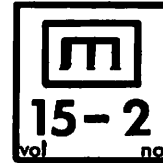


# THE KOMMANDEUR

# NEWSLETTER OF AHIKS



## THE PRESIDENT'S CORNER

I would like to note the entrance of AHIKS into its 15th year of operations. Either the years are getting shorter, or I'm getting ol---, nah, the years are getting shorter.

Joe Horne phoned in the

### ELECTION RESULTS

Treasurer: Joe Horne  
Editor: Jim Pratt all unanimous  
MSO: Carl Benton

RD/Pacific: Dave GRANT 38  
Tom Bourne 14

Constitution change (add the Match Coordinator to the Executive)  
Yes: 147 No: 143

I would like to welcome Tom Holtz to the roster of officers, as well, since Tom has accepted the post of RD/NE from Steve Haas. Omar DeWitt's mini-con was well-timed to provide an opportunity to query prospects. Any members of the Northeast region who had business in progress with Steve should contact Tom with their inquiries. The letter I received from Steve indicated that he was able to ensure an orderly transition.

### 1981 ELECTIONS

Given the need to communicate through the mails, I thought it wise to poll the current officers to determine who might be able to continue next year. The offices opening up are President, Secretary, Judge, RD/ NE, NC, SE, W. All the incumbants (except RD/NE & NC--see above and below) have indicated they will stand for election again. The votes on NE and NC will be to confirm the appointments this year.

Speaking of which, Bill Wolf has been forced by personal circumstances to step down from his post as RD/NC. We need a volunteer to come forward and fill in this void. You may write to me if you are interested.

I received no reply to my request for opinions on the close vote on the Constitutional Ammendment. I am still quite curious. All replies will be kept confidential!

One thing: that note in the Bulletin Board last issue apparently caused some concern. No, that was not some anonymous sniper, it was ye ol ed, Jim the Pratt, making a sly dig at me. He was just getting even for those snake-eyes I kept rolling in our last game of Squad Leader. Put your tongue in your cheek and bit it off, eh Jim? May your air conditioner break down in July.

I don't know how the recession (if any) has affected any of you, but I almost wish it would touch Arizona (a little). If things were not busy enough already, summer approaches (tomorrow is the expected first 100+ temperature day--our equivalent to throwing the first ball of the season); this is the time of year when an engineering firm finds out just how much safety factor was put in the calculations of the air conditioning!

Pete Menconi April 15, 1980



## NORTHEAST REGION

If you read the last issue of the K, you will know that I am stepping down from the job of Northeast Regional Director. I feel I should clarify why I am doing this; I have heard some wild rumors. I am not stepping down because the work is too hard, because I am swamped and do not have time for the job, or because I do not like the work. The actual reason has to do with the fact that I am in graduate school. I don't know how it works in the humanities, but in a science graduate program, one is assigned a graduate advisor, to coordinate research and make sure the thesis comes out O.K. If one changes advisors, one pretty much has to start all over again. Well, my advisor might be moving to Houston; if he goes, I have to decide whether to go with him, or I have to find a new advisor. In any case, to my mind the possibility that I might be moving says to me that I should step down from the regional directorship. A regional director should be living in the region he is serving, and should at least have a stable home address. I doubt if I will be maintaining either prerequisite.

The reason I am making such a detailed explanation is because I do not wish to discourage anyone from taking, or thinking of taking, the job of regional director. It is not a terribly time-consuming job. In fact, it is rather fun. The biggest problem is figuring out topics for the bi-monthly column and getting this down on paper. Even this has its compensations, as I've really enjoyed the fan mail I've gotten as a result of the columns I've written (never having gotten fan mail before). There are many such compensations to this job, in fact, and I urge everyone who has thought of contributing more to AHIKS than just their physical presence to give it a go.

I am having a small get-together at my house in the Catskills around the first part of June in order to go through a game of Terrible Swift Sword. I have a few people coming, but if there is anyone who would like to join us, they will be perfectly welcome. I have some ideas about running the game as a multi-commander, semi-blind game. It should be a lot of fun, and the more the merrier. Just write me for directions.

Since this will be my last column in all probability, I want to say goodbye to the membership, and thank all the members of the executive committee for being so patient with me as I was getting used to the job. The breaking-in period is always difficult on a new job, and I don't know if I ever fully broke in. My mistakes were always handled with patience by the other members of the executive committee. There is a lot of very nice people at the head of this organization, and that's part of what makes this such a pleasant organization to be a member of.

Stephen Haas

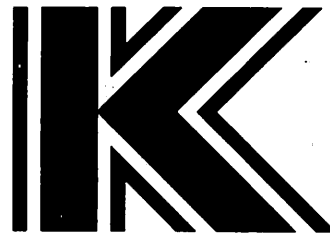
March 28, 1980



### SWAPPE SHOPPE

TRADE: Any two of Squad Leader, Bismark '79, Origins of WWII, or Drive on Stalingrad (all wb and in excellent condition) for Wellington's Victory or WBT States, if they are complete and in good condition. Bob McRae, 1230 Pentland Cres., Quesnel, B.C. Canada, V2J 1N2.

# editorial



The "ratings war" has opened a new front. I had not realized that so many members took their ratings so seriously. Although I still hold the opinions I expressed in the last issue of the "K", I do try to use the "K" to serve the membership as far as I reasonably can, so I will publish a list of ratings as far as space allows. This means I will take the ratings printout I receive from Les Deck and cut it off until it fits into the vacant space. Sometimes only a few names (of the top-rated players) will be printed. Sometimes everybody's name will be printed. The torpid pace of most PBM games insures that there won't be a lot of rapid changes in the ratings list, so I don't feel that it is necessary to print all of the names in each issue. (You should be able to calculate your own rating anyway by using the information Les has provided in his column). The most common rating is 1200, and these names are listed alphabetically. The low information content in this portion of the ratings list means it will be printed infrequently. I'm not going to sacrifice the other features of the "K" just to print a roster of names and numbers.

Robert Snyder's letter on reviewers in the last issue has provoked a lot of response. Be sure to read this issue's Opinions, and also see Graham Cosmas' column for a lucid comment.

Also in this issue is something that doesn't appear very frequently; an "Ad Trade". The "K" is printing an ad for "The Wargamer" in return for an AHIKS ad in their pages. I can recommend "The Wargamer" as a high quality, professional magazine that contains a high quality, professional game in each issue. "The Wargamer" is published in Britain, which gives it additional appeal to me, as I am interested in other cultures but lack language skills, so that Britain is about the only exotic area open to my understanding. The game topics that appear in "The Wargamer" are also exceptions to the dull, ordinary topics that have been overdone in the USA. For example, two recent games have taken the New Guinea Campaign in WWII and 13th Century England as their topics. "The Wargamer" is worth a close look.

Speaking of Britain, there has always been a great deal of autonomy in AHIKS, with the European Region running their affairs to suit themselves. Some members have suggested that there be a formal split between the European Region and the rest of AHIKS. What do you think of this? I would be especially interested in comments from members of the European region.

I really envy those of you who live in areas with a large concentration of AHIKERS. The face-to-face gatherings have always appealed to me, and the chance to meet a dozen or so fellow members is something that those of us who live in the hinterland don't get to do. We may have a meeting of all the Arizona members this summer. I've already reserved the phone booth.

Jim Pratt

April 19, 1980



## DIFFERENT STROKES.....

-Pete Menconi

The following policy statement was included with a ballot form for an international engineering society. It provides an interesting alternative viewpoint to the oft-voiced desire to have more than one candidate run for office.

