

# THE KOMMANDEUR

# NEWSLETTER OF AHIKS



## THE PRESIDENT'S CORNER

Last issue, Jim Mueller noted that he might be moving out of region and thus have to resign. Although we are not sure if this will come to pass, I am glad to see that Jeff Clark was kind enough to step forward and volunteer for office. Appreciate your help, Jeff.

OW/PD, a magazine "sponsored" (at times, loosely) by AHIKS has finally bitten the dust. I think most of the players in the monitored games carried in OW/PD have been switched to other formats (zines run by members or the monitors mailing out the moves). Fortunately, Larry Fong, the publisher, was not actively monitoring many of the games. John Ratzenberger continues to match monitored games, and will place you in one of the available magazines, or with a monitor, so this valuable service continues. At the moment, we have no offers of anyone starting an "official" AHIKS monitoring magazine (write John if you are interested).

If any members feel that Larry Fong owes for subscriptions prepaid, you should write him directly, and then contact me if you do not feel you have been compensated fairly.

Don Greenwood of AH is interested in Series Replays featuring PBM. I think the most practical method of doing this is for opponents close to finishing a game to contact Don. If two people start a game with an eye to making it a SR, Don will have to wait for about a year!

AHIKS will be supplying icrks to Avalon Hill's postal tournament due to start soon. Seems some of the 125 entrants are members of AHIKS and just can't do without an icrk. Great work, guys! We will get to put a bit of advertising on each icrk (Carl Benton, our MSO, generates them from his computer and can reformat easily), and AHIKS will also get a free ad in the General for our trouble.

Steve List's article on playtesting received favorable response, but relatively few members volunteered to be testers. Please review your game commitments to insure you can follow through, but if interested in participating in this program, please contact Steve List (see Bulletin Board for address).

I note that Russian Campaign scored highest on our annual survey for PBM games, but Squad Leader was top gun of the FTF list. That would seem to indicate that many members do not realize that SL is a really dy-no-mite PBM game, particularly with its 10-turn format. The sequence of play is very simple:

**"Attacker"**

Rally phase (incl Def)  
Prep fire phase  
Movement phase

**"Defender"**

## EUROPEAN BRIEFING

The European Region newsletter lives! Albeit in a very reduced form and written by a minor member of the European Region committee with limited journalistic skill. European region members and the President will know the reason for this state of affairs. My thanks to Jim Pratt for helping me to solve our communication problems.

As the two Secretarial columns I have written since taking office at the beginning of this year have failed to get published I will have to start all over again:

The spring meeting at Chester was well attended, for a Northern meeting. (I find that the "Northerners" happily go south to Epping, but "Southerners" are reluctant to travel north), with the hardcore of the Hull heavies, the Manchester mob, and us southern set enjoying the historic sights of the city of Chester as much as gaming. A large contingent went out on the Saturday afternoon, sightseeing.

The £ 1.00 booking fee that was agreed at last year's Epping meeting, to help towards the cost of meeting the gaming-room hire charges, was adhered to by all attending and it worked out very well. The raffle had a very long prize list (if everyone remembers - the £ 1.00 fee also entitled the donor to a raffle ticket) and my father-in-law was again lucky enough to win a price! I shall have to make him join AHIKS, it is getting very embarrassing.

I apologize to Andrew Daghish for dealing with the meeting so briefly, but his very full and amusing report went the same way that my secretarial columns did and I did not keep any copy.

I welcome, at last, lots of new members who have joined since the issue of the last European Region newsletter, way back in December 1980. I am sorry that they have had such a poor reception from AHIKS and hope that they have accepted my previous apologies.

Alan White

10 August 1981



Defensive fire phase  
(instructions for Rout phs)  
(instructions for CC phase)

Advancing fire phase  
Rout phase (incl Def)  
Advance phase  
Close combat phase (incl Def)

Every so often, the rout or close combat phase contains something critical enough to have the Defender look at it before continuing, but this is rare, and games go with two mailings per player turn. Great game.

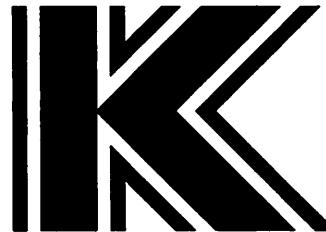
Current membership is approximately 525.

Pete Menconi

September 7, 1981



# editorial



This issue of the "K" turned out to be a lot later than I had expected because of some unforeseen problems. The publication of the membership list has been postponed until next time because of a mechanical problem involved with its format. I can use this space to get caught up with some of the backlog of articles that have accumulated, since I really don't like delaying publication of an article more than one issue. With any kind of luck 16-5 will be out about the middle of November and then 16-6 will be published about the last week in December.

Jim Pratt

25 September 1981



## LAW AND ORDER

### HEAR FROM DE JUDGE !

Afrika Korps	* Sep77
After the Holocaust	**
Air Assault on Crete	**
American Civil War	**
American Revolution	** Dec79
Anzio	* Oct77
Armada	* Oct79
Battlefleet Mars	* Dec77
Blitzkrieg	**
Blue & Gray I	* Apr78
Bulge, Battle of the (AH pre-81)	* Oct77
Bull Run, Battles of	May80
Burma	Apr78
Cobra	Oct78
Constantinople, Siege of	Aug78
Desert War	**
Diplomacy	**
D-Day	**
Eylau/Dresden	** Jun80
Firefight	** Jan79
Fortress Europa	** Jul81
Franco-Prussian War	**
Frederick the Great	**
Global War	**
Guadalcanal	**
Hot Spot	May80
Invasion: America	Oct77
Island War Quad	Apr78
Kasserine Pass	**
Kingmaker	**
Korea	**
Luftwaffe	** Aug77
Manassas	**
Mech War '77	**
Midway	**
Modern Battles Quad	**
Napoleon at Bay	** Aug79
Napoleonic Quads	**
North Africa Quad	**
October War	** Aug78
Oil War	**
Origins of W.W. II	**
Overlord	**
Panzer Leader	** Feb78
Panzer '44	**
Panzerblitz	** Dec77
Panzergruppe Guderian (SPI)	Oct78
Patrol	* Dec77
Pearl Harbor	**
Plot to Assassinate Hitler	Mar78
Punic Wars	May80
Raid	* Mar78
Red Star / White Star	**
Russian Campaign	** Jul81
Search and Destroy	**
South Africa	** May80
Squad Leader	** Jun78
Stalingrad	**
Starship Troopers	** Mar78
Stellar Conquest	**
Stonewall	* Oct79
Tank	**
Terrible Swift Sword	** Aug79
Third Reich(pre-81)	**
Third Reich(1981)	**
Tobruk	**
Veracruz	* May80
Wacht am Rhein	**
Warsaw Pact	* Aug79
Waterloo	Mar78
Westwall Quad	**
World War II	**
1776	**
1815	* Mar78

\*\* means that as far as I know there is a Specialist (confirmatory postcards are being sent). "date" is that of the latest rulings summary. Next issue's article will describe the procedure for resolving rules questions.

Bill Salvatore

20 August 1981



THE KOMMANDEUR

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### GENERAL INFORMATION

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

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

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

# THE WESTERN FRONT

AN OPEN LETTER & APOLOGY

- John Ratzemberger -

I have received a few comments in the mail about the results of the AHIKS survey. In addition, in the last issue Bruce Maston also commented on the problem of slow responders as opposed to "no shows". Thanks mainly to the efforts of Les Deck, we are now trying to take steps to eliminate the problem. We are adding to the present information stored on our database new information pertaining to the speed of reply. Hopefully, when this project is completed we may be able to avoid matching a fast responder with a slow one. You as a member can help in this effort. I know that there are different views on what is to be considered as fast or slow, but we do need to at least establish some guide lines. Based therefore on the survey opinions of an overwhelming majority of members as fair evaluation of the three categories would be as follows:

FAST = A week or less to respond  
NORMAL = More than a week but less than three weeks  
SLOW = Three weeks or more to respond

This represents the average time it takes to respond to your opponent's move from the day you receive it. The next time you write to Les Deck, the M.C., you might include one of the above designations so that he can enter it on your record. Whether you agree with the above time span for various categories or not, we do need a common understanding if we are going to improve things for the group as a whole.

The rumblings from both coasts indicates that Origins and Gen Con East both moved further into the realm of Fantasy & Science Fiction. One leading authority suggested that we might again be facing the prospect of major game companies only producing one historical war game a year. I for one would not lose a lot of sleep over it if that one effort was really outstanding and well done game, although I'm not happy about the direction things are moving and I'm too old to start having fantasies.

One board game that did get a bit of play was G.D.W.'s, "A House Divided". What makes this game so appealing is that you can play the entire civil war in two to three hours. Its a fun game and the first in a long time to be quick to learn and short to play. The playing board is made up of boxes, representing the major towns and cities, connected by roads, railroads and rivers. Units move from box to box along this network. There are only two types of units, Infantry and Cavalry. Each type has three strengths, Militia, Veteran and Crack. During the course of the game units are promoted from Militia to Veteran to Crack based on successful combat and with one unit of a player's choice promoted per turn. Various key cities are designated as recruiting cities. They represent the objectives that need to be controlled to be able to continue to flush out new recruits. A table on the playing board keeps track of the value in recruits. A table of the playing board keeps track of the value in recruiting cities each side has at any one time. They may not exceed that number of units on the board. The primary goal for the Confederacy is to capture Washington, while the Union must eventually control all major recruiting cities in the south.

One part of the game that I'm not happy with concerns movement. At the beginning of a player's turn he rolls a die to see how many marches he gets that turn. The minimum is 2 and the maximum is 6. Marches represent the number of stacks or units that may move that turn. Movement is limited to one or two boxes per march depending on the mode of travel and type of unit. Units may move up to two marches in any one turn. This die rolling for movement can have surprising and unlikely result in the game. Combat is handled very much like "War At Sea", "Napoleon", and others that use a "hit" or "miss" method. Each unit, regardless of type or strength, has a flip side so it takes two hits to eliminate a unit. The rule book is only a brief four pages and that's with fairly large print. There is a single insert sheet for optional rules that would appear to be needed if the game is to play well. Supply, for example, is handled as part of the optional rules, but without it the tendency is to build large stacks and roll over anything getting in your way.

