



# THE KOMMANDEUR

# NEWSLETTER OF AHIKS



## THE PRESIDENT'S CORNER

Another year come and gone. One of the interesting things about continuing your education is to see how the colleges admit younger and younger students every year. Hmm. This has been a quiet year for AHIKS, with no particular emphasis on brining in new members, although we have added something like 30 people to the roster. Actually, we achieved a sort of zero growth when you consider that our current membership is almost exactly what it was at this time last year. The renewal period each January always sees some attrition.

From an overview standpoint, the officers have been fairly busy overseeing the day-to-day activities with my impression being that all of us are persuing (or persued by) fairly active non-game lives. We have, I believe, adjusted to the new operating procedures dictated by the 1979 Constitution, although we found some alterations necessary. We have several irons in the fire here at the end of the year: official procedures for the Ratings System and funding of regional meetings are being worked up by the respective officers in charge; The Member's Guide has been reviewed by the officers, and I am awaiting return of the sample copies I sent to members Don Chinnery, Douglas Cumming and Bob Arko (I still have two samplers left if any other "fairly new" members will volunteer); we are kicking around just what we should do with multi-player and monitored games (ignore them, boost them, kill them); although I think at a minimum we will continue funding OW/PD, which brings to mind a commendation to Larry Fong for sticking it out another year, and improving the publication schedule: this is becoming an increasingly valuable service, Larry, and you and your staff's help is appreciated.

One thing that has finally been settled this year is the question of non-profit status for AHIKS. Jim Pratt tells me that this issue of the K should contain an article by George Fornsel, which at long last gives some answers on this question. As far as I am concerned, we can lay this one to rest.

There is an interesting debate ongoing in Fire & Movement, for those who do not subscribe (and should!). Seems game designers and game reviewers are taking pot shots at each other, with an historian or two stirring things up as well. F&M editor (and AHIKS member) Fred Helfferich is relishing this one since it generates lots of copy--reminds me of Jim Pratt! My main complaint about reviews--and games--is that the criteria "is it FUN" seems to be left out too often.

Hope you all take the time to vote on this year's ballot. Our response has been great the past several years, given the reply envelope insert, and I hope all members will continue to make timely use of this. "TIMELY": that means sometime before July, OK? Note that we are offering a \$1 discount on dues for payment in January and I can only beg you all to make an effort to reply by then; it really makes life a lot easier if we can get the ballots and dues in rapidly.

1980 will be AHIKS' 15th year of operation, and I expect (or hope) to begin a gentle push for increased growth to insure we retain a wide base of diverse opponents and services. To all of you who have given help and support over the years, many thanks and best wishes in the new year.

*Pete Menconi*

December 22, 1979

## ELECTIONS

Campaign statements from the candidates are presented below:

Treasurer. Harold Horne (incumbent) states: "The Treasurer usually attracts attention only when something goes wrong, and nothing has happened so far. I want to keep this job because I feel continuity is important for this office."

Editor: Jim Pratt (incumbent) states: "The Editor's work is on view for everyone to see. I will continue the policies of the past year: (1) Publish the K on a regular (more or less) schedule. (2) Keep the pages open to the members' contributions and opinions. I think that I am now experienced enough to attain these goals."

RD Pacific: Dave Grant states: "I would run with the idea of doing three basic things: (1) To have a regular article in the K concerning what is happening with gaming in the Pacific Region. (2) To encourage mini-cons, especially in areas where there are a number of members. (3) I would consider organizing a regional tournament--a single-elimination, one-game-per-round tournament using a well-balanced, brief, and popular game."

Thomas Bourne states: "I can at least make sure that the Pacific Region has a column in every issue of the K, and I'd also like some AHIKS gatherings to take place"

(Note: The RD West is not up for election this year. The notice in the last K was an error.)



FROM THE MSO *the ickmeister*

I will be running for re-election.

Some of you are still sending ICRKs for finished matches to me. These should be sent to Les Deck. I usually forward them, but I sometimes wait quite a while, so for more speedy updating of your ratings, send to Les direct.

I was very disappointed that I couldn't make the Norman meeting. I was looking forward to it, but a postponed vacation at work (postponed from July) was suddenly taken and I couldn't get away. Well, maybe next year. I'm hoping we can have another then, and not wait as long as we did for this one.

For those who have missed my column the last few "K's" this has been a very busy last half of the year. I thought this year was going to be lighter than last year, based on the first half, but based on the second half, its going to be another record year.

Carl Benton

December 8, 1979



# editorial



The other night I was reading through the "Works in Progress" section of Moves, when I suddenly thought: "I don't care when these games are published. In fact, I don't care if they ever are published". This new attitude was a shock to me. I can remember when a new game was an Event. I would count the days between the arrival of one copy of S&T and the next, and the games were immediately played over and over. Now, I don't even bother to punch out the counters in most cases. The only wargame I bought all this year was purchased from a friend who needed the money. Yet I know that many of you buy every game you see. Maybe it is just that the pressures of family and job (and old age?) are catching up with me, but I am no longer interested in most of the games I read about. There have been several articles in the K from others who feel as I do about the explosion of new titles, but we haven't heard from any of you who play games like some people climb mountains: Because they are there. How about some letters from the collectors and enthusiasts?

A word of praise for our own Fred Helfferich, editor of Fire & Movement, which is the best game magazine around today. (Sorry, Jim & Don). After a year of editing the K, I can really appreciate the effort that goes into a magazine like F&M. I recommend it highly to anyone who is interested in an unbiased view of the many games being published today.

This issue marks the end of my first year as Editor of the K. I am a candidate for re-election, so with your support I will continue with this job for another year. Indeed, it is only with your support that the K can exist in this form. To those of you who contributed to the K this past year my deepest thanks. I have no literary pretensions, but I think the K should be like the games we want to play: interesting and fun. With your help, this is the way it will be.

By the time you receive this the decade of the 70's will be over. It can only be described as average - Not as good as the 60's, but better than the 80's. Anyway, Happy New Year.

