat in their files for over two years before they published it. I still don't care for Anzio, but I realize those who do like it are a loyal and dedicated lot, so I promise not to say anything bad about it in print again. Now will you please remove those Panther Tanks from my driveway. Thanks...

K

- Richard Locke -

Chariot: (3000-500BC) S.P.I. Inc, 257 Park Avenue South, New York, N.Y. 10010 - \$12.00.

This is one of the Prestage (Pre-Seventeenth Century Tactical Game System) series of games which unifies five older games: Armageddon, Phalonn, Centurion, Dark Ages, and Renaissance of Infantry. Some of the first recorded battles are included, although less is known about the order-of-battle. The armies of Hittites, Babylonians, Syrians, Assyrians, Cimmerians, Egyptians, Romans, Persians, Lydians, Judeans, Etruscans, Aequi are included.

Combat is by melee and fire. There is a special flanking attack. Combat results are elimination and disruption. There is no retreat. Leaders are very important for movement and combat.

Optional rules include panic, facing, retreat before combat, and simultaneous movement.

One is Qargar (854BC) where an allied force including the Kingdom of Israel, delayed the Assyrian conquest of Palestine and Syria for 100 years.

The other is Armagedon (609BC). The last of the notable Pharaohs Nech II (610-595BC) invaded Palestine after the fall of Assyrian Empire, at the battlefield of Armagedon (a favorite battlefield). The Hebrew Kingdom of Judah was defeated in the hills, trying to protect the fertile fields beyond.

K

PBM (cont)

PBM System for Air Assault on Crete

- Don Eisan -

Many of today's war games do not lend themselves well to PBM. This is unfortunate. I must admit to being a game player first and a simulation advocate second, but even with this admission, I feel that the few changes made to the rules to simplify the game for PBM can be justified from the viewpoint of simulation.

**ALLIED SET-UP:** The Allied player lists all his units at the start of the game with their location hexes. He prepares a copy to send to the Axis player in a sealed envelope for him to initial and return unopened. He also prepares a listing of occupied hexes to be mailed to the Axis. I find it helpful to use a reduced hex map of the six sectors with an "X" marked on the occupied hexes.

**AXIS FIRST TURN:** After the Axis has received the Allied initial set-up, he then prepares his strategy. He prepares a list showing the turn of arrival and destination for each of his two planned convoys. He places this in a sealed envelope and indicates on the outside the possible turns of arrival including three false turn indications. This will be initialed and returned unopened by the Allied player. This sets the stage for the game to begin. Should aborted units precipitate the need for the emergency convoy, the same procedure can be followed on a later turn. The Axis then starts the game by listing under his set-up column of his OOB sheet the initial drop hex for his units. He will also indicate the location of his air operations by indicating their hex location for the next turn. Under the combat section, he would list any air bombardment attacks and list his ICRK selections. On a separate sheet, he should also indicate the starting ICRK column for his drift resolution. The Allied player resolves this by following the order of Axis units listed on the OOB. The Axis should also pick another ICRK column that he wishes to use to resolve any drift combat. The Allied player then resolves combat in alpha-numeric order according to the hex of combat.

**FOLLOWING AIR ASSAULTS:** The same procedure can be followed on the other air drop turns. The only additional details that would vary will be covered under the procedure for handling defensive artillery fire.

**INVERTED UNITS:** This is the only area where we have departed from the rules in the game. There is also some justification for these changes. It is hard to believe that after the turn of drop in a sector, the Allies would have an advantage over the Axis in the so-called "Fog of War". When you consider that the Luftwaffe controlled the skies over Crete at this time, it would seem that if any advantage existed, it should be on the side of the Axis. With this in mind - and to keep PBM clean - the following rules apply:

1. Artillery and anti-aircraft units are turned face up and identified on the OOB by the Allied player during his movement phase following any turn that the units were used in defensive fire including use against airborne assault and against any air strikes.
2. Artillery and light AA firing as ranged artillery must be identified on the turn they are to be used in combat.
3. All units that intend to move on a given turn must be turned face up and listed on the OOB with their starting hex under the set-up column and the hex to which they move under the current turn's column.
4. Once a unit is identified, it remains face up and its movement is recorded for the remainder of the

- game. It can never be inverted again.
5. The above applies to non-combat units as well as combat units. The only exception is non-combat or combat units in a hex with AA or ranged artillery units that must be identified because of artillery or flak fire. If the other units have not moved and are not in an EZOC, they may continue as inverted or hidden units.
  6. Remember that the game rule concerning EZOC still applies and all units under those circumstances must be listed and identified and remain so for the remainder of the game.

To summarize this basic rules change, a unit counter that fires as AA or ranged artillery, enters or is in EZOC, or moves, has its position revealed and may no longer retain its hidden status.

**AIR BOMBARDMENT PHASE:** Since this phase is conducted at the same time as movement and combat, some provision must be made for conditional results. For example, if you attempt to neutralize an artillery or AA position near a designated attack, you may indicate that you only wish to engage in that attack if the air attack was successful. ICRK selections should be made for each possible air bombardment or neutralization attempt. In the case of inverted units and blind bombardment attacks, the units in the hex of attack must be identified only if they are destroyed or neutralized.

**EXCEPTION:** In the case of an attack on an inverted AA unit, it must be assumed that the unit would respond with flak fire and therefore must be identified regardless of the result. Planes used on interdiction missions may cause the units in the attacked hex to be identified provided the interdiction is successful. In other words, if the interdiction of a hex prove unsuccessful because of the presence of AA units, the planes are considered to be driven off before they would be able to observe what - if any - units were present in the hex. Any AA units used to drive off interdicting craft are identified.

**DEFENSIVE FIRE:** With the limited number of units available in a sector for defensive fire, it should be possible to anticipate the action and the attacker provide ICRK selections for the results. For example, the Heraklion sector would have two ranged artillery units, while Retimo would have one, Suda and Maleme two each - leaving one light AA unit for placement anywhere. The Axis would pick the number of ICRK selections to be used by assigning an ICRK selection to each possible unit in an area and an additional selection if the attacker wishes to combine his factors into a single defensive fire. While this may result in the defender having some advantage in determining the result before he assigns defensive fire, this is easily overcome. Simply use small coin envelopes in which you indicate the ICRK selections while labelling the outside with the conditions for its use. For example, one envelope would contain the ICRK selections for individual unit fire while the second envelope would cover the combined results selection. Since the defender must return one envelope unopened, the results could not be anticipated.

**CONVOYS AND COASTAL DEFENSE FIRE:** A sealed envelope should be sent on each turn that an invasion is possible based on the Axis initial strategy plans. The outside of the envelope would contain an ICRK selection for use on the Sea Movement Table. Only if the result could mean an amphibious landing is possible is the envelope opened. The envelope would then contain the following: In order to allow for  $\frac{1}{2}$  Elim or  $\frac{1}{2}$  Abort results, give each unit in the convoy a number from 1 through 6 (in the case of the second convoy, two units would have to have the same number). A starting ICRK would be indicated and the defender would check the ICRK selections thus assigned. If the "die" result is the number of a unit, then that unit arrives and is placed on the landing box also indicated. This process is continued until the correct number of units have arrived. Remaining units whose numbers have not been picked are returned to the proper aborted or eliminated box. The same ICRK column is then used to resolve coastal defense fire if any. This is handled the same as drift combat; CD units fire in the order of their alpha-numeric hex locations, targets are fired at according to their alpha-numeric order.

**GENERAL COMMENTS:** Only one area requires some trust on the part of both players. In drift combat situations, DR results would be executed by the Allied player. He should, of course, place the retreated unit on the most favorable hex for the attacker. I have not found this to be a problem. Should the situation arise you can return the Allied player's move and ask him to

relocate the unit(s) in question and resubmit his turn. This system is designed to limit each turn's mailings to one per side. You may wish to modify this to give you more control at the cost of extra mailings.