What is badly needed now is a compromise between the size, scope and length of "War Between The States" and the lack of same in "A House Divided". If you are looking for a good strategic game that you can get your teeth into you will be disappointed in this effort. Too many things have been left out in this oversimplification. On the other hand, if you just want a quick, simple, yet interesting little game you could still do a lot worse than this new one from G.D.W.

Don Eisan

24 August 1981

Well, I see my article on the AF re-development had some positive aspects. I certainly hope the membership has supported Steve Lists' proposal, and supported him to head the thing up - he certainly has the qualifications and the experience to do the job.

He also has the necessary diplomacy (not one of my strong points) to work well with the game companies. Although I broached the initial suggestion, I am going to stay out of the playtest committee/volunteers - I feel that my article on AFDX may give the game companies the idea that the AHIKS organization was strictly a hatchet mob simply by association.

On the negative side, I can see that my article had some unintended implications. I am referring to Alan Moon's response to same. It is apparent that he got the impression that my article condemned Don Greenwood, personally, and AH, in general.

That certainly was not my intention, but it appears that they were included by association. I still feel that AH is the "gamer's game company" and any comments about AH in general were directed at the role I perceived upper management to have played in this affair - considering their overall track record, I find their support of Kevin Zucker strange to say the least.

As for Don Greenwood, I have nothing but respect for him - not just as "middle man" in this affair, but as Editor and Designer/Developer. He was (as I imagine he generally is) stuck in an unenviable and untenable position - yet I always felt that he dealt with me fairly and honestly. I am truly sorry that anything I said could have been construed to be criticism of him. I have written him a letter of apology.

My article was oriented toward one individual - his attitudes and actions. My call for the Playtest Committee was specifically (I hope) designed to deal with this type individual and the products they produce - I still see this to be a worthwhile concept. However, we should learn one thing from this whole affair - one hot-head can, by a poor choice of words, screw up the whole thing. This must be avoided - and a very good reason to have Steve List head the thing up.

K

## Pacific Theatre

Some interest in membership has occurred due to Origins. I've processed membership applications for: Charles Leath, a computer engineer from Sunnyvale, CA; and Stan Forbes, who is a farmer living in Davis, CA (maybe an agricultural engineer?). From sources other than Origins we also welcome Clark Reynolds of Sacramento; Gary E. Chaffins, from Livermore, CA, who has been in gaming since 1962. GDW are his favorites and he is interested in multiplayer gaming. Gary is an Industrial Relations Specialist for Uncle Sam. From "Down Under" we welcome another Australian member - Christopher Reeves (no relation to Superman). Chris is a solicitor (that translates Lawyer) for a firm in Twentain in Queensland. There ought to be enough members in Australia for Wally Zenkteller to organize a mini-con. A hearty welcome to all the above.

Clark Reynolds of Sacramento is helping to organize a Dippy tournament on Columbus Day weekend. It will be called the River City Diplomacy Tournament. For further information, contact him at 1-916-455-5505.

Chester Hendrix is providing free (for postage) copies of Operation Greif, a variant for Alf's Bulge game. See the bulletin board for further details, and thanks, Chet, for the service.

I had an interesting decision in a recent PBM game. My opponent made an error via an illegal retreat. Changing that retreat left the road open to a vital junction because his subsequent move was based on that illegal retreat. My dilemma: 1) Place his unit in the proper location and go for the jugular; 2) Do #1 but offer him the option to redo his move and return for my redo; or 3) return it for a redo of his move. I opted for #3, even though #1 is within the standard procedure for AHIKS when an opponent makes a mistake. Here's why (also revealing a bit of my gaming philosophy): I like to see a game won or lost by strategy and skill, not by technical mistakes or oversight of a rule. In a FTF game the retreat error would have been duly noted and immediate allowance made for him to correct it. The only way to duplicate this, without revealing my coming strategy was to return the move. I dislike disrupting the smooth flow

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of the game, but dislike even more taking advantage of a technical error. Maybe the biggest reason for this is that it reflects the application of the Golden Rule to gaming. I'd want the same consideration given to me if I made an error like that. It's my experience that most AHIKSers share my philosophy in action. Of course, if the error is minor and doesn't affect the game significantly, it would be left and corrected later.

I just finished 2 weeks vacation during which I did some reading on Guadacanal naval action (now I understand what I was doing in Bob Arko's Battle Station's game). I also read some historical fiction on Napoleonic naval action (to whet my tongue for WS&IN). All very good and diversionary. Now back to work with a renewed zest.

By the way, it's not too early for me to announce I will not be running for re-election as RD. I will vacate and give another member the opportunity to serve. Contact the President if interested.

Dave Grant

24 August 1981

## NORTHEAST PASSAGE

The Northeast Region is presently experiencing a period of rapid growth. For the past few months I have received at least one membership application per week. At this time we number exactly 100 members with more applications on the way in.

The sudden growth is due to a number of reasons. We have been advertising for new members at Gen Con East. We still pick up members from ads placed in gaming magazines years ago. But the largest segment of our new members heard of us through other members, I feel this will continue to be the most successful and efficient method to insure a steady influx of reliable and mature opponents.

I'd like to take this opportunity to welcome the following new members: Mark Anderson, Watervliet NY; Robert Hahn, Cranford NJ; Mark Qualtieri, Waterloo NY; Tim Slack, New York NY; Jim Pertierra, Cohoes NY; Tandy Carter, APO NY; David Hill, Rutland, VT; David McCormick, Yarmouth Port MA; Jeffrey Trout, Williamstown MA; Lorne Colena, Hudson MA; Arron Monroe, Seneca Falls NY; William Watkins, River Edge NJ; Robert Granville, Bethpage NY; Thomas Courtney, Boston MA; Carl Castaldi, New York, NY.

I still plan to host an AHIKS weekend in the Albany Area. Response has been favorable from the membership. The only thing required now is an organized effort on my part to arrange it. I will send a written invitation to region members when my plans are finalized.

Tom Holtz

10 August 1981

## THE BARRAGE

We have two new members to welcome this month: Peter Bertram, P.O. Box 8146, Atlanta, Georgia 30306; and John R.S. Snyder, 317 Club Park Drive, Aberdeen, Mississippi 39730. Pete has been a gamer since 1973 and is interested in "Third Reich", especially the new 3d Edition; he's a manufacturer's representative in real life. John has been involved with games since the early sixties and reports once having designed his own game on the European Theater of World War II. Welcome, Pete and John.

The Region should give a special salute to our new AHIKS Judge, Bill Salvatore, who is a Southeast Region member. Bill has been an AHIKS member just about a year now, having joined in July of last year; and he really is jumping into club activities with both feet. Congratulations (I think), Bill, on your new duties!

Your Regional Director lectured at the Smithsonian on 15 July on "The History and Current State of Wargaming", opening a five-week adult course in the subject. About 40 persons attended, about half veteran gamers, many new to the area and looking for contacts, and half people new to or interested in the hobby, including several women. I'm hoping to get at least a couple of new AHIKS members out of this. Our hobby's visibility is growing. A Washington Post reporter was in attendance at the session I conducted, gathering material for a story on adult gaming. Hope I didn't say anything controversial!

The big July conventions have come and gone -- Pacificon out in San Francisco, and GenCon East in Cherry Hill, N.J. Your Director managed to attend both, and to fare ingloriously in tournaments at both. AHIKS seemed thinly represented at Pacificon, although I ran into Ron Teleucky there and understand our editor, Jim Pratt, and John Burt, one of my PBM opponents were there. Sorry I missed you latter two guys! I ran into Omar DeWitt and Bruce

Maston at GenCon and in the "Wooden Ships and Iron Men" tournament met up with Dave McCormick, with whom my squadron will soon be exchanging broadsides in a multi-player PBM WSIM game we're both involved in, Dave with the Franco-Spanish fleet and yours truly with the British. The conventions were the usual enjoyable mix of tournaments, seminars, exhibits, and just wandering around. The fantasy crowd certainly seem to be taking over -- D&Ders and their counterparts all over the place. An old-fashioned wargamer begins to feel in the minority. Vive l'Empereur and down with the Orcs!

Graham Cosmas

2 August 1981

### OPERATION GREIF

- Chester Hendrix -

OPERATION GREIF (rhymes with life) is a variant kit for AH's original BATTLE OF THE BULGE. It was originally done by Don Lowry back in 1970 when BB was in its heyday. This past spring school semester I was involved in a printing class and thought it would be exciting to produce my own game while I had the change. I contacted Don Lowry and got permission to reprint the game. I thought "This is going to be great!" Let me share just two of the headaches (read: migraines) that followed.

At one point I managed to lose my copy of the rules somehow and it took me over a month to get another set. I had the first part of it typed up, but by the time I obtained another copy (your may remember the desperate plea in a recent issue of the 'K'). I only had 3 weeks left to finish the job. That's why you see two typefaces in the rules.

About a week before I was able to get on the press the good press broke and I had to use the old A.B. Dick which will NOT give you a constant hairline register on two-color work. This was a nightmare in trying to get the countersheets to look like I wanted them to. In order to get about 100 GOOD sheets I had to run about 250 copies off. The result was 100 good sets, 100 mediocre (1/2 on, 1/2 off) sets and the rest was totally unusable.

I kept 25 good sets for friends, gave the other good sets to Don Lowry. The mediocre sets I combined so that each one has 2 sets of counters - on one set the Americans are great but the Germans are lousy and vice versa. This gave me additional 50 sets that, while usable, were not really marketable. So, remembering that I had read a statistical report in the 'K' that there were a number of members who enjoyed BB, I decided to give away the rest to those who would be mostly likely to appreciate it. Thus, anyone desiring a copy can send to me for one write to: Chester E. Hendrix, 881 North Beale Road, Marysville, CA 95901.