"The office shall seek the person rather than the person seek the office." This is the policy which governs the nominations for Society Office and is the reason why only one name appears on the ballot for each position to be filled. It is recognized that the strength of the Society depends upon the quality of its leadership. The Nominating Committee, representative both geographically and of areas of interest, selects those nominees who it believes can best serve the interest of the Society from a list recommended by individual members and by the Chapters' Regional Committee meetings."

The society in question has something in excess of 50,000 members throughout the world, and charges dues of \$50 per year. Gives us something to shoot for, eh?



## SWAPPE SHOPPE

AIW like new, \$8 + \$1 postage; RW used, extra A/C pads & PBM sheets, make offer; PB used, double counters and boards, make offer; Dennis Demory, 593 Tomick, Hollyhill, FL 32017.

Magic Realm, new, wb, \$10; Submarine, new, wb, \$9; Win, Place, Show & Speed Circuit, fair, wb \$5 ea; Regatta, new, wb, \$10; Napoleon, new, wb, \$8; Arnhem, Chinese Farm, Alma, 1942, nb, good, \$3 ea. John D. Burt, 400 Butterfly Dr., Idaho Falls, ID 83401.

THE KOMMANDEUR VOLUME 15 NUMBER 2 APRIL 1980

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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.

# OPINIONS

-Bill Haggart-

Having been one of the reviewers in the F&M Debate on Historical Accuracy, I read Mr. Snyder's comments concerning the debate (the K, 15-1) with more than a little interest. I came away feeling my efforts in the debate had been, as Snyder said, "full of sound and fury, signifying nothing". I went out and played a violent game of racquetball to work out my extreme frustration.

For all the work everyone put into the debate articles, Mr. Snyder doesn't seem to have READ them!

How could he, if his conclusion is this??:

"The reviewers' thesis is that a game-simulation... must be historically accurate right down to the last illegal .38 pistol carried by Pvt. Smith of Company C, 1st Bn., or they have the right and duty to pan the game as inaccurate and poorly researched."

I feel completely mystified as to how Fred's, Bill's, and my writing could have been translated into such a thesis. It is very discouraging. With responses like Mr. Snyder's, it is no wonder gamers become bored with the question of accuracy in games and the lack of progress made in answering it. Mr. Snyder has nearly destroyed my faith in the written word as a form of communication.

The thesis actually laid out in the Debate by the F&M staff was much like Mr. Snyder's wishes: If a designer created a particular game to be a historical lesson, then he should take the heat if it is inaccurate. If it was designed to be a game and nothing else-Fine! It should be judged only as a game.

It has always been our intention at F&M to do just that. The problems in accomplishing this type of critique does not lie with the reviewers, but with the designers and gamers-Both groups do not seem to want games judged as games and simulations as simulations. Mr. Snyder's letter is a good example of the basic obstacles to intelligent game reviewing:

- (1) What is accuracy? Mr. Snyder makes a call for "reasonably close-to-accurate games". As a reviewer responsible for informing gamers like Mr. Snyder which games are "close-to-accurate", I would be very interested in just how Mr. Snyder goes about identifying such a game. Neither designers or gamers seem interested in coming up with a working definition of "accuracy", but are quite unhappy when reviewers, out of necessity, come up with their own. In the F&M debate I presented a definition of "accuracy" which is time-tested. Mr. Snyder total ignored my suggested solution.
- (2) Historically accurate simulations are obviously based on research. Yet Mr. Snyder, in considering a selection of game situations asks "How do you research this?" Mr. Snyder asks after I very specifically answered that question in the Debate!!! Mr. Snyder wants accurate games, but seems unable to understand how one goes about creating an accurate game from research... Designers claim to be historians, their games accurate beyond reproach, but like Mr. Snyder, seem unwilling or unable to reveal what "accuracy", "historian", or "simulation" mean in real, identifiable, concrete, useful terms. Yet they go on complaining about reviewers' attempts to make sense out of this continuing idiotic situation.
- (3) I can only conclude that designers and gamers don't want to establish any meaning to words like "accuracy". Mr. Snyder's total avoidance of my suggested solutions to the very questions he raises in K 15-1 are a quite common indication of this. The reason for avoidance of solutions in obvious: gamers and designers don't want to play only a game, or only a Historical "lesson"...They want both in each box. Thus Snyder wants a "close-to-accurate game" with "good solid play". He wants to have his cake and eat it too. Designers aren't going to admit that they designed "just a game" or only a "simulation". Even the designer of Victory in the Pacific will tell you it is an accurate simulation and the designer of Sharpsburg will defend his creation as an excellent game. The answer to this paradox is to keep the meaning of words like "simulation" or "accuracy" or "game" in limbo.

As a reviewer, I can't work with that kind of "answer". I am the one who is supposed to evaluate a game on its accuracy, playability and such. I have to attempt to establish some kind of significance to those words. It is obvious our efforts to do that are not appreciated by Mr. Snyder... or READ, either.

(K)

- Tom Oleson -

Surely the question of ratings is a subjective one about which it is impossible to pontificate? So long as the club majority permits, surely it is up to each individual to like/dislike ratings?

Strawmen are always easily demolished, and Robert Snyder (in K 15-1) does a good job setting one up - to tear down! If wargame review readers were as turned-off by historical criticism as he says, one wonders why so few game reviews exclude it. Nor do I believe that most reviews are as nit-picking as he says. I only wish the historical accuracy of wargames was such as to permit such picayune criticism.

(K)

- Dave McCarty -

I agree that when the object of PBM becomes achieving high ratings alone, much enjoyment is lost. However, I think that ratings should contribute to the enjoyment, because they are supposed to give an idea of relative ability. Thus, if I ask Les Deck to match me with someone with such-and-such a rating, it is because I do not enjoy mismatches (neither as the guy that does the stomping nor as the stompee). I also think a rating system should discourage dropouts, my pet peeve, although I'm not sure our system does so. (I think a dropout should get an automatic loss; with three or more be kicked out). For these reasons I believe in a ratings system. I think you were unfair in criticizing those who agree.

(K)

## THE WESTERN FRONT

I would like to start off by welcoming some new members to our region. A very warm welcome goes out to Mark L. Bakke from up in North Dakota, Ron Scott over in Colorado and Rick Griffin up in Montana.

In my last column I made reference to a survey conducted over the previous two years as to the most popular games of the membership. I have received a couple of letters asking for more information on what the games were. In an effort to satisfy everyone's curiosity, here are the top 20 PBM games as compiled from the survey.

- |                        |                            |
|------------------------|----------------------------|
| 1. Russian Campaign    | 11. Diplomacy              |
| 2. Panzerblitz         | 12. Napoleons Last Battles |
| 3. Battle of The Bulge | 13. Blitzkrieg             |
| 4. Afrika Korps        | 14. Napoleon At War        |
| 5. Stalingrad          | 15. Dauntless              |
| 6. Anzio               | 16. Air Force              |
| 7. Panzer Leader       | 17. Battle for Germany     |
| 8. Blue & Gray Quads   | 18. Kingmaker              |
| 9. Waterloo            | 19. Third Reich            |
| 10. D-Day              | 20. Panzer Armee Afrika    |

At present Fortress Europa is going through some heavy playtesting and it would not be wise to discuss how the game plays. I will however try to cover the PBM aspects of the game. It has two-impulse movement and combat phases similar to Russian Campaign. In addition, the game has an air phase which takes place before the first impulse movement phase. This part of the game has been greatly improved. While the air phase is handled in an abstract manner as opposed to an operational one, it does blend nicely with the basic planning and strategy of the game. One reason for this is the wide variety of possible air missions. Once the Allied player has assigned his missions for the turn the German player has some limited ability to counter some of these activities.

