



NEW SLETTER OF AHIKS



THE KOMMANDEUR

THE PRESIDENT'S CORNER

AHIKS: 16TH YEAR OF OPERATIONS

March 14th is our 15th birthday. I would like to say that we have weathered the storms and face a bright future, except that we don't really have many storms around here. Nevertheless, we do have a bright future! In terms of getting the coordinating work of the Society done, I think we have a sound organization with sufficient diversity of workload to insure continuity. With membership at the 500 level, there are plenty of games to go around, and we have been very fortunate in locating volunteers to fill in for departing officers, an easier task with a large membership. We are certainly not faced with financial problems, beyond a slight embarrassment of riches. In fact, things look so good that I hesitate to say so for fear that something may promptly go wrong! We will continue to work on quality improvements for AHIKS, and I think the quantity of membership will continue to increase for the foreseeable future.

It appears that our membership peaked out at about 527 or so at the end of 1980, which sets a new high water mark for the year-end count. Of course, we always lose about 10% or thereabouts during the dues season. For those who have not renewed, and yet do not wish to be a part of the 10% departing, see the names listing elsewhere in this issue. One more reminder: for the first time in our history, we are going to terminate members who do not get their dues in on time. I was disappointed to hear that a number of people are late almost every year.

It appears that mailing the Survey forms directly to Don Eisan this year has worked well. He has already run about 200 replies through his microcomputer. I think that by next issue, we should have the full results, but here is a sneak preview of the most favored games: in FTF: Squad Leader, Russian Campaign, Third Reich, Air Force, PBlitz; in PBM: Russian Campaign, Afrika Korps, S'Grad, Bulge, PBlitz. I guess we now know what the word "classic" refers to.

One of the Survey questions was on problems members had with game publishers. I am of two minds on publishing the list in the K, thinking that we might instead mail the results to the companies listed as an encouragement to improve their service. Comments?

Ron Teleucky has informed me that he must resign as Judge. I hope that one of the Specialists will step forward to fill the void. Please write to me if you are interested in the job.

I understand the OW/PD multi-player games magazine is having problems with publication deadlines. With 80+ of our members using this service, it is important to see it continue, and I am checking into the possibilities.

Origins this year is on the west coast, and we should have someone near that locale coordinate AHIKS activities at the convention. In the past, we have passed out information and met for dinner. Would someone please volunteer? Personally, I am unable to attend (darn!) because the birth of our fourth child is scheduled for the first or second week of July. Ah, well, can't have everything.

Is anyone out there interested in trying Longest Day PBM? I'd like to try scenario 1 with rules for scenarios 1-3. I can supply pre-printed OOB forms with the units listed thereon. Contact me directly, or write to Les Deck (if you already sent Les a request for LDay, he'll match us automatically).

Membership as of this date is approximately 527.

Pete Menconi



February 7, 1981

Pacific Theatre

Things have been quiet on this front these last two months. I've had no applications to process, but have mailed out forms upon request by some members. I have dealt with one complaint--and think it is resolved on amicable terms. The most difficult part of this past 1/12th of my RD-ship was thinking of something significant for this column.

For the past four months our house have been a hub-bub with week-end work on a new family room and garage. This month when we move in, all my games go into closets in the new room. At last my clothes closet will be free of a threatening stack of games on the top shelf. If ever we had a genuine earthquake, I'd be up to my knees in cardboard squares. Also, my toes will be safe--no more stubbing them on my game chest under our bed. Seriously, one thing I've noticed is that, with limited space and time, my hobby is bigger than I am. Even with more storage space, eventually the volume of games will threaten to inundate the family room. Realistically, I'll never play a good portion of them. Some of them I'll not even break open the counters. Discipline time again. I resolved to stand up to my hobby and offer a moving sale.

But, which games will I steel myself to part with? That's where I had a real problem. Some are old friends. Some I'll play again. Some I'd like to play if ever I find some FTF time. Here is my rule of thumb--If I haven't played a game since I owned it, and that is over a year, I probably won't get to it in the near or distant future. I might as well let it take up someone else's storage space. Another problem faced me--some games are so bad that few gamers would want to own them (some of the magazine-issue games of a much-maligned gaming publisher). How do I get rid of them? I guess I'll have to wait and see if the Swappe Shoppe will succeed for me. At least, I've made another effort to show my hobby who's boss!! (But, do I really expect to play all 50 of those games I'm not putting up for sale!?)

On the FTF scene, Mike Bonkowski held a Portland area mini-con over Jan. 31st. I hope he will send an after-action report to Jim or me to be included in the K. Chuck Ludholm is working on a spring one in San Diego area, as is John Cato in the Bay area. The Marysville group linked up New Year's Day (after the Wolverines had dog meat in their rose bowl) at Gary Gosset's in his "war room." We tried a 4-player Pea Ridge, but only got midway through the first day before closing time (Brent had to go to work). Unfortunately, the Confederates were held up badly by a few Union units or their own eagerness to pick off a few exposed cavalry and cannon. They were going to be hard put to even come close on the first day to winning. What success the Rebs had was due to poor rules reading (all my melees were illegal) which we didn't discover til the next day. Actually, I had to think Dennis and Gary would have gone on to a Union win on the first day.

Congratulations to the Bay area on their super team. Condolences to the Chargers. Go Suns (or Lakers)! And, wait til next year, Sonics and Seahawks.

Dave Grant

February 1, 1981



editorial

It became traditional in the first "K" of the year (anything that happens twice is a tradition) to provide advice to those who wish to enlighten their fellow members by the contribution of an article to the "K". Thus the following: Your contributions on any subject related to gaming or AHIKS are encouraged. I will try to publish your article as soon as I receive it, but occasionally it may be deferred an issue or two because of lack of space. Eventually though, nearly everything gets published, unless it gets lost. Neither the Postal Service nor I can guarantee that your letter won't vanish, so please keep a copy. If a couple of issues go by with no appearance of your article, let me know; officers should let me know at once if their column didn't appear. The deadline for each issue will be the first of the even-numbered months. Since it takes about three weeks to type, edit, print, and mail an issue once all the material is at hand, expect to receive your copy around the end of the even-numbered month. If you didn't get a copy, let me know and I'll send you another.

I won't publish anything I consider to be libelous or distasteful, so forget the personal attacks on rotten opponents and the porno jokes. However, game designers and game companies are fair targets for any honest criticism, so show no mercy in your review articles.

What to write about? I'm looking for articles on any topic, especially game reviews, "inside" information on game companies, warnings about game rip-offs, reports of FTF play or mini-conventions, or just plain unvarnished personal opinion. (Please send PBM ideas to Virgil Mugler). Keep in mind that what may be ordinary and mundane to you may be wildly exotic to other members, especially if you live in some remote and mysterious area like New Guinea, or England. The club officers are reminded that they are expected to have a report to the membership in each issue.

Unless you specifically request otherwise I will lightly edit your material for grammar, spelling, and clarity. Please, please double space between the lines of your article, whether you type or hand-write it. The more illegible your scrawl, the more I need that space to interpret our strange jargon for the typist. Occasionally I will have to delete all or part of an article for some reason. This happens rarely, but I want you all to know that I have the final decision as to what appears in the "K", and so must reserve the right to make cuts if I think it is necessary.

On the home front, I've again been able to meet Richard Fortier for FTF play. This is the second consecutive year that Rick has gotten the Canadian Armed Forces to give him a winter assignment away from his normal duty station in Alberta to here in Arizona, where the average daily temperature is about 75° warmer. When I asked him how he did it, he just muttered something about his "Uncle Pierre".

Jim Pratt

February 10, 1981



NORTHEAST PASSAGE

Several articles have already appeared in recent issues of the "K" addressing concern over slow or non-responding opponents. Last year I processed only two inquiries in this matter; so far this year there have been four. This is not necessarily cause for alarm, but let's hope it is not a trend. We certainly have a responsibility to our opponents to be prompt and courteous but we also have a responsibility to ourselves. We should select games we can handle and that will retain our interest through two full playings. I have made this mistake more than once and found the set to be more work than fun. I would dread the arrival of my opponents response in the mail as it would require hours of labor to get it back to him. What I am suggesting is that we take a closer look at the games we select to play by mail with special attention to the sequence of play, number of units, and number of game turns. I echo the call to keep it simple.

I'd like to take the opportunity to welcome new member Paul Quattieri of Seneca Falls NY to our organization.

Tom Holtz

January 28, 1981



SWAPPE SHOPPE

For sale or trade, any reasonable offer: AH's Nuke War Micro-computer tape, for use on IRS 80 Level II 16K, Pet 16K, or Apple 16K (beyond Basic). Tape has never been used. Also write for list of games for sale or trade. SPI, GDW, AH all in excellent condition. Some are out of print. Ron Shea, RRI Shubercadie, Hants Co. Nova Scotia Canada BON 2HO.



THE KOMMANDEUR

VOLUME 16 NUMBER 1

FEBRUARY 1981

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

Society dues are \$8.00 per year, prorated quarterly, with a one-time initiation fee of \$5.00. Additional information is available from the Secretary or (in Europe) the European Regional Director.

Subscriptions to the KOMMANDEUR are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Inquire with the Editor or European Regional Director.

THE WESTERN FRONT

I cannot begin this column without thanking those members who included some very nice comments about this column in their survey response. This was particularly gratifying since it came from several members outside of the Western Region. While one member did feel that the R.D. columns should limit themselves to matters pertaining to their region, I do think that most of you are interested in all aspects of our hobby. I will therefore continue to pass along any news or other information that I think might be of interest.

Yaquinto Publications are about to release a number of new "Alb" type games. These games are designed more for quick play and simple rules than are the more familiar boxed games. The first four will be released in February with another group of four the following month. Three of the first four are Sci-fi orientated with the fourth one, titled "The Barbarians", depicting the early days of the Roman Empire. The next group of four may have more appeal to our membership; "The Fall of South Vietnam" concerns later days of that recent conflict, while "Apache" will deal with the conflict between the American Indians and the cavalry. A touch off of their "Swashbuckler" system will be one called "Adventure and Rounding out this group will be an abstract modern battle game titled "Superiority".

Perhaps of more interest to us hard-core wargamers is what they have lined up for release at Origins this year. Craig Taylor is working on a World War I air battle game called "Wings" and Steve Peak is devoting his time to a strategic - level Civil War game. This last one hopefully will find a void in a game of that type for that period in our country's history. Both should be ready this summer.

The reissue by Avalon Hill of "Flattop" should be out shortly. Alan R. Moon, who did such a fine job with "Fortress Europa" and the "Midway" variants, has been the one at the helm of this one. Alan has stayed very close to the original game design and the principle difference will be in the combining of the advanced and basic game into one common system. The rules are laid out in a more orderly fashion and are much easier to digest. Those of you familiar with the game will want to ignore the first scenario "R Around Rabaul" and go directly to one of the others.