So far we have covered everything except for the handling of inverted units after the Axis has completed its airborne drop in a sector. In the case of non-combat units, they may remain inverted (hidden) unless they meet one of the conditions for being exposed. Even though these units remain inverted, they should not be listed or shown again after the initial set-up. Since they have no ZOC, they are subject to elimination if an Axis unit is adjacent or in the same hex with them. They must be listed by the Allied player if they are eliminated.

In the case of combat units that are not required to be identified, they must still be accounted for. As part of the Allied movement phase, he should list any hexes that contain Allied combat units remaining in a hidden state. Their identities should not be revealed. This also includes Decoy counters since they restrict movement of Axis units until they are identified as such after movement or combat.

Since most wargames of recent vintage require some modification or multiple mailings to be handled successfully in PBM, this system should be treated as a guide. You can pick and choose the degree to which you wish to use it. Just make sure that your opponent is using the same guide lines before you begin play.

K

## OPINIONS

- Tom Oleson -

Some reactions to Don Eisan's letter: the young man he met who criticized Russian Campaign has a lot of company, but when you ask what game on the Russian Front is better than the "poor and inaccurate" Russian Campaign, they come up blank. Oh, some will say Drang Nach Osten, if only as painstakingly modified, but really Russian Campaign and Drang Nach Osten are so different as to be incomparable.

I don't think Don needs to worry that games "in the classic mold" will disappear. The monster games are more discussed and boasted about than played. The warm reception given AHIKS' new Malta and Crete games is another example. Also, SPI's manageable new Ardennes Quad will no doubt be played a thousand times for every time their gigantic Wacht am Rhein is played; I ought to know - I spend 120 hours to play 1/3 way through the latter!

I have been among those bewildered over the flood of games, but I haven't been able to answer this question: I don't mind that records are made to which I will never listen, movies filmed I'll never see, and books I'll never read - So why should I mind that I can no longer keep up with all the games?!

K

- Harold J. Horne -

One thing almost touched on by Lou Jerkich in his discussion of rolling the dice oneself is the die itself. Each die is different and none are perfect. Thus, when each player is using his own die, the battle results may be less random than the ICRK die rolls would be. In other words, one player's die might be heavy on the six side (thus, generating more ones) whereas his opponent's die may be just the opposite. In games where the die is supplied, this should even out; but, if one buys many games from SPI where the die is not supplied, a player would have a propensity to select a die which he/she knew had a tendency to give favorable results in the game to be played. Many players would deny doing this and I wouldn't question their veracity but I would question whether they really knew consciously why they selected a particular die for a game.

K

## SWAPPE SHOPPE

For Sale or Trade: WSIM, D-Day, Barbarossa, Hilter's Last Gamble, Brandy Sta.; all new wb. Gary Hill, 1507 Ridge Ave, New Castle, PA. 16101 (412)654-9335.



# FROM THE MATCH COORDINATOR

I. Several events have taken place since my last column and at this point in time I am pressed for time to get this issue in the mail for the next dead-line. (Got the word Jim)! So I shall try to cram in as much as I can to insure of getting the message out.

A belated Happy 4th of July Birthday to all my fellow members of AHIKS and I wish you good comradship and fun wargaming. Thanks to all those members who have sent me their kind words for the effort they say I have done. I wish to share that praise with the MSO Carl Benton, without whom my efforts would be nil.

There seems to be a misunderstanding as far as the AREA section of the match request form. To clarify; the AREA MATCH REQUEST is intended to match AREA rated persons under the Avalon Hill rating system AND to match rated persons under the AHIKS rating system. Further it is also to match two rated individuals in a particular game requested by those individuals but who do not desire to be rated. (The why's of this I can not answer).