In looking at it from a purely PBM standpoint the air phase, while requiring some thought, does create another mailing requirement that cannot be overcome. I have toyed with the idea of having the German side commit his planes first, but even with allowing for a higher number of air factors on the German side it does spoil the overall effect the air phase has on the game. Accepting this extra mailing we can then look at the other two possible mailings. Unlike R.C., it does not have a large number of combat situations on each impulse. Some of the methods used in R.C. to reduce the movement and combat to one mailing may not work as well here. It would still be better to find a suitable solution to this problem than to tamper with the air phase. As the game progresses and weather begins to play a greater roll the problem of handling the air phase with an extra mailing becomes less of a problem, since air missions can only be carried out in clear weather and the number of turns air can be used continues to diminish. In addition the German player may find he is out of aviation fuel before the month is up and has no counter air capability. If the game turns out as good as I think it will be, the above problems can be overcome. I'll have more on this game as things progress.

I was very pleased to see Bob Snyder's comments in the last "K". I thought he covered the need for games that are playable rather than a history lesson very well indeed. I wish more people would take the time to express themselves on this issue. Let the game players be heard.

Don Eisan

(K)

March 25, 1980

# REVIEWS

CITYFIGHT: The Invisible Man Goes To War

Mike Colleran\*

"CITYFIGHT was definitely designed from an historian's point of view," Joe Balkoski writes in his section of the designers' notes. "From the First World War through Vietnam, there are numerous clear examples of urban fighting. These were examined carefully by those involved in the CITYFIGHT project, and a number of surprising conclusions were reached concerning the key elements of cityfighting. The most important of these was what was to eventually dominate the game-system itself: visibility." What would you guess? Excellent cover? Proximity of opposing forces? Restricted and canalized movement? Nope. None of the above. "Visibility." Never would have guessed, would you? According to Mssrs. Balkoski and Donaldson, "urban combat has much in common with 'hide and seek'".

The first sentence under the heading "Characteristics of Builtup Areas" in my copy of *Theory and Dynamics of Tactical Operations* concurs: "Built-up areas provide excellent concealment and cover for both the attacker and defender." The CITYFIGHT designers got that part right, but they missed the implications of the qualifying second sentence, which, in bland Department of Defense style, tells why the attacker makes every effort to bypass cities: "The defender has an advantage since the attacker must expose himself to move through the built-up area." The phrase "an advantage" will strike anyone who's tried to cross a street opposed in SQUAD LEADER as quite an understatement. A difference of dice roll modifiers of 5 (-2 for moving in the open vs. +3 for being in a stone building) is not "an advantage", it's either murder or suicide. But the defender has no such advantage in CITYFIGHT. He does not "see" the attacking units running across the street less than a hundred yards down the sights of his machinegun, or the squad or fire-team rushing him from the building across the street. The exposed units are cloaked with invisibility, and unless he happens to guess (literally) their location, he'll never know they are there. "Automatic Spotting" occurs only between units engaged in close assault or when an enemy unit opens fire in the same hex as a friendly unit. Since each hex represents only a 50 foot square (16.67 meters), to comment further on the realism of such rules would be, to quote a theatre critic, like tripping a dwarf.

To describe the "megahex observation procedures" for removing invisibility cloaks would be an equal waste of space. CITYFIGHT owners should ignore them and adopt the "Declared Sighting and Declared Position" rules (27.0) from the outset. While they still leave the attacker, rather than the defender, with the advantage of invisibility, they do bring CITYFIGHT out of the realm of fantasy. In declared sighting a player announces the location of one or more of his units and the arc through which they are sighting. The number of men in the sighting unit determines the width of the arc. His opponent then reveals those of his units in that arc that are in the open or have fired that turn, provided an unobstructed line of sight exists between them and the sighting unit. The declared position option gives a unit all-around visibility, but limits its sighting range to 6 hexes (100 meters) as opposed to the unlimited range of a unit with a declared sighting mission.

The effect of the declared sighting and position rules is little different from the megahex observation procedures, however. The defender's real advantage in a built-up area is still negated, for it is he, rather than the attacker, who must reveal his location to take advantage of them. One could argue that the defender's position could have been reconnoitered by patrols previous to the start of the scenario, but such hypothetical patrolling reminds me of the old Willy & Joe cartoon where the Sergeant is asking a suitably cynical looking group of G.I.'s: "I need some guys who don't owe me no money for a routine patrol." The defender can set up traps in the areas apparently not covered by his declared units, but even if he has the force to do so, one only has to play a SQUAD LEADER/CROSS OF IRON scenario that allows the defender hidden initial placement in a built-up area to realize the extent to which the CITYFIGHT designers have stacked the cards against the defense.

SQUAD LEADER, with its "penetration" factor for machineguns, introduced the concept of "danger space" to hobby games. The actual extent of that space is considerably reduced in SQUAD LEADER. Again quoting *Theory and Dynamics of Tactical Operations*: "A high velocity bullet fired from the prone position over level or uniformly sloping terrain at a target less than 700 meters away will not rise above the height of an average man. Anyone standing along this line of fire would be hit by the bullet. Therefore, this entire distance is danger space." The danger space of the best machinegun in SQUAD LEADER, the U.S. .50 caliber, is about half that; around 400 yards. The danger space of all CITYFIGHT machineguns amounts to 50 meters.

The close assault rules do strengthen the case for the defense. Without regard to strength ratios or actions performed by the defender earlier in the turn, there is a one-third chance the attacker will be automatically eliminated if he entered the hex containing the enemy combat unit "cautiously" (moved 1 hex) and a fifty percent chance if he ran across the street (moved "boldly", or 2 hexes), even if he survived the defender's fire doing so. I'm not at all sure what this automatic elimination represents, especially in a game with turns representing only 20 seconds of real time.

CITYFIGHT is reminiscent of AIR WAR and MECH WAR 2. It's a very detailed game built on a fundamental misunderstanding of the situation it purports to represent. The aircraft in AIR WAR routinely violate the basic notions of Newtonian mechanics, the tanks in MECH WAR 2 are at least as easy to hit hull down as while moving, and CITYFIGHT deprives the defender of his primary advantage in built-up areas, giving that advantage to the attacker instead. The CITYFIGHT map, however, is a beautiful and functional representation of a small town. I can't wait to play SQUAD LEADER on it. If only the hexes were a little bigger...

CITYFIGHT is available from SPI, 257 Park Ave., NY, NY 10010. Two identical 22 x 17" multicolored maps, nicely shaded to show elevation, 600 counters and 800 markers, two 64 page rules booklets, and 8 pages of charts and tables. \$23 boxed.

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K

## Pacific Theatre

One goal I have as Pacific RD is to encourage FtF gatherings of AHIKS members (better known as mini-cons). I've organized a couple, so I thought I'd devote part of this column to sharing some "how-to's" (I believe Omar DeWitt did this some time back, but a review may encourage more happenings).