Your copy is free all it will cost is 50¢! (15¢ for the envelope and 35¢ for the stamp).

I only ask three things: 1) Please don't send for one if you don't own the original BB it will be totally worthless to you since you won't be able to use it. 2) Also, if you don't play your old BULGE then don't send for one, I've only got about 50 and want to get them to enthusiasts. 3) Be sure to include an SASE so I can return your 50¢ in case they're all gone. Of course, if you get one in time I'll just return the SASE with your game you can always use an SASE.

If you don't get one but would really like one Don Lowry is selling the ones he has for \$3.00. (Lowry Enterprises, P.O. Box 896, Fallbrook, CA 92028).

Other than a total rework of graphics, clarification and rewording of rules and inclusion of errata, the only real change was the stacking rules. A point system (as in ANZIO) was adopted in place of the original stacking rules. In the interests of purity however, the superseded original stacking rules are included in case anybody misses them. The OOB sheets are on heavy carstock and look outstanding (pat self on back). The rules are on one 11x17 sheet folded in half and the counters are unmounted. Unit colors are black on gray for Wehrmacht, white on black for SS, white on blue for Luftwaffe, black on gray/khaki for German Commandos, black on khaki for Americans and black on red for British.

The graphics on the counters are excellent (pat self on back again). I have also included as a special for AHIKSers, PBM sheets. Each sheet is 8½ by 14 (legal size). One sheet for the Germans and one for the Allies. Each is printed on both sides. If you go to a print shop you can usually find a copier that you can xerox on both sides with so that you only need to have 2 instead of 4 OOB sheets per envelope. Copies of the PBM sheets are also being sent to the PBM Coordinator to keep on file. I hope you enjoy it!

Wearing out your welcome at your opponents' homes? Your wife &/or mother tired of feeding & beverageing "your friends"? Frustrated because you can't ever finish that great game you started with a new friend you just met at the monthly meeting? Tired of spending hours trying to recreate/figure out what your opponent's letter means or how the hell that unit got there(!)? Tired of trying to dust off the board and storing all the copies of correspondence from games still in progress after \_\_\_\_\_ months? Opponent's disappearing acts got you ready to give up the hobby? Years of painstaking efforts down the tube with one jump of the cat or worse yet...an "I do"? Haven't found a reasonable way to limit the unrealistic, all-knowing, absolute intelligence factor without playing peek-a-boo with your counters or enlisting a judge's aid? Spending more time debating errors and rules interpretations by mail than you do playing? Got a phone? Then you got a solution! Try play-by-phone. Playing by phone can alleviate, if not eliminate, the above cited problems and hassles of the hobby. It's a hybrid of the convenience of play-by-mail and the responsiveness of face-to-face. If both players can leave their boards setup you've always got a double-check against accidental wipeouts, "mis-moves", and errors but without all the bookkeeping.

## HOW TO:

1. At your convenience, challenge a friend who has the same game as you.
2. At his convenience, he calls back with his setup and/or first move positions. If you're in the middle of something tell him you'll call back at a mutually agreeable time (this convenience aspect is a two-way street of course).
3. Communicate the moves/new positions by starting at one side of board, working systematically to the other side so as to not miss anything. This saves time verses jumping all around the board, which makes it difficult for the non-phasing player to find each unit so he can move it. Another hint; name the unit before giving its new position, that way he can get his hands on the counter and place it where you tell him, as you tell him.
4. Opportunity fire, interceptions, etc. are announced as triggered and resolved immediately just like f-to-f games.
5. Now the key to the PBP system: resolution of attacks or any other die roll situation is accomplished with the aid of your trusty Bell System phonebook. First, make sure both of you have the same edition by verifying a couple of names and numbers in the same positions on the same page. To determine what a die roll is, the attacker first calls out a page number and then defender immediately calls out a column followed by the number down (or up) he wishes. This gives the phone number to be used. The first three numbers are ignored since they are not random. The first number six or less is the die roll. You both have it instantly, without error or trust. This can be done for each die roll, but it goes much quicker if the attacker specifies a sequence of attacks and you just use the next number six or less, dropping down to the next phone number(s) as needed until all specified rolls are obtained.
6. After-combat advances, retreats, substitutions can be done during or after attack phase as mutually agreed.
7. Set a callback time, hang up, and go about your other business, as your opponent takes all the time he wants.

## ADDITIONAL POINTS:

Establish protocol up front, ie. times not to call, length of calls, exchanging of "Code of Conduct" slips (AREA considers PBP as FTF for qualifier purposes), etc.

Limited intelligence via inverted counters is easily achieved without hassle or risk of tell tale signs on the flip sides.

Most Bell Systems now have a relatively inexpensive package of features available which includes, "Call Interrupt" which signals someone on the phone that a call is coming in and allows you to put your present party on hold while you answer the incoming call. This package also includes a 3-way call feature if you want a multi-player game.

Give it a try! Play-by-phone gives you an added means of getting in some good gaming without a lot of the inconvenience and without having set aside an entire day or weekend to finish a complete game.

## REVIEW

The Japanese Forces were surging forward to Midway, exactly according to plan. It was just past midnight on the 4th June, 1942.

It was then that the message was received by the Japanese Fleets. A chance sighting on the previous day revealed that American Carriers might be in the area. This was not quite like the history books.

Vice Admiral Nagume in charge of a powerful fleet of 4 Japanese Aircraft Carriers and Support Vessels immediately altered course to give closer support to the main invasion convoy which lay to his South West.

The Chitose with a strong escort of Cruisers and Destroyers was detached from the slower Kamikawa. The Chitose carried 8 Pete floatplanes, which although slow and of short range, might provide valuable anti-submarine support ahead of the convoy.

The decks of the aircraft carriers were alive with activity. By 0100 hrs. the first search planes were away. Darkness still prevailed but it was essential to carry out as thorough a search as possible. Combat air patrols of Zero fighters probed the darkness above the carriers.

The lone carrier Zuiho, already in close support of the convoy, was busy launching anti-submarine flights of Kate bombers and the first Zero was flying overhead.

It was just after 0300, the Zero pilots saw a faint shadow flit across the sky. They closed in towards it, wary in the gloom. A Marauder fast bomber flashed beneath them. Rapidly they turned onto the target and the bomber was soon plunging seawards aflame, but too late, the message transmitting the location of the Japanese carriers was already sent. One Zero, hit by return fire, turned over on its back and fell away into the darkness.

Some miles away the Zuiho had just escaped a high level bomb attack by a Fortress, but one of her Zero's was less fortunate and fell to the multiple guns of the bomber.

By 0600 hrs. things were not too bad. The position of the main carriers were not pinpointed since the Zeros managed to shoot down a searching Fortress. But shortly after, all was changed.

The convoy and carriers had some protection from Zeros but the attack came at the Chitose. 8 Catalinas dived in just above sea level. The gunners saw them too late. The Catalinas fanned out and attacked nearly every ship in the task force. Even the American torpedoes could not fail at this close range. There were no fighters to attack the Catalinas. In 20 minutes it was all over. The Chitose lay almost stopped, hit by two torpedoes. One destroyer limped off at slow speed trying to prevent flooding from a torpedo hit in the bows. Her less fortunate sister ship was already sinking beneath the waves, hit by two torpedoes. And it was not finished yet.

Just as the Chitose crew had recovered from the initial attack and were busy trying to recover the vessel, she shook under the impact of another torpedo. Too late the slow Pete floatplane overhead spotted the submarine silhouette under the surface, the bomb fell on empty space. Within minutes the Chitose had disappeared. All Catalinas flew off unscathed, as did, fortunately the Japanese cruisers. The 3 American carriers were hopefully not yet in striking range.

Just to whet your appetite for CV; the aircraft carrier game set on Midway, which I am currently playing with Mike Lewis (postal). The game is produced by Yaquinto Publications, designer S. Craig Taylor Jnr. production co-ordination J. Stephen Peek, price about \$13 (boxed). You get a 3'6" x 2', stiff card map in two pieces. This suffers from the usual problem in sea games - a bit boring. The ancestry of the game is clearly Flat Top (same design team) the rules clearly an improvement on Flat Top. If you like one game, I'm sure you will like the other. The game is rated as highly complex (level 4), but I find the rules very playable and I do not have to keep checking the rules - the game tables are usually quite adequate (you get two of these tables).

Ships are represented by individual counters, or more usually, by Task Force Counters, the individual ship counters being placed in Task Force 'boxes' on a separate display sheet. The counters are fairly thick (but tend to delaminate with Blue Tak). But my main complain about the presentation is the awful Japanese

# INTERIOR LINES

pbm

PBM Starship Trooper

- Chester Hendrix & Virgil Mugler -

This column is not only late in being submitted (for which I apologize to our editor), but it will also be one of the shortest I have written so far. The major reason is that none of my fellow gamers from the North Central Region have submitted any news for me to pass on. A secondary reason is that I have been, and still am so busy that I cannot find time to compose any great opus expounding my personal views on any subject (which is really a blessing for my fellow North-Centrallians).

The possible resignation mentioned in my last column is still in the "possible" stage, but a decision has been delayed until at least December. I think any of you who notified our Prez that you are available can rest assured he will keep your names in mind should the need arise. I will keep everyone informed.

We have one new member to welcome: John Horn, from Oak Forest, IL. John is an attorney, a long-time wargamer, and is interested in multi-player games. Welcome, John, we hope your stay will be long and enjoyable.

Since the August membership list has been distributed, I can end with our latest figures: Out of a total AHIKS membership of 512, North Central has 20 members in IL, 4 in IN, 14 each in MI & PA, 18 on OH, 9 in ONT, and 7 in WI. A total of 86, or 16.8% of the total.