Jim Pratt

December 18, 1979



## TREASURER

### AHIKS FIRST QUARTER 1979 FINANCIAL REPORT

Effective Balance at beginning of Year \_ \_ \_ \_ \_ 3876.25

#### Income

Dues	2551.50
Initiation	70.00
Miscellaneous	131.69
	<u>2753.19</u>

#### Expenses

President	5.00
Vice President	21.99
RD North Central	1.65
RD Pacific	16.00
RD Southeast	9.20
RD West	1.00
Secretary	71.20
Editor	375.76
ICRKmeister	68.21
Match Coordinator	17.89
Treasurer	20.37
Judge	11.80
OOB's	21.94
Monitoring	42.30
Computer Service	43.33
Miscellaneous	38.00
	<u>765.64</u>

Effective Balance at End of First Quarter 1979 \_ \_ \_ \_ \_ 5863.80

Total Postage 258.51      Total Printing Costs 285.07

Harold J. Horne

December 4, 1979



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#### 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  
7084 Quarry Dr.  
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

##### EUROPEAN REP.

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

##### MATCH COORDINATOR

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

#### REGIONAL DIRECTORS

##### PACIFIC

Todd Roseman  
2850 Reynard Way #40  
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  
82 Sundridge Dr. #6  
No. Tonawanda, NY 14120

##### 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

John Ratzenberger, Multiplayer MC  
124 Continental Dr.  
Lansing, KS 66043

##### ARCHIVIST

Jim Wallace  
924 Dover Road  
Westville, NY 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.

## OPINIONS

- Cliff Berwald -

Concerning Tom Oleson's 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?!"

A number of answers occur to me concerning this question and approach.

- A) The art of simulation gaming is improving the way in which those simulations occur every year in a number of ways, in a number of games. New books don't advance the state of writing in the same fashion or by the same relative percentage as games do, especially recently. New movies, although simulating reality, have a lot of stuff going for them that does not make each one so "vital" - the counters in my Operation Crusader game don't move at all as well as Richard Burton or James Mason! And the technical lack of quality is more prevalent in movies than in games.
- B) The ultimate form of gaming is in opposition to someone. That is you can play solitaire, yet the games are vastly designed to be played with out-of-self opposition. So another player is required. One can read a book or see a movie and get excellent fulfillment and satisfaction, without interacting with a person. And if one does interact with another reader or viewer, there are usually plenty of them around, that is there is no real problem, usually in finding someone who has read a book or seen a movie. The wargamer is often a breed with small social inroads to other gamers. Personality, favorite subject, threshold of complexity, time available - all these separate the gamers who are close together in many cases. So although a wargamer would love to play Campaign for North Africa, his only known local friend doesn't like anything more complex than Atrika Korps! So both are in a bind. By picking up as many games possible, the gamer than increases his probable contacts, in person or by mail, so that he may find both a game and an opponent that he enjoys playing with. I joined AHKS with that in mind and I don't belong to any movie or book clubs.
- C) With thousands of books coming out each year, 300 or 50 Hollywood movies, plus all the TV programs and TV movies, as well as all the great old movies and re-release - there are a lot of things covered that do not interest me or anyone particularly in both. There are about 1000 - 1500 conflict simulations out. So what? To an arid gamer each one assumes proportionally more importance than the single release of a book or movie does in most cases. Atanatic in a certain area wants to have each possible simulation in that area, to learn it's treatment and perspective; the same way a person who loves Heinlein often reads each of his books; or a Bogart fan sees each of his movies. An individual game is important to me because it is another man's interpretation of what he has digested on my favorite area; and the appetite looks to new interpretations. My area is North Africa, and while I can list about 25 games, I can give you a bibliography of at least six times that size on books specifically on that theatre (by the way I only possess 30 of those so far, yet have read over part or all of 50 others and would like to own every one! Cost is prohibitive!).

Enough babbling - in my view these are part of the reasons why wargamers want to keep up with "each" game. I feel caught up in that mode sometimes and yet I only have about 90 titles. I will continue to want to keep up on each game on North Africa for my reasons, while enjoying my old favorites time and again, even outside of my area. I will also continue to look for avid enthusiasts in my area, with old titles or new ones.

(K)

- Ron Starnik -

I URGE ALL AHKS MEMBERS TO VOTE AGAINST THE ADDITION OF THE MATCH COORDINATOR TO THE EXEC. COM.

Although I did write the new constitution it was a compilation of many ideas, that just needed to be put on paper. Otherwise, the discussion might still be going on.

Pete was correct when he said the com. does not specify seven members on the exec. It does name the members of the exec which happens to total seven. When the final members of the exec were decided on, we knew that either the rkmester or mc would be left off the exec. I repeat, we knew ahead of time that the m.c. would not be on the exec.

When we were discussing who should be on the exec, it was to reduce the work load of some of the officers. If the requirement for exec membership was direct importance to the membership, than the pres and sec should not be on it! They are important to the society, but in an indirect way. Part of the exec problems in the past, was that some officers were so busy with day-to-day AHKS matters, they avoided the long term exec duties.

If I was to remake the exec today, I would probably reduce it to 5 members, removing the editor and rkmester to free them up for their other duties.

If Pete would rather wait for a consensus from all officers arriving ever several months rather than ask for a quicker vote, that is his prerogative. But, the con. does allow for quicker easier movement on the issues. It is not required, for most items, for the general com. to voice any opinion at all. Although it is good practice to seek additional views.

### VOTE AGAINST THE CONSTITUTION CHANGE

I would urge the officers to think carefully about committing the society to computerization. Generally computerization is helpful. In our case, certain officers have access to computers which is very helpful. But, what happens when these officers are replaced with ones who do not have this luxury?

(K)

- George Fornsel -

Let me offer my thoughts on Non-Profit status. My "K" was postmarked 14 November, from Phoenix, Arizona. I received it yesterday, 21 November. Seven days traveling time. Not bad by today's mailing standard: "The more it costs, the longer it takes." The prediction is that the individual cost of mailing will increase in the future, which will also mean more delays in mail delivery. Larry Fong's OW/PD takes 8 to 10 days to reach me here on the further reaches of the Atlantic Coast. Non-Profit mailing status would delay arrival of the "K" even more. Trouble is, I am old enough to remember when a letter sent Air Mail took 2 to 3 days coast-to-coast and 5 days by surface mail.

Slight pause, while I stretch for the wind-up.

