

THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

IT'S A GIRL! You know what the odds are for having a girl after three boys? Well, I don't either, but judging from the doctor's surprise, they must be pretty high. Born July 13. Now we have to rethink the bedroom arrangements five years from now.

I was happy to get two Canadian volunteers to head up a new region, Casey Bruyn and Jean Jodoin.

Virgil Mugler, currently coordinating PBM ideas, says he's looking for a replacement. Anyone interested in this post, please write to me or Virgil (addresses on page 2).

As expected, Bill Salvatore was confirmed by the Committees as the new Judge. Please address all questions to him (address on p.2).

Our thanks to Mike Bonkowski. His AHIKS table at Game Con One in Salem, OR, passed out 15-20 information forms and about 10 application forms, all going to age 21+ parties. Good show.

Not so good, from what I hear, was Origins. Not just that we had no organized presence, but I get the impression the whole affair was poorly done. May be a while before it hits the west coast again.

Best quote of the month comes from Omar DeWitt, to whom I provided photocopy-ready ad for insertion in the GEN CON EAST program: "I should have told you the dimensions were 2 $\frac{1}{4}$ across, not down. But I'm sure our sideways ad will catch a lot of attention." Well put. According to Madison Avenue, the only important thing is to spell the name right. I hope.

Sounds like feeding time. More next issue.

Pete Menconi



July 24, 1981

esting comparisons had to do with how the membership felt their response time was in relation to that of their opponents. Those responding to the survey must all be playing with members who failed to respond. The large majority report that they responded to their opponents move in less than a week. Almost 80% claimed it took no more than 10 days for their response to go back. On the other hand, only about 30% felt that they were receiving the same type of response time from their opponents. AH, human nature.

The most surprising statistic was the number of members who had a problem with a game company in the past year, with almost 30% of those responding indicating they did have problems. The vast majority reported S.P.I. as the culprit. There appears to be a growing disenchantment with this game company in our membership. This was also shown by a sharp decline in the popularity of their games in general over the past two years. Perhaps the wargaming worm is beginning to turn. Quantity is not always better.

Don Eisan

27 May 1981



THE WESTERN FRONT

Its not often I get to report on anything involving AHIKS members from the Western Region getting together. This Region has one of the smallest number of members yet represents the largest geographical area in North America. It does make any get-togethers somewhat difficult. None the less, two weeks ago Larry Burrus came down from Salina Kansas to spend a few days with me, and Ron Smith flew up from Houston for a day. These two plus some other local wargamers, including AHIKS members Harry Welch & Eric Hanson combined to put the final playtest touches on a new multi-player game from Avalon Hill called "Down With The King".

This is a role-playing-type game in which you represent one of the 36 playing characters from the days of yor. The purpose of the game is to form a faction comprising the other characters and then overthrow the King. Just about anything can happen and that's what makes the rule book a bit thick. Learning to play the game is easy. Learning what to do and how to go about winning is another matter.

There is a great deal of detail to the game and therefore it will not appeal to the family circle group. While it is not a wargame in the true sense, it will make a refreshing change once in a while and will certainly add a lot of laughs along with the playing. The game is designed for 2 to 6 people but works best with about 4 or 5.

For those of you looking for a clean single-movement-and-combat system for your PBM that's a bit different, I might suggest "Fury In The West". This old Battleline game, with its low counter density and step reduction system, works very well for PBM. It's a single-mailing situation with no gimmicks or modifications to make it work right by mail. You will need two lines for each unit on the OOB; one to handle position and one to keep track of stragglers and casualties.

Enrollment in the Western Region has been off of late. We only have one new member to report on this month. Thats Allen Hooker from up in Sherman Texas near the Oklahoma border. If you are ever in the Dallas area, or could make it down the third Sunday in every month, we have a pretty good group of local wargamers that get together then. There are several AHIKS members in attendance at these affairs.

In the last issue I gave you a rundown on the voting for the favorite games both for PBM as well as FTF in our recent survey. I thought in this issue you might be interested in a few of the other results to the questions asked.

We had 314 replies to the survey. Of those replying the largest number have been in AHIKS only 2 to 3 years with the second largest group from the over-5-year category. It also appears that our membership is getting older in average age. Only 20% of our society was in the 21-28 age category with the largest group being of course the 29 to 35 age range. Less than 10% of the membership handled over 10 PBM games at one time while almost 50% limited their activity to 1-3 games. One of the most inter-

editorial

ORIGINS VII - Triumph of the Munchkins

As you might have noticed, this issue is about a month late. I unexpectedly got a chance to attend Origins after all, so I delayed publication until I got back. Unfortunately, job pressures and a trip out of town, among other things, delayed publication even more than I had planned. Anyhow - here it is at last.

What was Origins like? My first view of the convention site was at 9:00 am when I joined the end of the registration line. At 11:00 am, when I reached the front of the line, my enthusiasm had dimmed considerably. Actually, my first doubts had appeared when I saw all the kids running around in funny costumes. As it turned out, Origins VII was a real children's crusade. It was organized by and for the D&D set, with board-games a definite after-thought. The facilities were generally inadequate, and the board gamers got the short end of it; for example, the D&D and miniatures tournaments were inside the hotel, while the board gamers were in a couple of tents out back. The hotel looked like a castle, which I'm sure pleased the role-players, but it was too small, with the display and playing areas very cramped and many activities held outside. Fortunately the weather was good; if there had been rain the whole convention would have collapsed. The organizers also lost control of the program, with several seminars cancelled at the last minute. The number of board game tournaments was limited deliberately; Avalon Hill had offered to sponsor one but this offer was refused.

Although the sight of all of the kids running around in funny costumes was unusual to me, at least there weren't any of the weirdos in Nazi uniforms that have been such an embarrassment to wargamers in past years. In fact, the only avowed supporter of a totalitarian system that I saw was the proprietor of the "People's Wargames" company. Both Don Greenwood of AH and Redmond Simonsen of SPI were asked what they thought of the horde of D&D types, and their replies were similar: "If they've got money to spend, the more the better". The theory is that the sales of role-playing and sci-fi games will provide funds to support wargaming R&D, but I have my doubts, since it appears that it is a shortage of good designers and developers that is a major limiting factor on the number of good games. However, it appears that the type of gamer that makes up AH/IKS membership is being superceded by a different type of player. I'll let the sociologists among you draw broader conclusions from this trend.

One of my convention highlights was the SPI roast. (This event, which has been SRO in the past, was sparsely attended. Another indication of the secondary role of board games at this convention). The SPI delegation was lead by Redmond Simonsen and Brad Hessel, together with some of their designer elves and SPI's new sales manager, who seemed as apprehensive as a vegetarian at a cannibal convention. Redmond said that SPI has been in the black for the last few months and that the Chapter 11 threat has faded. They plan to reduce the number of new titles published and to prune the number kept in stock. He said that SPI's problems could be traced to the behavior of Jim Dunnigan, which was eccentric to the point of irrationality. I criticized the quality of SPI game development, and they responded by saying that they are no worse than others, such as AH. On reflection, I have to admit they are correct-AH has also published some real lemons, such as "Longest Day". I have thus modified my game-buying rule: Now I won't buy anybody's game until I've seen it reviewed or played.

I have never met Redmond before Origins, and I was very impressed by the intelligence and organization he displayed. I now think that SPI can regain the reputation it once had.

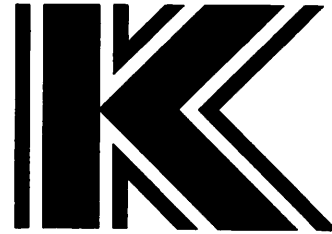
So there you have my impressions of Origins. AH/IKS as a group was not represented, and although I managed to locate a few members, there were undoubtedly many more there that I wish I had met. I'd like to have your comments, both about Origins and from those who attended GenCon.

Jim Pratt

23 July 1981

SWAPPE SHOPPE

For Sale: PzGG (\$7), JR (\$8.50), magic Realm (\$8.50), Next War (\$21). All games in excellent condition; NW is mint. Gary Charbonneau, 123 Campus View Apt, Bloomington IN 47401



THE KOMMANDEUR

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AH/IKS, 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, AH/IKS 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.

Pacific Theatre

The 1981 Spring Mini-Con for the Seattle area went off at my home, Monday, May 25, as scheduled. Six of the 8 players who expressed an interest in coming were able to make it. Steve Ellis & Larry Cheatham were unable to come due to other involvements. Those who attended were Dennis Reed, Gary Cossett, Brent Ahre, Kurt Blanch, myself, and non-member (but considering) Jim Dennis. Gaming began at 9 AM with Jim, Brent, and Gary setting up "Typhoon". Dennis broke me in on "Flying Sails" with the "I've Not Yet Begun to Fight" scenario. After scoring 3 rigging hits on the Bon Homme Richard with the Serapis, I learned that rigging hits are worthless especially on a slow boat like the Bon Homme. By that time the Countess Scarborough managed to blow up, leaving it 3-1, with the Serapis striking before any of the American/French vessels. "Typhoon" continued with gleeful shouts of "Snow" by Gary (playing the Russians). Another naval game came out of the closet. This time I broke Dennis in on "Dreadnought", giving him the Germans in "Dogger Bank". The Blucher sank and forced the Germans to turn back to inflict damage on the British in order to win. The superior British DDs then made their torpedo runs, scoring several hits on the German fleet and sinking the Moltke (T7). The game was called at that time because of the big British lead. We then broke out the buffet lunch my wife, Carol, had prepared, and Kurt arrived just in time to help sample. After lunch, with the "Typhoon" game leaning heavily in favor of the Russian player, they folded it, and we broke out "A Mighty Fortress", which consumed most of the afternoon and into dinner. We learned that the basic game is very slow-adding the finances rules of the Advanced game would speed up things by limiting the amount of turns a player can afford to move/fight. Nevertheless, we persevered until half-way through. At that time a Hapsburg-Lutheran Juggernaut had nearly consumed all of France. The English had taken Edinburg and was waiting a turn before descending on Rouen & Brest. Rome had fallen to the Hapsburg and been retrieved by the Pope. The Turk had mounted on "all or nothing" siege of Vienna at 2-1, rolled an Ace and lost half of his army. The game was fun with lots of shifting alliances (everyone against the Lutheran, and then everyone against France). We called it there, realizing we would never finish it, and resorted to a multicommander "Fighting Sails". Dennis, Jim, and Brent took 3 French ships against the remaining 3 aboard 3 British vessels. Gary's experience with the game paid off with sharp tacking, wearing, and lots of rakes to strike all the French vessels without a loss. Along with these games, a solitaire "Dawn of the Dead" was played (Brent best the system without losing a human) and Kurt broke in on Brent's "Chess Challenger", losing to the computer.

Gaming closed down about 9 with expressed desires to repeat the mini-con at some future time. Finding a day free of work, family responsibilities, and coordinating it with several others seems to be the only problem. Part of the fun is having most or all involved in the action of one, game, either multi-player or multi-commander.

New member this last 2 months is Derek Plank, who is rejoining after a couple years absence. Derek now lives in Vancouver, B.C., and is a sailing instructor (a natural for WS&IM?). "Blitzkrieg" is his forte. I've sent out several information packets, but have not received replies from them.

Are there any more mini-cons planned out there? I've not heard from you about it. I suppose with Origins smack in our area, that we will see most of the summer action focused there.

Dave Grant

1 June 1981

THE BARRAGE

We have one new member to introduce this month. He is Allen Pearson, Rte 1, Box 117 B5, Kearneysville, West Virginia 25430. Allen, a researcher for a professional organization, has been a gamer since 1967 and reports that as a graduate student he ran urban politics simulations -- which in some cases may not be that far from actual wargaming at that!

Your regional director will be carrying the cause of wargaming to the Smithsonian Institution here in Washington, D.C., in July. A colleague of mine in the government has put together a Symposium on wargaming, both as a hobby and as done by the military, as part of the Smithsonian's series of courses offered to Associates and the public. The course will meet on Wednesday evenings, July 15, 22, and 29 and August 5 and 12, and will begin with an overview of the history and development of wargaming by none other than your friendly RD. Needless to say, I will see that the name of AHKS and its considerable place in the history of our hobby are given due weight. Other sessions will cover Smithsonian Institution research resources of value of wargamers, a session on wargame magazines with Gene McCoy, editor of Wargamers Digest, representing the miniatures side and someone from Avalon Hill speaking for boardgaming, a session on wargaming as done in the

Pentagon, and a final demonstration night with actual miniature and board games being played to show the class attendees how it is done. Washington-area AHKSers are encouraged to attend.

Otherwise, things seem to be quiet on the regional front, except, I hope, for gaming going on. Convention season is upon us once again, and I hope to see many of you at GenCon East, if not Pacific Origins. I plan to venture out to the latter as my principal summer vacation trip and hope to meet some of the West Coast AHKSers there. Let's all get active again in proselytizing, so that I will have more new members to introduce in future columns. Good luck and good gaming.

Graham A. Cosmas

1 June 1981

TREASURER

AHKS Third and Fourth Quarter 1980 Financial Report

	Effective Balance January 1, 1980 = 3474.86		June 30, 1980 = 4803.95	
	ending	3 Months September 30, 1980	3 Months December 31, 1980	3 Months December 31, 1980
Income				
Dues		84.00	24.00	2804.84
Initiation Fees		105.00	60.00	310.00
Miscellaneous		55.17	70.71	265.27
Total Income		244.17	154.71	3380.11
Expenses				
President	23.40		16.14	71.12
Vice President	4.25		5.97	39.17
RD North Central	7.75		5.90	13.65
RD Northeast	-		-	8.25
RD Pacific	-		17.20	61.48
RD Southeast	3.60		2.25	25.20
RD West	4.99		6.04	30.94
Secretary	137.22		24.00	231.09
Editor	809.96		1065.72	2548.32
ICR/Minister(M&S)	56.91		56.93	243.19
Match Coordinator	54.66		93.44	288.52
Treasurer	12.44		14.46	60.41
Judge	20.00		15.73	68.49
Archivist	-		-	1.85
Stationery	-		-	19.37
ØØB's	-		-	82.50
Monitoring (PD/ØW)	44.86		-	170.26
Computer Service	70.54		44.98	307.67
Miscellaneous	4.00		-	4.00
Total Expenses	1254.58		1368.76	4275.48
Effective Balance	3793.54		2579.49	2579.49
Postage Costs	451.97		614.44	1604.86
Printing Costs	532.01		432.88	1538.86

As I promised in my last article, the above financial report is a combination of the third and fourth quarter financial reports for last year. However, it did not make the last issue of the K as I had hoped it would. I believe the report is complete; but, if it is not, I will publish a corrected version when and if I receive new income or expenses for last year. The expenses last year exceeded income by a surprising \$895.37. Since the Member's Guide should be published this year and postal rates have gone up, I suspect we will have an even deeper deficit this year.

Here is a final list of members who dropped out this year: Those who were responsible enough to send notes of resignation: Fred Beal, Ray Chapin, Joseph Delgrande, John Dolan, Denis Falvey, Micheal Fitzgerald, Ocie Hudson, Alan Kidd, Kenneth Kirkland, Robert Lidgren, Richard Locke, Daniel McClure, Nathan Mitchell, C. Griffin Mitchell, Claude Parker, Robert Roser, Mike Schelhorn, Charles Tracey, Regan Vercurysse, and David Ziegler. Those who didn't reply to either the dues notices or a follow-up note: Byron Bradshaw, Warren Decker, Wade Dudley, Allen Glicksman, Ronald Harrigan, Gregory Hastings, Sean Hayes, Lucian Henry, John Jones, Roger Krout, Martin Leith, Dennis Love, John McArdle, Lynn Moore, Thomas Rezack, Ronald Rich, William Rumph, Paul Salledreda, Robert Sherengo, Donald Swarty, Edwin Wiegand, William Wolf, Curtis Wright and Thomas Zadek. Further, two members were dismissed bringing our total membership loss during this year's dues paying season to 46 in the domestic regions. This leaves us with a net gain of 16 over last year at this time since 62 members joined AHKS in the U.S. last year.

In spite of the fact that the Treasurer's report was left off the survey, it's rather obvious that my column isn't read by very many members. I received absolutely no response to my request for comments about establishing an auxiliary - not even from members who had asked about it originally. I don't know if the Editor received any comments on the subject or not but I suspect that it doesn't matter as the interest is probably very small if it exists at all.

Harold Horne

1 June 1981

INTERIOR LINES

I am going to stray from my normal format this time in order to present some information to my fellow regional members.

I may have to resign my post within the next few months. This is NOT a formal resignation at this time! The story is this: During the month of September, I will be moving to Columbus. If either of two job applications I have pending pans out, I will be leaving the North Central region. If neither does, I will simply be moving to another city within Ohio (and would remain your beloved RD). The reason I am bringing this up now is that I may not know my status until the very last minute. There may not be time to include notification in another column.

Since I am concerned about an orderly, rapid change of RD duties, may I suggest to you (members in the NC region) the following: If you are interested in assuming the duties of RD if I have to resign, drop a letter to our President now. This will give him time to consider the applicants and make a decision before he's caught short. I suggest you include a statement concerning why you think you would make a good RD. In other words, let's give Pete as much info as soon as possible. Then, should I have to leave, he can notify the new RD right away and that member can assume the duties immediately.

For those who don't know if they would have the time to be an RD, here are some pertinent facts. Totaling-up all the time I spend answering applications, sending out forms, and writing this column, I probably spend no more than twenty-four hours a month on AHIKS business. I have spent an average of \$5-\$7 on stamps, postcards, and envelopes each quarter. This money is reimbursed at the end of each quarter. The worst part of the job is complaints. As we pride ourselves on reliability, I feel a member should complain if he does not receive an answer when he queries an opponent about slow response. It takes up the RD's time, and costs the Society extra funds when the RD has to contact someone concerning a complaint. If we would all have the minimum courtesy to contact our opponents whenever we will be late in answering, it would solve most of the problems.

This is not to say an RD spends all his time on complaints; I've had to answer about six in the past year. But I thought I should mention it, since it is the part of the job I dislike (the only part).

So, if you would be willing to be RD should the need arise, why not drop the Prez a note? If you've volunteered in the past, it might be a good idea to "renew" your availability.

Now, on to normal business. Only one new member as of writing time: Philip Pomerantz, of Reading, PA. Phil is a "returned" member who had to drop out six years ago due to outside commitments. He's a physician and says he is both interested in ftf play and in hearing from any AHIKSers passing through his area. Welcome back, Phil.

On a sadder note, as of now we have lost seven members, mostly through non-payment of dues. Only one formally resigned, the others just "disappeared."

I have not heard from anyone concerning news about conventions, etc. I hope they wrote to the editor directly.

Jim Mueller

May 24, 1981

SECRETARY GENERAL

When I examined the last "K" I sneered with utter disgust at one feeble column until I realized it was my own. I was, of course, deceived as my customary, snappy Logo was absent. Take note, dear reader, that, while the rest of the officers struggle to devise witty by-lines, I, the Secretary-General, have forged ahead once again with graphics. (Our President's graphic being nothing more than a true likeness, it can not be considered up to standards).

I concur with Don Eisan's remarks that there is a fundamental distinction between the slow-responder and the non-responder. The solution to the slow-responder is to start more games until you feel that your appetite is satisfied. I have never been a fast responder, and in recent years I have become a veritable tortoise. At one time I had six games of Blitzkrieg in progress. Each more by its very nature was a 2-3 week ordeal but the consequence was that a new move arrived in one of the games every few days. As long as members are happily matched, speed of reply means little. On the other hand, the non-responder must be flushed out of AHIKS. My empathy is paramount for the frustration of a player who opponent disappears just when the panzers are about to roll through Moscow. Vanishing opponents, when cornered, usually point to valid personal problems which have made wargaming take a backseat, but that does not explain why a letter of resignation could not have been sent. Finally, I have never heard of a case where an opponent vanished who was ahead.

I have an idea for PBM for Russian Campaign that I have been too busy to write to Virgil about (besides, I avoid writing to mere individuals and reserve my written pronouncements for groups of one hundred or more. The present PBM sheets for the game-two sheets per player per game-cost 28 cents postage to mail per move. Most of the Russian sheets are empty at the beginning. If you employ my method for recording moves (outlined a few "K's" ago) in which any movement as a result of combat is recorded on the OB sheet, you use up four columns per move. For example: May, May after combat, June, June after combat. The result is that an OB sheet is used up in about one game year. Why not reformat the OB sheet so that only units available in the first year are listed. This would be less cumbersome and save on postage. Supplemental OB sheets for the remaining years could be printed.

In summary, then, the only connection between my PBM idea and the problem of slow-responders is that on occasion play is delayed through insufficient postage on the bulky OB sheets. It's a little thin, I admit, but the best I could do with the material at hand.

Bruce Maston

May 10, 1981

AHIKS SURVEY RESULTS 1981

A. How many years have you been a member of AHIKS?

1 yr.-or less	54	18.75%
2 - 3 yrs.	97	33.68%
4 - 5 yrs.	66	22.92%
over 5 yrs.	69	23.96%

B. What age category are you in?

21 - 28	60	20.83%
29 - 35	127	44.10%
35 - 50	77	26.74%
over 50	23	7.99%

C. On the average how many PBM games do you usually have going at one time?

1 - 3	135	46.88%
4 - 6	81	28.13%
7 - 10	44	15.28%
over 10	28	9.72%

D. From the time you receive your opponents move how many days does it usually take before you can mail your move back?

less than a wk	121	42.01%
A wk to 10 days	102	35.42%
2 weeks	46	15.97%
3 weeks	19	6.60%

E. How would you classify your response time?

Very Fast	32	11.11%
Fast	86	29.86%
Average	134	46.53%
Slow	36	12.50%

F. Using the above as a guide how would you rate most of your current opponents?

Very Fast	12	4.17%
Fast	78	27.08%
Average	177	61.46%
Slow	21	7.29%

G. Have you had a problem with an AHIKS opponent in the past year?

Yes	80	27.78%
No	205	71.18%

H. If you did have a problem, what was the nature of the problem?

No response	45	56.25%
Very slow	18	22.50%
Rule dispute	13	16.25%
Cheating	1	1.25%
Other..	6	7.50%

I. Did you report the problem to your R.D.?

Yes	31	38.75%
No	49	61.25%

J. If you report to the R.D. that your opponent has failed to respond to your inquiries, what type of action do you feel the R.D. should take?

No action at this time; just make note of the complaint.	15
Try to contact the player not responding.	201
Contact any other members matched in games with the offender.	21
Notify M/C not to assign any new matches to offender until cleared.	44
Suspend offending player until matter is resolved.	7

K. If the R.D. fails to get any response in a month's time, what actions should be taken?

Let the matter drop. Tell the complaining member to ask for a new match.	28
Notify all AHIKS officers to restrict services to offending player	114
Publish name in "K" asking for his whereabouts.	89
Start formal action for dismissal.	57

L. Do you make use of the M/C's listings of open matches in the K?

Yes	201	69.79%
No	85	29.51%

M. Please check the columns appearing in the "K" that you read regularly.

The President's Corner	252	87.50%
Match Coordinator	258	89.58%
Editorial	258	89.58%
The Secretary-General	212	73.01%
The Western Front	219	76.04%
The Barrage	196	68.00%
Pacific Theatre	184	63.89%
News From North Cen.	171	59.38%
Northeast Region	181	62.85%
Swappe Shoppe	203	70.49%

N. What type of articles would you like to see more of in the K?

Game Reviews	187	64.93%
PBM Systems	168	58.33%
Articles On Strategy	163	56.60%
Personel Opinions	101	35.07%
Other..	24	8.33%

Majority of these wanted Serpents Replay type articles.

O. What wargame magazines do you read regularly?

Fire & Movement	134	46.53%
Campaign	62	21.53%
The General	222	77.08%
Moves	97	33.68%
Strategy & Tactics	156	54.17%
The Wargamer	42	14.58%
Other..	53	18.42%

Above is the recap sheet showing the tabulations for all responses. The voting for favorite games are listed separately. In order to reduce the size of this listing, only games that received more than two votes in any one category are included.

While the basic recap can present us with a picture of the average member it may not give a clear indication of the true makeup and activity within AHIKS. For example, we can state from this composite picture that the average AHIKS member has been active 2 to 3 years and is 29 to 35 years of age. He plays 1 to 3 games at a time but responds in less than a week to his opponents moves. Other responses that set the norm can be quickly determined from the recap sheet. What follows is some evaluations based on results from breaking down some of these responses. While I may draw some conclusions I will try to limit myself to just presenting the information and leave the interpretations up to you.

Membership in AHIKS...

Starting with question 'A' we will look at any variations from the overall norm of the group as a whole and will look for significant segments of the responses to other questions.

As was to be expected the majority of our new members are in the 21 to 28 age group. While half of them indicated they responded in less than a week a surprising number admitted to taking 3 weeks or more to reply. Of this number 50% of them did not consider that response time slow. This group was below the norm in indicating problems with other members. When they did indicate a problem it was mainly for rule disputes, making up most of the responses in this category. While 70% of the membership made use of the M/C's listing in the 'K' only 59% of these new members used this facility. They also made up the largest part of those looking for articles on PBM systems and game strategies in the 'K'.

The second group of members, active for 2 or 3 years, tended to follow the same pattern as the new members with one noticeable exception. Instead of the majority being in the youngest age group they represented over 50% in the 29 to 35 range. They also tended to be slower in their response time than the majority of members but this group generally acknowledged that they might be slow. One other variation was noted for this group: Of the members indicating association with OW/PD this group had the highest percentage of any group in participation in OW/PD and comprised almost half of those active in that organization.

Combining these first two groups we find they represent almost 70% of those that indicated they took 3 weeks or more to respond. This would seem to indicate that we are not getting the message across to newer members about timely responses.

Those that had been members for 4 to 5 years had the following patterns: While most members overall only carried 1 to 3 games at a time, this group of members tended to go in for more games at one time. The 4 to 6 game response was the favorite of these members. They also had higher percentages for quick response and when they had a problem half of them reported it to their R.D. They preferred game reviews to PBM systems or strategy articles. They had the highest percentage of any group for making use of the M/C's listing with 84%.

The veteran members (over 5 years) comprised the older age groups as well with the majority being over 35 years of age. They tended to play less games (1-3) and most took a week to 10 days to respond. 20% of this group took two weeks but all admitted that this was slow. There were a few other notable exceptions when evaluated with other groupings that I will get to later.

Age of members... Age had very little bearing on most responses except where noted in the specific categories. Very few 35 and under carried more than 6 games at a time. They also tended to be more lenient when problems occur than their older colleagues. Of the 15 members who voted to ignore a complaint all but one was under 35. The 35 to 50 age group had the highest game activity with almost double the percentage ratio for the other groups in the over 10 games at one time category.

Number of games in progress... You would expect that those playing only 1 to 3 games at a time would have the faster response time but this is not so. Only 31% of this group responded in less than a

week compared to 66% of those that carried 7 to 10 games. These same active members with 7 games or more considered their response time to be fast and expected faster response from their opponents than they were getting. With more games in progress more complaints would be expected. What was interesting, however, was that of those having problems in this grouping, over 60% reported the problem to the R.D., as compared to only 39% who reported overall. While the over-10-games-at-a-time group represented only 10% of our membership it was made up of a majority of those in the 35 to 50 age bracket.

Response Time... Those that responded in less than a week felt that their opponents took two weeks or more to reply. 50 members out of 121 in this group reported having a problem with another member either for no response or very slow response. This was much higher than the overall average. They also wanted stronger action for those that fail to respond.

The most notable comparisons of responses can be reflected in the next two categories. Of those indicating a two week response time only 1 out of 3 thought it was slow. Almost 60% of this group was in the 29 to 35 age group so we can see that there might be good for their lack of time. They had less problems with opponents but followed the norm in most other categories.

The ones that acknowledge three weeks or more to respond were almost all in AHIKS three years or less. What was surprising is that over half were trying to carry 4 or more games. Of the 19 members in this category 3 of them felt their response time was fast. I wonder what they thought was slow? 2 of the 19 admitting to being the cause of a problem being filed by another member. They also represented the only group that had been in favor of letting the matter drop if complaints were made. Percentage-wise this group had less interest in magazines including reading the 'K'. At the same time they voted heavily for postal tournaments and over half of them were willing to run one. Human nature is fascinating.

Evaluating response time... All but one of those indicating their response was very fast were getting their moves back to their opponents in less than a week. The one exception thought two weeks was very fast. A surprising 72% of this group played more than 3 games at a time; a notable variation from the majority of members. They rated their opponents response time also faster than the overall average, but did have a higher ratio of complaints for slow or no response than other groups.

Of those indicating their response to be fast, 73% considered less than a week to respond as being fast. To this group very fast would have been just a couple of days. This same group had a much higher ratio of 7 or more games going at one time with a 37% combined, compared to the overall 25% in those categories. This group also made up the largest number of members with a complaint.

Those that classified their response as average were in the majority but had different views of what average meant. 21% felt average was less than a week. Another 21% thought 2 weeks was average while 56% referred to a week to ten days. 2 members looked upon 3 weeks as average. An interesting observation here was that of the 29 members who considered 2 weeks as average, 22 of these rated their opponents response as fast. This was the only group that appeared to acknowledge that they tended to be slower than their opponents.

Of the 36 members who rated their response time as slow there were some interesting contrasts. Almost half were in AHIKS 2 to 3 years and most of the others had been in AHIKS over 5 years. There were however, some very noticeable differences between these two sub-groups. Of those indicating a slow response time and who had been with AHIKS for 5 years or more only 2 of them actually took 3 weeks to respond. The others took two weeks or less. This left us with mostly members in AHIKS 2 to 3 years, who took 3 weeks to respond but knew it was slow. This left us with a small group that took three weeks to respond but did not feel this was slow. These were mostly new members. This would seem to indicate that once a member was in AHIKS for a few years he at least recognized what slow response meant.

Response time of your opponents... There was little to evaluate here since there was an obvious discrepancy between what people felt their response time was compared to what others may have thought. It takes two to have a match.

Problem with an opponent... I excluded the rule disputes and all the other categories except slow and no response and did an evaluation on just those. As to be expected 63% of those having problems responded themselves in less than a week. None took three weeks. They were in all age groups and showed no other distinct pattern except they made up almost 50% of those looking for dismissal while making up less than 25% of the membership. It appears to be the old adage of "Who's ox is being gored".

Reading Habits... I have no idea what this might mean but I mention it for its uniqueness: While the magazine "The General" outpooled all others in the overall membership it only had a slim lead over S & T in this group of members. I even explored the possibility that

the members in this category might be choosing games that might not be in the mainstream of PBM games but failed to find any connection. Only four games showed up with a higher proportion of votes from this group than overall. In each case, however, the count was so low as to be meaningless. For your information the games were Submarine (5 out of 16 votes at the time), Terrible Swift Sword (3 out of 6), Drang Nacht Osten (2 out of 5) and Firefight (2 out of 2).

Disciplinary action.....Due to the multiple answers associated with the response to these two questions and the fact that the computer was set for only single responses, I did run into a problem. The totals do reflect the overall responses but I will go back and re-evaluate these two questions when the survey is completed.

Making use of the M/C's listings.....The members making the most use of this facility comprised the following sub-groups. 84% of those in the club for 4 to 5 years, along with 86% from the group that played 4 to 6 games at a time. Those that used this column the least were the newer members at only 59% and those that played only 1 to 3 games at 57%.

Columns in the 'K'.....There was really no pattern to who read what in the 'K'. The fluctuation was so small that no conclusions could be drawn. For information purposes I will indicate which group made up the highest percentage of readers for each column. The President's column had one of the smallest range of fluctuation but had its best percentage from the 4 to 5 year group of 90%. The M/C had its best showing in the same group at 95% but had a much greater range of percentage of responses. Jim's Editorial pulled its best from the 21-28 age category with 93%. The Sec-Gen. was just about the same 74% in all categories.

The Western Front did its best at 82% with the 2 to 3 year group. The Barrage had its best showing in the 29 to 35 age group at 74%. The Pacific theater found 69% of the 29 to 35 age group as its readers. News from North Cen. found favor with the same age group at 65%. The northeast region had the widest range of results. From a high of 71% in the 29 to 35 age group to a low of 39% in the over 50 category. Swappe Shoppe found its highest interest in the 4 to 5 year group at 79%.

Type of Articles for the 'K'.....The newer the member the more he asked for articles concerning PBM systems, games that could be easily handled in PBM and reprinting of actual matches played by members along the lines of the Series Replay in the General. Game reviews were more popular with the veteran members. A number of members went to the trouble of adding that they were very satisfied with the 'K' in general. Hats off to Jim for a really good job.

Magazines....If any of you are interested I'll go back and tabulate the votes for the smaller zines but admit they would not register close to any of the ones listed. S & T outpolled The General with the members over 5 year in AHIKS by one vote. The General had its best showing percentage wise in the 29 to 35 age group. The other magazines had their support spread fairly evenly.

Postal tournaments.....Support for this came from all categories with possibly the older members less interested than most. I would like to add something here. Very often the game listed for postal play was a well known PBM game but all too often I could not help but note that members recommended a game for the tournament that only they voted for. I carried this a little further and went back to the survey done in 1977 and found these same titles with just one vote. Who in the hell are they playing these games with let alone expecting to run a tournament in them?

OW/PD participation.....While 75 members indicated membership in OW/PD many members had no idea what the question meant. A very large proportion of this number came from those in AHIKS 2 to 3 years while only 7 new members listed as belonging. As for age, 50% of those participating are in the 29 to 35 age group while only 3 are over 50. It would appear that two or three years ago there was great interest in this but its popularity appears to be waning.

Problems with game companies.....I don't know about anyone else but this result really surprised me. 86 members in one year is a lot of unhappy people. S.P.I. led the field with 63. At Joe Horne's suggestion I went back and examined these same members in their choice of games. If they listed one of the S.P.I. games in one of the two categories we felt that they were not complaining about S.P.I. out of some built-in prejudice. Of the 63 members, 44 appeared to have chosen at least 1 game from S.P.I. as being one of their favorites.

While making this evaluation we also tabbed all the games listed according to Avalon Hill and all others. This recap looked like this:

	PBM	FTF
Avalon Hill	682	626
All others	302	288

Because of the strong opposition to Avalon Hill's revised version of "Air Force" all former Battline games along with other like "Source of the Nile" etc. were tabulated in the All Other Category.

Volunteers for office.....Unfortunately, most of the surveys were returned without a return address on them from the member. I did manage to pull out those that could be identified. I will list these separately and forward the names on to Pete.

Game Popularity Results.....While the survey was cutoff at 288 for the purpose of the above evaluations, any new surveys received will continue to be recorded and the balloting for favorite games will remain open. The following comments are therefore based on the current results.

For the most part the listing gives a good picture of the games in favor with the membership. I will only comment on changes in popularity from the previous survey conducted a few years ago.

In PBM most of the same titles that were in the top 20 a few years ago remain in the top 20. RUSSIAN CAMPAIGN continues to be the most popular PBM game. PANZERBLITZ and BULGE previously in 2nd. and 3rd. spot switched places with AFRIKA CORP and STALINGRAD with those two old classics now in the runner up spot and the other two now in 4th. and 5th. ANZIO stayed put in number 6th slot. The first game that had any notable change in popularity was BLITZKRIEG which had a surprising jump from 13th to 7th. place. WATERLOO, D-DAY and DIPLOMACY each moved up one because PANZER LEADER and the BLUE & GREY I QUAD dropped out of the top ten.

B.G.I. went to 11th, followed by FORTRESS EUROPA on the list for the first time in 12th. AIR FORCE also moved up from 16th. to 13th. NAPOLEONS LAST BATTLES also reflected the slipping of S.P.I. games in general by dropping to 14th from 12th. position last time. PANZER LEADER followed in 15th. with SQUAD LEADER moving into the top twenty PBM games in 16th. place. BLUE & GREY II managed to move into 17th. spot rounding out the non-Avalon Hill titles in the top 20. MIDWAY made a surprising comeback from 29th. place last time to 18th. this time around, but the most notable gain was SUBMARINE which had rested down in the 75th. position previously but now moved all the way up to 19th. spot. THIRD REICH rounded out the top 20 having slipped from 19th last time.

Two games dropped from the survey entirely after having been in the top twenty the last time. BATTLE FOR GERMANY and PANZER ARMEE AFRIKA perhaps more than any other games reflected a noticeable shift away from S.P.I. games. Others that fell from favor were NAPOLEON AT WAR dropping from 14th last time to 25th place this time and KINGMAKER going from 18th. to 21st.

In FTF play there was even more shifting of positions. While SQUAD LEADER and RUSSIAN CAMPAIGN continued to hold down the first two positions, THIRD REICH moved back up to 3rd. spot from 5th. last time. The first big surprise was VICTORY IN THE PACIFIC jumping from 12th position to 4th. PANZER LEADER and PANZERBLITZ slipped from those two runner up slots to 5th and 6th. respectively. MIDWAY was the next surprise coming up from 16th to grab 7th. spot. WOODEN SHIPS & IRON MEN dropped slightly from 6th. to 8th. AIR FORCE was another game that gained in popularity going from 22nd to 9th. and STALINGRAD rounded out the top ten moving up one position from last time.

FORTRESS EUROPA did one position better in FTF than PBM coming in 11th. AFRIKA KORPS and KINGMAKER followed in the next two positions dropping from 10th. for A.K. last time and 7th. for KINGMAKER showing some slippage for this multi-player game. BULGE stayed in 14th. spot but WAR AT SEA moved into 15th. from 18th. last time. RAIL BARON was another big surprise coming up from 31st. place last time to gain recognition in the top 20 in 16th. place. D&D also eased into the top 20 next from 24th. position last time. BLUE & GREY I QUAD also moved upwards to 18th from 20th. DAUNTLESS slipped slightly to 19th from 17th. and DIPLOMACY managed to tie T.S.S. for 20th. place after just missing in 21st. last time. TERRIBLE SWIFT SWORD dropped to this last position from 13th spot last time.

Other noticeable titles that dropped from the top 20 last time reflect the change in membership in AHIKS to some extent. PANZERGRUPPE GUDERIAN went all the way from 8th. position to 41st. spot and NAPOLEONS LAST BATTLES dropped from 15th to 33rd. Two Avalon Hill games also dropped noticeable. ANZIO fell from 9th. down to 24th. and TOBRUK that just made the top 20 last time in 19th. spot dropped down to 50th. place.

Don Eisan

K

SWAPPE SHOPPE

TRADE: For latest edition of RC or Anzio-WITE (2nd ed) or FE with hard and soft maps or any two of the following: WW3, Bismarke, WSIM, Air War with updates, Lftwf, Tobruk, UpScope, RichWar, Origins, or SST. Will trade all of SL/COI/COD for one of SPI's monsters. Paul Qualtieri 223 1/2 Fall Street, Seneca Falls NY 13148

REVIEWS

BATTLE FOR STALINGRAD

- Gary Halford -

Battle for Stalingrad is a grand tactical simulation of the battle for Stalingrad by elements of the German 6th Army and 4th Panzer Army versus the Soviet 62nd Army.

The game scale is approximately 600 meters to the hex and each game turn represents one week of real time, with seven game turns.

The game contains a 22"x34" unmounted game map, which portrays the city of Stalingrad and pertinent surrounding area. On the game map there is displayed the terrain key, turn record track, German replacement box, and the German and Soviet air power track. Also contained in the game package are 600 die-cut playing pieces, which represent Bn., Co., Militia, and worker type units, a German and Soviet deployment and reinforcement chart, and a 28 page rules booklet, with 18 pages devoted to rules of play.

There are two scenarios, the introductory and full campaign scenario. The campaign scenario is the full seven week conflict while the introductory scenario is the first week of the campaign. The game mechanics are the same for both, game length and victory conditions being the difference. The statement, on the game box, of three to twelve hours for play length is about right for experienced players.

I have done the majority of my wargaming on Avalon Hill products, and bought this particular game on a whim, at a local toy store. I must admit, after playing the introductory scenario, I am impressed with the way SPI has dealt with this subject. This simulation presents both opponents with historical problems. The German forces are the superior in fire and maneuver, but once the opposing forces start slugging it out in the city most of the German advantage is negated, by the quantity of dug in Soviet units. Depending on type of terrain, can triple Soviet defensive fire into attacking German units.

This is a very exciting, hard hitting combat simulation, with what I feel is a very innovative gaming system, that illustrates the advantages and disadvantages of the opposing forces, especially Soviet command and control.

There is much information between the pages of the rules booklet. The rules are 28 pages in length, with 18 pages devoted to rules of play and the rest of the pages being dedicated to designers notes and historical background. The information on rules of play tend to overwhelm at the first reading. I believe this comes about due to the significant differences between opposing forces, both historically and as realistically portrayed in this simulation. SPI suggests, read the rules once through, set up the game, and play the introductory scenario solitaire. By doing this procedure the play of the game does in fact run smooth and with the rules being presented in a case numbering system, there are few problems.

The set up of the game is quite lengthy, I found it easier to set up, by numbering the unit counters sequentially and corresponding this to the deployment and reinforcement chart. This reduces set up time and enables opponents to start playing without the exhausting task of sorting unit counters. The unit counters are marked identically with unit strength, movement, and type on both sides, with black and white markings. This is done to facilitate identification of units after combat or movement. Any unit that has participated in combat or movement cannot move or conduct offensive fire until the next game turn, though defensive fire can be conducted a number of times against attacking adjacent units. Once all units are turned over with either all black or white markings showing, the process begins again with a new game turn. The unit counters are the typical German green and Soviet red, with plenty of counter mix. The units available run the gamut from Soviet Militia and worker units to German armour and engineers. The capabilities of each type of unit varies; an example being the engineer units, inferior in fire power, they are quite valuable in reducing terrain advantages.

All German and Soviet units exert a zone of control, except Soviet Militia, worker, and 2-8 non-guard units. Zones of control extend into the six adjacent hexes, except hexes that contain structure type terrain within the city. Enemy controlled hexes prevent friendly movement and block the tracing of friendly supply lines. A unit or stack of units can be moved adjacent to enemy units without movement penalty and no requirement to conduct combat. But, if you move units into enemy controlled hexes and do not declare a ground attack, its possible you could be counterattacked with a chance of generating a Soviet reaction.

Air power is treated in an abstract manner, and I agree with this approach. A quantity of air power points are allocated, on the individual air power tracks, per game turn. The air power points are divided between level bombing and dive bombing. A target is selected, air power points are allocated from the air power track,

a die is rolled, and the die number is cross referenced to the CRT to determine enemy units lost. Any number of dive bombing points can be saved pergame turn and used in that game turn for use in ground attacks. By using this system of air power the necessity for more counters are eliminated.

The Soviet forces are setup first onto one of the three deployment areas shown on the game map. The Soviet deployment areas are divided into a southern section, central section, and a northern section. Within each section there are certain restrictions on Soviet setup, with the Militia units having to be placed in structure type terrain, and certain hexes are marked with red stars, that require Soviet units. This deployment requirement tends to limit tactical ability, especially in the northern area, but is definitely not as restricted as some simulations I have played. German deployment is also restricted but due to superior maneuver and flexibility this is not much of a handicap.

Each of the game turns is broken down into three states, air power, bombardment, which is simultaneous, and operational stage. The operational stage is further broken down into German initiative phases and Soviet reaction phases. The initiative and reaction phases can vary in number from one game turn to the next.

The operational stage consists of unit maneuver and ground combat, which can be supported by offensive or defensive artillery fire, and dive bombing. The attacker moves a unit or stack of units adjacent to an enemy unit or units and may bring up additional units to support the ground attack. Both side then allocate any available artillery or dive bombers. The defender fires first, in to a specific enemy hex, by counting total fire power points, rolling the die, and cross indexing the die roll to the CRT to determine enemy unit loss. The attacker then totals up offensive fire, with remaining units, rolls the die, cross indexes to the CRT, and determines enemy unit loss. For each ground attack there is one of three possibilities, surprise attack, normal attack, and ambush. The type of attack is determined after the artillery has been allocated. Defensive artillery fire is voided, if the type of ground attack is determined to be a surprise attack.

Whenever the German player conducts a ground attack or over run, or participates in an instant counterattack during the German initiative phase, the Soviet player draws a reaction chit. If it says no reaction, nothing happens, and the German player continues his phase. If it says Soviet reaction, the German initiative phase ends immediately, and a Soviet reaction phase begins. This process continues until the German player cannot move any units or attack, at this time the Soviet player institutes the final reaction phase automatically.

The German initiative phase consists of tactical maneuver and combat. The Soviet reaction phase consists of limited maneuver, combat, and the induction of Soviet reinforcements, through one of the three ferry hexes in Stalingrad. German reinforcements, if applicable, come into play at the beginning of each game turn. The Soviet final reaction phase also consists of maneuver and combat, but differs in that strategic withdrawal is included and taking of armour, Militia, and worker replacements. Once the Soviet player has completed this final reaction phase, this finishes one game turn.

The combat results table is not the standard odds ratio table. Total offensive or defensive fire power points are totaled, cross indexed on the CRT to the die roll to determine number of enemy units lost.

I seem to learn the tactics or strategy of a particular game through the school of hard knocks! So here goes with what I've learned from a brief, but pleasurable, association with this game.

Though the Soviet player is somewhat limited on the initial deployment of his units, there is some finesse required especially in the south and central areas of Stalingrad. The Soviet units are limited to a stacking level of three units per hex, use this as much as possible. A stack of three provides more defensive fire and offensive fire, reduces the amount of German breakthroughs, and provides for more maneuver.

Artillery plays an important role in this simulation by placing the artillery pieces in fortified hexes and/or with anti-air craft units increases their chances of survival.

Above all the Soviet player must protect his supply points, by providing a defense in depth and counter attacking whenever possible will reduce the German forces to a more manageable level.

The German player, on the other hand, seems to have most of everything. In the early going superior air power, superior artillery capability and maneuver. But this is for nought, if not utilized properly. The German forces at first seem to have many options, but by attacking specific points in strength creating deep penetrations and protecting the flanks seems to bring about the best results. The German player has to watch his flanks and rear, its very embarrassing to have the slower moving disorganized Soviet forces cut the German units off from supply.

Though the Soviets seem to have the upper hand in play balance, I believe this will be remedied by play experience.

I am very pleased with this game and I expect to enjoy many hours of fun and excitement with this simulation. SPI has published a very good, innovative game, of which John Hill, the designer, can be quite pleased. I recommend this game for any person interested in this era of wargaming. It provides much historical insight as well as being just plain fun.



THE BATTLE OF STONES RIVER - THE FIRST STEP TO ATLANTA

Game Report by Virgil Mugler

I recently discovered some notes I had made toward writing a game report on this game, so I decided to complete the report even though this game has been around for some time.

Stones River is a 16-turn brigade level representation of the relatively unknown American Civil War confrontation between Rosecrans' Union forces and Bragg's Southrons near the central Tennessee town of Murfreesboro from 31 December, 1862, through 2 January, 1863. The intriguing part of this battle is that the opposing generals adopted almost identical plans of attack; that is, each planned to turn the enemy's right while holding elsewhere. In the actual event, Bragg delayed less than Rosecrans and launched his assault first. This initial onslaught met with such success that not only was Rosecrans forced to cancel his plans but was forced to fight for his very life! However by late afternoon, the Bluecoats had established a stable line that secured their communications with Nashville. The last Rebel attacks of the day were then cut to pieces even though vigorously pressed. So each general had reason to pause on New Years Day and take stock of the situation. Hence, their was no serious fighting on the battlefield itself although the Confederate cavalry was active raiding the Union supply wagons. On the third day, Bragg finally convinced himself that it would take but one more attack to finish off Rosecrans and ordered an assault on the Union left, east of Stones River. Due to objection on the part of the CSA commanders who were to lend the attack, it was not launched until about 4 PM. Although this attack met with some initial success, the attack proved to be the disaster predicted by the field commanders and Bragg elected to take his battered army to Shelbyville during the night, thus allowing Rosecrans to occupy Murfreesboro and claim the Victory. In reality, the battle was probably a Confederate tactical victory but obviously a Union strategic victory - a story to be repeated time after time during the ACW. Such were the losses of each army (Rosecrans lost about 30% while Bragg lost 35%) that neither undertook any further operations until June.

The game is billed on its box as "a new dimension in war games". Well, so much for truth in advertising. It is more a thinly-disguised rip-off of SPI's Blue and Gray system than it is a "new" anything. Aside from this claim, the 12"x22"x1" box has 2-color artwork showing the opposing generals superimposed over a typical ACW battle scene. Inside, there are 110 1/2" square, die-cut, very thin cardboard counters of which 39 are USA combat units (blue) and 29 are CSA combat units (gray). Since a single turn marker is also provided, this means that 41 of the counters (almost 40%) are blank! Each unit has its combat strength, historical designation, and type (infantry, cavalry, or artillery) printed on its face. Also provided are a 6"x7" plastic zip-locked bag and a 1/2" plastic die.

The single most impressive element of the whole game has to be the mounted playing board. This is 21"x22" and uses a 3/4" hex grid but has no labelling system for PBM. The scale is not given but is apparently similar to that used in the Blue and Gray games. Using 7 colors for 10 terrain types, the map is drawn in a style reminiscent of those 3-dimensional renderings used in American Heritage's Civil War volume. Although this technique is very impressive visually, there is a cost in that it is frequently unclear what terrain is contained in a particular hex. The terrain key and turn chart are also on the playing board.

The "rules" (using the term very loosely), Combat Results Table, and Terrain Effects Table are contained in a 12-page, 7"x8 1/2" folder plus a 4-page supplement of the same size which has the errata and advanced rules. Unfortunately, the rules are so atrociously written that players are constantly forced to make interpretations and assumptions. If mine are anywhere close to correct, the rules are little more than the B&G rules in drag. The play sequence is movement-combat with no elaboration to either phase. In the Basic game, all units have 6 Movement Points while in the Advanced game, artillery gets 8 MPs and cavalry 10 although prohibited from ever entering a woods hex. In both versions, the Union is hampered by movement restrictions during the first two turns. Stacking is limited to 2 units per hex. Zones of Control extend into all six of the hexes adjacent to a unit although not across Stones River and are rigid and require combat. Combat is determined by the usual odds ratio CRT ranging from 1-5 to 5-1 although here the Defender's strength is expressed first; thus, a 5-1 attack in this game has a 67% chance

of seeing the attacker eliminated! Only two results are possible: retreat or elimination. Artillery can bombard up to four hexes distance. The advanced rules also modify combat in that artillery which moves and bombards in the same turn is halved but artillery defending against infantry is doubled although destroyed if forced to retreat. Cavalry may use but 8 of its 10 MPs if it engages in combat and is halved if attacked by infantry. Also, a third result is added (contact) which has effects similar to those of the "engage" result in AH's Battle of the Bulge. This does make it some what easier to take certain critical hexes but in no way affects the game's flow or balance. Multiple-hex combat examples are provided but are best ignored since they serve only to confuse. Now if I have interpreted the rules and errata correctly (and that's a mighty big "if"), they do present one nice refinement of the B&G system in that units are required to be stacked at the beginning of any turn in which they engaged in combat as a stack. When combined with the retreat requirement that units must avoid stacking if at all possible, the optional Attack Effectiveness rule of B&G is nicely replaced. Victory is determined by combat losses and control of geographical objectives. But keep that qualifying "if" in mind; these rules are among the worst I have seen and even more so since this is a very simple game. However, these rules are not without their occasional bright spot; they do contain one of the most hilarious admonitions I have come across in gaming: "NO FUDGING!" (all caps theirs).

By now you probably suspect that my impression of Stones River is not one of - shall we say - awe. And you would be right although this is not due so much to the amateurishly written rules or the ultra-thin counters as it is to the way the game plays. Succinctly, the game almost always rapidly degenerates into a shoving match reminiscent of the Western Front of WWI albeit without the casualties. This is primarily because the CRT lacks an "Exchange" result. In B&G, the "Ex" captures the attritional nature of most ACW battles and creates problems in maintaining a line due to lack of units as a game progresses. However, its absence in this game means just the opposite: an abundance of units and lines that stabilize quickly and are easily maintained. Additionally, the attacker is assured of capturing a hex only at odds of 1-4 and less. So it is only with a 1-4 or lower attack in which the defender is surrounded that a kill is assured. However, because the armies are very nearly equal and because of the nature of the terrain, this situation arises but rarely after Turn 3 and any kill is more a matter of luck than skill.

Another gripe I have is that the turns are structured so that the players are forced to remain quiescent on the second day. From my reading, I know of no reason why this should be so - either side was quite capable of continuing the previous day's level of fighting. Yet 1 January has but two days turns while the other days have six apiece.

Finally, the decisive effect of the USA artillery on the final day cannot be recreated. In the actual battle, the CSA attack of 2 January to the east of Stones River was turned into a disaster by 58 guns firing into the Rebel flank from the west side of the river. The map does have the proper hills but the artillery cannot fire as it did historically because the river is lined with woods hexes and artillery cannot bombard through woods hexes! So much for realism.

Yet there are some positive things. First, the map is visually stunning; I wish some of the "professional" publishers would do work like this. Second, the advanced rules do add a bit of unit specialization glaringly absent in the B&G system. Third, the stacking before combat rule is a definite improvement on the Attacker Effectiveness rule and does recreate the fight-pause-fight nature of ACW combat. Fourth, the map is visually stunning. Fifth, the map is

PBM presents no problems other than the one of the defender knowing all combat results before conducting his advances/retreats. Since this has proven to be of minor import in the PBM of the B&G games, I see no reason for a greater effect here. Of course, players will have to develop their own labelling system for the hexes. I suggest lettering the full hexes (A through GG) along the west map edge from south to north and then numbering each full hex (1 through 28) from west to east. Thus, Liddell's starting position is C13, the Round Forest is Q15, R14, and R15, the Pioneers start at W10, etc.

But on balance, I would advise against acquiring this game for all but ACW buffs and/or game collectors. In point of fact, I'm not even sure this game is still available since I purchased it at Origins '79 for \$8 boxed. In any event, the publisher is Ultimate Products of Memphis, TN but perhaps some of the mail-order tycoons such as Lou Zocchi still carry it. Not much loss if it's no longer available, but, oh, that map.....



- Fred Helfferich -

Our loyal friends may have wondered whatever happened to the Great DNO game. They probably conjectured that, like so many big multi-player games, it died a quiet death. Not so. We are still very much alive and the game is as full of excitement as ever. However, my moving and the responsibilities of my new job have made it impossible for me to bring the Newsletter out as usual, and lack of access to a cheap copier has been another factor. And somehow, despite various attempts, none of the other players has quite managed to "get it all together" to continue in the old style. Therefore, this brief newsletter will summarize how the campaign has been developing.

The struggle in the Arctic region has taken dramatic turns. Late in August Soviet paratroopers secured an air head at Rovaniemi in northern Finland. A second air drop at Lakselv on the Arctic coast cut off all remaining supply lines to the German troops that had closed on Murmansk. The Germans established air superiority over Rovaniemi and eventually starved out the air head, but a third air drop in September near Ivalo kept the lid on the German Murmansk force, which surrendered after a few regiments had been evacuated by sea. Their goal achieved, the Lakeelv paratroopers were evacuated without loss. The Soviets followed up on their success and occupied Petsamo and Kirkenes in October. The weakened German front at Kemijarvi (on the Rovaniemi-Kandalaksha axis) might not have withstood much more pressure, but because of the threatening developments farther south the Soviets have been slowly withdrawing and now hold an also weak line at the border. Likewise there has been a general thinning out on both sides and a slow Soviet retreat in the central sector at Ukhta, still in Soviet hands.

In Southern Karelia the fighting developed very differently. After their early forays that had penetrated almost to the key rail junction Kajaani, the Soviets had been forced to retreat since August. Before the onslaught of a very strong German-Finnish force liberally supported by assault guns the front crumbled and finally collapsed in September. Motorized SS units rushed through and cut the Leningrad-Archangelsk rail line. Only the untimely arrival of rain and mud delayed victors and prevented them from reaching the White Sea. The Germans and Finns pressed on, but suffered a local reversal early in November when the Soviets counterattacked with lavish air support north of Lake Omega. Now, in late November, the Finns and Germans are still short of Belomorsk but appear well on their way to the coast. Needless to say, the capture of Belomorsk would unhinge the Soviet Arctic position and negate the prior gains in the far north.

In the meantime the mighty German thrust on Leningrad had been making steady progress against only weak resistance by rearguards. The rainy weather, ending the sunny campaign season in late September, caused further delay. Still, by end of October the defenders were pushed back into the city proper, and early in November their last line of communications, the Vologda rail line, was cut when the Axis forces of Army Group North joined hands with those who had advanced from southern Finland around Lake Ladoga. At the time of this writing Leningrad is securely isolated and the front, whatever there is of it, runs through the swamps well east of Tikhvin. No attack on the city seems imminent, however, as the majority of the Germans have bypassed the strongly fortified outer works to concentrate northeast of Lake Ilmen, posed for an offensive toward points farther east.

German progress in the center has been slow. Here, Velikiye Luki and Smolensk held out longer than could have been expected. The former fell late in September, the latter not until November. With their infantry still well behind, the German armor did not attack the outer Moscow defense ring, a fortified line running from the Moscow Sea reservoir through Klin, Borodino, Borovsk, and Serpukhov to Kashira and the Oka. A little farther north the German drive on Vichny Volochek has also been making slow but steady progress. As early as September, German motorized troops (the 14th Division) had reached the Moscow Leningrad railway northwest of Kalinin but were trapped and wiped out. But by now the Germans have secured a strong hold and are bypassing Vichny Volochek in north and south.

South of Moscow there has been more excitement. In the deepest penetration to date, a German Panzer Corps (11th, 13th, and 18th Panzer Divisions) in September swept far into the Soviet rear and holed up in Lipetsk. Had the rains not stopped them, they could have threatened Moscow's lines of communication. No coherent front exists in this sector. The Germans hold Gorlovo, Lipetsk, Mtsenks, and the cities south of this line, while the Soviets hold Aleksin, Tula, and Ryazan. Despite reinforcements--for the Germans by air lifts, for the Soviets from Moscow--neither side appears strong enough to attack the other.

Fanning out south from their penetration the Germans aggressively exploited their success, isolating Stary Oskol and Voronezh and initially meeting very little resistance. Beginning in October, however, the Soviets assembled a respectable armor and infantry

force around Borisoglebsk and in November launched a counterattack against the strung-out German motorized units. At this time the situation is unclear, both sides being severely impeded by the weather.

South of Voronezh no front was in existence in late summer. SS units had roamed almost as far as Borisoglebsk. However, for lack of supply lines the Germans were essentially condemned to passivity. At this time there seems to be stalemate here, with the upper Don dividing the few and wary combatants.

To the southwest, Kharkov, long bypassed by German motorized troops, was finally isolated in early November. Having concentrated their attention on the Kiev-Kursk-Voronezh axis the Germans have been slow in moving their infantry up but seem now posed for a strong assault. With Kharkov, tiny Pavlograd, Dnepropetrovsk, and Zaporozhye holding out, the Germans in the south were severely hampered by supply difficulties. Nevertheless, early in September the 2SS and 12th Panzer Divisions supported by assault guns had penetrated beyond Artemovsk and Stalino. With the onset of mud they became trapped and were eventually overwhelmed by the Soviets, who were able to concentrate strong forces in a short time. Pavlograd finally fell late in October, opening the way for new German advances. However, a fairly strong Soviet front has now consolidated from Izyum to the Sea of Azov.

The fight for the approaches to the Crimean peninsula has been one of the more turbulent affairs of the entire campaign. After the Germans had concentrated their Panzers farther north to bypass Voronezh, and sent some of the remaining motorized formation off to deep penetrations into the Dombass, the Soviets used the opportunity to strike at Axis Allied armor in the last week of good weather, beating a retreat before the German infantry could close up. The Axis forces then inexorably pushed the defenders back toward the Crimea and reached the Sea of Azov in late October, having bypassed Dnepropetrovsk and Zaporozhye. By now, however, the Soviets are on the offensive again, both at Perekop and east of the Knepr, where a supply corridor to Dnepropetrovsk has been opened. The German spearheads at the Azov coast west of Berdyansk are now in a precarious position.

Perhaps the most dramatic event of the war unfolded late in October at Taganrog, just west of Rostov. To unhinge the southern anchor of the Soviet front, open a way to Rostov, and bring relief and supplies to the beleaguered 12th Panzer Division stashed southeast of Stalino, the Luftwaffe launched a massive air drop on Taganrog. This venture was haunted by both insufficient foresight and almost unbelievably bad luck. Fighter cover was provided for the transports at their staging base, but not for the drop itself. Soviet fighters made short shrift of the drop force, inflicting losses on supply-carrying planes and forcing most of the attackers to abort. By bad luck, the remaining paratroopers missed their drop point, Taganrog, and drowned in the cold Sea of Azov. The transport planes arriving later had no field to land on and, being out of fuel, had to crash-land in the surrounding steppe.

Elsewhere, too, the Red Airforce have been holding their own. Although the Germans still have qualitative superiority by a wide margin, they are now outnumbered almost two to one. Luftwaffe and Axis Allies' plane losses actually have been higher than Russians'. The Luftwaffe is hard pressed to provide fighter cover over a broad front and a wide hinterland, and the Reds are exploiting any weakness to attack railway yards and tracks, airfields, and other installations and to provide ground support. Meanwhile, the Luftwaffe's long-range bombers have not been idle either. They are regularly attacking the few Soviet rail lines in the rear and are effectively delaying the arrival of reinforcements. They have also recently forced the Red Air Command to take a good part of their fighter force back for protection of the communication lines. Moreover, there is the constant threat of a German paratroop drop.

The most far-reaching event of recent days has been the change of weather from mud to snow, a hard blow for the Axis forces that had been hoping for a long spell of clear frost weather. However, they were well prepared for this adverse eventuality, and their actual winter losses have been quite minor.

It is interesting to compare the game at this point to the actual campaign. In the far north the Russians are ahead, having taken Petsamo (for whose nickel mines Hitler so greatly feared) and even Kirkenes. Farther south the Axis is well ahead, now holding a strong and broad ring around Leningrad instead of only a narrow corridor to Lake Ladoga. In the center the Russians have held a little more ground; in 1941 they lost Kalinin and Moscow's outer defenses. Farther south the Germans again are a little farther ahead, but only by a slim margin. From Voronezh or south the Axis is lagging well behind; by this time in 1941 they were well beyond Kharkov, in the Dombass, and on their way into Rostov.

It might seem from the above that the game comes pretty close to history. This may be true for our particular match, but much less so for DNO/UNT as such. Such a comparison must not forget that the Russians were exceedingly lucky with the highly important weather results, having mud at the earliest possible time and then having

***** A CALL TO ARMS ***** JOHN RATZENBERGER

'A CALL TO ARMS' WAS THE MATCHING SERVICE FOR THE AMIKS MULTI-PLAYER 'ZINE 'OH/PO' - WITH ITS DENISE, I AM ON MY OWN AND HOLDING DOWN THE FORT. THE EXEC IS DISCUSSING OPTIONS AND WE SHOULD EMBARK ON SOME SORT OF EXPANDED SERVICE IN THE NEAR FUTURE. UNTIL THAT TIME, JUST KEEP SENDING ME YOUR REQUESTS AND I'LL DO THE BEST I CAN TO KEEP SOME INFO FLOWING.

IN THE MEANTIME, THE FOLLOWING 'RULES' APPLY, STARTING WITH THE NEXT ISSUE:

- IF YOUR REQUEST IS OVER A YEAR OLD, IT GETS DROPPED.
- YOU CANNOT BE LISTED FOR MORE THAN 10 GAMES - 'SHOTGUNNER' INFLATES THE LIST AND DOESN'T GIVE AN ACCURATE PICTURE.
- IF THE LIST SAYS 'WRITE DIRECT' ABOUT A GAME, THEN WRITE HIM, NOT ME. I WON'T ADD NAMES TO THE LIST UNLESS THEY'VE CONTACTED THE LISTED GM FIRST.
- IF YOU DON'T WANT TO BE LISTED, YOUR GAME IS FULL, OR YOU WANT TO STAY ACTIVE THEN LET ME KNOW RIGHT AWAY - OTHERWISE I'M GOING TO BE CHOPPING THINGS OUT TO SAVE SPACE IN THE 'K'.

IF THERE ARE ANY AMIKS MEMBERS WHO ARE PUBLISHING MULTI-ZINES, SEND ME A COPY AND I'LL BE GLAD TO INCLUDE YOU IN THE LISTINGS. I WILL ALSO INCLUDE NON-AMIKS ZINES - IF YOU KNOW OF ANY THAT MIGHT BE INTERESTED IN 'ADVERTISING' TO AMIKS, THRU THIS COLUMN, HAVE THEM SEND ME A COPY. ONE SHOULD NOTE THAT BECAUSE OF THE 'SPECIAL INTEREST' OF MULTI-GAMING, IT IS DIFFICULT TO GET GAMES GOING SOLELY WITHIN AMIKS - HOPEFULLY, THIS COLUMN WILL PROVIDE AMIKS MEMBERS WITH ACCESS TO OTHER SOURCES.

ALSO, REMEMBER THAT 2-PLAYER AND 3-PLAYER GAME/MATCH REQUESTS GO TO LES DECK - NOT ME.

AS ALWAYS ///=GM, ///=GM OR PLAY, /=PLAY.
(NN) AFTER PLAYER NAME= MONTH/YEAR PUT ON LIST.

- *** AFTER THE HALOCAUST: /B. SALVATORE (581), K. THURMAN (581).
*** AIR FORCE/DAUNTLESS: ///D. DEMORY (980) - 'FLYING BUCCANEERS '43' SCENARIO - NEEDS 3-4 PLAYERS ASAP.
*** ATLANTIC WALL: /M. LESTER (581).
*** BLOODY APRIL: ///M. LESTER (581).
*** CAMPAIGN FOR NORTH AFRICA: /M. LESTER (581).
*** CONQUISTADOR: ///MIKE SCOTT HAS MORE OPENINGS - WRITE HIM DIRECT.
*** CONQUISTADOR DERBY: ///D. GRANT (1280). (STILL NEED PLAYERS - WILL 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 TAKER? WRITE DAVE OR MIKE SCOTT.)
*** CRUSADES: ///MIKE SCOTT STARTED ONE GAME AND HAS OPENINGS FOR ANOTHER - WRITE HIM DIRECT.
*** CV: ///A. JOHNSON (980).
*** DIPLOMACY: (I HAVE RECEIVED A BUNCH OF NAMES FOR DIPLOMACY. I WOULD SUGGEST THAT ANYONE INTERESTED IN DIPLOMACY, WRITE TO ROY HENRICKS. HIS EXCELLENT 'ZINE 'ENVOY' CARRIES A LOT OF 'DIPPY' GAMES (280) - I THINK IT IS THE FASTEST AND BEST WAY FOR 'DIPPY' FANS TO GET INTO ACTION.) (TOM HANNAH, RD 3, ELMER, NJ, 08818 WANTS TO START A DIPPY ZINE - NEEDS SEVEN VOLUNTEERS FOR THE INAUGURAL GAME - WRITE HIM DIRECT.)
*** DNO: /B. SNYDER (280), M. LESTER (581), R. GREENWELL (1280), T. HANNAH (581).
*** DRIVE ON STALINGRAD: /J. BROWNAWELL (581).
*** DUNE: /G. GOGGANS (581).
*** DUNGEONS & DRAGONS: ERIC NEEDS A COUPLE REPLACEMENTS - WRITE HIM @ 4222 VIRGINIA AVE, GLENHOOD, ILL, 60425.
*** EMPIRES OF THE MIDDLE AGES: ///M. OSMANSON (381) - WE HAVE A GM ON THE HOOK - WANTS 3-7 PLAYERS - WRITE HIM DIRECT @ 1015 UNION ST, MORRIS, IL, 60450.
*** FAST CARRIERS: MORGAN LESTER STARTED THIS GAME. ANYBODY THAT WANTS IN OR TO BE A STANDBY SHOULD WRITE HIM DIRECT - LT. A.M. LESTER, 223 78 4312, USS AUSTIN (LPD-4), FPO NY 09564.
*** FLATTOP: ///J. MCAMIS (980), /L. HUMBOWHER (581).
*** FREEDOM IN THE GALAXY: /M. LESTER (581).
*** GLOBAL WAR: /M. LESTER (581).
*** IRONCLAD: ///R. GREENWELL (181). (RICH WILL START ANOTHER GAME IF HE CAN GET A COUPLE MORE PLAYERS - WRITE HIM @ 28 POND ROAD, SIDNEY MINES, NS, CANADA B1V 2X4.)
*** KINGMAKER: TRY ROY HENRICKS 'ENVOY', OR MIKE SCOTT - BOTH HAVE OPENINGS.
*** LA BATAILLE MOSKOVA: /B. HAAS (479), M. LESTER (581), J. CREEGER (381).
*** MACHIAVELLI: MIKE SCOTT NEEDS 2-4 MORE TO START ONE - WRITE HIM DIRECT.
*** MIGHTY FORTRESS: ///L. HENRY (480), ///R. WILLIAMS (181), /P. CARR (980). (LU HAS A COUPLE PLAYERS TUCKED AWAY AND IS LOOKING FOR A FEW MORE TO GET THIS ONE GOING- WRITE HIM @ 6056 WAVERLY, DEARBORN HEIGHTS, MI, 48127.)
*** NAPOLEAN AT LEIPZIG: /N. CROMARTIE (581).
*** NAPOLEAN'S LAST BATTLE: /N. CROMARTIE (581).
*** THE NEXT WAR: ///P. SELZER (480), ///G. HASTINGS (1279), /M. LESTER (581), P. AYERS (880), R. MACDONALD (581). - GOT ENOUGH YET ???
*** NARVIK: /L. HUMBOWHER (581).
*** OPERATION CRUSADE: ///C. BERNALD (581)/M. LESTER (581). (CLIFF CAN START AFTER DRIGINS.)
*** RAIL BARON: ///MIKE SCOTT (880). - WRITE HIM DIRECT.
*** RED STAR/WHITE STAR 2: ///S. JOLLY (980).
*** ROAD TO WASHINGTON: /M. LESTER (581).
*** RUSSIAN CIVIL WAR: ///R. WILLIAMS (181). (MIKE SCOTT GOT 1 GAME GOING AND HAS PART OF A 2ND ONE FILLED - WRITE HIM DIRECT IF YOU WANT IN.)
*** SAMURAI: ///E. ANDERSON (1280).
*** SHARPSBURG: /M. LESTER (581).
*** SINAI: /L. DECK (1280).
*** SL/COI/COD: ///J. BROWNAWELL (680), /C. BRUYN (280), D. WETZELBERGER (480), E. ANDERSON (880), J. DEJULIO (381), H. WELCH (581), J. RATZENBERGER (581). (WELL, ANDY JOHNSON'S CAMPAIGN GAME DIDN'T FLY - NOT ENOUGH PLAYERS SIGNED UP - A DARN SHAME 'CAUSE IT WOULD HAVE BEEN A BARN-BURNER - HIS BI-MOVE SYSTEM IS REALLY GREAT - SURE WOULD LIKE TO SEE SOME PEOPLE RE-CONSIDER.) (GOT A 'ZINE FROM JIM VAUGHN - DEDICATED TO SL/COI/COD. HE IS RUNNING A TOURNAMENT AND HAS CAN ADJUST THE BRACKETS TO ACCOMMODATE NEW PLAYERS. \$3 FEE + \$5 FOR 5 HOMEADE BOARDS (COMPATIBLE W/STO ONES). LIMITED INTEL, UNKNOWN OPPONENTS, GER/RUSS SCENARIOS - RIGHT NOW, 1 BOARD AND ABOUT 600 OR SO POINTS AVAILABLE - PICK YOUR OWN FORCE WITHIN SCENARIO CONSTRAINTS. SOUNDS VERY INTERESTING - AND HE IS GIVING 4 DAY RESPONSE TO MOVES, SO IT IS MOVING QUITE FAST. WRITE HIM DIRECT - SEE 'CUTTING EDGE' BELOW.)
*** STAR FALL:(3-4): ///E. ANDERSON (1280).
*** SUBMARINE: /J. RATZENBERGER (581) - 'HAVE ESCORT WILL TRAVEL'.
*** SKORDS & SORCERY:(4): ///R. WILLIAMS (181).
*** 3RD REICH:(5): /P. CARR (980), J. BROWNAWELL (281), B. HUDSPETH (281), B. SNYDER (281), B. CROSS (281), T. BECKER (281). (MOST THESE NAMES CAME TO ME VIA LES DECK - THERE WOULD SEEM TO BE ENOUGH INTEREST TO GET A GAME UP, BUT WE DO NEED A GM.)
*** TRAVELLER: ERIC ABBOTT NEEDS A REPLACEMENT - SEE ADDRESS UNDER D&D.

- *** TSS: BOB CROSS STILL HAS A GAME RUNNING AND NEEDS PLAYERS (I THINK) - THESE ARE NOT STANDBY SLOTS - HE WILL JUST BREAK OUT THE COMMANDS TO LOWER LEVELS. ADDRESS IS 900 BROOK FOREST RD, DERBY, KS, 67037.
*** USM: /M. LESTER (581) /L. DECK (1280).
*** WACHT AM RHEIN: /M. LESTER (581).
*** WAR & PEACE: /M. LESTER (581).
*** WAR BETWEEN THE STATES: WRITE VIRGIL MUGLER DIRECT FOR SLOTS IN HIS GAME @ 1460 LADD, EDWARDSVILLE, IL, 62025.
*** WAR IN EAST/WEST/EUROPE: /J. BROWNAWELL (), P. MANIS (581), L. DECK (1280), /S. LIST (480), D. ROHDE (479), M. LESTER (581), L. BURRUS (980), J. DRUMMOND (581), F. BEAL (581), R. COPPULA (581), R. TELEUCKY (581). ** THIS IS THE LONGEST LIST FOR THESE GAMES I'VE EVER HAD - IT LOOKS LIKE WE NEED SOMEONE TO STEP FORWARD AND GET IT STARTED - THE FACT THAT THE GAME IS ACTIVELY BEING WORKED ON MAY ENCOURAGE A FEW MORE PEOPLE TO JOIN IN.
*** WAR IN THE PACIFIC: /M. LESTER (581).
*** WELLINGTONS VICTORY: / G. HASTINGS (880), B. HAAS (880), M. LESTER (581), J. GRANT (880), B. CROSS (880), T. HANNAH (581). NEEDS A GM ??
*** WOODEN SHIPS & IRON MEN: ///MIKE SCOTT - NEEDS 15-20 PLAYERS FOR VARIANT OF TRAFALGAR W/LIMITED INTEL, SPECIAL RULES, ETC - WRITE HIM DIRECT AND HURRY.....
*** 1776 CAMPAIGN:(4-6): /D. MCCARTY (679), M. BONKOWSKI (779), B. WIELGUS (480), P. CARR (980), L. CZINDER (581).

'ENVOY' C/O ROY HENRICKS, 128 DEERFIELD DR, PITTSBURGH, PA, 15235.
'MIKE'S MAG' C/O MIKE SCOTT, 1726 CYPRESS CIRCLE, LAVERNE, CA, 91750.
'THE CUTTING EDGE' C/O JIM VAUGHN, PO BOX 1094, LEOMINSTER, MA, 01453.
(NB SUB PER SE - YOU GET COPY IF YOU ARE OPPONENT OR IN HIS TOURNAMENT - SEE SL/COI/COD ABOVE. ZINE IS NOT GAME RESULTS, BUT ARTICLES, ETC ON SL....)



pbm

PE: Ideas - Virgil Mugler

Here's what we have in the way of PEK methods and play-aids (PA) as of June, 1981:

- After the Holocaust (KF)
Air Assault on Crete/Lalta
Air Force/Dauntless (PA)
American Civil War
American Revolution (PA)
Anzio (PA)
Arab-Israeli Wars
Arnhem
Bar-Lev
Battle of Britain (PA)
Battle of the Bulge (PA only)
Beda Fomm
Bliznarek
Blitzkrieg
Bloody April (PA)
Blue and Gray Quad
Ereitenfeld
Cobra
Conquistador (PA) 3-player)
Devil's Den (PA)
D&D/Unt
Fortress Europa
Franco-Prussian War (PA)
Frederick the Great
Gundalcaanal
Ironclads
Island War Quad
Jutland
Kharkov
Kingmaker (KF)
La Grande Arme
Manassas (PA only)
'Loch War '77 (PA)
Midway (2 & 3 Player)
Modern Battles Quad
Napoleon At War Quad
Narvik
North Africa Quad
Operation Crusader (PA only)
PanzerBlitz
Panzergruppe Guderian (PA)
PanzerLeader
Pass Ridge (PA)
Richtofen's War (PA only)
Russian Campaign (PA only)
1776 (PA)
Siege of Constantinople (PA)
Sniper (3-player)
Squad Leader
Starship Trooper
Stonewall (PA)
Terrible Swift Sword (PA)
Third Reich (PA)
Tobruk (PA)
Torgau (PA)
Twentieth Maine (PA)
USK
Verdun (PA)
War At Sea
Wacht Am Rhein (PA)
War Between The States
Westfall Quad
Wilson's Creek (PA)
Wooden Ships and Iron Men
Battleworthiness (Article)
Decinal ICRK (Article)
Multiple Die Rolls (Article)
Simultaneous Movement (Article)

A play-aid is usually a form or chart of some nature which helps organize the game. These usually require copying in order to have enough to complete a game. 'LP' means Multiple-Player, otherwise the methods are intended for play between two players only.

For those of you who are new to AMIKS, let me briefly run over the operation of the PEK Committee. Basically, we evaluate and preserve PEK methods which are submitted by AMIKS members. These then become available to the entire membership so that players are not forced constantly to reinvent the same solution over and over. Equally, they serve as suggestions by which you can develop PEK methods for other, similar games. So you can see that we are really dependent on input from the membership. Please submit any methods which you have used in your PEK or any ideas you think might be useful. These do not necessarily have to be in finished form; we can develop sketchy ideas, correct grammar, etc.



DNO - continued

mud change directly to snow. Also, even with so favorable a weather situation, there is still no more than a glimmer of hope for the Russians to hold on during 1942 and perhaps turn the tables in 1943. Even with the Siberian reinforcements there is no potential for a counteroffensive as devastating as that launched in December 1941 by the Russians. In fact, at this point the strength ratio is pretty close to what it was at the outset; both sides are about 15% weaker, the Germans still have a comfortable superiority in numbers, and only in the air has the situation been reversed. Also, the Germans still can concentrate much more strength into a stack, although this advantage now weighs less in view of the more wide-stretched, thinly held fronts. So, DNO/UNT definitely seems unbalanced in favor of the Germans. We may hope that the coming revision will come closer to the mark.



FROM THE MATCH COORDINATOR

I. GENERAL:

- a. The MC has been notified that the following members have not, as of 1 May 1981, paid their dues nor have they responded to the notices submitted to them by our Treasurer, 50, unless informed otherwise by the Treasurer, AHIKS Match services are suspended for: #27;256;263;310;468;478;500; 536;575;583;617;626;661;663;671;673;676;677;678;685;694; 702;722;723.
- b. The following members have resigned from AHIKS: #338;340; 345;399;731 and 687.
- c. The following are recently joined new members and their codes: Derek L. Plank #446; Allen L. Pearson #773; Mark E. Anderson #774. Robert W. Hahn #775; Mark K. Qualtieri #776 and Philp A. Pomerantz #218; Welcome aboard!
- d. Members who are not aware of their codes # can write the MC and it will be forwarded to them.
- e. Those members who are interested in ideas on PBM can write to Virgil Mugler (#329) at 1460 Ladd, Edwardsville, IL 62025.

II. ADMINISTRATION:

- a. If you are in need of an opponent or you have one already write the MC for ICRKS.
- b. If you are in need of additional ICRKS for a match that is already in progress then write to Carl Benton and specify that this is for continuation of a match already being played. Specify the game.
- c. Have you returned those completed ICRKS for games that have been completed? Properly filled out? Please do so.
- d. Have you had a Change of Address or phone number recently? Be sure to inform the MC and Treasurer to insure mail reaching you.
- e. When completing the MATCH REQUEST FORM please be sure to complete all items required in order to insure proper handling of your request. Please be specific and if possible give alternates.
- f. Members are urged to inform the MC as soon as possible in the event that they wish to withdraw from a submitted match request; this is so that cancellations can be avoided and disappointments reduced to a minimum.
- g. If one feels he can not continue on the present schedule of reply that has been agreed upon or that one will be absent for any extended period of time, then one should responds by forwarding a post card indicating that delaydon't leave your opponents pacing the floors wondering about your reply...

IV. MATCH REQUESTS:

- a. OPEN MATCHES: Airforce (557); Across Suez (369); Anzio (437); Arab-Israel War (680); Assault on Leningrad (413);

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 AHIKS RATING LISTS (CHECK IF APPLICABLE)

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

NAME _____ ADDRESS _____
 DATE _____ Phone Number () _____

Austerlitz (192)+(419); Battle for the Ardennes (377);
 Battle for Moscow (749); Black Hole (749); Blitzkrieg (596)
 Break Out & Pursuit (305); Breitenfield (670); BULGE (SJJ)
 (749); Crimean War QD (717); COBRA (289); Drive on Washing-
 ton (479); Drive on Stalingrad (609); Fury in the West (672)
 Flattop (449); Invasion of Malta (739); Korea (749); Inva-
 sion of India (216); Invasion of the Air Eaters (749);
 Kaisers Battle (646); Kregspiel (772); Luftwaffa (486);
 Mech War II (774); Moderan Battles II (377); Nap at Leipzig
 (662); Nap Last Battles (377); NARVIK (771); PzBlitz (646);
 Pz Gp Grd (771); Revolt in the East (236); Road to the Rhine
 (266); Russian Civil War (461); Siege of Jerusalem-70 (225);
 Sorcerer (758); The Russian Campaign (738); Third Reich (449)
 Waterloo (707); Wurzburg (325).

- b. NEW MEMBER REQUESTS: The following are request from New Members Battle for Moscow (749); Black Hole (749); Invasion of the Air Eaters (749); Kregspiel (772); Mech War II (774) NARVIK (771); Sinai (774).
- c. OPEN TO NEW MEMBERS ONLY: New Members are encouraged to apply for matches in the games listed to gain PBM experience. Anzio (437); Assault on Leningrad (413); Crimean War Qd (717) Drive on Stalingrad (609); Fury in the West (672); Invasion of India (216); Luftwaffa (486); Siege of Jerusalem (225); The Russian Campaign (738); Wurzburg (325); Third Reich (449).
- d. 3-WAY MATCH REQUESTS:
 Sinai (774) Needs a player and GM.
- e. MULTI-PLAYER MATCHES: Those interested should contact John Ratzemberger (MP-MC) 124 Continental Dr. Lansing KS 66043. Drive on Stalingrad (609) will also GM. Marchivelle (450) will GM. Flattop (449).
- f. A.R.E.A. REQUESTED MATCHES: Arab-Israeli War (1500+ only) (680); Breitenfield (670); Drive on Stalingrad (609); Kaisers Battle (646); Luftwaffa (486); Nap at Leipzig (662); Siege of Jerusalem-70 (225); The Russian Campaign (738).
- g. OPEN MATCHES TO EUROPEAN MEMBERS: Across Suez (369); Assault on Leningrad (413); BULGE (SJJ) (749); COBRA (289); Invasion of India (216); Invasion of Malta (739); Korea (749); The Russian Campaign (738); Wurzburg (325).

- V. MISCELLANEOUS: Members who are interested in playing out of print-games can contact Walter Compton, Apartado 14311 Candelaria CARACAS 1011-A Venezuela... To our membership in the European Area many interesting challenges are extended to you (see IV g. above) let me hear from you...To those members who have asked how to obtain back issues of the "K"; a. Write to Jim Pratt our Editor and/or b. to Jim Wallace our Archivist... Joe Dubinsky is in need of a fourth player in Dipomacy if interested contact him at 34 Grove St., Massapequa, N.Y. 17758....Joe Hruby is looking for a GM and players for a new game of Bloody April contact him at 803 East Fir, Mt. Vernon, Wash. 98273..Keep those requests coming in. I have plenty of good opponents, but I'm looking for new member opponents...

Les Deck Sr.

May 31, 1981





The deadline for the next issue of the "K" will be the 24th of August

Walter Compton is still looking for players for Rifle and Sabre and other obsolete games. His address is Apartado 14311, Candelaria, Caracas 1011-A, Venezuela

The next issue of the "K" will contain the membership list. Be sure to send any address corrections to me ASAP.

SWAPPE SHOPPE

Sale: Gettysburg 77, new wb \$8; new, nb \$2 each; Plot tAH, Road to Richmond, Armada, Hurtgen Forest, Remagen (WW Quad): \$3 each; October War, Veracruz, Raid, Constnpl, Pz Battles, China War, Brusilov Offensive, Crusader: \$3.50; Berlin 85; \$4; Kharkov, Tannenberg, Cassino; \$5 Ardennes Off: \$1.25 each; General Vol 15 #2,3,4; vol 14 #6. All prices include postage. Offers considered. David R. Grant, 3526 100th Place NE, Marysville WA 98270

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

ADDRESS CORRECTION REQUESTED



FIRST CLASS MAIL

BRUCE M MASTON MD
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NE