I have also had a chance to see the new map for "Third Reich" and the revised rules. The map is a big improvement both in appearance and in eliminating questionable areas of play. The people, including some AHIKS members, who worked on the new rules deserve a lot of credit. They are well-organized and have an excellent reference guide. I'll have more on the differences between this version and the older version in my next column.

So far we have tabulated over 260 responses and many of the results will probably not change very much with the additional responses still to come in. While the survey was designed to allow the computer to record the answers and make some evaluative studies based on the responses, some members still took the time to add their comments. One such remark from Tom Oleson I thought was worth passing along. With close to 80% of our membership being over 28 years of age his thoughts struck home.

"I have never met a wargamer who wasn't busy. It is discourteous to waste anyone's time, especially a busy person's. Repeated failure to reply in a timely fashion on a PBM game without a valid excuse is a discourtesy which has no place in this club." I make reference to this because 27% of our membership in responding to the survey report having a problem with another member in the past year. Almost all of these complaints dealt with no response or very slow replies."

I think we must be careful that we make a distinction between the slow responder and the no-shows. Somehow we must find a way to channel the members who need three or more weeks to respond with opponents who find this acceptable. Early indication from the survey would appear to indicate that those that respond quickly themselves expect the same in return. Those that fail to respond at all is something else again and I shall leave that discussion until we have more information from the surveys.

I won't bore you with a lot of statistics but will mention some of the results that I think you may be interested in. Most members appear to approve of the format of the 'K' with better than 60% reading everything in it. Those that were looking for something more leaned towards articles on strategy and several suggest series-replay type articles from games played by the membership. The General was the most read magazine with S & T a distant second and Fire & Movement close behind in third. Of the 265 surveys recorded 74 members said they had a problem with a game company. Almost all of these were complaints against S.P.I. for very poor service. That's an awful lot of unhappy people.

MULTIPLAYER NOTICES

SQUAD LEADER CAMPAIGN

I am looking for some SL/COI/COD enthusiasts interested in a multi-player, monitored campaign. The playing time would be lengthy, so only serious fans should sign-up.

As envisioned there will be one overall commander with several subordinates. Forces would be purchased from force structures, i.e., infantry companies, tank platoons, while requiring reasonable compliance with historical TO&E limitations. The overall commander will be responsible for planning, artillery control, force deployment/redeployment, and the assignment of objectives/commands to subordinates. Engagements at several points which are not physically connected will occur.

Play will be conducted using a si-move system which has worked well in PBM games and does not make any major changes in the basic rules system. A basic game fee, similar to John Ratz's Hardest Day Campaign, will be necessary to cover copy costs, postage, etc. If you're interested please write me and include an SASE: Andy Johnson, 7117-A Montana Lp, Box 10166, Cannon AFB NM 88101.

RS/WS '80

Be there two (or more) members, out of our 515, with the brains and/or bravery to try PBM, RS/WS (80)? It's not rated particularly PBM'able but, with the aid of a GM (myself) and some rule changes, it can be done. Sid Jolly, 7232 El Cajon Blvd #2, San Diego, CA 92115.

NEW FOOTBALL LEAGUE

Now entering our second season, our FTF PBM league is in need of more coaches. We will be using the 1979 APBA NFL Football cards. How can we play FTF and still be a mail league? To find out send a SASE to Chris Wendel, 166 N. Union Ave, Lansdowne, PA 19050.

K

The tabulation for the most popular games are still incomplete but at present "Squad Leader" is running away with the lead for FTF play. "Russian Campaign" is second and "Third Reich" is the third most popular in this category. In PBM it was still "Russian Campaign" as the most popular and surprisingly, "Afrika Corp" was in the second spot. "Panzerblitz", "Stalingrad" and "Bulge" made up the other top five in that order. In comparing these results to the survey done three years ago we find that some games are gaining while others are losing their appeal. "Anzio" continues steady in the same sixth position but "Blitzkrieg" has made a comeback moving up to seventh from being 13th last time. "Panzer Leader" and the "Blue & Grey Quads" appear to be losing ground. After being in 7th & 8th place previously they are presently in 12th & 13th position. "D-Day", "Waterloo" & "Diplomacy" round out the top ten.

I should also mention "Air Force" both for the fact that it gained in popularity but also to comment that so many members went out of their way to vote for the Batteline version and not the redesign done by Kevin Zucker. As a matter of fact the few complaints against Avalon Hill seemed to be directed at this effort. It appears they have a problem with this reissue.

"Fortress Europa" did not do too badly considering it has only been out since Origins. It came in 12th in FTF play and 14th in PBM. It still has a long way to go to overtake R.C. and probably never will. The most popular S.P.I. game besides the Civil War quads was "Napoleons Last Battles" for PBM in 14th place and "Terrible Swift Sword" in FTF but way down in 24th position. The only games from other publishers that deserve mention are "Dungeons & Dragons" in 20th place for FTF and "Flattop" in 25th spot for PBM.

Before I close this column I would like to send a warm welcome to Mike Henry down in Austin, Texas and Joseph Cotton up in Harrison, Arkansas. Both are new additions to our growing ranks in the Western Region.

Don Eisan

January 28, 1981

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TREASURER

AHIKS First and Second Quarter 1980 Financial Report

Effective Balance January 1, 1980	399.39		
ending	3 Months March 31, 1980	3 Months June 30, 1980	6 Months June 30, 1980
Income			
Dues	2528.84	168.00	2696.84
Initiation Fees	105.00	40.00	145.00
Miscellaneous	72.40	66.99	139.39
Total Income	2706.24	274.99	2981.23
Expenses			
President	26.76	4.82	31.58
Vice President	28.95	-	28.95
RD Northeast	8.25	-	8.25
RD Pacific	44.28	-	44.28
RD Southeast	14.20	5.15	19.35
RD West	6.93	12.98	19.91
Secretary	44.12	25.75	69.87
Editor	324.89	347.75	672.64
ICRKmeister(MSØ)	73.65	55.70	129.35
Match Coordinator	88.04	52.38	140.42
Treasurer	21.90	11.61	33.51
Judge	32.76	-	32.76
Archivist	-	1.85	1.85
Stationery	-	19.37	19.37
ØØB's	-	82.50	82.50
Monitoring(PD/ØW)	45.63	79.77	125.40
Computer Service	59.41	132.74	192.15
Total Expenses	819.77	832.37	1652.14
Effective Balance	5361.33	4803.95	4803.95
Postage Costs	320.34	218.11	538.45
Printing Costs	230.88	343.09	573.97

The above report is a slight departure from the way I normally do things; namely, I've combined two financial reports into one whereas I usually only submit one per article. I hope to do the same thing next time to complete the 1980 financial reports.

I don't know if many of you read my article or not and, unfortunately, the survey won't tell us as that line was accidentally dropped from the survey (the other item on that line was Opinions.) While on the subject of the survey, there's one item that I remembered from past comments which I wanted to include but forgot what it was until it was too late. Namely, what are your thoughts on an Auxiliary or Supplemental membership for spouses? In the past some members have indicated an interest in this and I am looking for opinions. I envision it as costing a member an extra \$2.00 or so to cover matching and ICRK's as their would still be only one Kommandeur sent per household. Some wives (or husbands) might be interested in the complicated games but I'm sure others prefer the simpler games. (My wife enjoys playing the Basic Game in Battle of the Bulge-AH's version not Weight Watcher's.) In any case, either Jim or I would be glad to hear from you on this or any other subject on which you have an opinion.

A couple of you commented on the fact that the free game draw was dropped again this year. The Editor dropped it last year and there weren't enough comments then to signify much interest so I decided to drop it again this year especially since it's just more work for me. If there's true interest, please let me know.

A comment I received from Walter F. Compton: Please send my mail Air Mail! He also sent extra cash to pay for the extra postage. Therefore, all officers (especially) please note this in your correspondence with Walter.

Those of you who have resigned are probably surprised that you received this K. There's a simple reason for this; namely, I haven't sent your names in to the Computer Service for deletion. Further, I decided that, since those members who haven't written yet will also get this K, why shouldn't you?

K

SWAPPE SHOPPE

For Sale: Verdun by Conflict Games (1972). First edition of game now published by GDW, vg, \$10. Also kasserine Pass (mint) \$10. SL boards 1-4, new, unused boards with the slightly smaller hex. Brandy Station, Rand Games (new) \$4 and Hitler's Last Gamble (new) \$3. All games postpaid, Gerald Rogowski, 22405 Foxcroft, Woodhaven MI 48183.

THE BARRAGE

We begin the year by welcoming a new member: Andrew L. Nelson, Apt. 738 Dominion Towers, 1201 S. Courthouse Rd., Arlington, Virginia 22204. Andrew is a computer programmer and was led into AHIKS by region member Paul Truesdell. Welcome and good gaming, Andy, and a pat on the back for the missionary work, Paul!

Our region ended 1980 with 71 members, up 5 from the close of 1979. We're holding our own and advancing a little.

This month, THE BARRAGE features a first-hand report from the battle-fronts of the Southeast Region's 13 December face-to-face gathering, hosted by Dan Gallagher, who also authored the following valid account. This is what we in the history biz call a "primary source." Here it is:

"Our recent meetings in the Washington area have fluctuated in size from a dozen members attending to just a handful. This time the group consisted of six: Bob Wharton (Salisbury, Md.), Bob Windsor (Baltimore), Bob McLaughlin (Annapolis), Mark Sheinberg (Silver Springs), Chris Hancock (Gaithersburg), and myself - Dan Gallagher - here in Rockville. After our ritual morning eating of pastries and exchange of hobby trivia we settled into a game of Machiavelli. Threats, pleas, bribes, counter-bribes, and naked displays of brute force flowed over the map among the waves of famine and plague till about four in the afternoon when Mark had to take leave of this merry band of cut-throats. As you would expect (if you have played Machiavelli) there was no clear winner by then, but Bob Windsor (Venice) and Mark Sheinberg (Milan) were clearly the two to watch by the rest of us mired in terminal bankruptcy and military confusion. There then followed the highlight of the day with the playing and completion of two games of Junta. The game is an absolute riot in and of itself as a tongue-in-cheek representation of life in your average banana republic, and with a hard-core crew of gamers the thing is a laugh a minute. It's probably the only game where one can be killed a number of times, in a number of different fashions, support the wrong side in coups, and still win! In these games, Bob McLaughlin and Bob Windsor showed the way with the fattest Swiss bank accounts - the sole criteria of victory.