I am a member of the "East-End Surf Fishing Club, Inc.". An active fishing club for 48 years. In the "Schaeffer Fishing Contest" for 30 years, we usually finished between the Mass., Rhode Isld. and Biddeford, Maine Fishing Clubs. An unqualified qualification? Our membership is comprised of all occupations, active and retired. Every so often the question of "Non-Profit" status arises. This is turned over to our qualified members, who consist of accountants, lawyers, and two tax experts-one each of a State and a Federal IRS Auditor. Their recommendation for the past 18 years I have been a member is NO!! The IRS interpretation of Non-Profit is as in Charitable and Education institutions servicing others. AHKS is self-servicing.

Let me finish with a quote, "Millions for Defense, not one cent for Tribute! or," No cost is too great if it means No Federal Interference".

(K)

## THE WESTERN FRONT

The big news this month is a report on our Annual regional meet that was held in Norman OK, the weekend of Nov. 17 & 18. We had approx. 30 wargamers in attendance and everyone had a wonderful time. Nathan Mitchell deserves a big round of thanks for obtaining an excellent room at the armory on the O.U. campus for the set-up of our games. Most of us got an early start Friday night and we didn't call it quits until it was time to start the drive back home Sunday afternoon. I know when I laid down that night to sleep I saw hexes on the ceiling. I guess that's called wargamer's fatigue. Larry Burrus also deserves credit for getting things organized at his end up in Kansas. Considering the distances those of us in attendance had to travel I think it was an excellent turnout and everyone is ready to do it again.

As promised the following is an update on the situation with Fortress Europa. Please keep in mind that this is my own opinion based on letters and correspondence I have had with both Avalon Hill and others involved with the Jedco version of the game.

There are major problems with the game. It goes much deeper than just adding a little spit and polish and putting it out under the AH banner. The game as submitted to AH for publication has several rough-cut gems in the design but flaws mar the overall playability of the game. Problems start off with the map board itself. While the features etc.

are adequate the addition of a strategic objective north of the Po river in Italy leaves a lot to be desired. The area in question, of about a half a dozen hexes, forms a cul-de-sac bounded by Switzerland and a section of the board without hexes. The only access to the area is through a narrow neck in the South of France. Since the capture of this area by the Allies can seriously cripple the German replacement rate it makes the South of France a definite choice for either the first or second invasion. Since the Italian front is not otherwise depicted it is a poor choice for an objective in the game.

Naval factors represented in the game can be placed at the beginning of the game but can never move from their original placement. The reasoning behind such a rule escapes me other than to try to add punch to the Invasion turn. Historically the Allied naval forces assisted the Canadians in their drive up the coast. The rules concerning Rangers and Commandoes are so broad that any number of additional invasion areas can be established during the course of the game. In an effort perhaps to minimize this effect they introduce a port blow-up rule. You invade, the port you capture blows up, and there you are. It is not repairable. It's destroyed for the balance of the game. This rule coupled with the commandoes can create extremes all the way from the Allies pouring ashore at several areas or a lone beachhead starved to death for lack of supplies. Far better to allow just so many Port counters ala Anzio with their availability spread over the course of the game than this bit of chicanery.

The major drawback to the game itself and to clean PBM mechanics is the air rules. While abstract, they do introduce a phase all their own. If they worked well in the game you could try and live with it but they again have widely extreme effects. On some turns the entire Allied air force can be offset by the German Luftwaffe. At most other times the number of Allied air factors, each one of which reduces the attacker's die roll by one, makes attacks at 1-1 or 1-2 guaranteed to capture or destroy any German-held position. Suggestions have been made to adjust the number of air factors for both sides. Far better would be to go back to the "Stuka" method in Russian Campaign. Allowing the Germans certain CAP capability that could be assigned at the end of their combat turn in the way it is handled in O.S.G.'s Panzerkrieg would do away with the phase and allow PBM without the extra mailings the present method requires.

I could continue along this vein for some time but still not touch on the real reason you will not see Fortress Europe from Avalon Hill in 1980 or any time soon. The game has enough good points that it is worth saving. With the popularity of John Edwards Russian Campaign a publisher would be in an excellent position to make a profit on its release in this country. What's the hangup? I think we may give Don Greenwood and the folks at Avalon Hill a lot of credit on this one. I think they know the game has some very good points but as designed it just is not a good game. The game drags very badly at the beginning. It's subject to very extreme results. Even with a middle-of-the-road result, it has a tendency to completely collapse after the Allies breakout from the beachhead areas. Avalon Hill may have the rights to the game, but I suspect that John Edwards has to approve any changes and there's the rub. Many of you may remember the hassle over the AV rule in R.C.

To sum up. Fortress Europa is in mothballs. In my opinion sending off for the Jedco version is also a waste of time and money. With the great anticipation the game has held out after the success of Russian Campaign we can only hope that things can eventually be worked out. According to Don Greenwood, the counter mix and board are O.K. but the rules will need a major overhaul before even play-testing can begin.

The time span between distribution of the "K" and the next deadline is so short the comments concerning "What makes a good PBM game" will have to wait til next issue. I do want to thank all those that wrote me concerning games that are well-suited to clean PBM mechanics. While I did not get to list all of them because of the mix-up I did appreciate the information and will follow up on it later.

For the first time since taking over as R.D. we have a real good showing for new members. The following have added their names to the roster of AHIKS. They are Gary Halford of Yuma, Arizona; Allen Wartinbee of St Paul, MN; Roger Krout of Edgerton, Kansas; and Clenton Allison from Wichita Falls, Texas. A great big HOWDY to all of you.

Don Eisan

November 28, 1979

### SWAPPE SHOPPE

Midway wb, Fight in the Skies wb, Battle for Midway (GDW) nb, new; Coral Sea (GDW) nb, fair: Best offer for the entire set. Ron Harrigan, 271 La Pala Dr. #2, San Jose, CA 95127.

Frigate, La Grande Arme, RS/WS, Sniper, Foxbat & Phantom, Desert War. All fair, wb, \$2 each. K.J. Kelley, 1040 Halsey, Monterey, CA 93940.

## THE BARRAGE

Not much to report in this column this time. No new members have joined the Southeast Region since my last "K" piece, and I had to miss the most recent of Bob McLaughlin's gatherings. We have another get-together at Bob's for Washington-area members Scheduled for 17 November and other plans in the works for later on.