Jim Mueller

7 September 1981

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## LUFTWAFFE VARIANT

Joe Pelliccia

While perusing my back issues of the General, I stumbled across an interesting Luftwaffe variant (Volume 9, Number 3 - "The Oil Offensive" by Jerry Wallace). This variant actually changes few game mechanics and is intended to provide a shorter version of the Advanced game. In turn, this solves a major problem for those of us who love LW but are (a) bored with the basic game and Operation Custer, and (b) do not have the time to play out a full Tournament or Advanced game. This last is especially true for AHIKSers who often do not want to invest 2 or 3 years in a single match.

The Oil Offensive lasts three Quarters (July '44 through Jan '45) which concentrates on the Allied air offensive against the Axis oil industry. It makes use of all the Advanced game rules except as modified in the following description. Both sides begin with all forces available up and including July '44. The German gets school units and all possible Me262 substitutions but does not receive withdrawn units or units traded for the jets. The American receives 30 fighter and 50 bomber replacement factors which must be used as losses occur while the Hun gets 4 non-accumulative replacement factors per quarter.

Germany may fly only as many factors as he can fuel based on a rate of 3 factors per undamaged oil city. If one Ami factor bombs a city, its rate drops to 2 factors, etc. Full-strength units may not be divided or reduced and any excess factor is dropped. Units are grounded for lack of fuel at the start of a quarter and may not fly for that entire quarter even if losses or landings reduce the number of factors flying below authorized strength. For PBM, merely list the grounded units in a chit at the start of a quarter and handled it as the American Target chit is handled. All grounded units must be placed on the board.

In the October '44 quarter and the January '45 quarter, the German must trade school units for jets (in addition to the automatic JG7 in January '45). One full-strength school unit may be exchanged for one jet unit or three partial-strength school units for one jet. School units must be placed on the board. Eliminated school units may be taken as replacements, but must be on the board a full quarter before they can be traded for jets.

The Allies win by totally destroying all 17 oil targets (Gelsenkirchen, Dulmen, Mannheim, Hamburg, Hannover, Braunschweig, Meresburg, Bohlen, Leipzig, Brux, Berlin, Ruhland, Pardubice, Vienna, Mislalbach, Bratislava, and Budapest) by game's end. Each target must be bombed by at least 3 factors in order to be destroyed. This means that targets can be partially destroyed and may take more than a single raid to eliminate. The Axis wins by saving any part of one oil city.

I'm not sure about play-balance, but it "feels" about right if the RAF raid is not permitted. Of course, the replacement rates may be altered or even the value of the oil cities of balance is lacking. By coupling this variant with the standard AHIKS OB sheet, players can easily keep track of fuel consumption for individual units. This adds additional tactical flavor to an already fine strategic game.

K

## I. Introduction

### A. Forms

1. After considerable experimentation with a series of PBM sheets, it has been found that the best forms for SST are simply blank, lined paper and the normal AHIKS OB Sheet. The plain paper is used to record every activity as it is performed each turn and is called the Turn Sheet. Make two Turn Sheets for every turn. On the first record only those activities visible to your opponent. On the second record every activity which your units perform during your turn. The first is sent to your opponent with each turn's mailing while the second is retained as a running record of the game's progress. Avoid the temptation to take things for granted and omit them. Use as much detail as possible so that you can easily reconstruct previous moves if questions arise. Exchanging this sheet at game's end also permits an easy check of chits, etc. Record movement plus any more-or-less permanent features (Breaches, Radiation, etc.) on your OB.
2. If the players are so inclined, there is a more visual technique which can be used. Place a sheet of tracing paper over the Arachnid Control Pad. This paper is then used as an overlay on which movement and visible activities are diagramed. Remember to trace in the outlines of hexes A1 and QQ34 so your opponent can properly align your overlay when he receives it. Thus, the Arachnid can place the Terran overlay over his Tunnel Complex diagram and immediately see the situation, etc. Obviously, there are many variations to this scheme which can be employed at the players' discretion.

### B. Chits

Almost all functions which should be unknown to your opponent can be handled by the use of sealed chits. Basically, a chit consists of a paper listing the activity (for example, the distribution of the Terran Special Weapons or the schematic of the Arachnid Tunnel Complex) sealed inside an opaque cover (small coin envelope, construction paper, etc.) Be sure to label each chit so that its contents are clear. Also remember to make an exact copy (a carbon copy is easiest) of the contents of each chit you send because once sealed, your opponent will be the one to eventually open it. Usually, the chit is sent to your opponent who initials it and returns it unopened. At an appropriate time in the game, you will return the as yet unopened chit once again to your opponent who is then free to open it and confirm your secret activity. In some cases, the chit need not be returned by your opponent but he is obligated to return it unopened upon request until such time as he has been given the OK to open it. NOTE: If you're lucky enough to find one, it is possible to avoid the use of chits by sending all secret activities to a neutral third person who will release this information at game's end. Or just trust your opponent.)

### C.

This routine is designed to permit one mailing per Player-Turn. Players are of course permitted to break their turn into a number of mailings during critical portions of play if they wish. Equally, if both players agree before play commences, only one mailing per Player-Turn can be required. The routine should not be construed as constituting an "official set of rules". Instead, it contains a series of suggestions based on past experience by AHIKSers and the players should agree on what they are using before the game starts.

### D. OB Notations

1. Transportation: Indicate this by placing a circled letter in place of the transported unit's location. After the transporting unit(s)' position, record this same circled letter. This applies for Air Car transport, Mobile Infantryman carry, and captured enemy units. In the latter case, players might want to put a triangle around the letter to denote this special case.
2. Combat Results: "Stunned", "Light", or "Disrupted" - placed an asterisk in the unit's movement space for the next turn thus indicating that it cannot move then; "Heavy" - place two asterisks next to the unit's identification; "WIA" - place three asterisks next to the unit's identification.
3. Fortifications: Circle the location of any units inside fortifications.

#### E. PBM Problem Areas

The following outline indicates suggestions for each of the following areas. However, players should be aware that each area has the potential for altering the flow of play from that of FTF.

1. In FTF, the Humanoids are to be identified at the end of the Terran Movement Phase as well as after the Extended Jump Phase. The latter presents no problem but the former requires the Terran to make "blind" attacks at times if only one mailing per Player-Turn is used.
2. Terran Tunnel movement is particularly "dirty" (no pun, please) and is difficult to match with FTF unless a mailing per hex is used.
3. Once discovered, it is difficult to "reinvert" Skinny units as can be done in FTF.
4. Dropping Terran Special Explosives during Terran movement sometimes causes the Terran to complete his turn without knowing the outcome of such attacks.
5. In FTF, Arachnid Demolition Explosives may be set off during Terran Movement and/or Extended Jump. Such a practice in PBM gives the Arachnid quite an advantage in that he knows the results of all combat before he must decide to detonate or not and then can select the unit to be attack so as to modify combat odds in his favor.
6. The use of Ground Listening Devices and/or Special Talents also presents some problems of balance in PBM.
7. Note that some scenarios require special die rolls. Players should always be alert to this and provide ICRK selections when appropriate.

#### II. Pre-game mailing

- A. Prior to play, players much agree upon the rules being used, the scenario being played, and a common mailing date for the exchange of Set-Ups and Set-Up Chits.
- B. On you Set-Up, indicate only things that would be visible to your opponent in FTF play. All other things go in the Set-Up Chit.
- C. The Terran typically lists drop hexes or initial positions (depending on how they enter), drop resolution ICRK if opponent moves first, and the Perimeter Center in his Set-Up. His Set-Up Chit usually contains his SW&E distribution and Beacon turn of entry and target hex.
- D. The Humanoid lists his initial positions by letter code and includes an ICRK for Terran Drop Resolution of appropriate. His Set-Up Chit contains the Skinny unit identification and their corresponding letter code.
- E. With his Set-Up, the Arachnid usually lists only an ICRK for Terran Drop Resolution. The Set-Up Chit contains his Complex organization.
- F. Again, note that some scenarios require one side or the other to know the enemy Set-Up before making their own. Obviously, the common mailing date routine is not appropriate in this situation. In any event, once each player has the opponent's Set-Up and Set-Up Chit, play begins.

#### III. Terran Player-Turn

##### A. Special Function Phase

1. Special Weapons and Equipment Transfer  
Using the Terran Control Sheet, record the distribution of SW&E as per rule II-G, p7. Include this sheet in the Set-Up Chit. Thereafter, record each pick-up or transfer of SW&E in that turn's Special Function Chit.
2. Emplacement and/or detonation of demolition charges (IV-B, p9)  
For DAPs, DARs, HNG, or Demo Charges, list the dropping unit and the hex is which the drop is made, the type, and an ICRK for each unit attacked. Record any lasting effects (radiation, HNG, etc.) on the OB. If it is merely emplaced record the dropped unit and the hex of drop on the Turn Sheet. Record its type and location in the Special Functions Chit.
3. Create tunnel breach (VII-F, p14)  
List unit and hex on Turn Sheet; record each Breach on the OB. No Chit needed.
4. Load Air Cars (IV-C, p9)  
Note on OB as per OB Notations section. Unloaded units are so indicated by merely placing the unit's full location with no circled letter.
5. Activate Ground Listening Devices (V-H, p11)  
This is best listed at the end of the previous Terran Player-Turn. List the actual unit(s) using the GLDs plus location(s) in a chit. Tell your opponent only the hex(es) in which GLDs are being used. In this list, include five "dummy" locations. The Arachnid then provides the required information for each listed hex in separate chits; ie, if 6 locations are listed, the Bug sends 6 chits, each labelled with the hex to which it applies. After resolving any Arachnid combat, the Terran opens the appropriate chit and returns the others unopened. Should the activating unit not re-

main functional because of the Bug's attacks, all chits are returned unopened.

