

## THE KOMMANDEUR

# NEW SLETTER OF AHIKS



### THE PRESIDENT'S CORNER

#### ELECTIONS ARE AT HAND!

As Jim Pratt may note elsewhere in this issue, we are making a concerted effort to get the ballots out on time this year, specifically producing them by December 1st, in order to get them to Europe by mid-month for inclusion in the regional newsletter. Candidates for office should have statements of candidacy in Jim Pratt's hands by no later than November 20th, or you will simply not be placed on the ballot. As of two months or so ago, all incumbents were willing to stand for re-election, and will be so listed on the ballot unless you instruct otherwise. As in the past, there is no need for an incumbent to submit an election statement unless he so desires. The following is a list of the offices up for renewal:

PRESIDENT  
SECRETARY  
JUDGE  
RD/WEST, NORTH CENTRAL, NORTHEAST, SOUTHEAST

The Committees voted formally to confirm Jim Mueller as RD/NC, unanimously. One officer pointed out that there seems to be little point in appointing an RD and then promptly making him go up for election. I am gathering some comments from other officers on this before deciding what to do; the Constitution is a bit vague on this, as well as the procedure for elections of RDs in the first place!

Another topic up for discussion is the necessity of having an election when there is only one candidate. A point made is that this is a waste of time to count ballots, although I have always felt we should provide a place for write-ins if members wish to do that. Perhaps a reasonable compromise would be to not list the individual offices on the ballot for which no opposition steps forward, but to provide specific blank lines for the insertion of write-in names. For those wondering why the concern, counting ballots is a great pain.

Some months back, the Committees voted in a procedure for ballots, dues and renewal of memberships. First, a ballot is valid only if accompanied by the required dues, and mailed by the 31st of January (for US) per its postmark (February 7th if no postmark). Second, the Treasurer is authorized to establish a discount from the nominal yearly dues, not to exceed 25%, for payment before January 31. We expect that the use of the discount will give more flexibility in setting dues and regulating cash income. Third, if no notice of renewal or resignation is received by the next issue of the K (generally in February), the member's name will be listed in the K as being in arrears. If we do not hear from that member by two weeks after publication of the K, we have the "legal" option to dismiss him from the Society, and charge him the current initiation fee if he wishes to rejoin.

I still get comments on occasion that some members do not observe courteous play in terms of timely response. I assure all members that we are very concerned about this subject, and solicit your input if one of your opponents "disappears". We do have ongoing investigations of complaints, we do have (currently two) members up before the Committees for some form of discipline. Without going into a greusome "body count", we have weeded out enough non-responders this year to insure that, if this policy is continued, AHIKS will continue to be a haven for adult, courteous play.

Although voting by the Committees is not complete, we are putting the finishing touches on a four-step procedure of measured response discipline. The first step will be "Probation", which can be established by the Regional Director, which prevents further matching of the member in question until his actions can be investigated. After review of the facts, including statements from the member and his opponents, the General Committee votes one of four options:

- Do nothing, in which case Probation is ended.
- CENSURE, a warning that indicates stricter measures will be employed in the event of repeat.
- LEAVE OF ABSENCE, used for somewhat more serious failures, but the member responds to RD inquiry and just needs time to recover. Member is required to drop out for a year, and reapply for membership at that time.
- DISMISSAL, used for members who refuse to write back, or whose actions demonstrate flagrant disregard of our standards of play.

From last year's survey of members, we gathered that some people felt uneasy about dismissing other members, hence the generation of several levels of discipline, which should allow the Committee to fit punishment to "crime". I plan to ask for a review of this procedure next year to see if it has worked as planned.

Our office computer is finally functioning (somewhat), at least enough to being the word processor. I will be loading in the Member's Guide, sending out an updated version to the officers for review, and finalizing it for publication. When? I think it will be in the members hands about February or April (in conjunction with the K) of next year. The word processor sure makes doing these columns, and the president's newsletter a lot easier.

Don't forget the November 20 deadline for volunteering for office!

Almost forgot department: that picture in the last K! Did you keep the negative, Jim Pratt? Need to make Christmas cards pretty soon.

Membership as of this date is approximately 502.

Pete Menconi

November 2, 1980



# editorial

My life is still a case study in the type of time overload Dave Grant described in his column. I have been forced to suspend my personal game activity, and I offer my sincere apologies to my opponents for this suspension. With the lessening of my Navy Reserve commitments I hope to be able to pick up my PBM soon. "What", you might ask, "you couldn't find a few hours per week to spare? Surely you wasted that much time watching television, or in some other unproductive activity." True, but I have a psychological hang-up: I must defer lower-priority tasks when higher-priority tasks are overdue, and this is the state I've been reduced to lately. I mention all of this in the same spirit that leads alcoholics to speak at AA meetings; to let other sufferers know that their experiences are not unique.

In the last issue I said that I thought SPI's new "FYEO" newsletter might be a rip-off. Well, how I've seen a copy and I can say that it definitely is a rip-off. Speaking of SPI, I've heard rumors that they are in financial difficulties. Can any of you with actual information share it with the membership?

With my gaming activity at a low ebb I find it difficult to think of current topics to discuss in this column. I'm reduced to nostalgia on the "good old days", when the total number of games in print could be counted on your fingers. Today, the total number of good games in print can be counted on your fingers.

Jim Pratt

20 October 1980



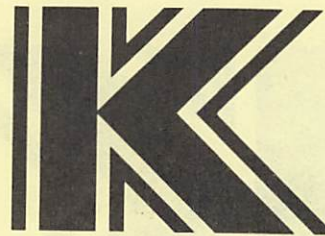
## Pacific Theatre

The welcome mat is out to Jim Cassity, Ventura, CA.; Vernon Knauff, Valencia, CA.; and Dan Tierney, Long Beach, CA. Dan is in electronics and Vern is recently retired from the LAPD. Welcome to each one. Dan is already involved in a multi-player (10) SUBMARINE game I'm GM'ing for Wade Dudley's naval 'zine, THE BROADSIDE.

I appreciated some of the response from you on the last column. Bill Byron had the following good comment: "I have found that it's not only unfair to your opponent to delay in a game in which you are being badly beaten, but it's unfair to yourself to sit and agonize by the hour, hoping to find a miracle solution to your dilemma. Stop torturing yourself and your opponent--CONCEDE! On to the next game. Chalk that up to experience.

Now, to my promised topic: "How To Play More Games In Less Time!" Last issue I wrote of the propensity PBMin'g has to gobble up more time. One way to enjoying gaming is to find ways to simplify PBM. Here are some suggestions.