I'm writing this just after watching the television rerun of "A Bridge Too Far". Generally an exciting and historically fairly accurate reconstruction of MARKET-GARDEN, if you can believe Ryan O'Neill as General Gavin. I wonder where they got all those Sherman tanks?

Any ancient warfare enthusiasts out there would do well to get hold of Batteline's new game, "Trireme," roughly a WSIM of galle y warfare, everything from Athenian trimemes to Roman and Carthaginian quinqueremes. I understand it is a reworking of what was originally a British design. The game has double-size ship counters, with full and normal speeds for the basic version of the game printed on them, along with ramming and boarding strengths. The basic version, called the "Fleet Game," has no book-keeping and plays pretty fast with basic ramming and boarding tactics. The advanced, or "Ship Game," which I haven't tried yet, uses record pads similar to those in WSIM for a much more detailed simulation of ancient ship-to-ship conflict. ("Ben Hur" fans take note: the ancients didn't use galley slaves. Rowing a ship in battle was far too complex and important a job to be left to slaves. Anyway, "Trireme" looks promising on first examination, and anyone interested in the era should look into it.

Does anyone know what's with SPI's mail order service lately? I ordered Art of Siege Warfare from them last April and all I've gotten back are a couple of out-of-stock notices. I've been dealing with them since 1969, and this is absolutely their worst performance yet. Has anyone else had comparable experience? Has anyone seen Art of Siege? Does it really exist? See this space next time for the answer. (I hope.)

Good luck and Good Gaming!

Graham A. Cosmas

November 15, 1979

## The Secretary-General

On November 9 - 11, a six man wargaming weekend took place on the second floor of my carriage house to the refrain "oh, no, he's going to hurt me - oohh". What has this to do with AHIKS? Well actually nothing, but we all had such a good time that I decided to file a report in my column this time. In attendance were five other gamers all dedicated to pursuit of victory in the AH 500 at Origins. Only classics were played by previous agreement. Probably more AK, Waterloo, and Stal games were played than at any such gathering in recent years.

Lane Newbury, the lone other AHIKSer, and Reid Billet represented the famous "Hartford Group". (Is it true that this group has maintained their dominance at the classics over the years through an assigned-risk plan whereby poor die rolls are avoided, or are they all "C.L.U." as some have claimed). Also attending were Pete Landry, 2nd place in the AH 500 last year, T.B. Mattern, another low roller on 1-1, 2-1 situations, and Greg Sauer, a nuclear physicist at GE who steadily maintained that he had nothing to do with Three Mile Island even while allowing 60 factors to perish at Neveilles.

The breakdown of games were as follows: Afrika Korps-8, Stalingrad-5, Waterloo-9; The Russian Campaign-2, Quatre Bras and Panzer Group Gui derian one each. (Who let those in?)

In AK, there were 4 German and 4 British victories, although the British won most of the games in which a conservative strategy was used. In Stalingrad, the Russian took 3 of 5 and since I didn't play in these I can't make much comment.

Waterloo held the most fascination for us. There were 6 PAA victories to three French victories. I am surprised at these results as these games were all cliff-hangers. The French got the shaft in one on phenomenally bad die rolls. He did not roll a single Delim until well into the 3RD day even with a large number of high-odds rolls. Waterloo tends to break down into 3 separate battles at Neveilles, Quatre Bras, and Tilly. If the French can break any one area they have a won game. This is a restatement of the "Splitting Strategy" outlined in the Harley Anton articles of 1973 in "The General". No two games ever see the French and PAA deploying the same units in each area and thus each game is different. French victories in these games occurred at Tilly once and via direct assault on Quatre Bras twice. Against very good players the risky assault at the heights may be justifiable. However, one Frenchman lost instantly with this approach and I'm sure he could have done much better without using that method. He broke Neveilles the same move he destroyed himself at Quatre Bras.

My wife ran the kitchen and we ate well all three days with special thanks to Columbo's Pizzeria and Anheuser Busch. Over the gentleman's wargaming supper we discussed why the classic games are still the best. One reason is their close balance. This balance is in part due to the brutal attrition table which allows a player to rapidly recoup losses when things start to look bad. The SPI games with the bloodless tables mean that once things get bad they can get only worse (Russian Campaign is not fundamentally different as the exchange, A-1, and contact all insulate against disaster rolls.) There is nothing quite to match lining up a couple of 1:1 or 2:1 attacks when things look bleak and pulling out the whole game.

One other game was played on Saturday night - "1829" by Hartland. This is an English import at \$30.00 which is a railroading game unlike Rail Baron. It has no die and seems to be several games in one - a stock market game where shares are traded in the railroads, a puzzle game where tiles are laid to build track and construct monster rail lines, and a diplomacy game where deals are struck between players as to who will build what. I was barely able to grasp the rudiments but this really looks like a complex, easy to play, multiplayer game. As with all these games, start early and expect to play all night.

Bruce Maston

December 11, 1979

(K)

## REVIEWS

### I'LL TAKE THE HIGH ROAD; REVIEW OF ROAD TO THE RHINE

- Virgil Mugler -

Should someone ever ask me which game publisher is the most innovative. I have my answer ready - "GDW". Now their games are not always my cup of tea and some absolutely do not work, but few GDW productions fail to present a unique game system. Some ready examples are the unlimited movement of Citadel, the si-move system of Op:Crusader, and even the shipless Pacific naval campaign of 1942. Notice that I say innovative - not inventive - because frequently the uniqueness of a GDW game is due not to the creation of an entirely new rule or system but rather to the extension of an existing system and/or a new mix of familiar mechanics which have previously appeared in other environments.

The latest example of this innovative characteristic is a Frank Chadwick design called Road To The Rhine. In this, the primary innovation is the extension of the trend begun when the "Exploitation/Mech Phase" was attached to the basic move-combat sequence and further developed with the addition of an additional combat phase in Russian Campaign. Additionally, a few original ideas are blended with some familiar ones from Fall of Tobruk and Anzio. However, the final result of all this is something new and fascinating.