Omar DeWitt and I had a very enjoyable 3rd of July outing in my backyard over a game of Panzer Armees Africa; took us all day but we ended in a draw. Looking forward to his get-together next year.

## II. ADMINISTRATION:

Whilst looking over the latest "K" 14-3, I noticed that new members were received, however as of this issue I have not received the IRCKMEISTER DATA SHEET from the RF's. As a reminder, all new member's IRCKMEISTER DATA SHEETS are to be sent to the MC ASAP upon completion; this is to prevent delay in any match request for the new member. PLEASE FOLLOW THROUGH ON THIS, RD's.

IMPORTANT: There will be times when the MC will refer to certain section of a particular "K" and there will be members (New) who have not received it. In this event please write me for details. Further: In the event you have completed a Match set and you desire to be re-matched again in that same game, then please so indicate with your returned completed IRCKS, otherwise the MC will not renew already completed matches unless he receives a new match request form.

III RATINGS: As promised, here are the full membership ratings as of 15 May 1979. Those not listed are members who either have not desired to be published or have not informed the MC that they desire to be published. There may be difference in the total score, but many ICRK sheets have not been received as is needed to properly up-grade the scores.

To clarify the system a bit, a Match is two games but when computing the win/loss each game is individually scored at the same last-rated level. (i.e.; say a non-rated member starts with 1400, and loses the 1st game. His opponent is 1200 and wins the 1st game. The difference is 200. Since the higher-rated individual lost the game he is penalized -85 and the lower rated individual is awarded +85. Now lets say that the higher-rated individual loses the second game. Rather than compute all ratings again the initial ratings are used, so that we again have -85 for the higher rated individual, which is combined with the first game loss for a total of -170, this subtracted from 1400 will give him a total non-rated score of 1230. The winner of course would benefit by +170 brings him to 1370. I feel that a permanent 1400 score to be used in computing after a first game played would not be fair to those who play continuously.

The fixed rating given to a member who is not a member of the rating system (AHIKS) is meant to be fixed only at start. If a member newly joins the society and he does not desire to be rated he is given a 1400 score to start; this score however would be reduced or raised based on his games played, and adjusted but not published. However, if a regular member decides to no longer be rated or published he returns to the non-rated status with the score he had at the time of change.

1. T. Olson	2065	61. L. Deck	1320
2. T. Eller	1990	62. C. Egli	1320
3. D. Burdick	1965	63. S. List	1320
4. K. Mills	1865	64. A. Dempsey	1315
5. L. Newburry	1860	65. W. Nuffer	1315
6. B. Maston	1750	66. P. Licause	1310
7. B. Davidson	1740	67. D. Turansky	1305
8. J. Drummond	1735	68. L. Bowie	1300
9. W. Hopking	1730	69. J. Burt	1300
10. R. Teleucky	1730	70. T. Thornson	1300
11. J. Dough	1720	71. R. Windsor	1300
12. R. Piotrowski	1705	72. J. Pierce	1295
13. D. Knepper	1690	73. G. Hastings	1290
14. B. Townsen	1670	74. J. Long	1290
15. F. Helfferich	1655	75. P. Truesdell	1285
16. D. Grant	1650	76. R. Woloszyn	1285
17. M. Yardwood	1630	77. R. Fortier	1285
18. L. Kelly	1585	78. L. Rhodes	1280
19. C. Hoover	1570	79. W. Biess	1280

Continued Page 10

to have a sense of humor."

I have received several requests for a regional newsletter. First I must say that I do not have time to handle such a task, and second, there is really not a need. The "K" does a very good job of communicating information and news. If you have anything to say, just write it up and send it to Jim.

It seems that we all use our columns as a soap box, and I'm going to be no different than anyone else. My subject area is to be Jim Pratt's editorial on computers and a minor dig at SPI's errata (sorry about that Jim). The first is about computers. I own one and have no regrets about buying it. Part of what Jim says is true, there is a lack of Software (programs) for game playing, buy they are starting to show up. I have seen a program for a game that resembles Alpha-Omega called "Star Fleet Orion" that has several scenarios plus data to design your own. There are also several programs of the "Dungeons and Dragons" type. One of our own members, Harvey Grove, has written a program for "Submarine", and I'm sure there are more of you out there with other programs you are willing to share. I had several, but have just switched from a "TRS-80" to an "Apple", and have to rewrite them. Programs for one computer are not usable directly on another type, which is a draw-back. However, computers are the wave of the future and I'm enjoying mine now! Now as far as SPI's inability to produce error-free games I call your attention to "Wargame Design" NR. 2 page 8. For those of you who do not have it, it goes like this. In the top left quarter page is an ad stating that: "Good design means more than errata-free rules" and the rest of the page is devoted to rules errata for the same game. I read (a lot) in the Game Magazines, digs at one company or another for their so-called lack of care or responsibility. What I'm saying is that every company has its good points and its bad points. I enjoy games from all of them and I am not against constructive criticism, but it is unfair to any of them to label all of their products as lacking, simply because you do not like some aspect of their operation.

Now that I'm off of my soapbox, I would like to welcome 7 (yes that's right, 7) new members. They are Allen Glickman, Upper Darby, PA; John S. Jones, Salem, IN; Thomas Rezack, Cleveland, OH; Donald Chinnery, Waupaca, WI; Jay Somerville, Pittsburgh, PA; Michael Stanlye, Columbus, OH; and Bob Arko, Monroeville, PA.

William L. Wolf

August 5, 1979

K

## SWAPPE SHOPPE

Games: '69 & '74 Anzio (w/variants, AH rulings) \$20; AK, Battle of Bn't, Jedko's Russian Campaign, Kasserine Pass (1sted), \$5 each or will trade for WW II games, Also books for sale. Stuart Schoenberger, 240 Stephen St., No. Bellmore, NY 11710.

S&T games with magazine: Raid, PTAH, Battle for Germany, Tank (with expansion kit), E is R, Fall of Rome, Dixie, ACW, SofC, Crusades, R.i.t. East, all excellent cond., nb. Also 3 pads of PB 8x10 reduced hex sheets. John D. Dough, 26 Mary St. Lodi, NJ 07644

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141. A. Gopin	1200	220. J. Woodbridge	1200
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150. M. Hearne	1200	229. T. Rosemann	1165
151. B. Hilton	1200	230. D. Lay	1160
152. K. Hoffman	1200	231. J. Mueller	1155
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154. D. Hughes	1200	233. C. Duval	1150
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158. E. Kappler	1200	237. T. Zadek	1140
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162. R. Lidgren	1200	241. P. Richards	1120
163. C. Lodholm	1200	242. W. Newell	1120
164. R. Logsdon	1200	243. W. Compton	1110
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166. K. MacDonald	1200	245. T. Fowler	1110
167. D. McCarty	1200	246. G. Young	1110
168. W. McGugan	1200	247. H. Buchanan	1105
169. J. Mele	1200	248. C. Collins	1105
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171. C. Michael	1200	250. A. Johnson	1090
172. B. Miller	1200	251. J. Seliga	1090
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174. L. Moore	1200	253. D. Aylesbury	1080
175. T. Mortensen	1200	254. N. Nickolson	1080
176. E. Murdock	1200	255. W. Decker	1070
177. G. Murphy	1200	256. J. McArdle	1070
178. C. Neely	1200	257. G. Sauer	1070
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180. T. Paul	1200	259. M. Hicks	1060
181. R. Peguero	1200	260. M. Hunt	1060
182. D. Pellow	1200	261. M. Scott	1060
183. G. Pressler	1200	262. R. Locke	1040
184. J. Pyle	1200	263. F. Nau	1040
185. D. Reed	1200	264. A. Beckner	1025
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188. D. Roberts	1200	267. G. Rogowski	1020
189. D. Rod	1200	268. A. Minarro	1015
190. K. Roher	1200	269. B. Feathers	995
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192. L. Sage	1200	271. D. Rhode	980
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194. L. Sandmann	1200	273. W.E. Hill	950
195. D. Schiff	1200	274. D. Plank	950
196. P. Selzer	1200	275. R. Schelper	935
197. M. Sheinberg	1200	276. R. Snyder	905
198. J. Signoriello	1200	277. J. McAmis	780
199. P. Siragusa	1200	278. R. Sylvia	760