1. **LOCATE A SITE.** If your home/apartment is too small, or is unavailable because of its use by other denizens, you must find another person or place. Rec rooms are nice, but you could check out the following possibilities: schools, colleges, hobby shops, community centers, libraries, clubs which rent rooms, or even motels or convention centers. Renting a room will increase your cost (shared by attendees) but can be better in the long run.
2. **SELECT A DATE.** Plan to give yourself a minimum of 2 months lead time. Contact some other AHIKS members to find the date most likely to bring a good turn-out. Length is up to you, but a Sat-Sun, or Sun-Mon (holiday) arrangement is usually good. Even a one-day con has worked well. Arrange it far enough ahead so that a notice can be included in the K.
3. **NOTIFY THE TROOPS.** Send a notice to all potential attendees (RSVP). Include date, time, directions, phone, and money required for entry. If space is available, allow members to bring non-member friends. A postcard for this invitation is adequate (and will be reimbursed by the society). Including a notice in the K will allow members outside your area to attend if they can arrange the travel or coordinate it with business. (Larry Fong made it to a mini-con in Seattle from Oakland a few years ago.) RSVP insures you of some idea of the potential attendance, which is essential to #4.
4. **PREPARE THE BATTLEFIELD.** Make sure adequate table space is provided. Invest in some snack (junk) foods--chips, dips, cheeses, sausages or jerky, etc., and beverages. The entry fee should pay for this plus room rental if necessary. AHIKS, I understand, will pay \$1 per member in attendance. No Smoking signs are in order if you so desire. Meals can be arranged to be brought in through a local fast-food outlet.
5. **AFTER ACTION REPORTS.** Keep a record of who comes, what games are played, interesting outcomes, and maybe even take a photo or two. Send this info to your RD so he can report on the festivities in the K (after all, we RD's need grist for our mills and we have to get it from somewhere).

Hopefully, the above steps will give you some idea of "how to" do a mini-con. Now, how about some action?! I plotted the Pacific Region member distribution and found groupings around these areas: Seattle, Portland, San Francisco, Los Angeles, and San Diego. Here are the actual potentials, as reported by my contacts in the region:

1. May 17 will find a min-con going in the Seattle area at the Heritage Bookshop in Renton. Mike Malone, a member, runs this fine establishment which features one of the best game selections in the Seattle area. They use their stockroom for open gaming on alternate Saturdays, so they have lots of room. Gaming will start at 10 AM (no other gaming on that Saturday) and go 'til you tucker out. I have word that John Caton may bring a load up from Vancouver. Tom Bourne from San Francisco is also interested in coming. More word will be coming in the mail. (Renton is due east of Seatac Airport, just off I-405. Take Rainer Ave. S. exit and go north to Renton Shopping Center; the bookshop is on the west side).
2. John Caton is thinking of a con in Vancouver, WA., area in July-August.
3. Thomas Bourne is investigating one in the Bay area in May or June.
4. Mike Scott has volunteered to organize one in the LA area (he lives in West Covina) sometime in the summer after he gets back from Germany where he will visit his wife's homeland.

So it does appear that something will be happening in your area. If you'd like to help or volunteer to organize a fall con, just drop a card to the above organizer in your area or to me.

I'd like to hear from those members of the Pacific Region who are on the west shores of the big water. We do have some members in Australia, Japan, and New Guinea. I'd like to do a feature article on you--so send me something about yourselves that we can share.

As to the Chickamauga Tournament; to date I have two signed up and will wait until one gets the game before matching. Actually, we will have to have more response from you members to make it go.

New Members: Malcom Greer, c/o Elcom P.O. Box 1105, Boroko Papua, New Guinea. Malcom is in New Guinea for 18 months and will return to Australia after then. Cheers, another PBMer for Australia. Peter McDonald, P.O. Box 1548, APO San Francisco, 96555. He is the Assistant Staff Judge Advocate (military lawyer) on the atoll of Kwajalein in the Marshall Islands. Peter is a West Point grad, gamer of 20 years experience, former SPI playtester, and author of articles for MOVES & S&T. Welcome to AHIKS.

Dave Grant

March 25, 1980

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## The Secretary-General

The revision of the New Member's Booklet is still being reviewed. I believe the new manual will provide a good foundation for incoming members. We haven't decided whether to distribute copies to all members or only upon request. In the past year, I have gradually revised the old booklet as supplies of the individual pages ran out. I expanded the "History of AHIKS" to two pages so that a list of past officers could be included. I also eliminated the references in the old history to the "first wave" and "second wave". Not being involved with Anzio, I have never been able to figure out that metaphor. Let me remind you that one page in your booklet, which you may have forgotten, is a sheet with hex grids to be used in sending questions to the Judge. You can diagram your problem right on the sheet.

As it is my job to send out the booklets to new members, I am able to note in passing how many are joining and from what source. It seems we have an influx after Origins each year because of the small amount of publicity we receive there. Another major source of members is through a book entitled "A Guide to Wargaming" (or some such). For those who joined via this route let me explain why your application forms arrived months after you wrote letters of inquiry. Apparently when the book was written several years ago the author received his information about AHIKS from Mike Truax. Even though Mike has never been an officer, he was listed in the book as the contact man, and he has received literally hundreds of letters since then. Every 3-4 months he bundles up the letters and sends them to me. It takes me several days to sort out this mail. This has been going on for several years, and we are grateful that Mike will endure this harrassment on our behalf. The net effect, however, is that the average delay of reply will be about 2 months. Next run I make of our information sheet I plan to include some mention of this as applicants can be left with an unfavorable impression after such a long delay.

Bruce Maston

March 26, 1980

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## THE BARRAGE

We have four new members to welcome this month: Jack Cameron, 13449 Greenvale Rd., Woodbridge, Va. 22192; Greg Goggans, 611 West 53d St., Anniston, Alabama 36201; Ron Whaley, 613 Royal Lane, Knoxville, Tennessee 37922; and Allen Zayatz, 301 N.E. 11th St., Apt. C-11, Homestead, Florida 33030. Welcome and good gaming, Jack, Greg, Ron and Allen!

On 26 January, Dan Gallagher hosted a gathering of 14 Washington-area members at his home in Rockville. Among games played were JUNTA, SUBMARINE (in which your RD learned the hard way not to use up all his battery-power factors when submerged in the middle of a British convoy), 1829 (a railroad game), SQUAD LEADER, MACHIAVELLI, and NEY VS WELLINGTON. We owe Dan and his gracious wife a vote of thanks for their hospitality. Dan will be hosting a similar gathering on 22 March; all members within reach of Rockville are invited.

Since there is no other news to report this month, I thought I would inflict on you my thoughts on realism in wargames. First of all, there really is no such thing, in the sense that the game actually represents actual war. Moving cardboard counters around a flat surface has no relationship to what goes on in a real campaign or battle. Furthermore, our games do not have their basis in experienced reality--no game designer was at Arbelá, Waterloo, Gettysburg, or Anzio. The games represent what the designers, or their research aids, got out of books, some of which were written by people who were there and many more of which were written by people like myself--professional historians. A historian's product is not reality, based frequently on fragmentary, incomplete, or biased sources, plus the historian's informed guesswork. This is why there is no single, definitive interpretation of any event, let alone a battle. So when a gamer says that a game is "realistic," I suggest that what he/she means in most cases is: "This game represents the battle/campaign the same way my favorite book on the subject does."

Furthermore, no game--except perhaps an unplayable monster like SPI's CAMPAIGN FOR NORTH AFRICA--actually simulates all the activities of a real operation. What games do you know, for instance, that deal at all with medical evacuation and hospitalization, except as abstracted in some general "line of communication" or "supply" rule? And yet this aspect of war, in actuality, is a pretty vital one for the trooper in the field.

What, then, can a game do, beyond furnishing an interesting contest of skill within a set of rules? It can, I suggest, provide an introduction to the general dynamics, the pattern, the problems, of a particular war, battle, or campaign. It can confront the player with problems similar in outline to those facing his historical commander/counterpart, with objectives to achieve, and force strengths and limitations roughly analogous to those we believe existed historically. If a game is done well, and accurately--which I believe is a better term than "realistically,"--simply playing the game to win under the rules should lead the player to behave historically. For example, if a game on strategy in the age of Frederick the Great leads a victory-oriented player to launch blitzkrieg attacks and fight battles of attrition whenever possible, it is inaccurate--even if

the designer included a correctly-labelled counter for every last farrier and camp-follower. By contrast, notice how the rules and victory conditions of SPI's very fine FREDERICK THE GREAT game lead you to emphasize maneuver, siege, cutting lines of communication, and avoiding battle except under very favorable (or desperate) circumstance--in other words to think and act like an 18th Century commander of expensive, hard-to-replace, professional soldiers. This is accuracy, and it brings the contents of the books to life a little bit by allowing us to "walk in the other man's shoes" for a while, without leaving the comfort and safety of our living room. In summary, historical accuracy in a game lies not in the OOB, or in a myriad of special rules, limited-intelligence, or other gimmicks (although all these have value in their place in a total design); it lies, rather, in the total effect of the design--whether the parts sum up to recreate at least a shadow of the world, the objectives, the alternatives, and the forces confronting people in other places, at other times. And please, designers, try to do it in under 500 counters and only one 22 x 34" board!

GOOD LUCK AND GOOD GAMING!

Graham A. Cosmas

March 16, 1980

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SWAPPE SHOPPE

For sale: Tobruk (exc.) \$9.00. Air Assault on Crete (exc.) \$9.00. Descent on Crete (exc.) \$15.00. Guadalcanal (mint) \$25.00. Will also consider trades for C&O/B&O and/or Dispatcher. Postage free. Gary Charbonneau, 123 Campus View Apts., Bloomington, IN 47401.

# The Wargamer

- ★ 48 pages
- ★ bi-monthly
- ★ a game with every issue
- ★ not a house magazine
- ★ over 70 new games reviewed each year
- ★ articles, replays, hobby views, analysis
- ★ editors include Tom Oleson, Rick Spence, John Prados, Kevin Zucker, Jack Greene

## Forthcoming games

- ★ **Aces High** WW1 air combat, 400 counters. Special 'ace-movement' system makes this the most realistic tactical air simulation yet.
- ★ **Stonewall's Victory** First Bull Run, 36in. x 24in. map, 350 counters. 2 scenarios, hidden movement, fragile morale . . . .
- ★ **Assault on Leningrad** Californian Perry Moore and Briton Andy Bagley have combined to produce a fine game of the German attack in 1941, with some nice rules nuances.
- ★ **Leyte** Strategic and tactical maps, 1000 counters, 5 scenarios. "Leyte" starts where "Midway" and "Fast Carriers" left off . . . . .
- ★ **Napoleon at Austerlitz** 36in. x 24in. map, 400 counters. Concealed strength markers and special morale and fatigue rules give this simulation a unique feel . . . . .

Now in its third year of publication, **The Wargamer** has a growing reputation and over 20,000 readers — three quarters of them in the USA. A year's subscription is only \$24.00 (soon rising!). Personal checks made out to "World Wide Wargamers" should be sent to: WWW, Eton Lodge, Highwood, Essex, England, CM1 3QH. Airmail add 50%.



## World Wide Wargamers

Secretary: KEITH POULTER

### CLASH OF EVIL ARMIES

- Frank R. Freeman -

When a passerby, say a wife, looks at an ongoing game of Russian Campaign, she often asks, "which side are the black pieces on?" Color is not the only unique thing about the German SS units. Their ability to return from the grave each spring makes for some odd exchanges; the German might elect to lose a big 10-8 unit rather than a little 3-4. In one odd game I garrisoned Moscow with three SS units, assuming the enemy would waste time retaking his capitol while my main force retreated back to Germany. He merely bypassed Moscow, surrounding it with a few worthless 4-3 units. The Russian planned to leave my best units helplessly isolated away from the main front but I foxed him by attacking out of Moscow at 1-6 odds (lower odds than calculated). The SS committed hari-kari so they could reappear like a phoenix next spring back to Germany. This resurrection may give you religion but it doesn't make for much historical simulation. Another SS property contrary to history is their ability to suppress partisans within five hexes; I believe that the appearance of an SS unit generally stimulated partisan activity.

The only SS unit present during the first two years, make or break time for the German, is the little 2-7. His ability to add to any stack often stretches attacking power to the next highest odds level. This stacking ability combined with his regenerative capacity dictates his presence near the front while partisan suppression requires strategic placement near the rear. What a strain on the decision process! In general the 2-7 should stay near the front until winter, then drop back to clear the rails for the rapid advance of the spring replacements.

Apparently this little 2-7 represents the special killer SS squads responsible for so many atrocities against civilians, especially Jews, such as the massacre at Babi Yar. I find myself as the Russian player going after this unit with special vengeance. After the television presentation of "Holocaust" I even found myself as the German player leaving the 2-7 out in the open so my opponent could crush it. Sometimes you have to remind yourself that Russian Campaign is just a game.

Next time we will return to analysis of the opening. Consider this exercise from an actual game. The Rumanian front requires all of Army Group South plus one panzer corps from Army Group North or Centre. With the other units operationally available to you, can you guarantee (no matter how bad the die rolls) the total destruction or isolation of all units in the Baltic and Western Military Districts? Baltic M.D.: 8, I20; 11, G19; 1a, I19; 7a, G18. Western M.D.: 3, M21; 4, L23; 10, K20; 5a, J20; 8a, J21; 3c, O23; 6c, J22.

### THE QJM METHOD AND THE AMERICAN CIVIL WAR

- Bob Johnson -

On the naval front, the stunning victories have ended with the capture of New Orleans. The Blockade is in place, but the blockade runners are having plenty of success.

On land, Lee was beaten back from Maryland and Bragg from Kentucky. But - Vicksburg, Chattanooga, and the Virginia-Mississippi River rail link are securely held by the rebels, and they maintain big armies in the field - and they are growing!

Will 1863 prove to be the year the Union is restored, or do the Confederates become a nation? Will Union manufacturing prowess be enough to overcome rebel armies with interior line advantage? The time has come to put it on the line---where are the generals that are needed? I am ready to do a game of 1863 using the QJM to determine combat results. The Chancellorsville game is coming along nicely and the QJM seems to be working properly; and it should work better in a game of Grand Tactical nature as is 1863. The scene of action is from Texas to Iowa to Pennsylvania to Florida. Needed are 7 to 9 Rebel and 5 to 8 Union generals, including a Lincoln and a Davis.

This is a full campaign game where generals must survive on limited intelligence and their quartermaster (i.e., supplies management) abilities, as well as combat leadership. The mapboard used is the "American Civil War" map that appeared in S+T # 43 - but the rules? Well, there are a few, but mostly each commander can do or try to do what he might if he was there---but, is the intelligence accurate and does not have enough supplies, and is he strong enough? Are his troops ready to fight or run or lie down?

Send me a letter or postcard if you wish to play and your preference if you wish. When I have enough players, we'll begin the game. If you'd like to play, but don't have access to the map, I can give you a reduced photocopy of the mapboard. You all will have to make your own counters. You'll need anywhere from 10 to 100, depending on your role person. You could use pins and put the map on the wall.

If you are game, then write me. If ACW is not your thing, then stay tuned -- I'm working on a Bulge and a France 1944 version. Perhaps an American Revolution and/or Napoleonic campaign will be in the works.

Potential 1863 generals report by next post to get your assignments. Robert E. Johnson, RR1 Box 84F, Augusta, NJ 07822, 201-875-3663. Please include SSAE.

- Dave Grant -

After the Holocaust, SPI's economic-political-military simulation (in that order) has often been billed as just an economic game. In fact, the players' notes suggest that one of the quickest ways to lose the game is to build an army. However, as an ancient man of peace once said, "There is an appointed time for everything.... a time for war and a time for peace." (Ecclesiastes 3:1,8). In ATH, this proves true as well. There definitely is a military side to winning the game. The military is based on economics, it is true, but this is one of the best parts of the game. One rapidly learns that the game can be won economically or militarily but one won't have the pleasure of success in both the military and in the raising of the level of living for the people. As in real life, nations with strong armies often have to sacrifice the desires of the consumers, so the military giant in ATH will probably not make it past Social State one or two, but will instead try to win by sheer bulk and bluster. The purpose of this article is to outline the basic strategies for winning the game, what is necessary for building a viable army, how to use it, and finally, the timing of when to mobilize and when to put the troops back on the farm.

### STRATEGIES

#### 1. The China Approach

The player who opts for this strategy will consent himself to remain at Social State One (or 2), mechanize the farming sector to provide food and release labor, and gobble up areas as fast as his industrial capacity will allow. He will thereby amass a large population from which he can produce a large army for offensive or defensive action. This option can be very effective in the open-ended game, but can also work quite well in the ten-turn game. It is possible, if left alone, to take 20+ unattached areas in ten turns, providing major setbacks in the industrial sector are avoided. Not being left alone is the only problem one has with this strategy.

#### 2. The End Game Approach

This strategy requires the player to achieve state two around turn 5, and then act like he is going for state 3 by continuing to increase his industrial capacity, but without taking new areas. (To take one area per turn and maintain social state 2 a player must guarantee an industrial capacity increase of 8 each turn-2 for transport and 6 for CPs). He may add an additional area occasionally. Basically, through, he waits until turns 9 & 10 to build an army, if necessary. His aim, however, is to hoard CPs and transports in reserve, and to declare as many plebiscites in turn 10 as possible, thereby increasing the multiplier for VPS without having to maintain the labor at state 2 on the following turn. This may work providing other players aren't playing China and all available areas are gone, or if other players aren't declaring for the areas you want. If so, an army will be required to occupy the contested areas and make the election one-sided (military units allow only the owning player to contest the plebiscite-sort of like having the guns at the heads of the electorate.)

#### 3. A Non-Military Option

This player will make good friends, even alliances, and make his goal reaching state 3 by turn 9. The possibility is marginal, but hope springs eternal that one can coax and cajole the industrial sector to its required level of 36-45 and attain it. Maintaining peace on the board is a must, so he will have to be an international peacemaker and weave strong alliances, or he will be drawn into a draining war. He might even cooperate with another player in war by sending troops in trade round for his ally to use, thus cutting down on maintenance, etc. The FW is the best area for this since he is relatively isolated from neighbors. Of course, if the industrial sector doesn't cooperate or the international scene is clouded, he can easily switch to option #2.

### GAINING MILITARY CAPABILITY

Three things are basic to gaining the capability to go military: 1) Sufficient industrial capacity; 2) Sufficient metal and fuel for using #1; and 3) Sufficient population to keep the economy fed, running, and fighting. These three requirements immediately yield the following observations: 1) Regions weak in raw materials will also be weak in military capability. NE & SW MUST add some metal sites or R&D up to 100%. Another way to get the raw materials is to link up in alliance with MW/FW to insure a supply of needed raw materials and one ally in case of hostilities. 2) Some areas will have to be added to supply you with manpower for an army. 3) Gaining industrial capacity can be done by low taxation (impractical in the early turns) or buying capacity. Borrowing from the FED

can supply the needed dollars for both R&D and capacity increase, but can drop the game into the Fed's lap (his VPs are figured on interest paid him). R&D in the industrial sector should be done early by SW (perhaps syndicated) and then sold for top dollar.

One way to get a jump on capacity is to set it as high as possible before the game and even arrange for food deliveries before turn one from other's stockpiles. The regions with greatest food stockpiles can have the highest initial industrial capacity.

Should you want to enhance the military game, one slight rule modification will escalate growth and allow the military to become a more viable option. This modification (known as the Menconi Modification, after our illustrious president who pioneered it in PBM play to cut down on trades) doubles the output of mech (to 4) and CPs (to 10) for the same basic costs.

One must carefully calculate the minimum Industrial Capacity to go military. An industrial capacity of about 25 will enable the beginning of an army, but would require remaining at social state one to do so. To build and maintain one infantry division demands you utilize 4.8 industrial capacity points (2 for transport, 1 for the unit itself, and 1.8 for CPs for maintenance). An alliance could provide 1-2 extra divisions through the trade round to hold down construction costs. Military R&D raises cash expense for production but makes your units more effective.

### OBJECTIVES OF MILITARY ACTION

One must carefully calculate WHY one should go to war. The following are some reasons for building an army.

#### Defense

The obvious reasons will be for defense when you watch an opponent unemploy from his industrial sector or build an army. MW, SW, & NE must carefully protect their metal sites from sneak attack.

#### Cripple the Leader

Good die rolls and astute play may allow one player to move well out in front with a booming economy. You may decide to strike a blow to pull him back into the pack, and then sue for peace. A sharp strike at a concentration of plants or vital raw materials area can cut production, lower the industrial capacity, and even cause him to lose areas through unemployment or starvation. (In one recent PBM game, NE took all the metal sites from SW & MW through military action, and although MW attempted to fight back, he strangled before he could throw NE out). Note carefully how vulnerable MW, SW, and NE are with their total metal sites initially being in only 4 areas (615-SW, 1323-NE, 1116, 1317-MW). The loss of metal or fuel to build CPs can reduce social state, thereby lowering the amount of working mech, and possibly cutting food production, setting up a chain reaction of starvation and unemployment which will cause the disassociation of areas.

#### Rub Out An Opponent

A third goal may be to totally eliminate an opponent. This would demand an alliance for optimum attack. It would take 2-3 turns, barring aid of the 4th player who may feel he will be next (probably justified). A surprise attack is essential. One drawback is that it may backfire and boost the 4th player into victory, especially in the ten-turn game. The best kind of alliance has one player providing the army and the other the CPs to keep the economies of both parties running at top speed.

#### Guarantee an Election (Political-military action)

As has been previously mentioned, the rules state that when a military unit is present in a control center, the owning player alone may hold the plebiscite. By mobilizing a division, and then moving it into the contested control center, the owning player is home free to take the area. When desiring to take an adjacent area from another player, attacking and taking it militarily will guarantee the success of the political endeavor.

### TACTICS

The Surprise Attack is the key maneuver and at the same time, the most difficult one to pull off unless you are PBM with limited intelligence. In FTF it requires being the last to move (or at least moving after the enemy) or else pretending an alliance and doing a colossal stab on the ally. Mobilizing in an area away from the target, as if to attack another region, may lull an opponent into feeling secure or make him misplace his militia in the wrong areas. Moving and feinting may fake a player into poor deployment. Making your unemployment appear an accident can help in gaining surprise. (Armies can be built only from labor unemployed in the previous turn.)

Economic-military warfare is a viable option. Buying and placing corruption chits on your opponent's economy and then coordinating an attack with the placement can produce good results. Buying corruption chits quietly over several turns with your excess cash (if you have any) is a good tactic. Hopefully the increased pressure on the opponents' treasury will be too much for him to juggle.

End game tactics center around trying to lower your military presence without losing areas. The presence of military units deducts VPs from your score. Therefore, suicide attacks, hoping for exchanges, etc., can lower the amount deducted. Suing for peace on turn 9 could also allow demobilization on turn ten to completely eliminate any loss of VPs due to military units.

Tactics for combat and movement are few but vital. Guess work is important since one never has enough units to protect everything. Stay off rivers when attacking, since they alter attacker's strength downward. Attacking into a river hex also alters combat strength in the defenders' favor. Watch for an obvious weakness--such as a long string of areas that might be lopped off by attacking the one area that connects them all to the rest of the region.

ATH is a very complicated game, which demands advance planning. Although the emphasis is on economics it is an interesting study of the interrelationship between economics and military action. It can be won by military action, even in the ten turn game. But it is a real challenge to do so. Try it. You'll like it!



### SWAPPE SHOPPE

Over 20 games, such as Third Reich and TSS for sale. Send SSAE for list to: Bill Haggart, 1206 Gavin Drive, Marysville, CA 95901.

WANTED: Grunt (SPI), Search & Destroy (SPI), & Vietnam (Game-science). Jeff Clark, 1210 S. Chase, Wheaton, IL 60187.

Will trade any of Gettysburg 77, Submarine, or Battle of Britain for Stalingrad or Waterloo. Split postage costs. Joe Pelliccia, 10 Josslyn St., Auburn, ME 04210.

RS/WS ('70), boxed, unopened, half-price. (Ordered wrong game). Postage included. Sid Jolly, 7232 El Cajon Blvd. #2, San Diego, CA 92115.

## FROM THE MATCH COORDINATOR

- I. GENERAL: A call is being sent out to the membership for their assistance in finding members who will come to the aid of new members and be matched with them in their choice of games. At present there are several new members waiting in the wings for matches that have been printed in the last published K; if any member is willing to play new members please forward your request to me stating which games you are willing to assist in; also indicate how many you are willing to take on. "URGENT".
- II. ADMINISTRATION: The following chart is for the benefit of those members who desire to become familiar with the AHKS QUALIFIERS AREA RATING SYSTEM:

QUALIFIER	FREQUENCY OF GAMES	# OPPONENTS PLAYED	# PBM GAMES PLAYED
A	1-2	1	1
B	3-4	2	2
C	5-6	3	3
D	7-10	4	4
E	11-14	5-6	5
F	15-18	7-8	6
G	19-24	9-10	7-8
H	25-30	11-13	9-10
I	31-36	14-16	11-12
J	37-44	17-19	13-14
K	45-52	20-23	15-17
L	53-60	24-27	18-20
M	61-70	28-31	21-23
N	71-80	32-36	24-26
etc	Every Increment of 10	Every Increment of 5	Every Increment of 3

EXAMPLE: A member with a Qualifier prefix of CCB has been rated in 5-6 games against 3 opponents of which 2 were played

by mail. If 3 were played by mail then a prefix of C would be shown in place of B. etc.

There have been many request for matches with A.R.E.A. members in recent months, and to accommodate those members I have been requesting that all members inform me if they are in the AH A.R.E.A. System. There is now a box to check on the set request form, so it is requested that all A.R.E.A. members please fillout that portion of it.

During the publication of the last K (15-1) many rated members were not published because of lack of space. They will be published in the next full rating roster, if possible.

As of this date the MC with the assistance of a good friend has now computerized the rating system. All members are now included in the system and those that desire to be published are now published on a regular basis. The present policy has been to publish a full rated-member roster twice a year and a limited roster from 1300+ in every issue of the K, if space is available.

III. RATINGS: The following are rating as of 3-20-80. Persons not listed are not published per their request. Members who desire to be rated and published should notify the MC via the Set Request Form found at the end of the column.

	NAME	CUR.AREA	G/M	LAST TIME POS.	RATE
1.D.	BURDICK	2125 (A)	G	1	2125
2.T.	ELLER	2000		2	2000
3.T.	OLESON	1935 (A)		3	1935
4.K.	MILLS	BBB1895		4	1895
5.B.	MASTON	AAA1770		5	1770
6.D.	KNEPPER	1760		6	1760
7.G.	GOHEEN	AAA1745		7	1745
8.R.	PIOTROWSKI	1745		8	1745
9.L.	NEWBURRY	CCC1740 (A)		9	1740
10.J.	DRUMMOND	1735		10	1735
11.W.	HOPKINS	1730		11	1730
12.K.	MCCARTHY	DDD1720		12	1720
13.D.	EISAN	CCC1710 (A)		14	1685
14.R.	KINSELLA	AAA1685 (A)		15	1685
15.J.	DOUGH	1680	G	16	1680
16.F.	HEIFFERICH	1655		17	1655
17.T.	BIZWELL	1645		18	1645
18.M.	YARWOOD	BBB1640 (A)		19	1640
19.W.B.	HILL	1640		20	1640
20.D.	GRANT	1590	G	21	1590
21.C.	HOOVER	1570		22	1570
22.J.	POWER	1560		23	1560
23.R.	WINDSOR	BBB1530		72	1300
24.R.	WHARTON	BBB1510		24	1510
25.T.	BECKER	AAA1510 (A)		25	1510
26.L.	KELLY	BBB1505 (A)		32	1465
27.T.S.	BOURNE	1490		26	1490
28.W.	WALDAU	1480		27	1480
29.S.	CURLEY	1480		28	1480
30.D.	DEMORY	CCC1475	G	44	1400
31.H.	ALBRECHT	AAA1475	G	39	1420
32.R.	FLYNN	1475		30	1475
33.R.	CROSS	BBB1465	G	31	1465
34.R.	SEGARRA	1450	G	33	1450
35.L.	JERKICH	BBB1440 (A)		34	1440
36.H.	WOODBERRY	AAA1440		182	1200
37.J.	CATON	1435		35	1435
38.S.	PELUSO	DED1430 (A)	G	13	1720
39.R.	TELEUCKY	AAA1430 (A)	G	36	1430
40.A.	DEMPSEY	AAA1430 (A)		37	1430
41.D.	WETZELBERGER	AAA1420 (A)		38	1420
42.F.	JEROME	1420	G	40	1420
43.B.	TOWNSEND	1410		41	1410
44.S.	LIST	1410	G	42	1410
45.J.	POPOLIS	BAA1405 (A)		43	1405
46.S.	POWLESLAND	1400		45	1400
47.R.	VERCHUYSE	BBB1390 (A)		88	1250
48.J.	CREEGER	AAA1390 (A)	G	46	1390
49.J.	WALLACE	1390		47	1390
50.C.	BENTON	1390		48	1390
51.R.	GREENWELL	1390	G	49	1390
52.W.	PIPPUS	1390		50	1390
53.R.	STARNIK	AAA1385		29	1475
54.P.	MENCONI	1385		51	1385
55.D.	AYERS	AAA1380		52	1380
56.L.	DECK SR	AAA1380 (A)	G	65	1320
57.M.	PERNA	1380		53	1380
58.C.	EGLI	AAA1370	G	54	1370
59.W.	ZENKTELER	AAA1370 (A)		184	1200
60.R.	BULLIONS	1370		55	1370
61.F.	FREEMON	AAA1360		56	1360
62.H.	GROVE	AAA1350	G	136	1200
63.J.	MALASKA	1350		57	1350
64.W.	KLUSKA	1330		60	1330
65.E.	NIEMIRA	1330		61	1330



66.M.	PLESKO	1330		62	1330
67.C.	DUVAL	1330		63	1330
68.C.	HUNDEBTMARK	AAA1320	G	64	1320
69.G.	CALAGE	1320		66	1320
70.R.	METZLER	CBBI310			
71.P.	LICAUSE	1310		67	1310
72.D.	KERN	AAA1305 (A)		68	1305
73.A.	BOWIE	1300		69	1300
74.J.	BURTT	1300 (A)	G	70	1300
75.T.	THORNSEN	1300		71	1300

IV. MATCH REQUEST:

a. OPEN MAT ES: The following matches are active as of 3-20-80.