"Finally, in the wee hours of the morning, Divine Right was trotted out for a three-player test between Bob Windsor, Bob Wharton, and myself. Here, with the sacrifice of a few unsuspecting barbarians to the Gods and with a little luck, yours truly actually came out ahead and could thus sleep tight with visions of lightning bolts and magic things dancing in his head, and dream of the next time we can manage a get-together."

After that first-hand account, what more can be said, except thanks again to Dan for hosting these melees. I hope to make it to the next one. Best wishes for 1981 to all!

Good luck and good gaming!

Graham A. Cosmas

January 27, 1981

K

SECRETARY GENERAL

Happy New Year and good gaming to all of my many admirers. I have enjoyed serving the society as your Secretary General these past two years, their summers and winters.....

I look forward to my next term as the Society seems to be in steady hands with our present group of officers. Paradoxically, one sign of our health may be the lack of candidates for office, as it means there is no real power struggle in the Society or general dissatisfaction with its present course. On the other hand, the duties of each office have been fairly well delineated so that although these jobs are a burden, they are not too onerous.

Our size continues to slowly increase; I suspect this explains the re-examination that has recently been going on of our procedure for dismissal of discourteous players. In a barrel this large, a few bad apples are inevitable. Still, our success rate for accreting conscientious gamers is very high.

Because of the holidays, I must make this column brief so I will close here. My loyal followers can console themselves until the next "K" by rereading my earlier effort.

Bruce Maston

December 18, 1981

K

- Don Eisan -

The principle stumbling block to adapting Fortress Europa to a PBM environment was to overcome the extra mailing involved in the air phase. This was covered in the recent articles in "The General" Vol 17-4. The article "Flying Cap" also included a method for handling first-impulse combat. The ICRK columns serve the same purpose in AHKS as the stock listings referred to in the article. The same method is used for handling other game routines listed below. My own preference for air rules are the ones covered under the article on optional rules, but either method can be used.

While the air phase was the one that received the most attention there are other areas in the game system that need special handling for PBM. While many experienced gamers will have their own method for handling some of these items the following suggestions are for those who would like more specific procedures for handling Fortress Europa by mail.

Procedure For Getting Started.....

On the first turn of the game the FTF air rules are in effect. Therefore the following steps apply to this first turn only.

STEP 1. German player lists his setup locations on the OOB. He also lists on a separate sheet of paper the location of his hidden reserve units. This can be placed in a sealed envelope and mailed along with the setup OOB to the Allied player.

STEP 2. The allied player initials the envelope containing the German hidden unit locations. He makes out his air missions for the first turn. He mails this along with the initialed envelope back to the German player. He retains the German OOB.

STEP 3. The German player lists any counter-air units and returns this info to the Allied player.

STEP 4. The Allied player now chooses his invasion site and lists his unit and air mission locations (if any). He lists any combat situations that may exist. He should also include an ICRK selection for each beach hex being invaded in the event that hidden German units are present. He may also wish to provide conditional instructions for the use of any naval units that are available. He mails this back to the German player along with the German OOB.

STEP 5. The German player adjusts the combat sheet for any hidden units that were landed on by the Allies. He then resolves the combat according to the ICRKS selected by the Allied player. He now lists the location of all his hidden units on the OOB. He mails this back to the Allied player along with the sealed envelope for hidden units.

STEP 6. The allied player then verifies the location of the German hidden units by opening the sealed envelope. The Allied player then proceeds with his second impulse movement and combat.

Starting with the first turn of the game the German player as part of his second impulse movement and combat should assign any German CAP missions he wishes for the following turn as part of his mailing to the Allied player. From this point on the air rules for PBM are in effect.

Airborne Assault.....

On turns other than the first turn where paratroops are to be made the following procedure can be followed. Multiply the number of paratroop units dropping in a hex by the hex value chart in Flying Cap. If more than one drop hex then add these results together and divide by five to obtain the proper envelope to be opened. Resolve the airdrop and proceed to the first impulse combat. Should the result of this combat step require the use of the same envelope then open the next highest number envelope treating 0 after 4 in a wrap-around fashion.

Mulbery Damage From Storms.....

Since the German player is supplying the ICRK selection for weather simply use the next available ICRK number to resolve this with the 12 mulbery resolved before the 9 mulbery if both are in play.

Port Damage.....

When ever a port is left unoccupied by the German player so that it can be entered by Allied land forces during first impulse movement he should provide the Allied player with an ICRK selection. If the port becomes vacant as the result of first impulse combat then the next ICRK selection is used following the combat resolution. If more than one port is involved then follow the alpha-numeric sequence of the hex number. (For example St. Malo before Cherbourg.)

River Crossings.....

This procedure presents some unusual difficulties. Results of the first attempts may dictate whether other attempts are to be made. Fortunately the risk involved for the German is high and the number of turns he would wish to attempt this maneuver are minimal. When these attempts are made the situation is either somewhat desperate or the results could be critical to possible combat. It is therefore suggested that a separate mailing to used, spelling out the options and allowing the Allied player to resolve the results with the ICRKS chosen by the German player.

Strafing.....

If the German player wishes to attempt to move more than three hexes he must decide in advance the units he wishes to make the attempt with. He would then list these units on a separate sheet of paper in the same order they appear on the OOB PBM sheet. After each unit he would list the hex number that his unit would be first subject to strafing in. (the 4th hex the unit would enter.) Multiply the total number of units entering a hex times the hex

value from the chart in the same manner as outlined for Airborne Assault. While this method does require some trust on the part of the players it should be obvious what unit would be involved.

K

INTERIOR LINES

For those of you who are searching for "News of North Central", you've found it. While I'm sure we are all sad to see such a snappy title laid to rest, we must all move on with the times and I, for one, am delighted with our new bannerhead.

Full credit goes to Karl Mucha, from Stow, OH. It was he who suggested the title. Thanks, Karl.

The voting was fast and furious. I set aside an entire day for the counting. From beginning to end, it took me twenty-seven seconds. For the longest time it appeared I was going to have a break a tie, but a last minute "spate" of votes (both of them), gave our final choice a comfortable three-to-one advantage over all the others.

I do think some recognition should go to Willard Johnson, Mike Bedard, and John King for supplying the nominations.

Actually, I should be opposed to the title as I am in the process of being reminded of the military advantage to be had by fighting on interior lines. My opponent in WATERLOO (another of those really "lucky" players I keep running into) simply sits quietly while I grunt and strain to get my French army into position, then calmly moves the ENTIRE Allied army over, removes another 20 or 30 French factors from the board, then returns to his tents to await another pitiful effort.

Enough of my sob stories, we have other news.

Our region can welcome R.F. MacDonald, a postal employee from Ottawa, ONT, and Robert Scherer, a purchasing manager from Cambridge, ONT, both new members. R.F. and Robert both say they are interested in ftf and both welcome fellow AHKSers to call whenever they are in the area. James Conrady (Cincinnati, OH) and Friedrich Helfferich (State College, PA), have moved into the North Central Region. Welcome.

Willard Johnson reports he will host an ftf gathering at his home on June 6 and 7 (the first weekend in June). He requests EARLY (that's as soon as possible, men) notification from anyone who plans to attend. I really hope it turns out to be a well-attended weekend. Willard's address is: 2428 Chestnut Lane, Morris, IL 60450. Someone has to bring D-DAY.

Don't forget the Chicago Wargamer's Con on April 3,4,5. Attend Jeff Clark's seminar if possible. Any other conventions I can report on? How about other ftf gatherings? Anything? Since I've run out of news, here's another count, as of the end of January: IL 20, IN 5, MI 14, OH 17, ONT 9, PA 14, and WI 7. Total 86. If you don't want to keep reading numbers, send me something.

Jim Mueller

January 29, 1981

K

SWAPPE SHOPPE

MICROARMOUR for sale. British/German Western Desert. Send inquiries to: Kevin Kelley, 3965 Petite Dr. West, Jacksonville FL 32250.

- Don Eisan -

Games like Fortress Europa give the strategists among us a chance to evaluate history. Would Rommel's plan have worked better, with the armored units poised near the beaches? Was Von Rundstedt right in holding them in a reserve area with their strength concentrated rather than deployed piecemeal? You, as the German player, have a chance to try these various options. The success or failure, as so often is the case, will depend a great deal on what your opponent decides to do.

This article will attempt to look at the possible invasion sites and what the Allied player needs to consider in making his choice. Fortress Europa is more like Anzio than Russian Campaign in that victory depends on time, distance and attrition. If the German can harass and delay the Allies long enough without sustaining heavy losses himself the victory cities may prove to be just a few hexes too far.

The Invasion Chart provides a rough estimate of the strengths and weaknesses of the various invasion areas. Across the top are the points that must be considered. Unlike football, you cannot read the defense and call your play at the line. The German has some hidden players that can upset your plans before you can position the Mulberry. Finding you have landed on a nest of German Panzers can be a disaster no matter where it occurs. If it happens to be a fortified port then you have asked for trouble. Ports and supply capacity are very important and need to be captured early but not on the first impulse of the invasion turn.

For our comparison we must assume that we will avoid any nasty surprises yet consider the possibility of an early German counter-attack. The importance of the various factors shown on the chart will be brought out as we discuss each possible landing site.

The greatest threat to the German comes with a successful invasion of the Netherlands, yet the German defends it with his weakest Military District. Even his powerful armored units are not likely to be found laying in wait. On the face of it, it would appear to be a good choice for your first invasion, but there are some strong drawbacks. The flooded terrain restricts your movement and seriously limits your ability to expand your beachhead inland. On the other hand the expected weak resistance on the beaches and the natural barrier that limits you also provides one of the safest areas to go in at.

The most notable reason for not making your first invasion here is that it is one of the easiest areas for the German to contain, leaving the Allies with a very hazardous position for their Mulberry and little hope for breaking out until August. Against a sluggish German foe there is a way to make it work. Make your landing as close to the dyke hex as you can, coupled with a paratroop on the other side of the dyke. Secure the dyke and force the Germans out of Amsterdam on the second impulse. Stay clear of Rotterdam for the first few turns. Use your air to restrict German movement with strafing, rail, and bridge attacks. On the second turn try to get past the flooded terrain north of the dyke. The quicker you can expand your beachhead to the north the better your chances of making it a successful first invasion site.

The next possible invasion area is an all-or-nothing proposition. If the German has failed to garrison the inland approaches to Anvers then it is worth a try. Both cities are not fortified and therefore are easier to assault. Also, in the case of Anvers the German cannot deploy a coastal unit. This leaves him with only a few Infantry divisions that he must use to cover a lot of important hexes. Even two divisions cannot defend Anvers if it can be amphibiously assaulted. The Invasion forces would attempt landing from Anvers in the east to and including Ostend in the west. A hidden unit in one of the approach hexes can upset your plans and leave you sitting behind the Schelde River after the first turn. With poor supply capacity and the loss of surprise, you will be hard pressed not to get pushed back into the sea.