The above represents only those members who desired to be published. If you do not find your name and rating listed and you desire to have it published please write me and request it. European members are not being published at this time. (except for a few.)

IV. MATCH REQUEST:

a. OPEN REQUESTS: 1776 (1); 1914 (1); Assault on Crete (1); Anzio (1); Air War (1); American Civil War (1); Battle for Germany (1); Battle for Ardennes Quad (1); Battle of the Bulge (1); Blizkreig (1); B/G I (1); B/G/II (1); Break out and Pursuit (1); BreitenField (1); Burma (1); CA (1); Cobra (1), Crimean Quad (1); Cromwell (1); Cross of Iron (1); DD-77 (1); Firefight (1); Flattop (1); Frigate (1); Fury in the West (1); Greenfields Beyond (1); Great War in East (1); Island War Quad (1); Korea (1); Kowima (1); LaBataille De Preussich - Eylan (1); Malta (1); Modern Battle Quad (1); Nap at Bay (1); Nap At War (2); North Africa Quad (1); Panzer-44 (1); Panzer Gruppe Gurd. (4); Patrol (1); RAFIA (1); Rifle and Sabar (1); Road to Richmond (1); Russian Campaign (1); Saratoga 1777 (1); Sinai (1); Star-Soldier (1); Submarine (1); Starship Trooper (1); Their Finest Hour (1); Thirty Year War (1); Trafalgar (1); Verdun (1); Winter War (1); Victory in Pacific (1); War Between the States (1); Watch Am Rhein(1); West Wall Quad (1); WW-1 (1); Guadalcanal (1); War in West (1); War in East (1); War in Europe (1).

b. NEW MEMBER REQUESTED MATCHES: After each title is the initials of the new member who requested the match; if it is no longer desired inform MC.

Alpha Omega (DR); Arab-Israel War (JG); Armageddon (DGA); Bismark (MBH); Borodino (BM); Conquest (DR); DAGC (DGA); Emperor of China (DR); Frederick the Great (BM); Fulda GAP (RS); Imperium (DR); Kingmaker (BM); LaBataille de La Muskova (RS) and (BM). Lufwaffe (BM); Machiavelli (BM); Next War (BM); Outreach (DR); Pz Gp Gurd (RS) and (JG) and (JW); Russian Campaign (PS); Sniper (DR); South Africa (BM); Squad Leader (RS) and (EM); Third Reich (BM) and (PJS).

c. THREE WAY REQUESTED MATCHES: If you are interested in a match requiring three persons with or without a gamemaster/monitor this is your area.

Air War (EM); Patrol (DRL); Frigate (LF); Air Force (LF); AF/Dauntless (LF); Midway (DEM).

d. OPEN TO NEW MEMBERS ONLY: Those matches listed below are from experienced PBM members who are willing to impart their knowledge to new members.

Battle of Bulge (JP); Battle for Ardennes (SP); Anzio (JDS); Africa Korp (EK); AF/Dauntless (NA); Air War (EM); Air Assault on Crete (RS) (SPI); B/G-I (RG); Breitenfield (GLL); Burma

(SS); Chariot (RL); Cromwell (WHO); Flattop (CE); Fr-40 (JR); Frigate (AL); Fury in the West (JW); Great War in East (MJS); Island War Quad (AL); Kowima (SS); Modern Battle Quad (AL); Nap at War (AL); Nap Last Battles (AL); North Africa Quad (AL); PZ Blitz (JR); Rifle and Sabar (WC); Road to Richmond (AL); Russian Campaign (RT); Saratoga 1777 (JW); Starsoldier (SL); Thirty year War (AL); TRAFALGAR (JW); Verdun (AJ); Victory in Pacific (AL); West Wall Quad (AL); White Bear/Red Moon (DR); WS&IM (EM).

e. **MULTI-PLAYER MATCHES REQUEST:** Any one desiring this type of match please write in stating game desired. Crusades (DLMc); Frigate (WC); LaGrand Arme (WC); NATO (DLMc); Submarine (DLMc); Rifle and Sabar (WC); WS&IM (EM) and (WC); Third Reich (DLMc).

f. **EUROPEAN REQUESTED MATCHES:** USA/Canada to Europe Air War (EM); Burma (SS); Firefight (AL); Amer Civil War (AL); Frigate (AL); PZ-44 (AL); Chariot (RL); Fury in the West (JW); RAFIA (RS); Cromwell (WHO); Island War Quad (AL); Kowima (SS); Modern Battle Quad (AL); Nap at War (AL); Victory in Pacific (AL); Road to Richmond (AL); Their Finest Hour (WDP); Thirty Year War (AL); TRAFALGAR (JW); Verdun (AJ); West Wall Quad (AL).

g. **USA/CANADA REQUESTED MATCHES:** Europe to USA. These matches are requested by Europeans to members in USA/Canada. Anyone interested contact David Grantham 1979 Main Road, Bilton, Hull, Humberside, Hull 4AA. Matches are from European Region Newsletter, Mar 79. For the benefit of the Members who do not receive the European Newsletter. ARNHEM (DC) and (AK); Brietenfeld (FD); Cobra (JT); Crete/Malta (JBS); Crimea (SB); 1776 (SDT); Crusader (FD); Drive on Stalingrad (JT); Firefight (RP); Fr-40 (JT); Fulda Gap (RP); Greenfield Beyond (DD); High way to the Reich (RP); Kasserine Pass (PG); Kharkov (AK) and (JT) and (RC) and (PB) and (SDT); NLB (JT); NATO (JT); Normandy (JT); Ligny (SDT); Overload (BC); PzBlitz (PB); PzGpGrd (JT) and (GL); PzLeader (JBS); Patrol (PB) and RC (AE); Sniper (JBS); SQ LDR (RP); SINAI (JVR); Super Charge (JS); Tannenburg (AK); 3R (JT); Thirty Year War (SB); War Between States (DD); War at Sea (SB); Waterloo (AE); Korea (JVR).

h. **AREA MATCH REQUESTS:** These request are not necessarily for Avalon Hill rating system, (although may be), but are for those members who desire to be matched with AREA members only. They may be rated under AHIKS if presently under the AHIKS rating system. Assault on Crete (BS); Air War (EM); BB (JP); Chariot (RL); Flattop (CE); RC (RT); Fury in the West (JW); Saratoga 1777 (JW); Rifle and Sabar (WC); Their Finest Hour (WDP); Submarine (DLMc); Trafalgar (JW).

i. **GAME MASTER:** The following members are willing to gamemaster for games listed. AK (Cox); Midway (W.Byron); Bismark-79 (M. Clother); Blitzkreig (Cox); DD-77 (F.Krause); Frigate (R.Skowsky); DD-77 (Cox); Guadalcanal (J.Mueller); Machiavelli (R.Greenwell); Guadalcanal (Cox); Machiavelli (B.Miller); Jutland (Cox); Midway (J.Mueller); Star Ship Trooper (D.Roberts); BB (RG); Star Soldier (SL); War of the Rings (R.Skowsky); RC (RG); WS&IM (R. Skowsky); Anzio (RG); WS&IM (W.Compton). Air War (S.Jolly); Battles for the Ardennes (D. Grant) and (G.Hasting); The Crusades (N. Albrecht); Diplomacy (D.Rohde); En Garde (T. Rosemann); Fast Carriers (M.Lester); Machiavelli (B.Bradshaw); Mech War 77 (M.Schellhorn); The Next War (P.Selzer); Operation Crusader (V.Mugler); Terrible Swift Sword (V.Mugler); Victory in Pacific (B.Bradshaw); WIEu (P.Manis); 1776 (B.Cross); USN (J. Brownawell); Stalingrad (Cox); BB (Cox).