Africa Korps (PR); Air War (WD); AmCivWar (LH); AAOE (PS); Anzio (2) (GL); AIW (FO)+(JG); Ardennes Offensive (BA); Battle for the Ardennes (RS); Battle for Germany (AB); B/G II(DA); Blitzkrieg (RC) (2); Borodino (SP); B/G I (JRB); Caesar-Alesia (BS); Caesars Legions (BS); COI (WAF); Chanellorsville (HG); Chariot (RL); Crusades (JA); Crimean War Qd (BB); Custer Last Stand (DLS); DD-69 (P:McD); Dark December (CE); Dauntless (KK); D-Day-77 (KM); Diplomacy (DGS)&(JD)&(RKG); Fast Carriers (GH); Fight in the Skies (RH); Firefight (GH); Franco Prussian Gettysburg (RLW) War (AB); Fulda Gap (PS); Great Medieva Battle Qd (DR); Karkov (RS); Korsun Pocket (RS); Kriegspiel (JP); Kohima (SS); Luftwaffe (PS); LaBataille De Preussish-Eylan (DW); Mech-77(GH); Midway (BB); Machiavelli (BM)&(RG); Modern Battles I & II (EDA); Nato (GH)&(DLM); Plot to Ass Hitler PzLDR (JS) +(CL); (MS); Pz Arm Africa (RK); Pz Krieg (BS) PzBLITZ (JS) +(CL); PzGpGrd (GH); RedStar/White Star (GH); Road to Richmond (LC); Seven days Battle (DGK); Shenandoah (RH); Siege of Constantanople (MS); Stalingrad (GY) Sniper (RW); Stone River (VM); Thirty Year War (CW); Starsoldier (SL); Victory in the Pacific (WHO); Verdun (TH); Victory at Sea (WHO); Wacht Am Rhein (RPS); War Between the States (RPC); War & Peace (JP)+ West Wall Quad (BB); White Death (DR); War in Europe (LD)+ (FB).

b. NEW MEMBER REQUESTED MATCHES: Africa Korp (PR); Ardennes Offensive (BA); Custer Last Stand (DLS); Diplomacy (DGS) & (JD) & (RKG); Fight in the Skies (RH); Karkov (RS); Korsun Pocket (RS); Machiavelli (BM); Shenandoah (BH); Sniper (RS); SQ LDR (MLB); Tobruk (JGV); 1914 (RPC) War Between the States (RPC); Gettysburg-77 (RLW) DD-69 (P.McD); AK (P.McD).

c. 3-WAY REQUESTED MATCHES: The following members are requesting 3-way matches with or without gamemaster/monitors and/or requesting replacements for existing matches: NOT OW/PD REQUESTED. Fast Carriers (GH); Firefight (GH); Mech-77 (GH); Midway (BB); PzGpGrd (GH); RS/WS (GH); Third Reich (BS); Air War (EM).

d. OPEN TO NEW MEMBERS ONLY: The following are for new members who wish to gain the experience in PBM from regular members: PZGpGrd (GH); Mech-77 (GH); Firefight(GH); Fast Carriers (GH) Africa Korp (PR); Chariot (RL); Nato (GH); SQ LDR (PM); Stone River (VM); Victory in the Pacific (WHO); Stalingrad (GY); Victory at Sea (WHO); Fulda Gap (PS); Kriegspiel (JP).

e. MULTI-PLAYER REQUESTED MATCHES: The following are requested Multi player matches who are willing to gamemaster/monitor/ play indicated game through the AHIK MC ONLY. NOT OW/PD.

France-40 (R Burge); Nato (D McCarty); Fast Carriers (G Hynson); Firefight (G Hynson); Mech-77 (G Hynson); Midway (B

Byron); PzGpGrd (G Hynson); RS/WS (G Hynson) Starsoldier (S List); Third Reich (B Snyder) War in Europe (FB&LD).

The following are openings in OW/PD Multi-player matches. Any member interested should contact John Ratzenberger, OW/PD MC.

After the Holocaust	La Bataille Moskova
Airforce/Dauntless	Machiavelli
Air War	Melee
Ancient Conquests I	Next War
Atlantic Wall	Operation Crusader
Battle for Ardennes	Operation Typhoon
Bismarck	Origins/Pacific
Bloody April	Russian Civil War
Campaign for North Africa	Starsoldier
City Fight	Swords & Socery
Conquistador	Thrid Reich
Cross of Iron	Time War
Crusades	Terrible Swift Sword
Diplomacy	USN
DNO	Victory in the Pacific
Enggarde	Wacht Am Rhein
Fast Carriers	War Between the States
Frigate	War in East/West/Europe
Highway to the Reich	War in the Pacific
Invasison America	Wolfpack
Ironclad	Wellingtons Victory
Kingmaker	Wooden Ships Iron Men
Wildcard Kingmaker	1776 Campaign
Korzun Pocket	War of the Rings

f. EUROPEAN REQUESTED MATCHES: European members interested in matching members in USA/Canada. NONE

g. USA/CANADA REQUESTED MATCHES: USA/CANADA members interested in matching members in European Region in the following games:

Fast Garriers (GH); Firefight (GH); Mech-77 (GH); PzGp Grd (GH); RS/WS (GH); Chariot (RL); Nato (GH); Victory in the Pacific (WHO); Victory at Sea (WHO).

h. AREA MEMBER MATCHES: For A.R.E.A rated members who have shown interest in being matched with AH A.R.E.A rated members.

Chariot (RL); Malta (BS); B/G II (DA).

i. GAME/MASTER, MONITOR: A computerized list has been prepared on all members who have shown a desire to G/M a particular game. Any member who desire the name of those members, forward your request to MC. Any member who desire to become G/M please forward your name and game to MC. Please do not ask to be G/M if you do not intend to follow through on any assignment. Like wise if you wish to be removed from the list inform MC.

V. MISCELLANEOUS: Brian Bailey, from Down Under, is looking for any member for CRIMEAN WAR QUAD: however he wishes to say that time between turns could be of one month's duration.

Please send in your complete ICRK (regardless whether you win/lose) to the MC.

Les Deck Sr.

March 30, 1980



SET REQUEST FORM

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

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

Are you AREA rated? Yes  No

- 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 \_\_\_\_\_  
DATE \_\_\_\_\_



A Special Appeal to all members of the Society from Paul Selzer

I have just received a letter from a doctor in Hungary who is looking for used war-games. As we know (or do not know), these games are available in Western Europe but not Eastern Europe.

Dr. Louis Visegrady is 37, married, with 2 daughters and lives in Pecs, Hungary. He has been interested in gaming since 1977, but is unable to obtain them for two reasons: 1. The shops do not sell them, 2. Their currency is not changeable. Louis is asking for any used games that anyone is not using or do not want and he will pay for these by exchange. This exchange will consist of anything from stamps, books, games, records, model aircraft and railroad models and folk art items.

If you wish to help a fellow gamer or part with some games you never use, here is his address:

Dr. Louis Visegrady  
Kassak Lu 12  
Pecs, Hungary  
H 7632

He is looking for copies of Panzerleader, 1914, Sinai, and D-Day. If you can help, please do so.

10



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

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED

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