- 1) Stick to games with a small number of units. The fewer units, the less time spent in combat resolution, strategic decisions, and recording moves. Naval games seem to be ideal for this, since many naval actions involved only a few ships on each side. Some tactical games, like SNIPER, also qualify. The key here is to cut down on the time spent in resolving and recording the turn.
- 2) I've gone to using tracing paper overlays over my game map or a photo-reduced map (I use it for Dreadnought, Submarine, AMF, Conquistador, BFTA, Sniper). This eliminates carting out a game board, and allows me to play more than one game on the same map. It allows speedier access to the game and you can even take it with you on vacation without set-up time. For some games, particularly multi-player (where you use only a portion of the map) and naval, it is ideal. Erasing isn't a problem, and it saves space. One tracing pad (14x17) cost me about \$3.
- 3) Play more multi-player and monitored games. Bob Arko, guest columnist in a recent *Broadside* article, commented on how monitored gaming eliminates time normally spent on the dirt of resolving combat, etc. All you do is record moves & combat, and then check out results when they return. Admittedly, if your game involves diplomacy, you have to add time spent on correspondence. Some monitored games, however, are low in communication, or all goes through the GM. If you find a good GM who doesn't take on too many games, the pace moves along fast enough to maintain interest. You might even GM one game yourself to return the favor. I find some of my most enjoyable games are of this variety. It adds the advantage/suspense of limited intelligence lost in conventional PBM or FtF. Multi-player games also allow you to play in a game normally too



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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.

large to try to PBM. Your command is of a limited and more manageable size. You can even enjoy some of these "monster" games in that way, but will need to find that reliable GM who'll keep it moving.

- 4) Play games that are short in number of turns, but demand more than one mailing per turn. Squad Leader, I understand, is like this. I've enjoyed good Cobra & Stonewall matches of this variety. RC could be done in this way. This makes a PBM game more expensive, but spreads your decision making out over more time and shortens the amount of time spent on each turn.
- 5) Specialize in one game or era. With the vast amount of titles now available, it is impossible to own/play them all unless one is independently wealthy and can take 60 hours a week to play them. Specialize in an era (Civil War, WWII) or type (Naval, Strategic, multi-player) or even in a system. Playing same game or system cuts down on time spent learning a new system.

I hope that this helps some of you. Remember, to play more with less time, you must KISS (KEEP IT SIMPLE, STUPID!).

UPCOMING GAMING ACTIVITIES: Tom Bourne planned a Northern California FtF for Oct. 18-19. I hope a report will appear elsewhere or in the next issue. Mike Bonkowski is planning a Portland-Vancouver FtF at his home in Beaverton sometime in November or December. More details later.

One item of interest was that I heard an AHIKS member, Dave Ziegler interviewed on a Seattle radio station. He is a poly-sci prof in Bellingham and has written a book on International Relations. The interview as concerning the possibility of nuclear terrorism.

Dave Grant

October 7, 1980



#### NEWS FROM NORTH CENTRAL

I have the pleasure this issue to welcome to AHIKS the following new members: Chuck Rebesco, a physician from Oak Park, IL, Barry Burgess, who works in the Safety Office at Chanute AFB, IL, and Chris Thomas, from Marion, OH, who plans to enter seminary next year. Chris and Barry both indicate a willingness to have fellow society members phone when in their area.

On that subject, of the new members I listed in the last issue, Norm Cromartie, Andrew Kraus, and Samuel Kopf have also indicated they wouldn't mind "passers-thru" calling them. Of course, my phone is always on the hook for fellow members.

If you plan to be in a member's area, it might be a smart play to write ahead of time to our secretary for the phone numbers (his records are more complete than mine). We all realize, of course, that a phone call is the courteous way to announce yourself. I would enjoy meeting any AHIKSer in my area, but if you showed up unannounced at my front door, with DNO under your arm, and asked if I had a living room and three days to spare, you might encounter some rudeness.

I have been pleased to note that, so far, my decisions about new members have been made easier because many of them are recommended by other members. Sometimes it is just a short note asking that an application be sent, other times it is a full-fledged letter of recommendation. These things really help. It also shows an interest in maintaining a high caliber of membership.

I have, however, been disappointed in that I have had to handle four complaints already. All concerning slowness or apparent refusal to answer. Ten-cent postcards to your opponents explain why and how long they must wait is an inexpensive way to be considerate.

If you are as bad a gamer as I am, you can always use "courtesy" to explain away your losses. "My business/school/home/love life reduced my gaming time. This was unfair to my AHIKS opponent, so I did the honorable thing and conceded." Actually, he was beating you badly, but now you can keep your dignity.

Richard Locke (who is keeping right on top of this) reports that SPI's Oil War is now only \$4.00 and now includes a version for an Irani-Iraqi war. Given the current situation in that part of the world, SPI could have a perpetual game going here--what with versions for U.S./Iran, Iraq/Iran, North Yemen/South Yemen, Qatar/Kuwait, etc.

This has been asked in the past, but I'll broach the subject again. How about a name for this column? I know "News from North Central" is no grabber. It's the best I could do in ten minutes. I'm sure I could, with two six-packs on a football afternoon, come up with what I would consider (at the time) to be a truly represent-

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## The Secretary-General

I have been an ardent fan of "Waterloo" for some time. Although I no longer play it by mail, and am leaning to TRC with its greater complexity, nonetheless Waterloo remains an excellent game for PBM.

The question arises, "how do you win this game as the French?" After you play a few times as the PAA you then ask, "how do you win as the PAA?" It seems that the mix of pieces and their arrival times always favor the other player! I dare not reveal my grand strategy to you immediately because it sounds so simplistic. Instead let us delve into probabilities, the object of the game of Waterloo, and the meaning of victory.

First, it can be shown that if the Frenchman never takes a risk, the PAA can construct an elegant pattern of gradual retreat which yields about 20 small units. The Prussians then arrive and the PAA, now about 20 points superior, can trade pieces to a win. On the other hand, with low-risk attacks taken repetitively, the French will draw the occasional "A elim" and lose steam quickly. But as many a hapless PAA player has learned, it seems that with one or two lucky rolls, the French can disrupt nearly any PAA defense. Suddely, all the previous French losses seem not enough, the Prussians are too slow, and French units exit to Brussels.

This brings me to my first observation. Waterloo is the rare game where the attacker has smaller pieces than the defender and where the defender can achieve local superiority for a counter-attack. Although it would take months by mail or hours fact-to-face to prove my thesis, I believe that the real French advantage is the defection rule. It stands to reason that if the French can get to the defection squares, even with great losses, then he will win the game. If he attempts to slug it out, the natural superiority of the stacking qualities of the PAA and the defendable terrain will wear him down.

To achieve defection early, disruption is essential. When Wellington is waiting for the Frenchman, the PAA always wins. This is true no matter where you are on the field. I have seen the French move through Neveilles on the first day with many points but without disruption. On the second day, the PAA destroyed the large advancing force for an easy win. The same can be said of a thrust at Tilly.

If disruption is the key, then manuver by the French is essential. A Napoleon who statically places 40 factors at Neveilles, 40 down Tilly, 45 at the Quatre Bras heights and the rest at the Quatre Bras gap will probably lose. On the other hand manuver alone can be matched by equal shifts along the PAA interior lines. In the final analysis, a quick low-odds punch at a crucial point will disrupt the PAA so the French troops can manuver through the breach to defect. What point to hit and when--ah, that's what separates the expert from the beginner. It is the essence of war its self and it is what makes Waterloo such a good time. The Little Corporal himself had made such decisions on the occasion of his great victories.

Simplistically, the where is easy: The Quatre Bras hill is the key point in the PAA line. When is also easy: The earlier the better. But should you take this battle or wait around for a better opportunity to present it self? After all, a "six" rolled at 9 AM on the first day against Steinmetz loses the game.

Finally, we come to the question of what is victory. In chess, there is no question that logic is all. But in games of chance, such as Waterloo, the best we can achieve is to maximize the chance of winning. I submit that if the French roll a 2:1 against Steinmetz and come up with a "1" or "3", the game is over. An exchange "2" or "5" hurts but will even out later. Only a "6" loses. Thus, the odds of winning the game are greater than 50-50 with the 2:1. Isn't this the object of the game? Doesn't that mean this old classic is grossly unbalanced in favor of the French?

All Waterloo players reading this are shaking their heads. The 2:1 is wrong, wrong, wrong. Are they right, or are they behaving as the Redcoats did ("no one civilized fights that way"). Such is the paradox of Waterloo.

Bruce Maston

October 8, 1980



## THE WESTERN FRONT

John Ratzenberger has written to me and has asked that I print a retraction to my statement in my last column concerning his association with Avalon Hill's remake of Air Force. It seems that John does not wish to have his name associated with this venture. Kevin Zucker, who is handling things at AH on this project, has apparently taken liberties with the basic rules, etc., that have angered a great number of Air Force/Dauntless enthusiasts. This is certainly too bad as John is one of the finest war gamers around and his input would certainly have contributed greatly to any improvements to the new version. Sorry John, my info. was obviously stale.

The problem of staying true to the basic game system is not a problem with Flat Top. Alan R. Moon, who is at the controls on this one for AH, is keeping the faith with the hard-core followers of the game. I should know; I have tried to suggest some simplifications to the basic game system to try and speed up the play and reduce some of the time-consuming search processes, but Alan has held fast. The game will have a complexity rating of 10 and is not for the newer members of our fraternity. It should be out about February of next year.

I thought Dave Grant had an excellent column in the last issue of the "K". It should be required reading for all new members and some of those older members who always seem to be tardy in their replies.

I have had very little response to my appeal for interest and location of this year's annual face-to-face get-together. With the exception of Larry Burrus and John Ratzenberger and some of my local AHKS friends there does not appear to be very much interest this year. If the postman brings any new interest in the next few weeks I'll get something out to all in the immediate four or five state area with location and date. If no more interest is forthcoming I'll let it ride 'til after the first of the year.

We have two new members to add to our western region this time. They are David Stockdale up in Alberta, Canada and Ken Thurman from nearby Oklahoma. A big welcome to both of you fellows.

Don Eisan

October 14, 1980

### AIR FORCE REDEVELOPMENT RETRACTION

- John Ratzenberger -

Don Eisan, in his K 15-4 column "Western Front" mentioned my name in conjunction with Avalon Hill's redevelopment of Air Force, and indeed I did participate in the playtesting this Spring.

I do not feel it appropriate to detail names, incidents, impressions, etc., but suffice it to say that I (and some other AHKS playtesters) was in extreme disagreement with the method and direction of the redevelopment. In my opinion, the redevelopment has been driven more by "politics" than anything else, while the playtest was, at best, meant to do an incompetent developer's work for him and, at worst, conducted as a formality to be ignored later.

Finally, I believe the game is being ruined, not improved.

Thus, I informed AH that I could not allow my name to be used in conjunction with the re-development effort, or in any other AH literature relating to it. I have written this little "retraction" as I do not want any AHKS members to be influenced to buy the thing because other AHKS members were apparently involved in the development/playtest.

### SWAPPE SHOPPE

SALE: War in the East, 2nd Ed., \$10; Bismarck, \$5; Lee Moves N., \$4; KM, \$5; PB, \$4; MB Quad, \$5; Waterloo, \$4; all vg to ex, add pstge 15% B. Hilton, 1759 Stonehaven, Frederick MD 21701.

FOR SALE: October War \$3, Armageddon \$3, Sinai \$5, Golan \$5, Suez to Golan \$10, Ancient Conquest \$5, Arab Israeli Wars \$10, War of the Ring \$12, Starfleet Battles \$6, Bar Lev 1st edition \$5, 2nd \$8, Jerusalem 67 \$3, Chinese Farm \$3, Fast patrol Boats \$4, Air War with update, \$12. All games boxed except \$3 games, also have various other items, such as board clips, for sale. Send \$1 postage for each \$10 or fraction thereof and ssae for list of other magazines and items for sale, to Allen Glicksman, Apt. A-11, 250 Beverly Blvd., Upper Darby, PA 19082.

## THE BARRAGE

We have two more new members to welcome to the region: Chuck Higgins of 2320 Foxhaven Dr., Franklin, Tennessee 37064; and Len Mumbower of 2482 Emory Lane, Marietta, Georgia 30067. Chuck expresses a primary interest in multi-player PBM games, while Len -- a wargaming veteran since 1962, when one of the original playtesters of Tactics II introduced him to the hobby -- favors World War II and Civil War gaming. It should be noted that both these fine gamers found their way to AHKS through gaming friends who were already members. This should remind us how much of our growth depends on word of mouth, one gamer passing the word to other, and this is probably the source of many of our best recruits. Let's all keep up the missionary work!

Little else new to report. It has been a quiet year for your Regional Director, which I hope is a case of no news is good news. I am glad to report that in the time I've spent on the job so far I've had no really serious disciplinary problems or complaints. The few complaints that have come up have been mainly failures in communication and were amicably resolved with a letter or two. This is a tribute to the maturity and good sportsmanship of the members of our club and region.

It is good to see more members, such as Chuck and Len this time, coming into our region from outside the Washington, DC metropolitan area. Perhaps as other sections of our region expand in gaming population, we will see more face-to-face get-togethers occurring out there in the hinterland away from the swamps of the Potomac.

Good luck and Good Gaming!

Graham A. Cosmas

September 28, 1980

p**b**m

- Virgil Mugler -

I see by the calender on the wall that it's time for one of my irregular reports on the status of the PBM Ideas Committee-- or lack thereof. So OK, here's what we have in the way of PBM methods and play-aids (PA) as of October 1980:

Air Assault on Crete/Malta	Napoleon At War Quad
After the Holocaust (Multi-player)	Narvik
Air Force/Dauntless (PA)	North Africa Quad (PA)
American Civil War	Operation Crusader (PA only)
American Revolution (PA)	PanzerBlitz
Anzio (PA)	PanzerLeader
Arab-Israeli Wars	Panzergruppe Guderian (PA)
Bar Lev	PanzerKrieg
Battle of Britain (PA)	Patrol
Battle of the Bulge (PA only)	Richtofen's War (PA only)
Beda Fomm	Russian Campaign (PA only)
Bismarck (Original)	1776 (PA)
Blitzkrieg	Siege of Constantinople (PA)
Blood April (PA)	Sniper (3-player)
Blue and Gray Quad	Squad Leader
Breitenfeld	Stonewall (PA only)
Cobra	Terrible Swift Sword (PA)
Conquistador (PA; 3-player)	Third Reich (PA)
DNO/Unit	Tobruk (PA)
Franco-Prussian War (PA)	Torgau (PA)
Frederick the Great	USN
Guadalcanal	Verdun (PA)
Island War Quad	Wacht Am Rhein (PA)
Jutland (Original)	War At Sea
Kharkov	War Between the States
Kingmaker (Multi-player)	Wooden Ships and Iron Men
La Grande Arme	Westwall Quad
Manassas (PA only)	Multiple Die Rolls article
Mech War '77 (PA)	Decimal ICRK Converter
Midway (2 & 3-player)	Battleworthiness
Modern Battles Quad	Simultaneous Movement

A play-aid is usually a form or chart of some nature which helps organize the game. These usually require copying in order to have enough for a full game. Also note that none of the above are intended as anything but suggestions. Indeed, I seriously doubt if a generally acceptable (or "official") PBM method for any given game can be developed. For example, take the case of organizing the OB sheet for a relatively straight-forward set of games such as the Blue & Gray Quads. In the past, I set up my games for each move and found that the pre-printed OBs worked well since they are organized by strength-point and that was how I stored my units between moves. But now that I keep my games set up continuously, I find that I prefer the OBs to be listed by alpha-numeric sequence. Indeed, I now find that the pre-printed OBS are quite annoying.

Again, some games in which command-control rules are important can also be set up by organization. Now add player preferences/biases as to the use of chits, the degree of competitiveness/trust, etc., and you can form something of an idea of just how difficult it would be to develop a "definitive" or "official" PBM method. Hence, these methods should always be viewed as suggestions only, and players should always agree before play commences on what exact method is to be used. Of course, this goes double for those methods that requires the modification of some of the FTF rules.

Finally, I note that I've been at this task for over 3 years. Since I'm of the opinion that this should be long enough for any one person, I'm calling for members who would be interested in assuming this voluntary (ie, no election to go through) post to write to me. I do this at this time not because this job is very difficult or because I'm no longer interested (it's not and I am); but because of a conviction that the longer a person holds a position the more he rationalizes it to fit his situation and, in what is essentially a r&d position, this can be quite detrimental to task completion. In other words, this psst can best be developed further by the infusion of new blood. This whole thing is basically a systems analyst position; it helps if you can write in a logical sequence and have the ability to see things from many perspectives. The time demands have never been a particular problem and I've been able to carry a minimum load of about a dozen PBM games throughout this period. So if you're interested, drop me a line and I'll provide further details if you need them.

In any event, the above mentioned items will be available at no cost from Virgil Mugler until further notice.

(K)

TWO-PLAYER "BLIND" BLITZKRIEG

- Paul Selzer -

1. The structure of these rules is based on the idea of "Front Lines" (FL) and the location of units in reference to the FL. Identification of units is based on the proximity of enemy units, terrain, a force's situation, and its status as friend or foe.
2. Only FL units are identified on the board, all others remaining hidden or inverted.
3. The FL is defined as a series of adjacent or overlapping Zones Of Control (ZOC) pertaining to those units nearest the enemy. All units exerting those ZOC are termed FL units. Where no line of adjacent ZOC exists, then units nearest the enemy - and irrespective of the distance - must be identified as FL units.
4. Units with an established line of ZOC between their positions and that of the nearest enemy unit are defined as "behind the FL".
5. The position of FL units are always known to both players and must be identified as such.
6. The identification of units is determined by assessing the various cases noted on the INTELLIGENCE AND IDENTIFICATION CHART (IIC). By adding the different numbers associated with each case and referring the sum to the IIC, a level of identification will be determined for each stock.
7. The owning player assesses the level of identification for his units; the opposing player has no part in this task.
8. Therefore, it is necessary to maintain written logs for each move, detailing the starting position and finishing position of all units in play. Movement after combat must also be recorded.
9. To guarantee fair play in PBM games, a player must record the position of all friendly units at the end of each turn on a separate sheet which is sealed in an envelope and sent to the opponent. The opponent signs across the seal and returns it to the sender who then keeps it unopened until the game's end. At this time, it is returned to the opponent so he can open it and verify the correctness of play.

For those who regard the use of sealed chits as cumbersome and wasteful, the following may be used instead of the above. Both players record the final positions of all friendly units at the end of each Player-Turn. The player who sets up first records the disposition of his forces on a sheet entitled "Initial Set-Up Blue". This sheet is then sent to the opponent who records his opening positions below Blue's entry. The sheet is then returned to the first player who records the final positions of his units at the end of his Player-Turn below the

last entry. This sequence and the continuation of the sheet is maintained until game's end. To maintain the secrecy of deployment, both players must encode the position and identify of his units. Players may use any type of written code or cipher, as long as they are easily translated once given the key. Players may change the use and type of codes used, but must retain the key for each turn until the end of the game.

Now the use of a code or cipher is really very simple; anyone can construct a simple alternate letter/number code. What is really interesting is the possibility of breaking your opponent's code. What an intelligence coup that would be!

10. Unit identification must be reassessed following the conclusion of each Player-Turn. For enemy unit identification, no account is taken of units' movements during that Player-Turn. Unit identification is assessed only before and after movement.
11. The identification sequence for each turn is as follows: Blue moves on Turn One, determining unit identification for all friendly stacks after the completion of all combat and movement after combat. He now informs Red of the different levels of identification (what Red can "see"). Before Red moves, he must reassess the level of identification of his stacks in light of Blue's movement. Red then carries out his movement and combat and informs Blue of the new levels of identification of Red's units subsequent to their movement. Blue now ends the cycle by informing Red of Blue's new identification in light of Red's movement. This sequence is repeated for every turn.
12. For the initial set-up of forces and their level of identification, the enemy superpower FL is the border of that superpower. This applies only for the initial set-up.
13. For combat, both players must know the attacking/defending values of the stacks involved regardless of the varying levels of identification of the units in combat.
14. All movement after and as a result of combat must be resolved in the following sequence: The retreating player specifies the route taken, hex by hex, for the required distance. The advancing player advances the designated number of hexes, indicating the exact route. Any advances are stopped in the first ZOC of a hidden unit. It is for the opponent to inform the advancing player when such an event occurs.
15. Units moving through a hex that was AV'ed (see AH rule 21) by friendly units must also detail their intended route, hex by hex.
16. A player who declares the invasion of a foreign country benefits by a minus one (-1) factor on the IIC. This simulates the surprise and confusion of an invasion. This factor applies only to the initial turn of invasion.
17. For all attacks on unoccupied minor country cities, the opponent must be told the direction of attack and the number of combat factors involved.
18. Air units of any kind (apart from air transport) may fly reconnaissance missions to any land hex. All air recon missions act in the same way as Patrol missions in that the air units remain in that hex during the enemy Player-Turn. All units in the same hex as an enemy air unit receive a plus one (+1) modifier on the IIC. All land units in the same hex as a friendly fighter or TAC air unit receive a minus one (-1) modifier.
19. All rules governing sea movement and naval ascendancy are retained except for the following exceptions:
20. All units placed in "At Sea" boxes are hidden. Players must maintain a record of their total strength, as noted in the naval ascendancy rules, for each sea zone.
21. At the beginning of his Player-Turn, each player has the option of requesting an estimate of enemy strength in any Sea Zone. A player can request such information only for those zones in which he has units. The opponent's reply is determined by the following table:

<u>STRENGTH WITHIN ZONE</u>	<u>REPLY</u>
0-9	Unpatrolled
10-19	Patrolled
20+	In strength

A player intending an amphibious invasion must meet the conditions of the naval ascendancy rules.

22. The invader must announce his total strength for the invaded Sea Zone. The opponent then informs the invader whether or not the invasion is possible under the conditions of the naval ascendancy rules.

23. Once conditions for an invasion are met, the invader informs the opponent exactly which beach hexes he is assaulting. The opponent then reveals all units on or adjacent to intended invasion beach hexes.
24. When a defended beach hex is attacked, a result causes no movement of the defender, causes all invading units attacking that hex to be eliminated.
25. All invading land units move "blind" for the remainder of their invasion turn. The opponent informs the invader in which hex this movement ends due to entering the ZOC of a hidden unit. All movement then stops and combat ensues.
26. At the conclusion of the invader's Player-Turn, the invasion forces shall form an additional FL. However, the identification process is hampered by the lack of a known enemy FL. Hence, on the first turn of an amphibious invasion which encountered no resistance, the FL units of the invasion force must be revealed by position only. Units behind an established FL may remain hidden, depending upon the degree of contact made with enemy forces.
27. Friendly airborne forces may be dropped up to 20 hexes from a friendly city.
28. Airborne units must designate their landing hex and intended one hex movement.
29. Airborne units may NOT designate a landing hex known to be enemy occupied. They may land within enemy ZOC.
30. Should an airborne unit land on a hex occupied by a hidden enemy unit, it may not move for the remainder of that turn. During the subsequent combat, the enemy unit must be forced to vacate the hex. Any other result means the elimination of the attacking airborne unit.
31. On the first turn of an airborne invasion, the invader must reveal the position of all airborne units dropped.

INTELLIGENCE AND IDENTIFICATION CHART

<u>Identification Case</u>	<u>Intelligence No.</u>
Unit within 0-4 hexes of enemy FL . . . . .	+1
Unit within 5-10 hexes of enemy FL . . . . .	0
Unit within 11+ hexes of enemy FL . . . . .	-1
FL unit . . . . .	+1
Unit behind friendly FL . . . . .	-1
Unit behind friendly FL with fighter cover. . . . .	-2
Unit in same hex as enemy air recon mission . . . . .	+1
Aggressor units within a minor country. . . . .	+1
Aggressor units within a minor country city . . . . .	+1
Aggressor units within a passified minor country. . . . .	-1
Liberator units within minor country. . . . .	-1
Liberator units within minor country city . . . . .	+1
Aggressor units within other superpower country . . . . .	+2
Aggressor units within other superpower country city. . . . .	+1
Units in woods/forest . . . . .	-1
FL units behind unflankable river position. . . . .	-1
First move of airborne units dropped behind enemy FL. . . . .	-1
Attacking units on first turn of invasion of any country. . . . .	-1

INTELLIGENCE ASSESSMENT TABLE

SUM OF INTELLIGENCE NO.	POSITION	TYPE	STRENGTH	IDENTITY
+3	YES	YES	YES	YES
+2	YES	YES	YES	NO
+1	YES	YES	NO	NO
0	YES	NO	NO	NO
-1	NO	NO	NO	NO

All Intelligence Number sums above +3 are considered as +3.  
 All Intelligence Number sums below -1 are considered as -1.

POSITION = Hex Grid-Number  
 TYPE = Specify presence of either infantry/armor/artillery.  
 STRENGTH = Total attack/defense strength of stack.  
 IDENTITY = Unit number and individual strength of each unit present

**NEWS FROM NORTH CENTRAL** (K) (Continued)

ative, intelligent, yet hilarious title. But I feel I should be a conduit for news and views, not a font of all knowledge. So how about it, fellow North Centralians, give me something to offer our regional members for a vote. A postcard or a long, detailed letter, either way. Let's work on a slate of suggestions for next issue and vote before the issue after that.

Jim Mueller

October 15, 1980

Use of Plotting Chart

<u>Column</u>	<u>Use of Column</u>
Unit	List unit's identification number.
1	The hex the unit occupies at the start of the game-turn.
2	The disruption state of the unit at the start of the game-turn.
3	The unit's order for the game-turn - DF, MV, etc. With movement, the player must commit his units to move to a specific hex during the movement phase. This differs from the rules because of the difficulty in arranging the movement phase as stated in the rules.
4	The hex that the unit will move to or is firing at.
5	If the unit panicked in the Panic phase, then "Panic" is written in this section. If it didn't panic, the section remains blank.
6	Enter any Disruption incurred by the unit in the Direct Fire phase. Pin and (P) also are written here as they are provided.
7	The hex occupied by the unit at the end of the Movement phase, including any Panic movement.
8	Total Disruption State of the unit before Pin and Disruption removal phase is begun.
9	Die roll (if any) for disruption removal.
10	Disruption State after Pin and Disruption removal phase.
11	Disruption incurred in the Indirect Fire phase.
12	Total Disruption state at the end of the game-turn.

Rules Changes

(5.0) Movement

Procedure: When writing orders, the player must write the destination hex for all units which are moving in the game-turn.

(5.4) Task Summary

Opportunity Fire: This option is not used because its use would require a complete plot of all hexes entered while moving.

(6.0) Combat

Procedure:

(3) Rolling the Die: For a die roll, take the next number from your opponent's list of numbers under the heading "Combat" and the next number from your list of random numbers. Cross reference them on the Random Numbers Chart to determine a resultant number in the range 1-6, for use on the Combat Result Table.

(6) Determine Ammunition Depletion: To determine if the unit has used all its ammo, follow the same procedure as in (3) but use the numbers under the heading "Ammunition Depletion". If the result is equal to or less than the ammo depletion number, then the unit loses its "G" Class attack capability.

(6.2) Special Weapons Classes

When a unit uses (L) loose pattern fire, the hexes are attacked in the following order: impact hex first, second the hex north of the impact hex, and then in a clockwise direction around the impact hex.

(6.35) If there are two units in a hex, the firing player must plot the identification number of the unit being attacked.

(6.4) Indirect Fire

(6.43) To specify whether an attack is in loose or tight pattern, an (L) or (T) respectively is written after the target hex number in Column 4 of the Plotting Chart.

(6.48) To calculate the die roll for Indirect Fire scatter follow the same procedure as ((6.0)-(3)) except that the numbers are taken from the "Indirect scatter" batch. If the result is a "1", the IF impacts on the designated hex. For any other result take the next number from the same list and cross reference them on the Random Number Chart, matching the result with the scatter chart on the map.

(6.5) Opportunity Fire

This is omitted entirely for PBM.

(6.7) Counter Battery

Use the same routine outlined in ((6.0)-(3)) but using the numbers under the heading "counter-Battery". If the result is "1", the counter battery unit may attack the enemy artillery or mortar unit.

(6.83) Removal of Pin and Disruption Markers  
 Follow the procedure of ((6.0)-(3)), taking the numbers from the "Disruption Removal" batch. This result is then matched with the following table to determine what disruption can be removed.

Disruption State	Result Needed to Remove
D-1	1,2, or 3
D-2	1 or 2
D-3	1

(7.0) Movement  
 Procedure: A player must plot the Tack code (MV) plus the destination hex for each unit he desires to move. This is because PBM while retaining the alternate movement of units is impossible. If two or more units are plotted to end the movement phase in the same hex, all concerned units are placed in the last hex entered before entering the contested hex. This is resolved only at the end of movement, not while units remain to be moved.

(7.12) If a unit has been plotted to move, it must move to its destination hex, providing that it has not been pinned or disrupted.

(8.0) Stacking  
 Stacking in Improved Positions: If a unit is inside an improved position, place (I) to the right of the hex number occupied. If this code does not appear, the unit is considered to be outside the improved position.

(9.0) Transporting  
 (9.6) Plotting Mounting and Dismounting: When a Truck/APC is mounted by an Infantry/ATG unit, the code "MV MT" is written in Column 3 of the Plotting Chart and the Infantry/ATG unit's identification recorded in column 4. When the unit dismounts, the code "MV DM" is entered in column 3 with the hex that the Truck/APC will move to in column 4.

(13.0) Overruns  
 This rule is omitted in PBM because it requires movement to be recorded on a hex-by-hex basis. Also, there is no way of knowing if an OR is possible if movement is not resolved sequentially.

(14.0) Panic  
 Procedure: Instead of picking one or more chits, cross reference the panic digit given by your opponent with your panic number on the 10X10 Random Number Chart. This result is then cross referenced on the Panic Number Chart with the percentage to determine a set of last digit hex numbers. For example, for a Panic Number of "4" and a Panic Percentage of "50", the last digits of panicked hexes are 4,1,8,5,2 or 1,2,4,5,8. With a Panic Number of "9" and a Panic Percentage of "70", the last digits of panicked hexes are 9,6,3,0,7,4,1 or 0,1,3,4,6,7,9.

(14.1) Effects of Panic on units plotted to move  
 The effects are the same as in the rules, except that the random number procedure of ((6.0)-(3)) is used, referring to the "Panic Move" set of numbers. The first result gives the direction of panic movement while the second gives the number of hexes moved.

(15.0) Offboard Artillery  
 Procedure: The plotting Offboard Artillery is as follows: Column 1 - "OFBDA"; Column 3 - the concentration of the attack; Column 4 - target hex. Attacks are resolved as in Indirect Fire (6.4).

(15.3) U.S. Offboard Artillery  
 (15.32) The multiple is found by cross-referencing the Russian's "US OFBDA" digit with the American's. The result is the multiple allowed for the game-turn. The U.S. player must state that he wishes to use a turn's multiple at the beginning of the game-turn prior to the turn of use. For example, the U.S. player must state at the beginning of G-T 3 that he wishes to use the multiple for G-T 4.

(16.0) Close Air Support  
 Procedure: Close Air Support is plotted in the same manner as OFBDA except that "CAS" is written instead of "OFBDA".

(16.1) Scatter: CAS scatters in the same manner as Indirect Fire except that the designated target hex is hit on a result of "1" or "2".

(17.0) Mines  
 This rule is omitted from PBM.

(18.0) Helicopters  
 (18.15) Mounting/Dismounting: The same procedure is used as in (9.6).

(18.3) Flak units and Anti-Aircraft Fire: Plotting fire against a helicopter is recorded the same as any other attack.

(19.0) Smoke  
 Procedure: To specify that an "H" type unit is firing smoke, place "S" on the Plotting Chart in the same position as "L" or "T" (see (6.43)).

Random Numbers  
 The numbers required for the Random Numbers Chart are as follows:

Direct Fire . . . . .	15 numbers in the range	1-6
Indirect Fire . . . . .	20 numbers in the range	1-6
Counter Battery . . . . .	5 numbers in the range	1-6
Ammunition Depletion . . . . .	5 numbers in the range	1-6
Disruption Removal . . . . .	5 numbers in the range	1-6
U.S. OFBDA Multiple . . . . .	1 number in the range	1-6
Panic Move . . . . .	10 numbers in the range	1-6
Panic . . . . .	1 number in the range	0-9

When a number has been used, strike a pencil line through it so that it is not accidentally used again. The numbers can be written on the back of the Plotting Chart or on a separate paper attached to the Plotting Chart.

Posting Orders  
 Orders are to be mailed simultaneously on a mailing date previously determined. Player A then calculates the results and returns this along with the next mailing date to Player B. Player B then resolves the results of this turn and establishes the next mailing date, etc. Remember to allow time for your opponent to protest your calculations when you set the next mailing date. Also, it is necessary to keep copies of everything sent to your opponent.

\*\*\* RANDOM NUMBER CHART \*\*\*

Opponent's Number	0	1	2	3	4	5	6	7	8	9
0	0	2	1	5	7/4	3	9/6	4	6	8
1	5	6	7/2	0	4	1	8/3	2	9	3
2	9	5	8/3	6	1	7/4	2	0	3	4
3	1	4	5	3	9/6	2	7/1	6	8	0
4	8	7/2	0/3	4	5	6	1	9	3	2
5	2	0/2	4	1	8/5	9/6	3	5	7	6
6	7	3	6	2	1	5	4	0	9	8
7	6	8	9	2	3	0	4	7	5	1
8	3	1	6	7	2	4	5	8	0	9
9	4	9	3	8	6	5	2	0	1	7

When "/" appears, use left-hand digit for 10x10 results and right-hand digit for 6x6 results.

\*\*\* Panic Number Chart \*\*\*

Random Number	Percentage of Panic									All except: 90%
	10%	20%	30%	40%	50%	60%	70%	80%	90%	
0	0	+7	+4	+1	+8	+5	+2	+9	+6	3
1	1	+8	+5	+2	+9	+6	+3	+0	+7	4
2	2	+9	+6	+3	+0	+7	+4	+1	+8	5
3	3	+0	+7	+4	+1	+8	+5	+2	+9	6
4	4	+1	+8	+5	+2	+9	+6	+3	+0	7
5	5	+2	+9	+6	+3	+0	+7	+4	+1	0
6	6	+3	+0	+7	+4	+1	+8	+5	+2	9
7	7	+4	+1	+8	+5	+2	+9	+6	+3	0
8	8	+5	+2	+9	+6	+3	+0	+7	+4	1
9	9	+6	+3	+0	+7	+4	+1	+8	+5	2



MORE PROSPECTIVE THIRD REICH MODIFICATIONS

- Bob Cross -

The problem of British units in Marseilles when France falls is one not previously thought of; It'll probably be resolved by specifying that the Vichy fleets return to Marseilles regardless of the presence of British units (the British either SR away, destroy their units, or declare war; and if they do the latter then fleets would simply be displaced to Vichy's nearest other base: Corsica). Or Marseilles might be added to the spots where British may not be. It will be recommended that Vichy City be added (to go with Paris and the Maginot) because of a devilish strategy revealed by another correspondent: British station units in Vichy City, decline to SR them out, declare war on Vichy on their next turn. They conquer Vichy--on a pass option, even!--remove permanently the threat of Vichy activation and maybe pick up some now-vacant Vichy colonies, all at the cheap price of 10 BRPs. Germany can foil it only by attacking the units in Vichy City during her intervening player-turn, at the cost of an offensive option plus violating Vichy territory and getting the adverse modification to any future activation die rolls.

Work on the revision is currently at full stop in Baltimore. Don on vacation, then comes Origins, then he'll get back to 3R some time later in the summer in between putting out Generals. About 1/3 of a semi-smooth copy of revised rules has emerged from his word processor so far.

Naval units may not return to base and leave again, once back they stay--a given unit may not enter more than one target hex--and may not enter any other port more than once except to offload units in case of an aborted mission.

French can attack Paris at 1-3 or 1-4, but only if an EX would leave Paris vacant and other exploiting French units could then conceivably enter Paris. French can attack a hex other than Paris only if exploitation therefrom could conceivably occupy Paris or permit a 1-2 or better attack on it. French can counterair only against Axis air that is in position to possibly give DAS against legal French ground attacks; they can't make air attacks against Axis naval unit either in port or at sea. French can't attrition anywhere and can take offensive only on Western Front.

The player who plays second has an advantage in having all his air factors ready for use on opponent's turn. But the first player has a partially compensating advantage of his own: he can counterair without eliminating and ensure that opponent's air, where reachable, is out of action during opponent's turn. Second player has to eliminate to get the same result--and second player, being poorer in BRPs, finds it more painful to do this. And the second player is, for the moment anyhow, the BRP-poor "underdog" and possibly deserving of a slight advantage. Playtest could reveal a groundswell of opinion for change to this rule.

The following is from a draft of 3rd edition 3R rules. It may not survive in exactly its present form. It is intended to allow units which are in supply to remain so, but without denying the conqueror an inordinate amount of the real estate to which he would otherwise be entitled:

"If hostile major power ground units are in the conquered country, and can still trace a line of supply at the end of conqueror's combat phase, the hexes they are on and the hexes of their supply line do not pass to conqueror's control. The owner of the units in question chooses exactly which hexes will be his supply route (or routes if more than one is needed), but the routes must be as few and as short as possible and must go to nearest port or controlled friendly border. Conqueror controls all other hexes. He may not cut the supply route(s) by SRing armor adjacent to them until a later turn."

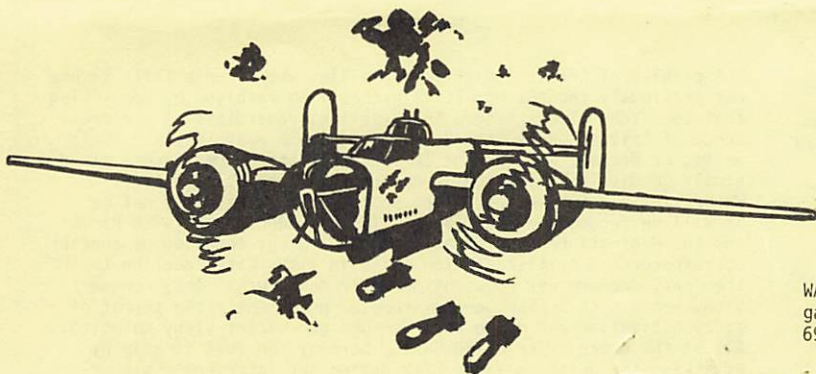
Why allow shore bombardment with a para invasion? Just that the original rules permitted it and changing now would require inserting another exception into rules already heavy with exceptions. The Malta invasion, if carried out, would have been such an operation and presumably the Germans would have been delighted with fire support in Crete if the Italian Navy had been more venturesome.

Sea transport will require that both ports involved be friendly at start of turn, doing away with the paratroop plus sea transport tactic which is a little far out--more so than bombardment support of paratroops! (Neither this nor anything else is unchangeable. Everyone is encouraged to press his case on anything he disagrees with during the playtest process. Don will make the final decisions.)

Bridgeheads must be removed when they are no longer needed to supply any unit and no enemy ground unit is within three land hexes.

French/British may not use each other's airbase counters. (This would have been an exception to the otherwise-universal principle that orange and blue counters may not be on the same hex.)

(K)



# AAHS RATINGS

	NAME	CUR. AREA	G/M	POS.	RATE	LAST TIME
1.D.	BURDICK	BBB2095	(A)	G	1	2095
2.T.	FILLER	2000			2	2000
3.T.	OLESON	AAA1965	(A)		3	1965
4.K.	MILLS	CCC1945	(A)		4	1945
5.B.	MASTON	BBB1840			5	1840
6.L.	NEWBURY	DDC1780	(A)		6	1780
7.D.	KNEPPER	1760			7	1760
8.J.	DRUMMOND	1735			8	1735
9.T.	BECKER	CBB1730	(-)		9	1730
10.W.	HOPKINS	1730			10	1730
11.K.	MCCARTHY	DDD1720	(-)		11	1720
12.D.	EISAN	FFG1690	(A)		12	1630
13.R.	KINSELLA	AAA1685	(A)		12	1685
14.J.	DOUGH	1680		G	13	1680
15.S.	DESTEFANO	DCB1665	(A)		22	1605
16.F.	HELFFERICH	1655			14	1655
17.G.	GOHEEN	BBB1645	(-)		15	1645
18.T.	BIZWELL	1645			16	1645
19.M.	YARWOOD	BBB1640	(A)		17	1640
20.W.B.	HILL	1640			18	1640
21.R.	WINDSOR	CCC1630	(A)		20	1630
22.D.	WETZELBERGER	BBB1610	(A)		21	1610
23.D.	GRANT	1590	(-)	G	23	1590
24.G.	HILL	CCA1570			24	1540
25.J.	POWER	1560			24	1560
26.R.	SEGARRA	AAA1540	(A)	G	37	1450
27.J.	CREEGER	BBB1530	(A)	G	27	1530
28.R.	WHARTON	BBB1510			28	1510
29.T.S.	BOURNE	1490			29	1490
30.W.	WALDAU	1480			30	1480
31.S.	CURLY	1480	(-)		31	1480
32.D.	DEMOHY	CCC1475	(A)	G	32	1475
33.N.	ALBRECHT	AAA1475	(-)	G	33	1475
34.R.	FLYNN	1475			34	1475
35.W.	KLUSKA	AAA1470	(A)		35	1470
36.J.	WALLACE	AAA1460			36	1460
37.J.	POPOLIS	BBB1455	(A)		46	1405
38.L.	DECK SR	ABB1450	(A)	G	53	1380
39.F.	FREEMON	CBA1440			62	1330
40.L.	JERKICH	BBB1440	(A)		38	1440
41.H.	WOODBERRY	AAA1440			39	1440
42.J.	CATON	1435			40	1435
43.R.	TELEUCKY	DBC1420	(A)	G	25	1550
44.F.	JEROME	1420	(-)	G	43	1420
45.L.	KELLY	DDB1415	(A)		68	1305
46.B.	TOWNSEND	1410	(-)		44	1410
47.S.	LIST	1410	(-)	G	45	1410
48.R.	VERCRUYSE	BBB1390	(A)		48	1390
49.L.	RHODES	AAA1390			80	1280
50.C.	BENTON	1390	(-)		49	1390
51.R.	GREENWELL	1390	(-)	G	50	1390
52.R.	PIPPUS	1390	(-)		51	1390
53.D.	AYERS	BBA1380	(-)		52	1380
54.C.	HUNDETMARK	BBB1380	(A)	G	65	1320
55.M.	PERNA	1380	(-)		54	1380
56.J.	BURTIS FOR	AAA1375	(A)	FG	55	1375
57.R.	METZLER	DCC1370	(-)		66	1310
58.P.	ROSAMILIA	CCA1370	(-)		56	1370
59.W.	ZENKTELER	AAA1370	(A)		57	1370
60.R.	BULLIONS	1370			58	1370
61.D.	ROD	CBC1360	(-)	G	82	1270
62.A.	DEMPSEY	BBB1360	(A)		41	1430
63.W.	FOX	1340			59	1340
64.V.	MUGLER	DDC1330	(A)	G	60	1330
65.H.	GROVE	CBC1330	(-)	G	42	1420
66.C.	HART	BBB1330	(A)	G	61	1330
67.E.	NIEMIRA	1330			63	1330
68.M.	PLESKO	1330			64	1330
69.C.	EGLI	DDC1325	(A)	G	239	1190
70.P.	LICAUSE	1310			67	1310
71.D.	KERN	BAB1305	(A)		69	1305
72.S.	PELUSO	FFG1300	(A)	G	70	1300
73.T.	CLARK	BBB1300	(A)		71	1300
74.G.	BOISE	AAA1300	(-)		72	1300
75.A.	BOWIE	1300	(-)		73	1300

## SWAPPEE SHOPPEE

WANTED: Blitzkrieg Module System (SPI), and SPI Test Series games, Jeff Clark, 1210 S. Chase St., Wheaton, IL 60187 (312) 690-0275.