Physically, Road comes in a 14½x11½x1¼ box with artwork which is at best pedestrian and places the usual over-emphasis on tanks. Inside, you will find tow 22x28 unmounted, heavy-stock sections which fit together to form a map centered on the Siegfried Line but covering all of northwestern Europe from Switzerland to the Zuider Zee and from Dunkirk to Munster at a scale of 7 miles across each large ¾", numbered hex. The map uses four colors (red, blue, brown on manila) to indicate 17 meaningful terrain types in a professional, if not spectacular, manner. You will also find 480 ½"-square, die-cut, cardboard counters of GDW's usual superb quality. The unit counters are traditionally marked and most represent divisions - although certain smaller units are present - which are commonly backprinted to represent a reduced state. American units are black on olive; British are black on tan; Royal Marines are black on red; Canadians white on brown; French black on light green; Poles white on red; other Allies are black on brown; Wehrmacht units are black on grey-green; Kriegsmarine white on dark blue; Luftwaffe black on light blue; and the SS are the usual white on black. Also included are two identical 8½x11 heavy-stock sheets printed with the Terrain Effects Chart on one side and the CRT, Weather Table, and Air Visibility Chart on the other; one pink 8½x11 heavy-stock sheet with the Allied OB and Replacement Table on one side and the Allied Order of Appearance on the reverse; one green 8½x11 heavy-stock sheet having the German OB and Replacement Table on the reverse of the German QA; and the inevitable - and necessary - 8½x11 sheet of Errata; a single die; and a rules booklet of 24 8½x11 pages with three columns per page. These latter are quite good and well-organized and include 3 pages of Designer's Notes and a sample player-turn keyed to the historical Battle of the Bulge which proves quite useful.

The game covers the Allied drive on Germany from September, 1944 through April, 1945. As in Anzio, each game-turn is the equivalent of one fourth of a month. Although the full Campaign game can go 32 turns and is quite lengthy, four shorter scenarios are also

provided: Market-Garden Battle (Allied Sept III player-turn only!!!), Market-Garden Campaign (12 game-turns), The Bulge Battle (German Dec III player-turn only!), and The Bulge Campaign (possible 18 turns). Now, the idea of a scenario consisting of but one half of a game-turn might seem ludicrous to the uninitiated, but the game's unique impulse and reserve system makes them worthy challenges for both players.

The play sequence is similar to Fall of Tobruk but is at the same time the game's most unique feature in that each player-turn consists of a variable number of movement-combat "impulses", the actual number determined by the player himself. Basically, in any given turn, each unit may move and/or attack only once, but the player can separate this into any number of impulses, resolving the combat of one impulse before moving units in the next. Of course, the defender is not helpless during all this but gets to move and attack with his "reserve" units following each impulse. Since reserve units must be established during the owner's player turn and since reserves can be created only from those units which move very little and attack not at all, the problem of maintaining the proper balance between offense and defense is nicely presented.

Another different feature is the use of Maneuver Supply Points (MSPs). In order to operate at full effectiveness, motorized and air units must have MSPs assigned to them. These represent the logistical capabilities/problems of each side and are received according to a set, historical order of arrival for each player. However, the Allies can increase the number of MSPs they receive by clearing certain ports or by making use of their air-lift capacity. In order to be assigned MSPs, units must be able to trace a "standard" supply line no more than 8 hexes to a road which exists a friendly map edge.

Combat is also unique in its results even though the basic mechanics have been around since Tactics II. Attacks are always voluntary and all defending units in a stack must be attacked as a unitary value although not all units in a stack must attack. It is possible to attack the same unit more than once per turn although not per impulse. After an odds ratio is established, the die is rolled and the results garnered from the CRT. It is here that the familiarity of traditional gaming combat procedures ceases. Results range from "No Effect" to "Defender Mauld"! Retreats and Advances are of 2 hexes although a unit cannot advance through an EZOC. The initial hex of a Retreat is established by the retreating unit's owner and the second by the opponent! Advances are restricted to attacking units only and must first occupy the vacated enemy hex and then can be in any direction. Exchanges are also handled in an innovative manner - there being two types: (1) Defender Exchange in which the Defender must retreat but gets to choose the number of steps he will lose (including 0) which the Attacker must then exceed by one before advancing; and (2) Escalating Exchange in which both Attacker and Defender must first lose on step. The Defender must then choose to lose no more steps and retreat or to lose an additional step and hold his position. If the latter is chosen, the Attacker can elect to lose an additional step and thus force the same choice on the Defender, and so on. Most divisions have three steps and may be rebuilt unless absolutely destroyed. Since the Attacker can only be certain of no losses at odds of 6-1 and above, almost every attack holds risks for each side.

The aerial aspect of WW II is handled in a more conventional manner. Three types of air units are available: transports, bombers, and fighter-bombers although the Germans possess only the last of these. The usual air missions are available: transports can bring in MSPs or air-drop the Allies' rather potent airborne force; bombers and fighter-bombers alike can provide either defensive or offensive ground support; and fighter-bombers can also intercept enemy missions. Each air unit is represented by two counters: a combat element and a ground element. Air units may be used during more than one impulse but the more often they are used, the higher their MSP consumption rate becomes. Also, weather plays a big part in air ops since under some conditions, a player will not know whether or not his air units will be usable on the next impulse. Much woe befalls the player who becomes overly dependent on his air support and then sees a blizzard whip in and ground it. Since weather is determined on an impulse-to-impulse basis, daily fluctuations are actually modelled here. Air combat is performed as in War At Sea. That is, each player rolls one die per air point present with a "5" aborting a unit and a "6" destroying it.

Most of the other rules are more-or-less standard for WW2 division level games. ZOCs require an enemy to halt when entering but the unit can exit on the following turn with no further effect. Stacking is limited to 3 units per hex (but never more than 2 divisions) plus one air unit. Special rules cover weather, replacements, unit break-down, port capture, Dunkirk, air drops, special units (commandos, the "funny" tanks, etc.), reinforcements, the Roer dams, German first turn disorganization, Allied national fronts (only Ami units can operate on either map segment

with the French limited to the south and the Commonwealth to the north), and the possible flooding of Western Holland.