j. **GAME MONITORS:** The following members are willing to monitor the games listed. Third Reich (B.Snyder) and (DL McCarty); WIEurope (L.Deck); WIEast (L.Deck); WIWest (L.Deck); Anzio (L.Deck); WIEast (P.Manis); WIWest (P.Manis); USN (L.Deck); USN (J.Brownawell); StarSoldiers (S.List); Frigate (L.Fong); Air force (L.Fong); AF/Dauntless (L.Fong); Jutland-74 (DR Lenard); Persons listed hereafter are willing to monitor but have not specified any particular game: E.Abbott, Earl Anderson; James L. Brown; S. Curley; G. Hastings; W. Helm; Robing Hood (Eur.); S. Jolly; H. Kelly; D. McClure; R. McLaughlin; J. Mueller; V. Mugler, P. Person, Bill Scanlan; J. Wallace. If you desire to be listed with a particular game please inform me.

v. **MISCELLANEOUS:**  
As you will note I have incorporated the individual member's initials beside their requested matches; this is to assist the members to locate their request and if need be to have it removed, added to, or continued. Again an appeal is going out to those members who haven't been heard from in over a year, need your help in matches. Thanks to Bob Snyder, D. Eisen, Omar DeWitt; S. Haas for their extra help. Would like to get some feedback on a proposal of RANK TITLE for those members within the Rating System. This will be based by score under the present system (i.e. A member who has let's say played X-amount of games and received points from 2000+ would be awarded the title of "SUPREME COMMANDER" and members who achieve below that figure would be given titles appropriate to their scores). How about some ideas on this!!!! Have received one so far (FOR). Please fill out your request match forms fully. Keep those letters coming, I don't want to become lazy.

Les Deck

July 15, 1979

K

DATE \_\_\_\_\_

SET REQUEST FORM

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

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

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

\_\_\_\_\_ I DESIRE TO BE CARRIED ON PUBLISHED AHIKS RATING LISTS (CHECK IF APPLICABLE)

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

NAME \_\_\_\_\_ ADDRESS \_\_\_\_\_

# bulletin board



Robert Lidgren would like to announce, in fairness to his friends and AHIKS opponents, that he will postpone all play of AHIKS games for the time being. His father, Raymond Lidgren, a pilot from Kelowna, British Columbia, was killed in a tragic airplane crash in northern B.C. on July 12th, 1979. Due to pressing family obligations at this time, he would very much appreciate the consideration of all members of AHIKS.

Ron Teleucky needs a copy of Vol. 1 #1 of the AH "General". He also needs Rules Specialists for "Kingmaker" and "Chancellorsville". Write him if you can help.

Dave Rohde is looking for someone to play SL from scenario 1 to the end and possibly continuing to COI. Write him at 2661 Blue Haven Ct., East Lansing, MI. 48823

Wanted: Arnold Hendrick's (or Milgamey) rules for Sword & Spear and Ancient Warfare, other fantasy miniature rules, and Histogame's Battle/Britain. Stuart Schoenberger, 240 Stephen St., No. Bellmore, NY. 11710

12



AHIKS KOMMANDEUR  
Jim Pratt, Editor  
1111 E. Loma Vista Dr.  
Tempe, Az. 85282



FIRST CLASS MAIL

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