If the area from Y-4 to U-5 appeals to you it would certainly qualify as the gutsy play of the month. Unless the German has left all three cities of Dunkerque, Calais and Boulogne with just one coastal defense unit in each, I would suggest you forget the area and move on to somewhere else. Even a weak extra unit in these locations forces the Allied player to gamble on all DE's.

The most viable area within the 15th Military District is the section either side of Dieppe. While Dieppe is only a small port it is not fortified. With clear weather and air cover for the next few turns the area can be protected by the natural barrier formed by the Seine, Oise, and Somme Rivers. It is close to your first objective, Paris, and has the port of Le Havre nearby. If Le Havre is not strongly defended it might be the exception to the rule about trying to take a port on the first impulse of the invasion. If it does fall you can concentrate on your perimeter.

One strong drawback is the fortress at P-5. While on the other side of the Seine it must still be destroyed before a turn of bad weather cuts your supply coming out of the port of Le Havre. A very good reason for not placing your Mulberry in that hex even if you capture the port on your first impulse.

The area between the Orne and Seine Rivers is really not worth considering. It would be a very narrow beachhead and has only a probable safe landing as a plus factor going for it.

As the chart shows, Normandy is one of the better invasion choices. Landings should be made from L-3 to M-5. While the success hinges on the taking of Cherbourg, stay clear of it on first impulse. Making sure you can secure your beachhead on the first turn will be more important. Expect to take the port by attrition. With only 5 stacking units to attack with don't count on a one-shot kill. It's best to leave your armor in England until a breakout is imminent. The rough terrain will work to the Allies advantage and limit the German Panzers in any counter-attacks. Capturing Caen early and securing the left flank is more important than taking Cherbourg.

The game mechanics tend to minimize the effectiveness of a fast breakout at Normandy in a comparison with the other areas. The Allied player can only move away from his primary objective unless he wishes to trigger an early release of the frozen German forces. With the exception of capturing St. Malo, it may not be in the Allied player's best interest to go back after the ports of Brittany or the Bay of Biscay. Turns spent in this manner can often be the difference between taking the fourth major German city or not. On the other hand, releasing the frozen German units early after an invasion in the 7th Military District will not have that much of an adverse effect. After all, the only units that the German can really redeploy would be from the 1st Military District. Therefore, the quicker you can break out and start stretching the German's lines the easier the going is going to be.

You will notice the invasion chart skips over some of the rough terrain hexes on the western side of the Normandy peninsula. This should be obvious, because it leaves no suitable location for the Mulberry. The area, however, is still important and we shall discuss it as part of the St. Malo invasion area. Early in the play testing, St. Malo was treated as a non-fortified port and it soon became one of the favorite invasion sites. It was close to several fine ports and was relatively easy to capture on the invasion turn. As the Allied player, this port should still be given close attention. There are two approaches to this invasion area, but both depend on taking the port on first impulse. A very risky undertaking at best.

What it often comes down to is that the German player cannot cover everything and this port with its lower S.C. is often the one overlooked.

As the Allied player however, it is not the S.C. of St. Malo that is your primary concern. The city happens to provide the only safe haven for your Mulberry in the area, since I-6 is very exposed and G-5 is not much better. If you invade on the eastern side of the port you will want to place some strong units in K-5 to prevent Cherbourg from being reinforced as it would be one of your next objectives. Coming in from the west will often meet stiffer resistance, but places you closer to both Lorient and Brest. Watch for a chance to drop some airborne units on top of Dollmann and the 7th H.Q.'s unit. This coupled with destroying the bridges around Paris can create all kinds of havoc for the German. He will be too busy trying to obtain orders (command control) to spend much time counter-attacking your beachhead.

The invasion area from D-2 to F-4, could really be thought of as the Brest invasion site. The mountain hexes in front of the coastal plain provide an excellent buffer against any counter attacks on your Mulberry in E-3. An air drop the other side of the mountain range should give you the necessary advantage in knocking out any German defenders dug in on the ridge. Most German players will not defend the beaches in this area, but will have some big hidden units up in those hills with a paratroop screen behind them. One reason why this area has high marks as a possible invasion site besides the higher capacity and the proximity of Lorient is the Brest can be captured easier than Cherbourg. Not counting commandos you can attack Brest with 9 units, but can only bring 5 to bear on Cherbourg.

The entire area from Brest to St. Nazaire is treated as one for comparison purposes. There is little justification for choosing this area at all. You end up with half the forces available to you and you still must go up against the same units in the 7th Military District. The beach between Brest and Lorient is out of the question. A possible site is just north of St. Nazaire with a paratroop on Nantes, if it's lightly defended. The only plus here maybe surprise. It also can be yours. The German may have deployed his units to defend St. Malo or the Brest area, but it will be small comfort when they turn on your beachhead.

The entire 1st Military District may look easy, but is a very difficult area to invade. It faces some of the same problems at first glance as the St. Malo area. The answer, however, is quite different. If the German has or you think he has one additional unit to take a step loss in La Rochelle then leave it alone on the invasion turn. Without air on the first turn to help in the attack he will be there on second impulse and you won't. What turns off many players to this area is the low number of units that can land on the first turn. Consider, however, that there are 10 sea movements on the second turn.

Let's first look at the beach from C-10 to C-12. While there is no guarantee, you should expect to find little or no resistance coming ashore. C-10 is one of the few locations for the Mulberry that is relatively safe. Interdicting the river on your left flank is a must. Taking La Rochelle on your second turn should be attempted, but the very position of the Mulberry rules out much help from the new troops arriving. Generally speaking, this area develops slowly and if expanded quickly can place some burden on German containment. This area is not likely to be your main invasion. It can, however tie up a lot of Germans and will improve the chances of a second invasion.

The other choices in this Military District will depend a great deal on the units defending at A-16 or B-15. Hidden units are not likely this far from the expected action. One point you should be aware of is that A-17 is an invadable hex. With only a handful of units and both fortifications blocking access to Bordeaux you will need to be flexible. If paratroops can take the city then invade at A-16 and B-15. If that looks too formidable then at A-16 and A-17 and try to take B-15 with airborne units assisted by naval forces. A paratroop is a must when invading from the Bay of Biscay. They add units without counting against supply capacity. It's still a long, long way from anywhere.

INVASION EVALUATION TABLE

INVASION AREA	INVASION EVALUATION TABLE										
	AVAILABLE FORCES	OPPOSITION ON THE BEACHES		HIDDEN UNITS LIKELY	PROXIMITY TO PORTS/SUPPLY	SECURING THE BEACHHEAD	RISK OF CONTAINMENT	EFFECTS OF BAD WEATHER	STRONG GERMAN REACTION	DISTANCE TO OBJECTIVES	RELEASING GERMAN UNITS
** A	B	C	D	E	F	G	H	I	J		
Netherlands	+2	-1	+3	+1	+1	-3	-2	-3	+2	-3	-3
Anvers to Ostende	+2	-2	+1	+2	-1	-2	-1	-3	+3	-3	-4
Calais area	+3	-4	-1	+1	-1	-2	-1	-1	+2	-2	-6
Dieppe area	+3	-2	+1	+1	-1	-1	-2	-1	+3	-2	-3
Orne/Seine Sector	+2	-1	+2	-3	-3	-1	-2	-2	+2	-1	-7
Normandy	+2	-1	-2	+2	+2	-2	-1	-1	+1	+1	+1
St. Malo - East	+2	-1	+1	-1	-2	+1	-1	-2	-1	+2	-2
St. Malo - West	+2	-1	-1	+1	+1	+1	-1	-2	-1	+2	-1
East of Brest	+2	+1	-3	+3	-3	-2	-1	-1	-2	+2	+2
Brest/St. Nazaire	-1	+1	-1	+2	-1	-1	-2	-2	-2	+2	-5
La Rochelle-North	-1	+2	+2	-2	+1	+1	-3	+1	-3	+1	-1
La Rochelle-South	-1	-1	+3	-1	-1	+2	-2	+2	-4	+1	-2
Bordeaux	-1	-1	+3	+1	+1	+1	-3	+2	-4	+1	0
Mediterranean	+1	-2	+3	+2	+2	-3	-4	+1	-3	+1	-2

**Explanation. Overall (+) are positive factors while (-) are negative considerations. This method provided a weighting between the categories as well as between the various sites. The following are explanations of what each category tried to cover.

- Lend and Air forces available in support of the invasion.
- Possibility and strength of German forces on the beaches.
- The Likelihood of landing on hidden units or their close proximity.
- Availability of nearby ports and their relative capacity.
- Secure location for Mulberry and ability to hold the beachhead.
- How easily can the Germans contain a small beachhead and how long it may take to breakout.
- The degree of impact bad weather would have in the first few turns.
- Are their expected strong German forces in the area that can launch an early counter-attack against the Allied position.
- How far from Germany and in addition taking into account Paris and Brussels.
- Releasing of frozen units and the effect it may have on the game.

The Mediterranean is one of the most difficult areas to invade and breakout of. The allied player's biggest enemy here is weather. While a storm on turn two is never a good omen, in the Mediterranean it is deadly. Without the ability to re-deploy units from England the prospects are very limited. While rail movement can be prevented on the first turn it will take one SAC bomber every turn on the Danube to prevent the German from railing in through Italy and coming in behind you. While the ports along the coast are fairly easy to take and Marseillies provides the capacity, moving up the Rhone Valley is very

slow going. One gamble that's worth a try if the German sets up his lone armor unit east of Marseillies is to invade to the west from J-31 to L-32. That small section of river will have to be interdicted with a SAC bomber so that you can anchor your beachhead on second impulse at M-33, with the big Mulberry going in at L-32. A H.Q. unit in Nimes will let you put paratroops down near Lyon on the second turn. If your airborne forces can buy you a turn or turn along with heavy use of air on rails and bridges you could occupy a good bit of the valley before the German can get set.

Eventually the ports must also be taken, particularly Marseillies, but securing that much of the valley would take months the other way. It's still not one of my favorite invasion areas but it still should not be ruled out. Going in closer to the Italian border with the idea of capturing the two Italian cities has the advantage of reducing the number of German cities needed to win to only thirteen minor cities. If that is your plan you had better have a good second invasion site picked out.