So as you can see, there are few really new concepts here but the manner in which these "standard" parts are blended results in an entirely new and different system and game - true innovation. And also, in my opinion, results in a truly fun game. The system of infinite impulses is difficult to get used to and players will find their initial efforts to be catastrophes more often than not. Additionally, the historians among us will probably question some of the details such as unlimited Luftwaffe replacement. But far outweighing any drawbacks such as these are the infinite possibilities raised by the game as a game. Neither side is limited to attack or defense although German mistakes usually prove more costly than do Allied mistakes. The system also reflects the tactical stages of an armored breakthrough in great detail. It is also possible to spring a strategic surprise on your opponent now and again, something lacking in most WW2 games. But for me the most enjoyable aspect is that the game does not force historical solutions on the players even though it can simulate history if historical decisions are made. For example, the Allies can adopt Ike's "broad front" or Monty's "single column" and in the latter case give the support to Patton. The point is that none of these three appears to be that superior to the other in game terms given differing German conditions. Also, tactical timing is important; when do you husband MSPs and when do you burn them in one hell-bent-for-leather charge? The examples are endless and the best part is that apparently there are no easily obtainable "best" answers. So I suppose the basic reason I enjoy this game so much is that it is fascinating in its seemingly endless variety - quite unlike most WW2 games I've experienced.

Even PBM should not be much of a hassle if you accept the length of time required by multiple mailings (at least 2 per impulse). Although obviously requiring two dedicated players unless the Battle scenarios were played, the only mechanical PBM problem is the air interception segment and not the impulse/reserve system itself. An extra two mailings per impulse would be required every time interception could be utilized. This could be overcome by the use of "think-aheads" and chits for the simpler situations but the more complex ones which arise during the mid-game would require the extra mailings. So I only rate PBM for this game as good.

Solitaire play is also less satisfying than FTF. The primary lack here is the ability to truly surprise yourself; ie, you'll know where to create reserves because you'll have an idea at least of what you're going to do next turn. An this is one of the most intriguing aspects of the FTF game. But solitaire play is essential to getting the feel of the system and historical recreations prove to be very rewarding.

Needless to say, Road To The Rhine is presently one of my favorites. Everything about it is of good to excellent quality components (except box art), rules, play possibilities, PBM, and even solitaire. However, it is not a game for beginners, so I recommend it only to the "hard-core"/experienced gamers among us and to the WW2 enthusiasts - those who enjoy Anzio, D-Day, or Panzergruppe Guderian. But to those players, I recommend this game most enthusiastically! Road To The Rhine is available for \$11.98 from: Game Designer's Workshop, 203 North Street; Normal, Illinois; 61761.

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### The QJM Combat Simulation Method

-Robert Johnson-

Why did Hooker fail? And could you do better? It is Spring-time in Virginia in 1863, both armies have recovered from Fredericksburg and it is about time to get on with the War. The time is April 28 about 6 a.m. The Union Army is north of the Rappahonnock River. There are seven infantry corps plus the new Cavalry Corps with over 400 artillery pieces - over 130,000 men. President Lincoln wants some offensive action!

The Confederate Army is below the Rappahonnock-Rapidon Rivers. Six battle-hardened and rebuilt infantry divisions plus Stuart's Cavalry are deployed in a relaxed state of watchfulness. Hood's and Pickett's division are in southeast Virginia foraging for supplies for Lee's underfed forces. Hampton's cavalry brigade in south of the James River recruiting and remounting. Robertson's cavalry brigade in near Richmond. Other forces are out of Lee's control in North Carolina and West Virginia. Too weak for offensive action, the rebels hope the Union forces stay in camp until at least Pickett and Hood return... but will the Union wait?

Most of us are familiar with the scenario and some of us have Avalon Hill's game of Chancellorsville - few of us play it. The game is hard to simulate in the normal way. However, there is a new method of

simulating combat action and results called the QJM method. It was developed by Col. T.N. DuPay and his associates. I have used his massive formulas to calculate the opposing forces and am ready to apply the conflict formulas to a game situation. What I do need are some generals. I believe there should be four per side.

The game will use the Avalon Hill board and the unit counters (although a few extra may be required), but you can forget the rules. As generals you would order your troops just the way you would if you were actually there! Of course, there is limited intelligence. You are aware of only that which you or your troops can see - which may not be much in the wilderness; and perhaps sometimes your troops are less than accurate in their reports. As Union generals you'll have to worry about whether Pickett and Hood are returning. Do you use your cavalry to disrupt the rear, cut railroad lines thru Richmond or stay with the Army?

I have played a game of Bulge using some of these concepts but not the QJM method. It was extremely interesting; one really got the feel of the confusion and flow of a battle from a headquarters position. For the game to work properly and fairly, everyone must agree to the deadlines and strictly adhere to them. I expect that it will take anywhere from 3 to 4 weeks to complete a move. There are four moves to a day, one of which is a night move. I expect the battle will take 4 or 5 days depending on the movements of the Armies. The only cost of the game for the players will be a stamp per move for me to return the results to you. If you are interested drop me a line and as soon as I have 8 players we will begin. Additional details and an Advice for Generals will be sent to all players. Robert E. Johnson, R.R. #1 Box 84-F, Augusta, NJ 07822, (201)875-3663.

K

### Hurray! It's Omar's March Gathering in New Jersey

It is not too soon to start making plans to attend the 5th annual get-together in Elizabeth, NJ, hosted again by yours truly, Omar DeWitt.

This year we will gather on March 21, 22, and 23. The place will be the same: the Vail-Deane School. The only charge this year will be a \$1.50 tax-free donation to the school for the use of the facilities. We will send out or trek out for all meals; a refrigerator is available if you wish to bring-your-own. No smoking inside is again requested.

I will offer again this year to order any Avalon Hill game in print for 30-33% off list price. Also, I offer to pool orders for SPI games to take advantage of their discount; I will order these only if we can get at least 30% off. Send me the name of any game you wish plus \$2 for each game as down payment. The \$2 will be refunded if I can't get the game or if you cancel the order before I order the game. This offer is for those attending only; no mail orders. Of course we will have the usual swap/buy table of used games.

Elizabeth is 20 minutes from New York City and is on all major roads and transportation lines. I have a few beds and quite a bit of floor space available, and I can make reservations at local motels.