# FROM THE MATCH COORDINATOR

I. GENERAL: Since the next "K" issue may be in your hands after 25th of December; May I extend my wishes of a Merry Christmas and a Happy New Year to the members and their families and may your gifts be of joy and good will.

Many behind-the-scene members have unselfishly given their time and efforts toward the betterment of our gaming society; in recognition of those efforts a special "Job Well Done"; and to Don Eisan and his trusty assistant "Gertrude" the computer a grateful thanks.

To those members who have encouraged me to continue as MC for an additional term. After full consideration I have informed our President that I have consented to run again at his pleasure, and that I ask for the support of the membership. I stand on my record...

II. ADMINISTRATION: Several inquires have been received on the subject of proper procedure to follow when one has a NEW MEMBER prospect!! The proper procedure to take is to send NAME, ADDRESS AND PHONE # to your Regional Director (RD); or if out of your RD's jurisdiction then to that RD whose jurisdiction it is (note "K" index for address).

To maintain proper control of issued IRCKS it is request directly to the MC only. In the event that a member is in need of IRCKS for a match that is still in progress then send a direct request to Carl Benton (MSO).

To be credited for a win/lost match the MC must receive both IRCKS completed by those matched opponents and completely filled out in order to certify the results. Please return completed IRCKS as soon as possible to the MC.

III. RATINGS: As of 15 September 1980:

## IV. MATCH REQUEST:

a. OPEN MATCHES: 1776 (PG); AIR WAR (WD); AK (PSF); ANZIO (PC) + (PSF); Air Asst on Crete (PC); AIW (CRT); Blitzkrieg (DM); Bulge (FK); Bat for the Ardennes (AEJ); Bloody April (RS); Crusades (JA); Cobra (GH); Caesar's Legions (BS); Caesar-Alesia (BS); Dune (CG); Fortress Europe (DM); Flattop (LM); Franco-Prussian War (AB); Getyburg (GH); Great Medieva Bat QD (DR); HTTR (RMB); Iron Clads (RS); Saipan (EH); LaBatalle Luftwaffle (DS); DePreussisch-Eylan (DO); Malta (JB); Melee (RS); NATO (GH); Oil War (RL); Mech War (KT); PzBlitz (GH); PZ Gp GRD (BB); PzLdr (AMK); PAA (RK); PZ Krieg (BS); Pea Ridge (RML); Plot to Ass Hitler (MS); RC (MS); RCW (MS); Rd to Rich (LC); RS/WS-80 (GH+SJ); Sq KDR (RT); Starsoldier (SL+GH); Steller Conquest (BS); Siege of Jerusalem-70 (RS); Sauron (WK); Siege of Constantinople (MS); Seven Day Battle (DGK); Stalingrad (FK); Starfall (RS); Starforce (GH); Starship Trooper (CW); Stoneriver (VM);

Third Reich (BS+PG); Thirty Year War (CW); Waterloo (TT+BW); Watch Am Rhine (RPS), White Death (DR); Yalu (AMK); USN (LD);(WIE LD).

- b. NEW MEMBER REQUEST: AIW (CRT); PZ GP GRD (BB); PZ LDR (AMK); AK(PSF); Steller Conquest (BS); High way to the Reich (RMB); YALU (AMK) Anzio (PSF); Luftwaffa (DS); MECH WAR (KT).
- c. 3-WAY MATCHES REQUEST: Steller Conquest (BS); FR-40 (RAB) USN (LD); WIE (LD);
- d. OPEN TO NEW MEMBERS ONLY: AK (TT+PR); BULGE (FK); Stones-River (VM); Battle for the Ardennes (AEJ); Bloody April (RS); Cobra (GH); Iron Clads (RS); Saipain (EH); Melee (RS); NATO (GH); Oil War (RML); Pea Ridge (RML); Siege of Jerusalem (RS); Stalingrad (AK); Starfall (RS); Waterloo (TT+BW); AK (PSF); Anzio (PSF).
- e. MULTI-PLAYER REQUESTS: After The Holocaust (BS); Conquistador (GH+BB) DUNE (GG); Steller Conquest (BS); France-40 (RAB); RS/WS-80 (GH+SJ); Starsoldier (SL+GH); NATO (GH); WIE (LD+FB+PP).
- f. A.R.E.A. MATCH REQUESTS: AK(TT PSF); Bulge (FK); Bat of Ardennes (AEJ); Cobra (GH); Gettysburg (GH); High Way to the Reich (RMB); Steller Conquest (BS); Siege of Jerusalem -70 (RS); Stalingrad (FK); Waterloo (TT).
- g. USA/CANADA REQUESTED MATCHES: Bulge (FK); Gettysburge (GH) NATO (GH); Oil War (RML); Pea Ridge (RML); Siege of Jerusalem (RS); Stalingrad (FK); RS/WS-80 (GH).

MISCELLANEOUS: NEW MEMBERS are invited to write to Jim Wallace 924 Dover Road, Westville, NY 08093, for back issues of the "K" and specifically for K 14-2 to 14-6 and K 15-1 to 15-2, there is a small fee.... Robert Snyder desires a 5-way match in Third Reich, any takers?.. Fred Beal is looking for a Multi-Player match of War in Europe for 1941 or 1943 scenario: The MC is available for monitoring...Any member who is willing to assist the MC in matches with new members please so indicate on your REQUEST SET FORM when requesting matches, also state what game you would be matched in...To assist in speeding up the process of matching please indicate your phone number on the SET REQUEST FORM...Request A.R.E.A. rated members of AH so indicate on their requests. Members desiring Multi-player matches of four or more players with/without gamemasters/monitors forward their request to John Ratzenberger, 124 Continental Dr., Lansing, KS 66043, MC OW/PD....Any member who is willing to gamemaster/monitor please forward your name and games that you would G/M to MC....A reminder to return to MC all completed IRCKS regardless if you have won/lost your match...As an important reminder: if any changes have occurred in one's statues such as address and phone # change please inform the MC and Treasurer.

Les Deck Sr.

October 1, 1980

(K)

## 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)

Are you AREA rated? Yes  No

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

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

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

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

DATE \_\_\_\_\_ Phone Number (    ) -

# bulletin board



**ELECTION NOTICE!** Anyone who wishes to run for one of the offices listed in the President's Corner should write Pete Menconi immediately. Any campaign material must reach me by November 20 or it will not be included in the next issue of the 'K'.

ORIGINS will be in California next year, but ATLANTICON, The Mid-Atlantic Wargaming Convention, will be held in Baltimore on July 24, 25, 26. For more information write: Atlanticon, PO Box 15405, Baltimore MD 21220

The absolute, final deadline for the next issue of the 'K' is December 4, 1980.

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

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



FIRST CLASS MAIL

BRUCE M MASTON MD  
1404 UNION STR  
SCHENECTADY NY 12308

NE