6. Use of Special Talents (VI-G, p12)  
List the fact that you are going to use a Special Talent at the end of the preceding Terran Player-Turn. The Arachnid records the necessary information in a chit which the Terran opens if the Special Talent survives the Arachnid Player-Turn. No need for "dummy" locations here since the appearance on the surface of a Special Talent usually indicates action.
7. Mobile Infantry Drop Procedure (III-B, p8)  
List the "drop pattern" by recording each unit's identification and placement hex and mail to your opponent as part of the pregame procedure. The player moving first in the scenario should be the one to resolve drift and launch direction. So the player moving second provides an initial ICRK with his Set-Up. This first ICRK determines the direction of launch. Then use the following ICRKs in alpha-numeric order to resolve individual drift of the units in the order in which they were listed. Record each unit's final location on the Terran OB.

##### B. Movement Phase

###### 1. Movement

Provide a column for each unit's position after normal movement and another column for its position after Extended Jump. List each unit by its strength and designation. If the Arachnid is to be allowed to explode his demolition weapons during Terran Movement and Extended Jump, it is necessary to list each unit's movement on a hex-by-hex basis. This is best done by using blank, lined paper for listing all movement in the order in which it occurs and then listing the final hex on the OB. If the Arachnid decides to detonate a demo after receiving the Terran Player-Turn, he lists its location, type, targets, and two ICRKs for each target (the second ICRK is for SW&E loss). The Terran then resolves and does his turn over starting from the point at which the demo charge was exploded and making use of new ICRKs, etc. Conceivably, this change could again trigger an Arachnid decision to explode a demo and so on. In those situations where a demolition triggers a chain of explosives, the Arachnid must list each as above. Because of the extra cost in time and postage which this entails, it is recommended that Arachnid demolitions be exploded only during the Arachnid Special Function Phase. The only exception to this is when the Terran makes a Close Assault in a position to be hit by a demo. If the odds of such an attack are affected by the results of the detonation, the attack is cancelled.

###### 2. Tunnel Movement

There are two methods available here, neither of which is entirely satisfactory. (a) If a Terran enters a Breach, the Arachnid must draw out all tunnel hexes that unit could possible reach in the next turn. Do not include Brain cells or POW cells. (b) When the Terran enters a tunnel, he must list which units descend, how far they will travel, and a list of directions they will travel given a choice. List these directions in the order preferred. Any junctions encountered cause the direction to be changed in favor of the next listed direction. Terrans are assumed to stop (and enter if possible) all POW cells.

###### 3. Arrival of Rocket Beacons and Retrieval Boats (V-B & V-D, p10)

The turn of arrival and the intended landing hex of the Rocket Beacon are to be recorded on the Terran Control Sheet included in the Set-Up Chit. When the Beacon arrives, complete the Terran turn through the Movement Phase, list an ICRK for Beacon scatter and mail all to the opponent. After the opponent has reported the results of scatter, the Terran completes his turn. Note that in some situations this extra mailing will not be necessary.

##### C. Ranged Weapon Phase

Record each attack by listing the attacker, weapon type, target hex, odds, and an ICRK for each defender. Be sure to indicate which defender which ICRK applies to in those situations where more than one defender occupies the same hex.

##### D. Close Combat Phase

Record each attack by listing the attackers, their strength, the defenders and their strengths if known, the odds, and an ICRK for each combat. If the strength of the enemy unit is unknown, it is permissible to list alternatives; ie, if both units are Warriors, make no attacks, etc. Or the Terran can simply use an extra mailing to get identification of enemy units.

##### E. Extended Jump Phase

As in the Movement Phase.

#### IV. Humanoid Player-Turn

- A. Inverted units, decoy counters, and Critical Installations

In the Humanoid Set-Up Chit, record each unit by its identification and strength. Include decoy counters and critical installations in this list and also indicate leaders, etc. Assign each unit on this list a unique letter or combination of letters, taking care to avoid patterns that would reveal a unit's type to your opponent. Then on the Humanoid OB, record these code letters in the unit identification column and there after record movement for each unit in the normal manner. As each unit is identified, fill in its proper identification next to the code letter. As a solution to the Terran problem of attacking Humanoid units blind, a chit can be made for each code letter containing the unit's identification and strength. As the requirements for identification are met, the Terran can open the proper chit. No need to continue exchanging these chits but the Terran is obligated to return all unidentified units unopened upon request.

**B. Movement Phase**

Recorded on the Humanoid OB in the normal manner.

**C. Ranged Weapon Phase**

Recorded as in the Terran Player-Turn except that an additional ICRK for the resolution of SW&E loss must be provided for each defender.

**D. Close Combat Phase**

Recorded as in the Terran Player-Turn with an additional ICRK for SW&E loss.

**V. Arachnid Player-Turn**

**A. Special Functions Phase**

**1. Tunnel and Complex Organization (II-B, p5; and VII-B, p13)**

Draw the tunnel complex on the Alien Control Pad and seal it in the Arachnid Set-Up Chit. Include the placement of Demolition Munitions, POW cells, etc. Keep track of all Breaches, destroyed tunnel hexes, radiation areas, etc on your copy of the Alien Control Pad exactly as in PTF.

**2. Create Breaches (II-D, p6)**

List on the Arachnid OB if visible. If the Breach is hidden (VI-H, p13), record the Breach's location in the Engineering Chit only. Breach locations must be revealed when the enemy meets the identifications requirements. The opponent has the option of changing his turn if a Hidden Breach is found. "As an alternative, players may limit the revelation of Hidden Breaches to only those situations in which a Terran unit ends its Movement Phase on the hex, stops for Close Combat/Demo Drop in that hex, or a Special Talent comes within range of detection in unloaded status."

**3. Tunnel Repair (IV-E, p9)**

Record in the Engineering Chit.

**4. New Tunnel Construction (V-G, p10)**

Record in the Engineering Chit.

**5. Tunnel Movement (II-C, p6)**

Record Engineer movement in the Engineering Chit. Note the appearance of any Warrior, Worker, or Heavy Weapons units in Breach hexes on the Turn Sheet.

**B. Movement Phase**

On the Arachnid OB, list each unit by type but do not reveal the cell to which it belongs. If using inverted status for Bug units, follow the same procedure as that used for Humanoid units. Record the positions of units on the surface only. All Engineer movement is recorded in the Engineering Chit. Always include an Engineering Chit even if nothing was done that turn. Record all surface movement in the normal manner on the OB.

**C. Ranged Weapon Phase**

Recorded as in the Humanoid Player-Turn.

**D. Close Combat Phase**

Recorded as in the Humanoid Player-Turn.

**VI. Miscellaneous**

**A. Do not be discouraged by the length or seeming complexity of this PBM routine. The game actually PBMs very smoothly.**

**B. Errata for SST has appeared in the following issues of The General: 13:6,p34; 14:6,p34.**



**EFFICIENT USE OF THE ICRK**

- Gary Charbonneau -

Although the use of a random number sheet such as the ICRK is necessary to prevent cheating in PBM play, the random number system has a few drawbacks. Some of these are partly psychological. It would be comforting to feel, for example, that in a PBM game of Stalingrad it might be possible to roll nothing but 1's in the attack. However, there may not be enough 1's on an ICRK to make this possible even in theory. Of course, not having access to your opponent's key you have no way of knowing that, but there remains something disturbing about having the results of your attacks preordained even in the sense of being required to select blindly from previously derived numbers. It is also worth noting

that any random number table of finite size can only provide for a limited range of outcomes. I cannot roll more 1's than there are numbers on the table (and how would my opponent feel if he were issued a key with nothing but 1's on it?)

A somewhat more fundamental objection to the random number table is that, not only must the numbers on it be truly random, but they must be selected randomly by the users if predictability is to be avoided. If I begin the game by choosing A-1, A-2, and A-3 for my first turn attacks, B-1, B-2, and B-3 for my attacks on the second turn, and so on, my opponent will have a fairly good idea of what to expect on subsequent turns unless I vary the pattern.

Unfortunately, varying the pattern on an ICRK means jumping from column to column. As columns are clipped and mailed, the key takes on a very ragged appearance. This raggedness increases the chance that stray unused columns will eventually become detached by accident and lost.

Finally, one must take note of the fact that the current system for using the ICRK results in a lot of "wasted" numbers. If my opponent makes one attack, for which I clip and send him an entire column, nine numbers remain unused. This increases the likelihood that additional keys will be required before the completion of the game.

To all these problems there is, fortunately, a simple solution: Use the numbers on the ICRK in systematic rather than random fashion, starting with A-1, A-2, etc., but manipulate each number as it is used in an arithmetical fashion to preserve surprise, security, and randomness. An easy procedure is to select a number from 1 to 6 as the "die roll" for each battle (one could do worse than literally to roll a die). This number is then added to the appropriate ICRK number. The sum of the two numbers, if 6 or less, represents the actual "die roll" for the battle. If the sum of the two numbers is greater than 6, first subtract 6 from the sum and then use the remainder as the die roll. For example, suppose I roll 3 for my first attack. I send this number to my opponent, who consults his ICRK under A-1. If A-1 is 2, he adds 3 and 2 and reports back a result of 5. If A-1 is 4, he adds 3 and 4, for a sum of 7. He then subtracts 6, and reports a result of 1. When I have use all the numbers in the "A" column, my opponent clips it and sends it to me for verification. He then proceeds to use the "B" column for subsequent battles.

The range of outcomes under this system may also be summarized in tabular form in a simple 6 x 6 matrix:

		ICRK NUMBER					
		1	2	3	4	5	6
Die Roll	1	2	3	4	5	6	1
	2	3	4	5	6	1	2
	3	4	5	6	1	2	3
	4	5	6	1	2	3	4
	5	6	1	2	3	4	5
	6	1	2	3	4	5	6

This system keeps the ICRK's neat, makes every number on a key usable, actually enhances the randomness of the system, and preserves the flavor of face-to-face die rolling.



**OPINION**

- Carl Nelson, Jr. -

I was at Origins VII also and I have to agree with you on your feelings at the convention. Having never been to any other Origins I had no basis for comparison. I can compare it to some of the other conventions held here on the coast. The first was, I think in 1976, in San Jose then 1979 in San Mateo, ORCCON's 1980, Glasic 1980, ORCCONS 1981 and then Origins. As each one come along there was more and more D&D. And now board gaming seems to have been pushed more and more into the background they did give us one room for open board gaming, in another hotel and did provide transportation to and from. Not always convenient to be sure! Better chance for games though in the tents where it was nice and warm and plenty dusty. The best I've been to was Glasic, even with its management problems!





## REVIEW (cont)

counters, blk printed on red which renders them almost unreadable without a magnifying glass. You get Plot Maps, Ship Record Sheets, Air Record Sheets, (expendable and replaceable) and a tray for your counters.

Basically the game is hidden movement, this being made on the Plot maps. Search is by plane units launched from individual carriers and is subject to detailed observation rules and charts. Ships can also search (but only by giving away their position). There are also submarines which can be at surface, periscope or deep depths.

What amazes me about CV (and Flat Top) is the extraordinary amount of tactical detail that exists in what is basically an operational level game. Each ship has a separate factor for main gunnery, AA fire, torpedoes, speed and hits - so the make-up of a task force can vary tremendously. Each aircraft type has its own range, combat factor, bomb factor. You load up your planes with armour piercing bombs, H.E. or torpedoes - and it matters!!! Take off and landing for carriers' aircraft is carefully controlled and aircraft landing must be processed and armed before they can take off again. Observation and combat can be severely affected by the modifiers which exist. Cloud formations for instances, can more or less cripple an otherwise successful attack.

Excitement level is high, for the game is centred round (surprise!) the CV's (aircraft carriers). Despite their tremendous hitting power of bombers they are also highly vulnerable to enemy attack. Just one or two hits on a carrier can effectively knock it out of the battle!

Is there a side with the advantage? I don't know yet, I have not yet completed a game. But I have faith in good breeding. I regard Flat Top as a real gem, and cannot avoid comparing the game with its offspring. Flat Top has a more interesting map which is more suitable to multi-player and various scenarios. CV certainly has improved rules. I'm just glad I have both games so I don't have any problems. I rate the game pretty high, not simple, not quick, but good.

K

## OPINIONS

### SQUAD LEADER DESPERATION MORALE - A POINT OF CONTENTION

- Bob Burge -

Over the past several months I've had the pleasure of communicating a number of questions to Don Greenwood concerning the extremely popular game system on which Squad Leader is based. One of those questions I posed asked for a clarification of the Desperation Morale (DM) rule. Don was quite generous with his time in providing me with two short replies to two separate queries on the same point. My point had been (and still is) that the DM rule was not applicable to units broken during the current turn's Prep Fire phase unless those units were fired upon by at least one additional factor after they had been broken. This single factor could have been applied either as a separate attack in the Prep Fire phase or as an attack during the Advancing Fire phase. Naturally, units which were in a broken state to begin the turn could have been put into a DM state by attacks made during any of the three fire phases (Prep, Defensive or Advancing). As the AH ruling now stands any good order (non-broken) unit goes immediately to a DM state upon failing a required Morale Check.

Quite likely, there are many players of SL who initially interpreted the DM rule as I did and also, I'm sure, a number who understood the rule per AH's interpretation.

I'm certain that any SL advocate can see how differently a scenario would develop when played under each of the stated interpretations. In the AH version the game loses a considerable amount of fluidity and an attack takes much longer to develop and is much more difficult to maintain because broken units generally require two rally phases to recover their morale. In my version the opposite effect is usually seen.

The point of contention, as I see it, is "What would cause a good order unit to go immediately into a desperate state of morale?" From the many accounts I have read over the years I can see where there are five (if not more) definite factors which could bring about an immediate state of DM: (1) The length of time the individual members of the unit had been exposed to a combat situation (2) the amount and duration of the firepower applied against their position (3) the type weapon being used against them (tanks, Stalin's Organs, saturation bombing, etc.) (4) the combat experience of the troops, and (5) the leadership that is physically present at the time, i.e., was there a strong, moderate or weak leader on the scene or possibly none at all.

It is possible that all of these factors were considered by the design and development staff and that the DM rule was written based on them, but I think not. Why? Let's look at each of the above and see if we find any consideration of them.

Since the DM rule (AH) applies equally to every scenario of SL, COI and COD it is apparent that the length of time the unit had been exposed to combat has no bearing on the matter; a German squad attacking or being attacked in the early war period (COD) and a German unit fighting in late 1944 will suffer equally from DM. That same unit will go into DM if broken by a minimal firepower attack or a maximum strength one, thus, the intensity and duration of the firepower really has no bearing except that the unit is subject to being broken more often by the stronger attacks. As far as weapon type is concerned an unsupported (no AFV's in support) infantry unit attacked by 2 FPF of any type fire will go into a DM state as readily as one which is well supported. This area has been addressed in the COD/COI rules but the net effect has been to simply facilitate the decline of the attacked unit into a DM state by making it easier to break it. The combat experience of the troops involved also appears to have been ignored; a VG unit will go into a DM state, once broken, as quickly as a regular Wehrmacht or SS unit in spite of the fact that the VG unit may be fresh from the training grounds. Although it is true that the morale check number of each of the above units is different this seems to point up only the difference in the basic make-up of the personnel composing them and is not a true reflection of a unit's experience in combat or lack of it. This is so because the morale number remains constant regardless of the situation the unit finds itself in. Units accompanied by a leader must hope that their leader is especially staunch of character because if he is not and he is broken then his followers are subjected to twice the chances of suffering DM. Additionally, should the units break twice they are eliminated from further combat. I agree with AH's idea that if a leader breaks his troops are more likely to suffer loss of their own morale but I do not feel that they should be subjected to elimination. Rather, they should, on the second break be forced into DM.

**SUMMARY:** The DM rules (as written and interpreted by AH) is far too harsh in nature and does not appear to take into account certain factors which might, if present, cause a combat unit to break and become a desperate group of men rather than a temporarily demoralized military unit. These factors were: combat experience; length of exposure to combat; duration and intensity of firepower suffered from; type weapon by which attacked, and, the leadership available to offset the first four factors.

Is there a solution to the present DM rule and its harsh effects? Many SL players will not perceive a need for a change to the rule even after reading this article (which may have failed miserably in getting the point across). For those of you who agree with my point of view I offer the following simplified rule.

**UNITS WHICH EITHER BEGIN A FIRE PHASE IN A BROKEN STATE OR WHICH ARE BROKEN DURING A FIRE PHASE MUST SUFFER THE EFFECTS OF DESPERATION MORALE IF FIRED UPON BY AT LEAST ONE ADDITIONAL FPF DURING THE REMAINDER OF THAT TURN (INCLUDING THE FIRE PHASE IT WAS BROKEN IN), OR ANY FUTURE TURNS.**

Thus, a unit which is broken during the Prep Fire phase can be forced into DM only by virtue of the attacker applying at least one more FPF in an attack against that unit. This second attack can come during any fire phase in which the attacker is allowed to fire. Also, it may be made during the Prep Fire phase in which the unit was broken. A broken unit which fails to rally in the Rally phase can also be placed in DM by a single FPF attack at any time during the game turn.

As I stated, this is a simplified rule and really does nothing to address any of the factors which I felt were relevant to putting the unit in a state of DM. The above rule alleviates the harshness of the present DM rule and provides another consideration for the attacker to think about. This is, "Do I save any factors from my present attacks to apply toward DM attempts or do I fire them all off?"

To provide a definitive rule incorporating my five factors would make this overly long article even longer and would simply add more "dirt" to an already complex game. Anyone who is interested in how I would consider handling them should feel free to write to me. If I get enough responses I will try to work them up in article form for future publication in the "K". My address is 10712 Gardenwood Rd, Orlando, FL 32809.

K

### SWAPPE SHOPPE

"Clean-out Sale". For sale to the highest bidder: PBltz, PL, 1776, Class Struggle, War in Ice, China War, Sub, Shenandoah, Custer's IS, Alex, Anzio, Winter War, Viva España, AF, Island War, MB I&II, War Rings; will trade for WIF, WIE. Ken Thurman, 6706 Abbey Road, Bartlesville OK 74003

"A CALL TO ARMS" WAS THE MATCHING SERVICE FOR THE AHKS MULTI-PLAYER 'ZINE "OH/PD" - WITH ITS 'DEISE, 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:  
 - IF YOUR REQUEST IS OVER A YEAR OLD, IT GETS DROPPED.  
 - YOU CANNOT BE LISTED FOR MORE THAN 10 GAMES.  
 - "WRITE DIRECT" MEANS WRITE THE GIVEN GM, NOT ME.  
 - IF YOU REQUEST A GAME THAT I'M RECOMMENDING A ZINE FOR (IE, DIPPY, KM) THEN YOUR REQUEST WON'T SHOW UP IN THE LISTS.

THE TIME BETWEEN THE PUBLISHING OF THE "K" AND THE NEXT ARTICLE DUE DATE HAS BEEN PRETTY TIGHT THESE LAST COUPLE ISSUES - TO GET YOUR NAME INTO THE NEXT LIST, YOU'VE GOT TO DROP ME A LINE ALMOST IMMEDIATELY. RIGHT NOW, A LOT OF INFO IS SEVERAL MONTHS OLD BEFORE IT GETS IN.

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.

- AFRIKA KORPS: ///K. MACDONALD (881).
- AFTER THE HALOCAST: ///R. WILLIAMS (881). /D. SALVATORE (581), K. THURMAN (581), S. LIST (881).
- ATLANTIC WALL: /M. LESTER(581).
- BLOODY APRIL: /M. LESTER(581), J. GRILL (881).
- CAMPAIGN FOR NORTH AFRICA: /M. LESTER(581), S. LIST (881).
- CONQUISTADOR: ///MIKE SCOTT IS LOOKING FOR PLAYERS - WRITE DIRECT.
- CONQUISTADOR DERBY: ///DAVE GRANT, 3524 100TH PL, MARYSVILLE, WA, 98270 - GAME GOING, MORE CAN JOIN. WRITE DIRECT. SUBMIT ORDERS PER SOLITAIRE RULES - YOU GOT RANDOM EVENT 250 4C B NOW & ENG COLONIZES NORUMBECA (WHATEVER ALL THAT MEANS....).
- CRUSADES: ///MIKE SCOTT STARTED MANY GAMES OF THIS AND HAS OPENINGS FOR ANOTHER - WRITE HIM DIRECT.
- CVT: ///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 (288) - I THINK IT IS THE FASTEST AND BEST WAY FOR 'DIPPY' FANS TO GET INTO ACTION.) (NOTE: I INCLUDE PROSPECTIVE GM'S IN THIS ALSO - ONCE YOU GET HOOKED UP WITH ROY, YOU'LL HAVE ACCESS TO A LOT OF OTHER 'ZINES - AND GM'S ARE ALWAYS NEEDED.)
- DND: /M. LESTER (581), R. GREENWELL (1280), T. HANNAH (581).
- DRIVE ON STALINGRAD: /J. BROWNWELL (581).
- DUNE: /G. COCCANS (581), M. ANDERSON (881).
- DUNGEONS & DRAGONS: ERIC NEEDS A COUPLE REPLACEMENTS - WRITE HIM @ 4222 VIRGINIA AVE, GLENHODD, ILL, 60925.
- EMPIRES OF THE MIDDLE AGES: ///M. OSWALSON (381) - WE HAVE A GM ON THE HOOK - WANTS 3-7 PLAYERS - WRITE HIM DIRECT @ 1015 UNION ST, MORRIS, IL, 60450. MAY BE GOING - WRITE TO GET IN.
- 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 09544.
- FIRST WORLD WAR - MODULE 1: J. GRILL (881).
- FLATTOP: ///J. NCAMIS (980). //L. HUNSDORF (581), S. LIST (881), C. EGLI (881).
- FREEDOM IN THE GALAXY: /M. LESTER (581).
- GLOBAL WAR: /M. LESTER (581).
- GUADALCANAL: J. MUELLER (881).
- GUNS OF AUGUST: ///VICRIL MUGLER (881).
- IRONCLAD: ALL GAMES FILLED - BUT WATCH THIS SPACE FOR NEW ANNOUNCEMENT....
- KINGMAKER: TRY ROY HENRICKS 'ENVOY', OR MIKE SCOTT - BOTH HAVE OPENINGS.
- LA BATAILLE MOSKOVA: / M. LESTER (581), J. CREEGER (381), J. GRILL (881).
- MACHIAVELLI: MIKE SCOTT NEEDS 2-4 MORE TO START ANOTHER ONE - WRITE HIM DIRECT. ALSO HAVE RICHARD WILLIAMS WILLING TO GM A BATTLELINE VERSION OF THIS.
- MIDWAY: ///J. HOOKS (881) (HOW ABOUT WITH AF/D COMBAT RESOLUTION - MY IDEA, NOT HIS....)
- MIGHTY FORTRESS: ///R. WILLIAMS (181), /P. CARR (980).
- NAPOLEAN AT LEIPZIG: /M. CROMARTIE (581).
- NAPOLEAN'S LAST BATTLE: /M. CROMARTIE (581).
- THE NEXT WAR: ///P. SELZER (480), //G. HASTINGS (1279), /M. LESTER (581), P. AYERS (880), R. MACDONALD (581). - I THINK THIS SHOULD BE STARTED - PROBLEM OF CANADIAN PD STRIKE.
- NARVIK: /L. HUNSDORF (581), L. CZINDER (881).
- OPERATION CRUSADE: ///C. BERNALD (581)/M. LESTER(581), S. LIST (881), C. CHAFFINS (881).
- OUTREACH: ///TON BUTCHER, NEW HIROO HTS #203, HIROO 5-8-15, SHIBUYA-KU, TOKYO, JAPAN 150, MAIL COST IS 40 CENTS. UNLIMITED PLAYERS- USING HIDDEN MOVEMENT SOME VARIATIONS TO SPI RULES. WILL BE IN MIKE SCOTT'S ZINE, BUT WRITE TOM DIRECT IF INTERESTED.
- PANZERBLITZ: ///J. VAUGHN (881). /C. BENTON (881) (I PRESUME "6-WAY" IS A MULTI-GAME)
- PANZERLEADER: ///J. VAUGHN (881) /J. RATZENBERGER (881).
- RAIL BARON: ///MIKE SCOTT - WRITE HIM DIRECT.
- RED STAR/WHITE STAR 2: ///S. JOLLY (900).
- 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).
- SL/COI/COD: ///J. BROWNWELL (480), /C. BRUYN (280), D. NETZELBERGER (480), E. ANDERSON (880), J. DEJULIO (381), H. WELCH (581), J. RATZENBERGER (581), D. ROE (881).
- (EVEN THOUGH ANDY JOHNSON HAS STARTED A MINI-CAMPAIGN, I'M GOING TO LEAVE NAMES HERE - MAINLY SINCE HE WON'T TELL WHO IS IN IT....DOES MAKE IT INTERESTING TALKING ON THE PHONE - CAN'T TELL IF THE GUY ON THE OTHER END IS YOUR ENEMY....) (ANYWAY, MORE REQUESTS KEEP COMING IN FOR SL/COI SO IT LOOKS AS IF IT IS PICKING UP POPULARITY IN THE MULTI-SIDE - IT IS A NATURAL - GIVE IT A TRY.) (DREW BERGEN & A COUPLE OTHERS ARE WORKING UP A SUMMARY OF PBM/MULTI-GAME METHODS FOR SL/COI - I GATHER TO APPEAR IN 'THE GENERAL' - WITH A POSSIBLE GOAL OF AN 'AM' TOURNAMENT IN SAME.) (YEAH, I KNOW - A COUPLE YEARS AGO I HYPED AF/D - NOW IT'S SL/COI.... BUT IT'S ONLY BECAUSE I'M A TOTAL INCOMPETANT AT ANYTHING ABOVE THAT SCALE THAT I GET SO WRAPPED UP IN THESE MINUTE DETAIL TACTICAL GAMES....)
- STALINGRAD: ///K. MACDONALD (881).
- STAR FALL: (3-4) ///E. ANDERSON (1280) /S. LIST (881).
- SUBMARINE: /J. RATZENBERGER (581) - 'HAVE ESCORT WILL TRAVEL'..(PS, THIS IS BE LOOKING FOR A GAME TO PLAY IN.)
- SWORDS & BOWERY: (4) ///R. WILLIAMS (181).
- 3RD REICH: (5) /P. CARR (980), J. BROWNWELL (281), B. HUDSPETH (281), B. SNYDER (281), B. CROSS (281), T. BECKER (281), D. FRICK (881). (I HAVE A GM - BUT ONLY IF 6-7 PLAYERS WRITE ME IMMEDIATELY AND EXPRESS DESPERATE NEED TO PLAY IN THE GAME - IE, YOUR LIFE WILL BE MEANINGLESS WITHOUT IT. GAME TO BE PLAYED WITH NEW RULES & BOARDS.)
- TRAVELLER: ERIC ABBOTT NEEDS A REPLACEMENT - SEE ADDRESS UNDER D&D.
- TSB: /J. GRILL (881).
- USN: /M. LESTER (581).

- VICTORY IN THE PACIFIC: ///K. MACDONALD (881).
- WACHT AM RHEIN: /M. LESTER (581).
- WAR AT SEA: ///K. MACDONALD (881).
- WAR BETWEEN THE STATES: /J. GRILL (881).
- WAR & PEACE: /M. LESTER (581).
- WAR IN EAST/WEST/EUROPE: ///J. BROWNWELL ( ), P. MANIS (581), /S. LIST (480), D. ROHDE (479), M. LESTER (581), L. BURRUS (980), J. DRUMMOND (581), F. BEAL (581), R. COPPOLA (581), R. TELEUCKY (581), J. GOLDCAMP (881), J. GRILL (881). ■ THIS IS THE LONGEST LIST FOR THESE GAMES I'VE EVER HAD - IT LOOKS LIKE HE 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), J. GRILL (881).
- WELLINGTONS VICTORY: /G. HASTINGS (880), S. HAAS (880), M. LESTER (581), J. GRANT (880), B. CROSS (880), T. HANNAH (581), J. GRILL (881). ■ BADLY 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.....AS OF NOW, HE HAS ALL BUT 2 OR 3 PLAYERS - LAST CHANCE TO GET IN....
- 1776 CAMPAIGN:(4-6): /D. MCCARTY (479), M. BONKOWSKI (779), B. WIELGUS (480), P. CARR (980), L. CZINDER (581). (I BELIEVE EVERYONE IS BEING CONTACTED ABOUT THIS ONE....)
- FLATTOP/AF-D: WATCH FOR 'AD' FOR 20-30 PLAYER GAME USING BOTH FLATTOP & AF/D - PROBABLY SOMETHING ALONG THE LINE OF A CORAL SEA TYPE ENGAGEMENT - UNTIL THE FORMAL 'AD' COMES OUT, WRITE ME IF YOU ARE INTERESTED.
- 'ENVOY' C/D ROY HENRICKS, 128 DEERFIELD DR, PITTSBURGH, PA, 15235.
- MIKE'S MAG' C/D MIKE SCOTT, 1725 CYPRESS CIRCLE, LAVERNE, CA, 91750.
- THE CUTTING EDGE' C/D JIM VAUGHN, PO BOX 1094, LEDHINSTER, MA, 01453. (NO 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....)