The 3 months will pass quickly. If you think you might be coming, write me, and I'll put you on the mailing list. Last year about 25 of the faithful showed up.

Omar Dewitt, 547 Riverside Dr., Elizabeth, NJ, 07208. (201)351-4810.

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### SWAPPE SHOPPE

TRAFALGAR (R. Cormier), new, nb, best offer over \$100. GUADALCANAL, mint, wb, with PBM pads, best offer over \$35. 1914, mint, wb, best offer \$30. DUNKERQUE 1940 (SDC), mint, wb, best offer over \$25. ATLANTA (Guidon), mint, wb, \$20. CONFRONTATION, new, wb, best offer over \$45. PENETRATION (abstract conflict game by Crea Tek), mint, wb, \$7. SALAMANCA (Maplay), mint, wb, \$8.50. GUERILLA (maplay), mint, nb, \$7.50. AIR WAR GAMES by D. Featherstone, used, \$3.50. Postpaid in North America from Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ. 07208.

Trireme, WSIM, TSS, La Grande Armee, Ney vs Well (W/S&T), Austerstadt, Tannenberg (w/S&T), Well's Victory, 1812, Leipzig, Vicksburg, Raid, Stonewall (W/S&T), Eylan (W/S&T), Guildford Cths, Edgehill, Battles of 100 days, Hue, Nat W, Well in Pens., Grenadier, Manassas, ULG. Also books and magazines. For more info. and prices write: Allen Glicksman, Apt # A-11 Park Lane East, 250 Beverly Blvd, Upper Darby, PA 19082.

Firefight, MB Quad, G&S, NATO, Fulda Gap, all excellent, wb. \$6 each. Steve Curley, 59 Greenwich Ave Apt 3, New York, NY 10014.

# FROM THE MATCH COORDINATOR

I. GENERAL: A Merry Christmas and Happy New Year to the membership and their families.

Beginning with this issue John Ratzenberger MC for OW/PD, will be sending the AHIKS MC for insertion in the "K" under section IV of Match Requests MULTI-PLAYER, data on open matches in need of additional players to begin the game or to replace members. Direct contact with John is recommended for these matches.

## IV. MATCH REQUEST:

- a. OPEN MATCHES: The following matches are requested by members whose initials follow the game and are active as of 15 Dec. 1979. 1776 (JED); AK (DE); Air Assault on Crete (DE) AF/D (JA) & (RH); AW (EM) & (JGA); ACW (JLP); ANZIO (TO) & (JDS); AIW (PS); Ardennes Offensive 44 (BA); ARMADA (RM); Assault on Crete (BS); Battle for Britten (JS); Battle for Germany (LB) Battle for Ardennes Quad (DG) & (BA); BB (JS); Blitzkreig (RC) & (PS) & (PR); B/G I (VM); B/G II (VM); Breakout & Pursuit (WK); Breitenfield (GLL); Bloody Buna (SC); Beda Fomm (LH); CA (JC); Chancellorsville (JS); Chariot (RL); COBRA (JED) Crimean Quad (BB); CRUSADES (JGA); Custers Last Stand (DLS); DD-69 (JS); DD-77 (JS); Eylau (OD) Fight in the Sky (RH); Fast Carriers (FB); Firefight (AL); FR-40 (DK); FRIGATE (AL); Fulda Gap (PS); Global War (FB); Great War in the EAST (GC); Gettysburg (DLS); IRON CLADS (RZ) Karkov (JB) Kasserling Pass (JS); KOREA (JVR); KOHIMA (SS); KRIEGSPIEL (JP) LABATAILLE DE PREUSSISCH-EYLAN (DO); LA GRAND ARMEE (WC); LEE MOVES NORTH (DLS); MACHIAVELLI (BM) & (RG) MALTA (BS); MECH WAR 77 (PP); MELEE (EM); MIDWAY (DE) & (DEM); NAW (WW); NLB (TR); NATO (DLM) NORTH AFRICA QUAD (AL); Pz-44 (AL); PAA (EG) PzBlits (TOO); PZ LDR (RS); Patrol (PS); Plot to Assassinate Hitler (MS); Road to Richmond (VM); SHENANDOAH (RH); Sixth Fleet (AMK); South Africa (BM); SQ LDR (PM) & (EM); Star Soldier (SL); Stonewall (RM) & (AMK) STONE RIVER (VM); SUBMARINE (DC); SIEGE OF CONSTANTANOPLE (MS); STARTROOPER (ML); THE NEXT WAR (PS); THIRD REICH (BS); THIRTY YEAR WAR (CW); VERDUN (AJ); VIP (WHO); VAS (WHO) WATCH AM RHEIN (JB); WATERLOO (JP); WAR IN EUROPE (FB). WOTR (WRS)+(AG); SEELow (JD); PzGpGa (JD).
- b. NEW MEMBER REQUESTED MATCHES: ARMADA (RM); AW (JA); 1776 (JED); Ardennes Offensive (BA); Battle for Britten (JS); Battle for the Ardennes (BA); BB (S); Beda-Fomm (LH); Chancellorsville (JS); COBRA (JED); CRUSADES (JA); CUSTER LAST STAND (DLS); DD-69/77 (JS); FIGHT IN THE SKY (RH); FAST CARRIERS (FB); GETTYSBURG (DLS); GLOBAL WAR (FB); KASSERINE PASS (JS); LEE MOVES NORTH (DLS); MACHIAVELLI (BM); MELEE (EM); AW (EM); NLB (TR); SHENANDOAH (RH); SIXTH FLEET (AMK) SOUTH AFRICA (BM); STONEWALL (RM) & (AMK); SUBMARINE (DC); THIRTY YEAR WAR (CW).
- c. 3-WAY REQUESTED MATCHES: Members who are interested in matches requiring three persons with/without G/M. or are requesting replacements. WOTR (WRS)+(AG). MECH WAR 77 PP; (AIR WAR (EM); AF/D (LF) FRIGATE (LF); BATTLE FOR THE ARDENNES QUAD (DG) LA GRAND ARMEE (WC); THIRD REICH (BS).
- d. OPEN TO NEW MEMBERS ONLY: Recommended matches to new members to gain the experience for PBM from regular members, who are willing to render their efforts. AFRICA KORP (DE) & (PR); AIR ASSUALT ON CRETE (DE); AIR WAR (EM) & (JGA); AMERICAN CIVIL WAR (JLP); ANZIO (TO) & (JDS); AIW (PS); ASSULT ON CRETE (BS); BLITZKREIG (RC) & (PS) & (PR); B/G I (VM) B/G II (VM); BREITENFIELD (GLL); CHARIOT (RL); EYLAU (OD); FRIGATE (AL); FULDA GAP (PS); KOHIMA (SS);