One of the many reasons that Fortress Europa is so enjoyable is that there is no perfect plan. For every suggested invasion site, a few hidden units can change the prospects 180 degrees. What will work one time will not work the next. This matching of wits while trying to weigh the pro's and con's of each of the selected areas combine to produce a challenging contest that is guaranteed to keep you on the edge of your seat til the last city falls or time runs out.

K

OPINIONS

AVALON HILL AND AIR FORCE - REVISITED

- John Ratzenberger -

Following is a copy of a letter sent to AH on 16 November 1980:

Dear Mr. Greenwood:

After all was said and done, I figured my involvement with AF/D and AH was over until I got Vol 17/3 of the General. You may consider this to be a formal "Letter to the Editor" - unlike our previous correspondence.

Of course I am referring to Kevin Zucker's "Story" behind the revision of *Air Force* - for story it surely is, and tends to show the author has a very strong "imagination of reality". But, I get ahead of myself....

After a half-dozen paragraphs of pseudo-philosophic discussion, one is left with one impression - either the author failed to catch his own point, or he has a very distinct double standard. If I thought I could make any sense out of it, I would love to hear why his "reality" is a "subjective standard" while for everyone else, it is only "imagination". When one harks back to the playtest kit and the "Air games are not exactly my favorite" comment, the answer to that question becomes significant.

One also gets the impression from the article that Zucker stood alone in the breach, fighting all sorts of people who resisted change. That sure is a slick interpretation of events. I know many of the people who wrote you on the revision - I believe I know most the playtesters (both on and off the list) and have corresponded with them regularly. Certainly, none of us claimed the original game was perfect and many of us submitted ideas for improvements. Where the resistance to change came about was from the playtest kit itself. When we saw what poor quality it was, and what a hatchet job Zucker was doing on the game, then quite naturally our first concern became to preserve the game - yes, preferably in its original form. In short, the "story" would ring a bit more true if Zucker's role were couched more in terms of "in spite of" rather than "because of".

I won't go into the actual game or revisions - they are Zucker's "imagination of reality" - and he is entitled to them - unfortunately in print. Suffice it to say that one could make a very interesting *General*, if one were to publish the playtest kit and all related correspondence.

Lastly, a separate, but related observation. The last thing Avalon Hill needs is a bunch of ex- (or worse yet, current) SPI people. During this affair I and several others got the impression we were on the receiving end of a typical SPI "damn the little people" attitude. And then to have Isby called in to save the day? To call Isby an "aircraft specialist" based on *Air War* is like calling (pardon my politics) Carter a President because he

filled the office. Like Zucker pontificated, "there is a huge gap...between a name and the thing named." That could be the only thing of significance in his article - too bad he still misses his own point.

/s/
John Ratzenberger

You will not see this in the General - I didn't really expect it would get in, but at least Don Greenwood sent me a nice note explaining why not. You might assume from this and other things ("K" 15-5) that I am conducting a vendetta against AH because of the Air Force development. In some respects that is true, but in a larger sense it is not. I firmly believe it is time AHKS organized itself, and oriented itself, toward exerting some public and private force on all game companies - we (individually or collectively) are doing ourselves no favors by putting up with this treatment. Despite what they think, the game companies exist in a specialized market - and are thus vulnerable to dedicated group pressures. For far too long we have supported game factories, regardless of the merit of their product, and encourage people like the subject of the above letter.....

Lengthy Postscript: After Jim Pratt received this, he asked for some clarifications and some added detail. I will do so, but because I have not received permission from various other parties to use their names or spoken/written words, you will have to excuse the lack of direct quotes, etc.

The redevelopment was announced in the General in Fall of 1979. I and several others fired off some letters on the subject and on 20 Feb. 80, I received a Playtest Kit. If you will look at my short article in K15/5 where I suggested the Playtest Kit was sent out as a formality - then the fact that our comments were due to AH by 10 March (18 days) seems to support that statement.

Now, if we had been sent a highly polished set of rules (and complete charts, etc.) - 18 days might not be unreasonable - but that was not the case. We got 2 aircraft data cards, no charts, no scenarios, and a set of hastily typed, un-edited, un-checked rules. Oh yes, and a cover letter with lots of platitudes and a bunch of half-way admissions from Zucker that he didn't have the vaguest idea what he was doing - a far cry from his role as stated in his General article.

It is unfortunate that the "K" isn't big enough to reprint the playtest kit - even more unfortunate that all the playtesters letters couldn't be printed with it. To keep this short, I'll categorize the rules as follows: The original Basic Game rules were completely re-written. In the process, all "life" (yes, that's my quote Zucker referred to in his article) was removed - it read as a counter-pushing exercise. I am a WW2 aviation buff - if I had bought the game as in playtest form, I would have thrown it away - I'd figure any game that couldn't at least get me interested wasn't worth the effort. Along with the "lifelessness" of the rules were far too many changes for the sake of change only - they bore no logical or realistic relationship to anything. It looked as if "changes had to be made" - see Zucker's article. The problem was that most of the changes looked like they were thought up while the developer typed them. This became more evident as conflict piled upon conflict - and I don't mean just with the original game - but with the revision. Then the developer must have run out of time - the Advanced Game/Optional Rules were almost a direct copy from the original - given my complaints that should have been ok, but they didn't fit with all the previous revisions.

I wrote 35 pages of comments - typed, single-space - on all the conflicts, all the things that wouldn't work, all the glitches, etc. I also wrote Don Greenwood & offered to do the thing myself for free just to get it out of Zucker's hands. That was not to be - it would seem that there were (are) some very strong "office politics" going on there that virtually guaranteed that the game would go out in whatever form Zucker desired - regardless of quality. About this time (March-May), a whole series of letters and phone calls started flying - between playtesters and AH. The upshot of all of them was as I just said - the developer could (and would) do as he pleased - and despite that fact that he didn't know much about the subject (and proved it countless times) or the original game, his judgement would be taken above any/all playtesters - at least those who disagreed with him - and it got to the point where we were being told that just because we had played the original for years and had large libraries of our own aviation references didn't mean that anything we had to say was worth listening to.

Nonetheless, I think we all had a significant effect - behind the scenes. I don't think we (gamers in general) have heard the last of the affair. I have a feeling that there are some things going on as a result of all this - some in conjecture, some has been explicitly hinted at, or told to me by the "right people". Suffice it to say that the final version bears as much closer resemblance to the original that the playtest kit did.

Does that mean the revision is a good game - well, not especially. I guess if one likes WW2 air games, and can't get the original,

the AH version is the next best thing - kind of like second place in a two-horse show. Much of it remains unchanged-thus you will see little new/different. Of the changes, only the Range Attenuation Table, which merges the original Air Gunnery & Deflection Modifiers Tables, is worth-while - it eliminates a previously cumbersome combat resolution procedure.

There is a slightly better way of handling "F"-gunnery which reduces its effectiveness - it was too effective in the original game.

On the other hand, I still cannot see how a new gamer, especially a very new one or one new to air games, will ever be comfortable with the multi-colored fans that have replaced the original matrix arrangement. The Advantage/Disadvantage aircraft "trailing rule" is absurd - at least they made it an Option and heeded our warning that it would be ludicrous in anything over a half-dozen plane scenario. A rule about losing altitude while in a bank was added - this is a piece of "aerodynamic dirt", perfectly valid in the real world, but inappropriate in a game that pays little attention to the laws of aerodynamics anywhere else. On top of that, the rule had to have been added without checking it's effect on a/c performance - it effectively cuts the max altitude of any loaded a/c - and in the case of a few, would even prevent them from climbing above a couple hundred feet - unless they flew straight and level for the whole game.

So, if you have the original, don't waste your money on the revision. Oh, yes, in my "history", I should mention that Playtest Kit Part 2 wasn't put out - the developer took our comments and worked with them, but given all the heat generated by the first kit, it would have seemed prudent to sent out a 2nd draft - this wasn't done - again, evident from added rules that just don't fit - like the bank/altitude loss rule.

In short, a botched job from the start. Yet far worse than the resultant game is the attitude displayed toward the playtesters, and by extension gamers in general, during the course of the thing. And this is the point of this whole thing - we should not be putting up with this. I have a hard time remembering when I have felt as insulted as during this thing - and I have a pretty thick skin. But my feelings aside, do not want to support this kind of operation, those kind of people - I would hope not. Yet we all do so when we buy games by the thousands, only to find out they are turkeys, yet go right back and do it again. We do it by hanging on every word that comes out of these places, and going "Golly, gee whiz, I got a letter from....". And we do it as playtesters when we write back in slavish agreement, just so we get a pat on the head from the powers that be and our name in the back of a game (lest this comment be taken wrong; Steve List, Dale Wetzelberger & Roger Pittiglio - all AHKS - put up the good fight.)

To close, (finally you say) I'll make some specific proposals about how we can use AHKS to force companies to clean up their acts. First, organize. We need a group of people to draw on that will get in on every known playtest - particularly to evaluate the pbm-ability of a game. We need to present a united, comprehensive set of constructive criticism, and follow it up. And then, when a turkey hits the streets, or the playtesters are given the short end, use the size and reputation of AHKS to get the word out - not just in AHKS, but to the hobby as a whole. There are gamers out there who do this now - but my impression is that the majority of gamers, including many in AHKS, are sheep - they meekly accept what is fed them - if so, they are getting what they deserve. Me, I'd rather be shot for a wolf than a sheep any day - I think it's time we showed our fangs.....

Ⓚ

- Jim Burnett -

Just a comment plus a couple of preliminary announcements. First, per the editorial in the last "K", re "The Longest Day". I had been tempted to send in a review of this game but, as a member of the playtest group of the game (along with Ron Whaley, another local member), I thought it best left up to more impartial observers. I would like to reply to Mike Collieran's comments, however.

As members may or may not be aware, "Longest Day" is the Normandy campaign compressed into eight boards and 2500 counters. Scale is two km/hex and one day per turn, with the map covering an area to just south of Avranches/Argentan and west of Cabourg/Argentan and the campaign game lasting 87 turns. The counter levels are as low as company/battery but this is a divisional level game. As such, all supply and command control operations are on divisional basis with appropriate corps level artillery support. Air and Naval effects are modeled, as well as rail movement, but these are not detailed simulations. Terrain features include rivers, hills, bocage, cities/towns, roads, and so forth.

The turn sequence is replacement/movement/opponent's mechanized movement/opponent's defensive fire/combat, with a special turn

sequence for June 6 covering allied beach and airborne landings. Combat is attritional with step losses and retreats (counters are back printed plus remnants are supplied) and a 3-1 ratio is required for even losses. Die roll modifiers are applicable to terrain situations, artillery disruption, and combined arms attacks. Paratroop rules are slightly reminiscent of "Air Assault on Crete". Supply rules give supply counters which are handled by divisional headquarters units. Stacking levels are typically two battalions per hex. Movement is separated by foot/motorized/tracked units and covers from two to eight hexes per turn (up to 32 by road and 64 by strategic movement). Air capabilities include interdiction, tactical support, supply, and bombardment. Other units include replacements, mulberries, five types of fortifications, flak, and nebelwerfers. Optional rules include counter-battery fire, bridge, demolition and repair, and hedge row cutters.

"The Longest Day" is broken up into five scenarios and the campaign game (with it's six variants) and here is possibly where the rub lines. Mr. Reed plainly states in the rules that veteran gamers may wish to skip the first three scenarios and, at least for the first two, that is good advice. As stated before, LD is an attritional game (as was the campaign until the Allied breakout) and therefore any attempt at rapid attack/movement is usually met with a defense which bogs the attacker down. This tends to make the Mortain scenario impossible to win for Germany and the Cobra scenario very difficult, but possible, for the Allies (it is also a good deal of fun due to its close nature). Falaise is ok, but a bit difficult for the German to run fast enough and not much fun for him either unless you like to play defense. Cherbourg is a very good scenario, especially if one player likes to run a maneuvering defense on a shoestring until the forts are reached. The beach landing scenario is mainly a set-up into the campaign game. Most of the decisions here are of a mathematical nature and, as such, are pretty well pre-determined. The three turn limit pretty well sets the pace but it is good introduction. The campaign game is the heart of the system but it is not for the faint-hearted. Those who wish to play it must plan on about ten hours for the first four turns plus set-up and about an hour per turn after that for dedicated players. This can be reduced slightly in a multi-player game.

Over the past 15 months, I have played each scenario at least twice and the campaign game is currently in the second time around. I can say that I have enjoyed the game and it is my opinion that anyone who remembers that the invasion of Europe was an attritional fight designed to lead up to a decisive breakout will enjoy it as a game. As a simulation, I think that no-one will complain about the depth of study done by Randy when confronted by the Designer's Notes and Bibliography. Interpretations of history are always up to the individual, however. If the overall simulation is judged by effects, I think it will stand. For what I view as relevant comments (although on a different game) and the \$65, I refer the reader to the interviews of both John Hill and Dana Lombardy in the Sept/Oct 80 (#23) issue of "Fire and Movement".

The only real bad comment I have heard on LD was from AHKS member Roy Hendricks who said that the lack of a hex grid and made it hard to PBM. I hope that the grid problem (and a few other typos/errata) can be resolved and when they are, we can start a multi-player PBM. I am ready.

NOW SOME ANNOUNCEMENTS:

1. As maybe a very few of you know, Knoxville, TN. is scheduled to have a World's Fair in 1982. Per the Wall Street Journal article of about Dec. 30, 1980, things have not gone quite as rapidly as I would have thought, but we're still on anyway. In conjunction with this, I plan to invite my fellow AHKS'ers to a (hopefully) maxi-con sometime during the summer of '82. (July 4th)? This will give non-gaming wives and children something to do also. We have four state parks, several good museums, a very good zoo, and the Smoky Mountains National Park, all within two hours drive. The con will be held in my house unless attendance requires a larger area. We will try for perhaps a full week of activities to allow those with travel requirements to participate as much as possible. Note that our site is only a (full) days drive from Chicago/Detroit/Cleveland/New York/Philly/Balt/DC/Orlando/New Orleans/Memphis/St. Louis.

I am making this announcement at this time to allow plenty of time for vacation planning, etc. I would invite anyone interested to please write so that we may firm up a date by the end of this year. With enough advanced warning, all details such as times, housing, site, and your own plans will allow this to be a success for us. When you write, please give me an idea of when your trip could be, how long you could stay, and how much accomodation would be necessary (I will try to get a group rate).

2. I plan to run a one-on-one PBM Squad Leader/COI/COD/G.I. as soon as G.I. is out. The tournament will be single elimination

for either 16 or 32, (if demand is that great), with random matching. The games will pit players with about 1000 points of infantry (no vehicles) of the country of their choice across a pair of the same boards inverted against each other. The object will be to capture terrain locations on the opponents board. This will be a blind game; the only information given to each player will be what he would actually see. The details and full system are still not solid, so I would appreciate any comments/hints/suggestions that you have for running the game. Note that a GM'ed game is slightly different from a regular PBM or FTF.

I will not actually be signing up players yet, but I am checking the level of interest. If you are interested, please write ASAP as the unknown release of GI will trigger the announcement of official signup. All who write early will be given preference during the official signup period. There will probably be a small charge going toward the expenses of the tourney and a trophy for the winner.

My address is: J.L. Burnet, 606 Timbercrest Drive, Clinton, TN 37716.



Our 6th annual get-together in Elizabeth, NJ, will be on March 13,14, and 15, 1981.

Last year's procedure seemed to work well; so we will repeat it. Coffee and tea will be furnished, but we will send out for meals. A refrigerator is available for those who wish to bring their own. No smoking is again requested inside the building. The usual buy/swap table for used games will be furnished.

Elizabeth is 20 minutes from New York City and is on all major roads and transportation lines. I have a few beds and quite a bit of floor space available, and I can make reservations at local motels. If you think you might be able to make it, drop me a card or letter.

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



IS YOUR NAME ON THIS LIST?

The members listed below are in imminent danger of becoming former members unless they renew immediately. Our records show that you were sent a dues notice and ballot. Ballots were no longer accepted as valid after February 7, 1981. Two weeks from the mailing of this issue of the K, any members who have, neither renewed (primarily by sending dues), nor written to Joe Horne requesting extension for hardship reasons, will be stricken from our mailing lists. Acceptance back into AHKS will be automatic upon receipt of a check for \$13.00 (\$8 regular dues and \$5 initiation fees). Many of the names on this list are consistent late-payers, and we are tired of waiting until June or July, wondering if you are still interested in being a member. LAST CHANCE!!!!

ANDERSON BEAL BERGEN BRADSHAW BULLIONS BURGESS CATO
 CHAPIN CLARK, Jeff DECKER DOLAN DUDLEY
 ERSKINE FRANIAC GADDIS GLICKSMAN GOODRICH
 HARRIGAN HASTINGS, Greg HAWK HAYES HENRY, Lucian HICKS
 HUDSPETH HURLEY JOLLY JONES, John KELLEY, Kevin KIRKLAND
 KROUT LEISNER LEITH LOCKE LOVE MCAMIS MCARDLE
 MCCLURE MITCHELL, Griffin MOORE ORNSTEIN OWEN
 PEGUERO PITTIGLIO RARICK REZACK RICH ROSAMILIA RUMPH
 SALLABEDRA SAVAGE SCOTT, Ronald SHERENGO SWARTZ TRACEY
 WALLACE WARTINBEE WHARTON WIEGAND WLAS WOLF

WRIGHT ZADEK

- f. A.R.E.A. MATCH REQUESTS: Arab-Israeli War (26C)+(680); Anzio (286); Austerlitz (419); Drive on Stalingrad (609); Gettsburg-77 (509); Island War (643); LaGrande Arme (511); Mech War (267); PearlHarbor (635); Rifle & Saber (511); Steller Conquest (733); Siege of Jerusalem-70 (225); Third Reich (609); Thirty Year War (670); WS&IM (720); Yalu (670) Panzer Blitz (326).
- g. OW/PD: See "A Call to Arms".

V. MISCELLANEOUS: Our President, Pete Menconi, desires to have a match with any member who is willing to assist him in developing a PBM system for the New AH entry "The Longest Day". Please write directly. Fred Ornstein (680) is interested in playing any member who is rated 1500+ and A.R.E.A. in Arab-Israeli War. J.D. Hook (429) is interested in a game of Miday with a GM. All members who have submitted their request for matches during the 1979 period have been dropped due to no response. If those members desire to resubmit on same games please do so. (461) (32) (509) (329) are those dropped.

To all our new members an extended WELCOME, and keep those letters coming in.

Les Deck Sr.

January 31, 1981



A CALL TO ARMS

AS ALWAYS ///=GM, //GM OR PLAY, =PLAY.

- *** AIR FORCE/DAUNTLESS: (WRITE TO ME FOR THESE GAMES). ///DENNIS DEMORY (980) - "FLYING BUCKNERS" 42 SCENARIO - NEEDS 3-4 PLAYERS ASAP.
- *** AIR WAR: ///SID JOLLY (279).
- *** ANCIENT CONQUESTS II:(4): /RICHARD LOCKE (880).
- *** ATLANTIC WALL: //GREG HASTINGS (1279). /MORGAN LESTER (480), BOB WIELGUS (480).
- *** BATTLE FOR THE ARDENNES: (CASEY BRUYN HAS ENOUGH AND THE GAME IS STARTED - AFTER 2 SUCCESSFUL STARTS, DO WE HAVE ANOTHER READY TO GO??)
- *** BISMARCK: ///PIERRE BOMPAR (880) (HERE IS A UNIQUE CHANCE TO JOIN A BRIT/GER NAVAL GAME RUN BY A FRENCH MERCHANT MARINE OFFICER FROM JAPAN !!! FROM HIS LETTERS, IT SHOULD BE A GOOD ONE. PS MAIL IS FAST, AND COST IS NOT MUCH)./DAVE KNEPPER (980).
- *** BLOODY APRIL: //GREG HASTINGS (1279). /MORGAN LESTER (480).
- *** CAMPAIGN FOR NORTH AFRICA: //GREG HASTINGS (1279). /MORGAN LESTER (480), LARRY BURRUS (980).
- *** CHICKANAUGA: BOB WIELGUS NEEDS PLAYERS/STANDBYS FOR A GAME IN PROGRESS - WRITE HIM @ PO BOX 167, ROSELLE PARK, NJ, 07204.
- *** CITY FIGHT: ///NORM ALBRECHT (1279). //SID JOLLY (1279). /STEVE LIST (480). (NORM WOULD LIKE TO RUN SEVERAL SMALL FORCE SCENARIOS AT THE SAME TIME. APPROX 2 PLTS W/SUPPORT - EACH WITH OWN MISSION).
- *** CONQUISTADDER:(4): //JOHN GRANT (280), PAT CARR (980), LARRY BURRUS (980), EARL ANDERSON (1280).
- *** CONQUISTADDER DEREY: ///DAVE GRANT (1280). (NOT FIRM YET, BUT WOULD HAVE ALL PLAYERS PLAYING SPAIN, AND A COUPLE OTHER THINGS TO EVEN OUT LUCK - THE PLAYER WHO REALLY KNOWS THE SYSTEM HAS THE BEST CHANCE - ANY TALKERS?)
- *** CRUSADES(7-B): //LU HENRY (480), LARRY FONG (480), JEAN JODOIN (979), GEORGE FORNSSEL (880), PAT CARR (980), EARL ANDERSON (1280).
- *** CV: ///ANDY JOHNSON (980).
- *** DIPLOMACY:(7): ///GEORGE FORNSSEL (880). //BOB SNYDER (280), LU HENRY (1279). /LARRY BURRUS (480), RICK GRIFFIN (680), JOE DUBINSKY (680), PAT CARR (980), RICK GRIFFIN (880). (ODPS - GEORGE SAYS HE CAN'T RUN 3 DIPPY GAMES - BUT HE WILL RUN ONE - WRITE HIM DIRECT AT 115 WAGON LANE WEST, CENTEREACH, NY, 11720).
- *** DND: /BOB SNYDER (280), MORGAN LESTER (880), RICHARD GREENWELL (1280).
- *** EMPIRES OF THE MIDDLE AGES: //STEVE LIST (1280).
- *** EN GARDE: ///TODD ROSEMAN (679).
- *** FAST CARRIERS:(4): //MORGAN LESTER (480). /PAUL SELZER(480), JEAN JODOIN (979), DEAN MILLER (280), DAVE KNEPPER (480). (MORGAN IS READY TO KICK THIS ONE OFF AS SOON AS SOME COMMO PROBLEMS ARE SOLVED)
- *** FLATTOP:(4): ///JIM MCAMIS (980).
- *** FRIGATE: /MORGAN LESTER (880).
- *** GETTYSBURG 77: //MORGAN LESTER (880).
- *** GLOBAL WAR: //MORGAN LESTER (480).
- *** GRAND CHANCELLORSVILLE: //MORGAN LESTER (880). (MORGAN WOULD LIKE TO TRY THIS WITH LIMITED INTEL (YOURS, NOT HIS), LOS RULES, AND SOME OPTIONS OUT OF TSS).
- *** HIGHWAY TO THE REICH:(6-B, CAN START W/3): ///MIKE BONKOWSKI (779). /DAVID RHODE (979), MIKE SCOTT (979), MORGAN LESTER (480).
- *** IRONCLAD: //JIM BURNETT (880). //RICHARD GREENWELL (1280). /MORGAN LESTER (480), BILL DRAKERT (480), JIM FREDIANI (880), EARL ANDERSON (1280). (HAVE A GM, ALL SET TO GO - WRITE JIM AT 606 TIMBERCREST DR, CLINTON, TN, 37166).
- *** KINGMAKER:(6): (LARRY WIPED THIS LIST CLEAN).
- *** KINGMAKER VARIANT: ///MIKE SCOTT. NEEDS 30-40 PLAYERS - BASICALLY EACH PLAYER STARTS GAME WITH 1 MOBLE & ROUGHLY EQUAL STRENGTH - FROM THEN ON, IT'S ALL A MATTER OF WHEELIN' DEALIN', AND BACK STABBIN'. FEE \$3.00 - WRITE MIKE DIRECT AND ENCLOSE FEE TO GET RULES, AND TO GET THIS MONSTER GOING.
- *** KORZUN POCKET: //GREG HASTINGS (1279).
- *** LA BATAILLE MOSKOVA: /STEVE HAAS (479), MORGAN LESTER (480).
- *** MACHTAVELL: MIKE SCOTT WIPED THIS LIST CLEAN, I THINK, HE WOULD LIKE TO RUN A SECOND ONE ALSO - WRITE HIM DIRECT.
- *** MIGHTY FORTRESS:(6): //LU HENRY (480). /PAT CARR (980). (LU HAS A COUPLE PLAYERS TUCKED AWAY AND IS LOOKING FOR A FEW MORE TO GET THIS ONE GOING. ADDRESS UNDER "WS&IM").
- *** THE NEXT WAR: ///PAUL SELZER (480). //GREG HASTINGS (1279). /MORGAN LESTER (480), PAUL AYERS (880).
- *** OPERATION CRUISER: /MORGAN LESTER (180).
- *** OPERATION TYPHOON: //GREG HASTINGS (1279).
- *** ORIGINS:(5-6): LARRY CONTACTED EVERYONE ON THE LIST, BUT STILL NEEDS ONE MORE - WRITE HIM DIRECT TO GET IN.
- *** OUTREACH: ERIC ABBOTT NEEDS PLAYERS/STANDBYS - SEE ADDRESS UNDER "STARFORCE".
- *** RAIL BARON:(6): ///MIKE SCOTT (980). (AGAIN THRU HIS OWN 'ZINE - WRITE HIM DIRECT - THESE GAMES ARE FUN & A WELCOME BREAK FROM THE NORMAL BLOODLETTING).
- *** RED STAR/WHITE STAR 2: ///SID JOLLY (980).
- *** RUSSIAN CIVIL WAR:(6): ///MIKE SCOTT (680). (MIKE WILL RUN THIS THRU HIS OWN 'ZINE - "MIKE'S MAG" - WRITE HIM DIRECT - HE HAS 3 PLAYER NOW AND NEEDS 3 MORE).
- *** SAMURAI: //EARL ANDERSON (1280).
- *** SINAI: //LES DECK (1280).
- *** SL/COI/COD: //JOHN BROWNELL (680). /CASEY BRUYN (280), DALE WETZELBERGER (480), EARL ANDERSON (880).
- *** STAR FALL:(3-4): //EARL ANDERSON (1280).
- *** STAR FORCE: ERIC ABBOTT NEEDS PLAYERS/STANDBYS - WRITE HIM DIRECT @ 422 VIRGINIA AVE, GLENVILLE, IL, 62025.
- *** STAR SOLDIER: //STEVE LIST (480).
- *** SUBMARINE: ///JIM MCAMIS (980). (THIS IS A SERIES OF "FREE-FORM" GAMES, WITH 1 SUE CDR VS PRE-PROGRAMMED ESCORTS/CONVOY. YOU GET TO SELECT JUST ABOUT ANY COMBINATION OF SUE/WEAPONS/ETC YOU WANT. WRITE JIM DIRECT AT 1942 FELLERSRIDGE CT, STONE MTN, GA, 30083.)
- *** 3RD REICH:(5): /PAT CARR (980).

- *** TIME WAR //GREG HASTINGS (480).
- *** TSS: BOB CROSS STILL HAS A GAME RUNNING AND NEEDS PLAYERS - WRITE HIM DIRECT - THESE ARE NOT STANDBY SLOTS - HE WILL JUST BREAK OUT THE COMMANDS TO LOWER LEVELS. ADDRESS IS 900 BROOK FOREST RD, DERBY, KS, 67037.
- *** USN: //MORGAN LESTER (480)./LES DECK (1280).
- *** WACHT AM RHEIN: ///MIKE SCOTT (880). //MORGAN LESTER (480), RICHARD SAVAGE (680). (MIKE IS ALL SET TO GO - HAS SCRUMMED A COUPLE PLAYERS, BUT NEEDS MORE - WRITE HIM DIRECT - THIS IS A GREAT CHANCE FOR YOU GUYS WHO HAVE DROPPED OFF THE LIST "CAUSE HE COULDN'T GET THIS STARTED).
- *** WAR BETWEEN THE STATES: WRITE VIRGIL MUGLER DIRECT FOR SLOTS IN HIS GAME @ 1460 LAOD, EDWARDSVILLE, IL, 62025.
- *** WAR IN EAST/WEST/EUROPE: //JOHN BROWNELL (), PETE MANIS (379), LES DECK (1280). /STEVE LIST (480), DAVE RHODE (479), MORGAN LESTER (480), LARRY BURRUS (980).
- *** WAR IN THE PACIFIC: /MORGAN LESTER (480).
- *** WAR OF THE RINGS:
- *** WELLINGTONS VICTORY: / GREG HASTINGS (880), STEVE HAAS (880), MORGAN LESTER (880), JOHN GRANT (880), BOB CROSS (880).
- *** WOLFPACK: WRITE LARRY FONG DIRECT TO GET IN ONE OF THESE.
- ***** THE ALBATROSS AROUND MY NECK *****
- *** WOODEN SHIPS & IRON MEN: FLASH... LU HENRY HAS GRACIOUSLY DECIDED TO REMOVE PROBLEM AND HAS WRITTEN EVERYONE ON THE LAST LIST. HE SAYS HE CAN TAKE A FEW MORE, SO WRITE HIM AT 6056 MAVERLY, DEARBORN HEIGHTS, MI, 48127.
- *** EVEN GOT ANOTHER GM VOLUNTEER - EARL ANDERSON (1280).
- *****
- *** 1276 CAMPAIGN:(4-6): //DAVE MCCARTY (679), MIKE BONKOWSKI (779), BOB WIELGUS (480), PAT CARR (980).
- *** "A2R SOMETHING": ///JIM MCAMIS (980). (A COMPILATION OF RULES FROM VARIOUS MODERN AIR GAMES. YOU WILL BE LONE PILOT TRYING TO DROP BOMBS IN ENEMY TERRITORY, OR LONE FIGHTER TRYING TO STOP AN ENEMY BOMBER. THIS IS YOU VS "CANNED" OPPOSITION. AGAIN - WRITE JIM AT ADDRESS UNDER SUBMARINE.)

NEW STARTS: WAR & PEACE - BOB CROSS.
BATTLE FOR THE ARDENNES - CASEY BRUYN.

I DON'T KNOW HOW MANY OF YOU ARE GETTING ROY HENRICKS' 'ENVOY' - IT HAS LOTS OF GAMES GOING - MOSTLY KINGMAKER & DIPLOMACY, BUT OTHERS ALSO. IF INTERESTED, WRITE HIM AT 128 DEERFIELD DR, PITTSBURGH, PA, 15235. ALL GAMES ARE FOR A VERY SMALL & REASONABLE FEE. (ROY SHOULD HAVE STOPPED MOVING BY NOW SO ABOVE ADDRESS IS GOOD).

MIKE SCOTT HAS HIS OWN 'ZINE AS MENTIONED ABOVE - HIS NEW ADDRESS IS 1726 CYPRESS CIRCLE, LAVERNE, CA, 91750.

OTHER GAMES - NONE THIS TIME.

John Ratenberger

January 22, 1981



AWHS RATINGS

	NAME	CURR. AREA	G/M	LAST TIME
1.D.	BURDICK	(61)CCC2095 (A)	G	1 2095
2.B.	MASON	(43)DCC2010 (-)	-	2 2010
3.T.	ELLER	(58) 2000 (-)	-	3 2000
4.T.	OLESON	(111)AAA1965 (A)	-	4 1965
5.K.	HILLS	(117)CCC1945 (A)	-	5 1945
6.R.	KINSLELLA	(304)BBB1825 (A)	-	6 1825
7.D.	EISAN	(13)GII1740 (A)	-	13 1740
8.L.	NEWBURY	(296)DUC1730 (A)	-	7 1730
9.D.	KNEPPER	(386) 1760 (A)	-	3 1760
10.T.	BECKER	(233)DCC1735 (-)	-	9 1735
11.J.	DRUMMOND	(36) 1735 (-)	-	10 1735
12.W.	HOPKINS	(80) 1730 (-)	-	11 1730
13.K.	MCCARTHY	(496)DD1720 (-)	-	12 1720
14.J.	DOUGH	(277) 1630 (A)	G	14 1630
15.S.	DESTEFANO	(353)DCB1665 (A)	-	15 1665
16.J.	POWER	(518)AAA1660 (-)	-	16 1660
17.F.	HELFFERICH	(343) 1655 (A)	-	17 1655
18.T.	BIZWEL	(456) 1645 (-)	-	18 1645
19.W.B.	HILL	(337) 1640 (-)	-	19 1640
20.D.	GRAT	(377)BAB1620 (-)	G	23 1590
21.D.	WETZELBERGE	(428)BBB1610 (A)	-	22 1610
22.R.	WOOLBERY	(622)BBB1530 (-)	-	43 1440
23.R.	WINDSOR	(450)DD1550 (A)	-	21 1630
24.G.	GORFF	(239)FFG1545 (-)	-	20 1635
25.R.	SEGARRA	(225)AAA1540 (A)	G	25 1540
26.J.	CREBBER	(606)BBB1530 (A)	G	26 1530
27.D.	DEMORY	(321)DD1520 (-)	G	33 1475
28.P.	TRUESDELL	(334)AAA1515 (A)	-	76 1235
29.R.	METZLER	(549)DDC1510 (-)	-	27 1510
30.R.	WHARTON	(589)BBB1510 (-)	-	28 1510
31.B.	TOWNSEND	(342)AAA1490 (-)	-	47 1410
32.T.S.	BORNE	(325) 1490 (-)	G	33 1490
33.F.	JEROME	(258)AAA1480 (-)	G	46 1420
34.S.	CURLEY	(327) 1480 (-)	-	31 1480
35.R.	TELEUCKY	(262)DDC1475 (A)	G	32 1475
36.R.	FLYNN	(373) 1475 (A)	-	35 1475
37.W.	YARWOOD	(36)DCC1470 (A)	-	36 1470
38.W.	KLUSKA	(505)AAA1470 (A)	-	37 1470
39.V.	MUGLER	(329)EE1450 (A)	G	29 1490
40.J.	WALLACE	(113)AAA1460 (A)	-	38 1460
41.F.	FREEMAN	(635)CBA1440 (A)	-	41 1440
42.L.	JERICH	(544)BBB1440 (A)	-	42 1440
43.S.	PERNA	(466)AAA1440 (-)	-	54 1380
44.J.	POPPLIS	(239)CC1435 (A)	-	44 1435
45.J.	CATON	(189) 1435 (-)	-	45 1435
46.A.	DEMPSEY	(541)BBB1430 (A)	-	60 1360
47.L.	KELLY	(528)FE1415 (A)	-	65 1335
48.J.	BULLITT	(495)BAB1410 (A)	-	79 1280
49.S.	LIST	(604) 1410 (-)	G	48 1410
50.R.	VERCRJYSSE	(603)BBB1390 (A)	-	49 1390

FROM THE MATCH COORDINATOR

I. GENERAL:

- a. After several letters inquiring the reasons for delays in the receipt of ICRK's, it is felt that an explanation is required for those who are not familiar with the normal procedures. I as the MC receive all requests for initial matches. After matching a letter is sent to Carl Benton, our MSO, who in turn prepares with his computer the random die roll printout known as the ICRK's. Besides the time lag between Carl and myself, there is a time lag between the time Carl receives the request and the computer print-out because of other reasons such as job, normal home life, and above all computer breakdown. With such demands placed on Carl it is no wonder delays are inevitable. Every effort is being made to shorten the arrival date of ICRK's and steps have been approved by the President to implement those steps and thus relieve Carl. As an added BONUS Carl has produced an ICRK which will now cover the two-die roll requirements such as in the game of SQUAD LEADER. We are trying.
- b. The MC is in the possession of a letter from our very good friend Robert Snyder dtd 1/8/81 at Buffalo NY, who has requested the patience of all his opponents due to his being hospitalized for severe arthritis and the replacement several finger joints. He is requesting those opponents to drop him a line and indicate if they wish to continue or cancel. Get well soon, Bob!
- c. There is no doubt in my mind that the wargame society known as AHKS is the best one in the hobby world. It has been brought to that position by the dedicated members who have enjoyed the games and friendship of other members in the society, and this was due to courtesy and good sportmanship and a willingness to assist new members into the PBM system, I believe that spirit is still prevalent and I call upon the membership to come forward and assist me in matching these welcome new members so that they too can enjoy our hobby and friendly spirit and help us grow. What do you say!!

II. ADMINISTRATION: Reminder! Are your 1981 dues paid? Be sure to do so, in order to maintain matching services without interruption.

Have you sent in your completed ICRKs to the Match Coordinator for proper credit on all completed matches? Please look under the rugs, in cat and dog boxes, and junk drawers so we could be surprised. In order to be rated the MC requires both copies of ICRKs to be sent in by both opponents regardless who wins or loses.

When completing your match request form please fill it in completely with all required information. This will assist the MC to properly match your request and maintain proper control and speedy delivery.

Members are urged to contact John Ratzenberger at 124 Continental Drive, Lansing, KS 66043, the MC for OW/PD, for any matches requiring four or more players and in need of a gamemaster. The results of the game will be printed in the OW/PD zine.

The A.R.E.A. MATCH REQUEST portion of this column is not necessarily restricted to A.R.E.A. rated members nor to Avalon Hill games only, but it was meant to accomplish two purposes (a) to have available A.R.E.A. members and A.R.E.A. rated games

(AH) to A.R.E.A. members and (b) to have available A.R.E.A. rated members to play non-AH games but to be rated within the AHKS Society only. The MC is aware that there are Non-AH games listed, and that the Avalon Hill Company will not credit members for non-AH matches.

III. RATINGS: As of 20 January 1981.

IV. MATCH REQUEST:

- a. OPEN MATCHES: Across Suez (369); After the Holocaust (733); Air Assault on Crete (9221); Air War (583)+(411); Arab-Israeli War (286)+(680); Anzio (286); Austerlitz (419); Battle for the Ardennes (622); Battle for Moscow (749); Beda-Fomm (405); Blue/Gray I (334); Blue/Gray (748) Borodino (748); Black Hole (749); Break Out & Pursuit (305); Bulge (68); Conquistador (741)+(411); Crete/Malta (689); Dauntless (557); Desert Fox (216); Diplomacy (758); D-Day (667); Drive on Washington (377); Drive on Stalingrad (609); Dune (710); Eylau (289); France-40 (32); Franco-Prussian War (299); GWITE, Serbia/Galicia (405); Gettysburg-77 (509); Invasion of the Air Eaters (749); Invasion of India (216); Island War QD (643); The Kaisers Battle (413); LaBataille De Preussisch-Eylau (509); LaGrande Armee (511); Luftwaffe (413); Longest Day (146); Mech War (267); MeLee (276); Midway (429); Mufresboro (216); NATO (411); Napoleon Last Battles (748)+(737); Napoleon at Leipzig (737); Patrol (691); Panzer Blitz (326); Pearl Harbor (635); Panzer (321); Panzerkrieg (602) Picketts Charge (405); Pea Ridge (216); Quartra-Bras (748) RS/WS (12)+(411); Revolt in the East (236); Rifle & Saber (511); Road to the Rhine (266); Russian Civil War (461); Sniper (691); Steller Conquest (733); Stones River (329); Siege of Jerusalem-70 (225); Seven Day Battle (264); Starforce (411); Third Reich (602)+(422)+(609); TSS (3); Thirty Year War (670); Victory in the Pacific (688); West Wall Qd (689); Wurzburg (689); Winter War (757); WS&IM (720); Wacht Am Rhein (570); Yalu (670); War in Europe (696).
- b. NEW MEMBER REQUESTS: After the Holocaust (733); Battle for Moscow (749); Borodino (748); Black Hole (749); Diplomacy (758); Dune (710); Invasion of the Air Eaters (749); Quartra-Bras (748); Stella Conquest (733); Napoleons Last Battle (748); Conquistador (741).
- c. OPEN TO NEW MEMBERS: Across Suez (369); Arab-Israeli War (286); Anzio (286); B/G-I (334); B/G-II (748); Bulge (68); Blitzkrieg (506)+(613); Drive on Stalingrad (609); Fortress Europe (689)+(213); Invasion of India (216); Island War Qd (643); The Kaisers Battle (413); LaGrande Armee (511); Luftwaffe (413); Mech War (267); MeLee (276); NATO (411); Rifle & Saber (511); Stone River (329); Siege of Jerusalem-70 (225); Third Reich (609); Victory in the Pacific (688); West Wall Qd (689) WS&IM (720).
- d. 3-WAY MATCHES: Air War (411)+(583) Need a GM; Napoleon at Leipzig (737) Need one and GM; Napoleon's Last Battles (737); Need one and GM; Steller Conquest (733) Need one and GM. War in Europe (696).
- e. MULTI-PLAYER MATCHES: After the Holocaust (733) Need players and GM; Conquistador (741)+(411) Need GM; and players; France-40 (32); Need players and GM; Pearl Harb (635); Need Players and GM; Panzer (321); Need players and GM; RS/WS (411)+(12); Need a GM; Third Reich (602)+(609) +(402); Need GM; Steller Conquest (733); Need players and GM.

Continued Page 10

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



AMC

Omar DeWitt will hold his 6th annual get-together in Elizabeth, NJ on March 13, 14, and 15. For more details see the notice inside. Contact: Omar DeWitt, 547 Riverside Dr., Elizabeth NJ 07208, (201) 351-4810.

Jim Wallace, Archivist, is securing copies of back issues of the K for those who ordered them within the last several months, and will fill his back orders as soon as possible. Cost for the copies will be \$1 each, payable upon receipt. Cancel your order now if this is too steep a price.

Ron Teleucky has resigned as Judge. Anyone interested in this office please write to Pete Menconi.

Everyone be sure to read the message from Our Leader on page 9.

Deadline for the next issue of the K is April 1, 1981

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AHIKS KOMMANDEUR
Jim Pratt, Editor
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Tempe, Az. 85282



ADDRESS CORRECTION REQUESTED

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