FROM THE MATCH COORDINATOR (cont)

- d. A.R.E.A. REQUESTED MATCHES: Breitenfeld (670); Drive on Stalingrad (609); Luftwaffa (486); 1914 (749).
- e. OPEN TO EUROPEAN AND ASIAN MEMBERS: Assault on Leningrad (413); Bulge (one page) (749); Fulda Gap (749); Inv of India (216); Korea (749); Luftwaffa (486); 1914 (749); Wurzburg(325).
- f. MULTI-PLAYER MATCHES: Those interested in multi-matches requiring 4 or more players should contact the MC for OH/PD: John Ratzenberger (MP-MC), 124 Continental Dr, Lansing KS 66043. Drive on Stalingrad (609) will be also GM; Flattop (449); PzBlitz (244) will GM 3 player "Blind".
- g. MONITORS/GAMEMASTERS: The following members have indicated interest in G/Ming matches listed below: Contact them direct. Guadacanal: James D. Mueller; (451). Machivelle: Robert Windsor (450). AK; Stalin-grad; Vic in Pacific; War at Sea: Kay McDonald (591). Midway; J.D. Hooks (429). Wurzburg: Tom Bourne (325). PzBlitz: Carl Benton (244).

V. MISCELLANEOUS:

- a. Interested in playing out of print games? Then contact Walter Compton, Apartado 14311 Candelaria, CARACA, 1011-A Venezuela....Capt. Pierre Bompar, Silver Hill Apt. 303, 28 Shirogane-Cho, Shinjuku-Ku, Tokyo 162, Japan in interested in Gming a 2 Player Submarine mini-campaign... Contact direct. Newly-joined members are urged to contact their RD's for information pertaining to PBM procedures and the proper use of ICRK's.
- b. COMPLAINTS: This MC has received several complaints on the subject of RELIABLE OPPONENTS, first; let me point out that the proper complaint channel is your of your opponent's Regional Director; sending your complaint to the MC will only delay the response. Secondly; most complaints are about what most members of this Society joined to avoid-and that is unreliable opponents; I as your MC see many requested matches returned CANCELLED because one member of the match has either failed to keep his agreed time schedule or has disappeared altogether. This is NOT the standard set forth by the Society nor is it the standard conduct agreed to upon entering the Society. The time and expense expended by the members who enjoy the hobby demands a reliable member. Therefore I most strongly appeal to your sportsmanship to render the courtesy of completing your requested matches and fulfilling your obligations. Thirdly: Once the MC has matched the members request, he is obligated to his opponent and must contact him for further disposition. One should annotate the returned ICRK face as to this fact. If at all possible, "ask for what you want; but, complete all you ask for." Carl Benton would like to start a three (3) player-6 way "BLIND" match of PANZERBLITZ, he will GM First set, then switch to other player to GM while he becomes player etc. Send specific request to MC.
- d. The MC is requesting your comments, suggestions and recommendation on the possibility of accepting FTF. Matches for the rating system of AHKS. The only proviso is that both members must submit to the MC OVERTHERE SIGNATURES, how many games played, who won/lost and game played. Only members in good standing are eligible to enter.

# FROM THE MATCH COORDINATOR

## I. GENERAL:

- a. Due to the inquiries received about the status of members who have not been heard from, the following is a list of members who have resigned from AHIKS; 27-M. Leith; 256-E. Wiegand; 263-S. Hayes; 310-L. Moore; 338-R. Locke; 345-D. McClure; 399-K. Kirkland; 405-R. Davison; 468-W. Wolf; 478-T. Zadak; 500-J. Mcardle; 536-G. Hastings; 575-B. Radshaw; 583-W. Decker; 600-C. Tracey; 617-D. Love; 626-R. Rich; 661-P. Sallabedra; 663-L. Henry; 671-C. Wright; 673-W. Dudley; 676-A. Glicksman; 677-T. Rzak; 678-J. Jones; 683-J. Dolan; 687-F. Beal Jr.; 694-R. Krout; 702-D. Swartz; 722-W. Rumph; 723-R. Sherengo; 731-R. Chapin; 631-J. Gibson.
- b. The following NEW MEMBERS have recently joined AHIKS and are listed below with their AHIKS CODE #. Welcome to AHIKS. 775-Robert Hahn; 776-Mark Qualtieri; 777-Allen Hooker; 778-Jim Pertierra; 779-Tandy Carter; 780-Gary Chaffins; 781-John R.S. Snyder; 787-John Horn; 783-David D. McCormick; 784-David C. Hill; 9252-Dave Spencer; 9257-Hugh Logan; 218-P. Pomerantz; 785-Jeffrey P. Trout; 786-Lorne Colena; 787-Aaron Monroe; 788-Clark Reynolds, 789-William D. Watkins; 790-Peter Bartram.
- c. Members who are not aware of their AHIKS CODE # may write to the MATCH COORDINATOR.

- by-mail, but it is the primary instrument in AHIKS and the MC urges its members to follow the proper procedure in its use. One should closely monitor completed columns returned as well as those used themselves. Opponents must return completed columns of ICRKS USED UP to their opponents for review.
- j. The MC suggests that each member completing a match return his own ICRK directly back to the MC fully completed rather than forward completed ICRK to his opponents to mail to MC, as in several cases ICRKS have been misplaced and in such cases the MC can not render any rating for the match.
- k. Monitors/Gamemasters rulings are normally absolute and final, however, when both opponents are in disagreement with those rulings then an appeal can be made to the AHIKS judge and his ruling will be final and absolute. In the event the judge is a player then the appeal shall be taken up by the President.
- l. Members are requested to contact John Ratzenberger, MC for OW/PD, for any matches which requires FOUR (4) or more opponents and/or need of a gamemaster. If a match is to be rated all opponents must agree to be rated and the gamemaster must submit to AHIKS MC the names of winners and losers. Rating procedure will be followed in accordance with those listed in Vol 14-2 of the "K".
- m. To assist the MC in the administration area we request that members insert the date of completion of all matches on the face of the ICRK before returning it to the MC.
- n. An appeal is made for members who would be interested in assisting a new member in the art of PBM to come forward and send in their names to the MC indicating the game they would be interested in playing the NM and how many they would accept. Help is needed. REMEMBER WHEN YOU WERE A NEW MEMBER.
- o. Don't take it for granted that the MC has received your request for a match; if you have not heard anything within a month after your request inquire by sending the MC a post card; the postal service is not all it is made up to be.

## II. ADMINISTRATION & POLICY:

- a. To clarify a part of the AHIK Rating system; AHIKS A.R.E.A. system is not a duplication of the AH rating system for two reasons; (1) The letter tables represent different information (i.e. the last letter represents the number of different wargames played by the individual). (2) There is no provision for recording any FTF play between AHIKS members.
- b. If you need an opponent or if you have one already, write the MC FOR ICRKS.
- c. Have you completed any matches and sent back to the MC those ICRKS properly completed or cancelled?
- d. If you are in need of additional ICRKs for match still in progress, then write to Carl Benton and specify that a continuation sheet is requested. Specify game and present ICRK sheet number.
- e. Have you CHANGED YOUR ADDRESS and PHONE NUMBER recently? Be sure to inform the MC and Treasurer along with your opponents, thus insuring that the "K" reaches you.
- f. The MATCH REQUEST FORM at the end of the MC Column is the one important vehicle the MC has to check for any changes from the member, therefore I urge the membership to assist me in preparing the MATCH REQUEST FORM completely. Be specific in your requests and if possible allow alternates and the amount desired. Here also is a fine opportunity to indicate any COA or phone.
- g. The MC requests that the membership inform the MC of the desire to cancel any game requested as soon as possible to avoid after-match cancellations. This will reduce to a minimum any delay or disappointment to prospective opponents.
- h. Remember your opponents; don't leave them out on a limb when you can't meet your agreed reply schedule. A phone call or even a post card will help reduce the friction of disappointment. "Do unto other's as one wishes them to do unto you"; this not only applies to replies but to all aspects of the hobby.
- i. As a reminder, the ICRK print-out is but one of several instruments that can be used to assist members in play-

III. RATINGS: As of 15 July 1981 of those received.

## IV. MATCH REQUESTS:

- a. OPEN MATCHES: Airforce (557); Arab-Israel War (680); Bulge (698); Africa Korp (692); Assault on Leningrad (413); Austerlitz (192)+(419); Breitenfield (670); Bulge (749); Diplomacy (466); Crimean War Qd (717); Drive on Stalingrad (609); Drive on Washington (479); D-Day (698); Flattop (449); Fulda Gap (749); Fury in the West (672); Invasion of India (216); Korea (749); Luftwaffa (486); PzBlitz (244); Star Ship Trooper (466); Revolt in the East (236); Sorcerer (758); Stalingrad (73); Tac II (647); 1914 (749); War in the East (192); War in Europe (192); WS+IM (466); Wurzburg (325).
- b. NEW MEMBER REQUEST: Fulda Gap (749); Mech War II (774); 1914 (749); Conquistador (789).
- c. OPEN TO NEW MEMBERS ONLY: Newly joined members are encouraged to apply for matches in the games listed here for PBM experience. Africa Korp (60); Assault on Leningrad (413); Battle of the Bulge (60); Crimean War Qd (717); D-Day (60); Drive on Stalingrad (609); Fury in the West (672); Invasion of India (216); Luftwaffa (486); Stalingrad (60); Tac II (647); Waterloo (60); Wurzburg (325).

Continued Page 10

## SET REQUEST FORM

USE THE FOLLOWING LETTER CODE. INSERT ANY ORDER, AS MANY LETTERS AS APPLY IN PARENTHESES 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 ( ) \_\_\_\_\_

# bulletin board



Anyone interested in helping with PEM evaluations of new games write Steve List, 60 Spiny Thorn Road, Levittown PA 19056.

All enthusiasts of Avalon Hill's original "Battle of the Bulge" be sure to read 'Operation Grief' by Chester Hendrix on page 4.

Quite a few of the AHIKS officers will not be running for re-election. If you would be interested in filling an office please write Pete Menconi.

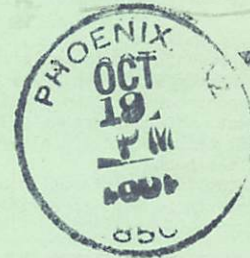
The deadline for the next issue will be 1 November 1981.

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