- KRIEGSPIEL (JP); NAW (WW); NORTH AFRICA QUAD (AL); ROAD TO RICHMOND (VM); STARSOLDIER (SL); STONERIVER (VM); THE NEXT WAR (PS); THIRD REICH (BS); VERDUN (AJ); VAS (WHO) VIP (WHO) WATERLOO (JP); PZGPGRD (JD); SEELow (JD).
- e. MULTI-PLAYER REQUESTED MATCHES: NOTE; Those listed below are openings in OW/PD anyone interested in Multi-play should contact John Ratzenberger OW/PD MC. Only the games are listed hereon the amount of individuals needed to start play will be given out by John. See Officers index in "K" for address. Strongly recommend any interested in Multi-play to contact OW/PD not AHIKS MC. After the Holocaust AF/D/X; Hightway to the REICH; IMPERIUM; ATLANTIC WALL; INVASION AMERICA; BATTLE FOR THE ARDENNES; KINGMAKER BISMARCK; LA BATAILLE MOSKOVA; CONQUISTADOR; MACHIAVELLI; MELEE; CONVOY; MIGHTY FORTRESS; THE NEXT WAR; CROSS OF IRON; OPERATIONS CRUSADER; CRUSADES ORIGINS; RUSSIAN CIVIL WAR; DIPLOMACY; SINAI; STAR SOLDIER ENGARDE; SUBMARINE; THIRD REICH; FAST CARRIERS; TERRIBLE SWIFT SWORD; USN; VICTORY IN THE PACIFIC; WACHT AM RHEIN; WAR BETWEEN THE STATES; WAR IN THE EAST; WAR IN THE WEST; WAR IN EUROPE; WAR OF THE RINGS; WELLINGTONS VICTORY; WOODEN SHIPS AND IRON MEN; 1776 CAMPAIGN; SWORDS & SORCERY; Any member interested in a copy of the OW/PD zine contact Larry Fong.
- f. EUROPEAN REQUESTED MATCHES: USA/CANADA to Europe. If you are interested in a matching with someone in the USA/CANADA the following is for EUROPEAN MEMBERS ONLY. AW(EM); BURMA (SS); CHARIOT (RL); FIREFIGHT (AL); FRIGATE (AL); ISLAND WAR (AL) KOWIMA (SS); Pz-44 (AL); RIFIA (RS); ROAD TO RICHMOND (AL); VERDUN (AJ) WEST WALL (AL); NORTH AFRICA QUAD (AL); PZLDR (RS); VAS (WHO); VIP (WHO).
- g. USA/CANADA REQUESTED MATCHES. Europe to USA/CANADA. (If you are interested in a match with someone in Europe write to David Grantham 1979 Main Rd. Bilton Hull, Humberside Hull 4AA.) KOREA (JVR)
- h. AREA MEMBER MATCHES: For AREA members only. ANZIO (TO); BATTLE OF THE BULGE (JP); AK (DW); AW (EM); Chariot (RL); DD (DB); PZ LDR (JC); Flattop (CE); Guadalcanal (BC) Saratoga (JW) Stalingrad (DW) PZ GP GRD (RK) Their Finest Hour (WP) Trafalgar (JW). PZGPRGRD (JD); SEELow (JD).
- i. GAME MASTERS/MONITORS. Write to MC if a G/M is needed. Those interested in G/M please forward your name to MC with those games you desire to G/M.

MISCELLANEOUS: SPECIAL NOTE: IT'S A BOY!!!! 4.1 premature, doing fine, tried to get him to play BULGE, he Burped, I surrendered... RECEIVED a letter from Brian Bailey in New Guinea wanting desparatly a player in Crimean War Quad, only one hitch month long moves, any takers out there?? He is looking for Multi-player Midway also. Tom Olson is looking for Situation X in PZ BLITZ he's in Spain either a new member or AREA rated only. Paul Person in Europe is looking for a replacement in Mech War 77. New Members are urged to write Jim Wallace for Back-issues of "K". Anyone who has any good PBM ideas send to V. Mugler. Ron Skowsky and A. Glicksman are in need of one player and one gamemaster/monitor in WOTR. As a matter of information to the members, as of this printing with the help of D. Eisan and his computers I have a complete listing by Games of the articles pertaining to a specific game from the AH General, individuals interested in knowing the Vol # and article, can request that information from the MC.

Les Deck Sr. November 18, 1979

(K)

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 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

A few copies of an index to the AH General are available. Write to Bob Snyder, 444 W. Ferry St. Buffalo, NY 14213 for information.

Need to relocate a West German hobby shop that sells prepainted metal tanks, 1/200 or 1/500 scale, WWII era. Anyone who knows the name or address of this shop please write: John Popolis, 6 W. Division St., Villa Park, IL 60181.

Wanted: Opponent for wild TRC variant. Single game, AREA rated. Your choice of side. Also looking for anyone interested in a massive PBlitz (5 boards, inc., 2 from PL) 33 turns. Same terms as TRC. Kurt Blanch, 17431 Ambaum S. #41C, Seattle, WA 98148.

Starting a new football league employing the APBA NFL football game. It will be a mail league with FTF games. That is, to join you need a friend to join also so that both of you can play the games each month. For more information send SSAE to: Chris Wendel, 166 N. Union Ave., Lansdowne, PA 19050.

A matter of concern has been a large number of cancellations of matched sets; this has come about mainly by those members who have requested matches by the regular SET REQUEST FORM for a specific game and then request the same game by a special pre-arrangement with another member but fail to inform the MC to remove the first request. This failure to remove initial request has delayed matching with other members who are interested in those games. It is recommended that members maintain an active list of games requested from the MC to avoid cancellations in the future.

8



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

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED