



# NEWSLETTER OF AHIKS



## THE KOMMANDEUR

### THE PRESIDENT'S CORNER

This will be a short one: work kind of got in the way these last few months, plus what seems to have become a very full load of games.

Our next issue is the dues and elections issue. We'll not have the timing problem of last year from the looks of Pete's schedule. Various officers are up for election, and to the best of my knowledge all incumbents will be running again, but if you have a desire to run for an office, then submit some sort of election statement to the Editor. We'll be publishing on a short fuse, so you'll have to be quick. The following offices are up this time: President, Secretary, Judge, RDS: Northeast, Central, West, Southeast.

You'll note a shuffling of offices has occurred. Carl Benton had to give up the MSO slot due to work pressures. Carl gets a vote of thanks from us all. Many of you may not remember the days when we cranked out all the ICRKs by hand. The MSO (or ICRK Meister as we used to call him) had to have arms like Popeye from all the die-rolling. Carl got us started on the computerization of the ICRK. I seriously doubt we could have grown as we have and provided the same service without Carl's work.

Don Eisan has moved over to MSO as he has some readily available computer power, and Harry Welch has picked up the RD West job.

John Ratzenberger

November 5, 1982



### THE BARRAGE

We have three more new members to welcome this time. Charles M. Corn, Jr. of Spartanburg, SC, is a student at the University South Carolina and a member of the SC National Guard; he has been a board gamer for 12 years. Mike Countess of Hendersonville, TN, is in forest resource management and analysis, and has been a gamer since 1960. He is especially interested in American Civil War games, notably the SPI quads; he also does Civil War miniatures gaming. Lawrence D. Rohlfing of Woodbridge, VA, is a student and has been a gamer since he was 14. He is seeking renewed action after a college hiatus. Welcome and good gaming, Charles, Mike, and Larry.

You may be interested to know that, counting the three introduced in this column, Southeastern Region has received 16 new members this year. This is around 20% of our total membership in this Region and is certainly a record since I have been RD. Much of this influx seems to have been in response to the write up of AHIKS in the GENERAL. This comparative flood of new members is a challenge to us long term AHIKSers to welcome them and get them into good matches as soon as possible. They have joined for reliable, challenging gaming action and will stay with us only if they find it. So let's all watch the new member game requests printed in each "K", and whenever possible, pick up some of these matches.

Graham Cosmas

October 3, 1982



### TSR

The following is reprinted from FIRE & MOVEMENT magazine, No. 30, November, 1982 (F&M is a consistent "Best Mag" award winner; subscriptions are \$21 for 12 issues; write Box 18957-T, Austin, TX 78760):

#### MORE ON THE DRAGON THAT ATE PARK AVENUE

Just as our last issue went to press, we received the information on TSR's handling of SPI magazine subscriptions. We were able to include this in our reporting, but had to omit some other items of interest. Here they are:

We gather from TSR that the (small) stock of packaged games at the SPI warehouse has long been sold out, so that no SPI games are available at the time of this writing. However, TSR will start this fall with reissuing many of the more recent SPI games, in batches of four and at intervals of one to two months. Games almost completed at the time of the take-over will be included; for example, Battle Over Britain will probably be among the first issued, and Antietam may be among those of the first year.

Concerning rules questions on SPI games, TSR is not equipped to handle such, at least for the time being. If you anticipate a frequent need for rulings or arbitration, you might consider joining AHIKS, the national club of play-by-mail gamers (and not in any way associated with Avalon Hill), which maintains such a service for its members on many of the most popular games. Write to its President, John Ratzenberger, 124 Continental Drive, Lansing, KS 66043. (\*\*Fred's kind helping hand giving us a plug!\*\*--pm)

Finally, regarding financial claims against SPI, matters appear to be in a legal morass. Under New York law, SPI is still a corporation, although one without assets, officers, or even an address. If your claim is small, we would suggest you forget about it and let yourself be pleasantly surprised if something should still come your way eventually. If it is substantial, by all means, contact your lawyer. Not surprisingly, SPI's creditors, including magazine subscribers and gamers with paid for but unfilled mail orders, are less than happy with what has transpired, and we could well see some class action suits in court next year.



RE: DON EISAN

-Peter Rosamilia-

I cannot allow Don Eisan's comment, denigrating the dungeon genre, which appeared in his column in issue 17-4 of the "K", to pass unremarked. "...Too old to play with witches and trolls", indeed.

The fraternity of brothers of the pre-WWII, S.M.U. campus, remember that Eisan's reputation among the witches and trolls of an awesome number and variety of sororities was legendary.

Let us hope that it is with a civilized sense of modesty, rather than the result of an inordinate number of intervening years, that Mr. Eisan makes his most recent remark on the subject.

October 21, 1982





# editorial

After reading the various articles submitted by the officers I think it's safe to say that everyone is pretty busy. On that score, my thanks to Dave Rod for his patience with my responses in our SL game (my one and only remaining match).

And a special howdy to Birney Summers, a recent admittee to our ranks, an engineer (what discipline, Birney? I'm civil with a mech PE). We were born within 11 days of each other, too.

**CHANGES OF ADDRESS:** I keep printing the notice not to send them to me, and yet I still get them. Hint: I throw them in the trash so don't send them to me.

No I don't.

Requests for recent issues of the K: many new members are sent an issue of the K when they are accepted. This issue is whichever one the Secretary has in the box as "most recent". At times, it may be misleading because, for example, he's got K17/2 in the box, and I've just published K17/3, but haven't sent him the spare copies. A new member gets 17/2 from the Secretary, doesn't get 17/3 because it's mailed before he goes on the computer list of members, and when he gets 17/4 (by then he's on the list) he thinks we forgot him on 17/3. (Does any of this make any sense?) Anyway, if you are just dying to get the missing issue, check with Bruce Maston to see if he has any. I do not have any (I send them to Bruce, remember?).

Last issue was (yawn) really exciting. I think I mentioned (in almost the same keystroke) that we were trying a new printer, and what else might go wrong? The printing press broke down. This issue has gone together much more smoothly. My typist is in the swing of things, and I have a backup printer if the one closest to my office falls out again.

Lucky (?) people, there will indeed be six K's this year, the next one going to press in mid-December (deadline for material is the 1st). **ELECTION ISSUE:** see John's article for offices open. If interested in helping out, call your RD and see if he wants to chuck it in, then send me a note with a few words explaining why you are crazy enough to generously devote your time to making a contribution to a great organization.

Appologies to Joe Horne, whose article I trimmed last issue. He had a list of former members so that you'd know if you were playing a dropout. I'll see if he wants to include it next issue.

Congratulations to the Canadian Region. We were not sure that splitting orf a then-15-member-strong group was a good idea, but with regional membership now at 33, having doubled in a year, I think the idea is proving out. I hope your postal situation improves. For those of us down here, it seems incredible that someone actually has worse service than us...

Bob McRae sent me a comprehensive book review (Gettysburg), and I want to give him interim acknowledgement and thanks. Bob, I'm holding it until I have room to print it. I think I can get it in this issue.

I have a couple more items that go with the Member's Guide, and I will include them whenever I have room.

I hope all of you have a good Thanksgiving.

Pete Menconi

November 13, 1982

(K)

## NORTHEAST PASSAGE

The influx of new members into the Northeast Region has been steady. At this time we number 118 members with several more applications on the way. At this time I would like to welcome the following members to the Northeast Region: Robert Kaliski, Green Island, NY; Douglas Fabish, West Point, NY; Gregory Fritz, York, ME; Tom Hastings, Bronx, NY; Ronald Mormile, Nangatuck, CT; Michael Hilton, APO, NY; Paul Jarvis, Cumberland, RI; Rob Winslow, Rochester, NY; David Basta, Liverpool, NY; Scott Moseley, APO, NY; Roger LaForte, Bridgeport, CT; Arthur Rosen, E. Windsor, NJ; Mark Dickerson, Waitsfield, VT; Alfred Fantegrossi, Billerica, MA; Robert Shurdut, W. Newton, MA; Harry Speer, Cape May Pt., NJ; David O'Connor, Attleboro Falls, MA; Donald Hastings, Newport, RI.

Tom Holtz

November 2, 1982

(K)



THE KOMMANDEUR VOLUME 17 NUMBER 5 NOVEMBER 1982

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### GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHKS, 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 disappearing opponents, AHKS exists to minimize encounters with such opponents, and to facilitate playing by mail.

Society dues are \$8 per year, prorated quarterly, with a one-time initiation fee of \$5. Additional information is available from the Secretary or the European Regional Director (addresses above).

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 for details.



## INTERIOR LINES

This has been a very slow couple of months. After the great spate of interest shown in AHIKS after Origins, my incoming mail has slowed to a near standstill. I did receive several notes and telephone calls concerning "missing" issues of the "K", but as I mentioned to each of you, it was just a little late, not missing.

We have only two new members since those reported in 17-4: Rev. Kevin Wenker was a member of the CWA in Chicago until he moved to "the wilds of Wisconsin" (his words) in Granton. He enjoys IBM because it allows for concentration without the frantic feeling of FTF. If he hasn't already, Kevin will find that is a mixed blessing as it takes away one of our excuses ("If I had more time, I would not have made that atrocious move"). Scott Mills of Warren, MI, is a restaurant manager whose major interest is the SL gamettes. He has five years' experience in board gaming. Both new members welcome calls and FTF.

A quick telephone call to John Ratzenberger reveals we have two additional members: Bruce Geryk, who was listed last issue as a "probable", and Alex Martin of Lewisburg, PA. Both are under the age requirement, but have been approved by a majority vote of the officers. Geryk has been playing board games since 1977, and Martin since 1975.

I've heard nothing from members concerning any FTF meetings, or upcoming Cons, or the such. We are all aware, presumably, of the Cons held semi-annually (at least) in Michigan and around Chicago, right here in our dear old North Central region. I want to remind fellow members that all news concerning AHIKS (FTF meetings, past or future Cons, a new IBM wrinkle you've worked out, etc.) ought to be passed on to all the other members via the "K". You have two options: let me know and I'll put it in this column, or write up a piece on it and send it to Pete Menconi. I see Pete says he was overloaded with material for the last issue. Don't let that deter you. I know from experience (as a news editor for a weekly newspaper) that it is truly "feast or famine" when you have to get out a periodical. Pete may have a backlog right now, but there will be times in the future when he will be begging for anything to print. If you've got news, let Pete know; he's in the best position to decide if and when it can get printed.

One final reminder (brought on by a couple of letters in the past few months), AHIKS has a great many services to offer. Just look at the list on page 2. I have never yet heard of any officer who would not take the time to answer your letter, even if he says, "I don't know, why don't you ask...". The experiences and interests are wide in this society, you should get an answer to most questions. It may take an AHIKS wide inquiry (again, via the "K"), but probably someone has already figured out the answer.

Jim Mueller

October 28, 1982

### REVIEW

#### ACE OF ACES (Powerhouse Series)

-William S. Owen-

Subject: WW I aerial combat. Publisher: Nova Game Designs. Price: CA. \$16.00. Components: Small slipcover containing two paperback books and a booklet with advanced game charts and plotting sheet. Complexity: Basic game 2, advanced game 6. Time involved: No limit to the number of turns, but twenty minutes will suffice for a basic game, an hour for the advanced version. Scale: Unspecified, but each turn is only a few seconds long. FBM: No, but you can play the basic game over the phone.

Nova follows up their popular Handy Rotary series with some quite different aircraft. These planes, as the title suggests, are fast and strong. Compared to the rotaries, the powerhouses average a point or more in each area of the aircraft. They fly faster, dive farther and are noticeably less maneuverable. A powerhouse is at a significant disadvantage against a handy rotary in the basic game, but things swing right around when using the intermediate or advanced rules. I actually prefer the powerhouses in the more detailed versions of the game, but I am sure many gamers will still like the agile rotaries more. Quite a few more of the very famous aircraft appear in this book, such as the SPAD XIII, SE 5, FOKKER DVII and the ALBATROS series, to name a few. Boelcke and Bishop head the list of famous aces included.

Recommendation: Highly recommended, particularly for those gamers who are interested in WW I and aircraft, of course, but any player who enjoys a good game will have loads of fun with this series. Ace of Aces is one of the few wargames that non wargamers will also enjoy.

## THE SECRETARY

I have received several requests for the "game cabinet design" sheet for the member's booklet. This sheet has a checkered career, extending back at least four years to my predecessor, Ron Starnik. Ron said he'd "send it along" when I took over as Secretary, and he sent me a pencil sketch about six months later. For the next two and one half years it languished in my drawer until the new Member's Guide was completed. For the next six months I kept forgetting to get it to a printer (it needed redrawing to ink for reproduction). In the end, I cleverly took the sheet to the printer "as is" and they redrew it. Thus, it is now available. You may have one by sending me a SASE (AHIKS doesn't need your stamps, but it helps not to have to readdress envelopes).

Dateline Baltimore: Summer has come and gone, and with it, ORIGINS. This year I was blown out Friday in all tournaments (AK=poor play, WAT=poor rolls, TRC=BOTH). Concerning Waterloo, that's the second year I've lost as the French after flawless play. It is well known that in WAT the French lose 90% of the time with careful PAA play. Proper French play plus the pressure of FTF can rapidly balance the game. Both years, however, I've played an expert in an early, untimed round. The way to win at Waterloo is to play PAA in the early rounds and French at the end (with timed moves after two days of no sleep and beer).

A decision to adjust the game slightly for future years is pending, but the front running modification is to add a 7 pm turn at the end of each day. Bruno Sinagaglio, who wrote the '75 rule revision (as well as the new Bulge) says that this modification was considered and rejected only because the TRC would have needed reprinting. The modification is a sensible one. It does not alter play. It is realistic in that the armies did fight until dusk at around 9 pm. It helps the French by delaying the later reinforcements. (The Prussians arrive two turns later.)

The idea of the game is to see if the French can concentrate a smaller army to achieve victory over a disorganized larger force. The 7 pm move may provide an opportunity for the French to do just that.

Bruce Maston

October 14, 1982

## OPINIONS

#### PEARL HARBOR: ANOTHER VIEW

-Frank Freeman-

In the last issue of the K, Don Eisan gave a favorable review of Pearl Harbor, the strategic simulation of the Pacific Theater or WWII (rather misnamed for one short but important battle or that war). Don rightly describes the game as an intricate web of resources, supply, land battles, and naval power, but he downpeddles some negative aspects.

The game is hard to adapt for FBM. Don's new rule book condenses some or the phrases but the flow still crawls. In the game Don and I are now playing, Japan hit Pearl Harbor in July of '41, but is just now poised for the Summer Campaign of 1942. So it is taking Don and I longer to move our little cardboard pieces on a map than it took King and Yamamoto to move their real fleets across the Pacific.

The rules are really hopeless. I guess that is what slows the game; King never asked Yamamoto for a rule clarification (he just killed him). Here's an example: the rules state that a fleet train (which is set up for ships traveling long distances) "may not be used to block access to home base for supply." But Don has done just that, making my 9 month sea supplied drive across India (poised at British HQ) now look pretty stupid. Don't you hate it when a rule which makes no historical or military sense changes the whole course of a "simulation"?

I could give other examples of legal loophole hassles, but let me conclude with my recommendations:

1. If you do not own Pearl Harbor, don't buy it.
2. If you do own it, ask Don Eisan for his superior but imperfect rules.
3. Do not undertake a FBM game if you have only 5 years to live.
4. If you do undertake a game, be sure to study the new book Wargaming Tactics by F. Lee Bailey.



## REVIEWS

BOOK REVIEW: LEE AND LONGSTREET AT GETTYSBURG  
-Boo McRae-

One of the most able officers to serve under Lee in the army of Northern Virginia was Major General James Longstreet. Yet, he remains one of the most maligned people in the history of that great conflict. The criticism of Longstreet rests, in the main, upon his conduct at The Battle of Gettysburg. Glenn Tucker, in his book, Lee and Longstreet at Gettysburg, has finally attempted to set the record straight.

As Tucker states, there were two events that led to the controversy over Longstreet at Gettysburg. First, Longstreet had aligned himself with the Republican Party. This move, coming as it did during the cruel years of reconstruction, did not make Longstreet a popular man in the South. The second factor was the death of Robert E. Lee.

At this time, two men, both subordinates of Lee at Gettysburg, stepped into the limelight to defend the honor and memory of the great Southern leader against what they considered the unwarranted criticisms leveled against him by Longstreet. The fact that Lee and Longstreet remained close friends up until the time of Lee's death and that Lee would never have counter-acted these attacks, had he still been alive, did not deter these men.

The two men were Jubal Early and William Pendleton and they maintained that due to Longstreet's lethargy and stubbornness in carrying out Lee's order, he must be held most responsible for the Confederate defeat at Gettysburg. On what did they base this claim? Both men stated that Lee had ordered Longstreet to attack the Union left wing at sunrise on July 2nd, but that Longstreet, who did not favour the move, delayed and the attack was not launched until 4 p.m. According to their story, had Longstreet been more prompt the Confederate attack would have met little resistance.

Tucker indicates that evidence in support of this "Sunrise Attack Order" is very hard to come by. He relies heavily upon the post war writings of Lafayette McLaws, a division commander in Longstreet's corps. McLaws' opinion was that if Lee ever gave such an order he must surely have recinded it when he was made aware of the position of Longstreet's corps. Both McLaws' and Hood's divisions, which were to make the attack, were miles from the battlefield and would have had a very difficult time in reaching their positions in time to attack at sunrise. McLaws states that when his division reached the field, Lee summoned him, pointed out the position he wished him to occupy and told him he was awaiting the results of a reconnaissance he had ordered to detect a way of moving the assaulting columns into position without being spotted by Union observers. The reconnaissance party consisted of a member of Lee's staff and 200 men from McLaws' division, and as McLaws states, they did not return from their survey of the field until 2 p.m. The delay up to this point was due to Lee's insistence, not Longstreet's. Others have criticized Longstreet for the circuitous route he took to reach his position, but it will be seen that he was guided by Lee's staff officer and following Lee's orders to remain unobserved.

By 3:30 p.m. McLaws' and Hood's divisions had reached their jump off points, but instead of finding a wide open Union flank they were confronted by a large body of Union troops. This was Sickles' corps, extending in a salient out to the edge of a peach orchard and then bent back at right angles to end in a large rocky outcropping called Devil's Den.

At this point another aspect of the controversy comes into play. A brigade commander in Hood's division requested permission from Hood to take his brigade in a wide flanking movement south of Round Top Mountain to hit the Union left wing in the flank and rear. Hood took this request to Longstreet, expanding the idea to include his entire division. Three times Hood is said to have asked Longstreet's permission, but each time he refused saying that he must follow Lee's orders as spelled out to him. Accordingly to the story, because of Longstreet's stubbornness, a great opportunity was lost. Again, Tucker dispels this myth. An eye witness account places Lee with Longstreet just prior to the launching of the attack and states it was Lee, not Longstreet, who finally rejected the proposal. As it turns out this was a wise move. Any flanking force would have run into the Union Fifth Corps and oncoming elements of the Sixth Corps, the largest in Meade's army. The results could have been disastrous to Lee's army.

What of Longstreet's handling of the actual assault? Tucker calls it "one of the best conducted operations of the war." Indeed, it came within a hair's breath of success.

On the following day, Lee again entrusted Longstreet with the command of the day's major assault; this time against the Federal center, known thereafter as Rickett's Charge. Again, Longstreet has been criticized by his detractors for being slow in launching the assault. It is true he opposed the attack from the beginning and clearly foresaw the outcome. Longstreet recognized the strength of the Federal position and knew it could not be carried with the number of troops Lee had allocated. Longstreet was a man who favored fighting on the defensive. His First Corps had repulsed repeated Federal assaults against their strong position on Marye's Heights at the Battle of Fredericksburg, with little loss to themselves. This loss was not lost on Longstreet and when Lee was planning his Pennsylvania campaign he endeavored to get a commitment from Lee that his army would fight only a defensive battle. Apparently he succeeded, for Lee wrote in his official report that this was his intention. More the mystery then as to why he continued to attack on the second and third days.

Longstreet favored moving the army around the Union left wing and taking a strong position between Washington and the Union army. The political pressure on Meade would have been such that he would have no choice but to attack Lee. This proposal has been heavily criticized, but Tucker feels the maneuver could have been performed successfully and still allowed Lee to keep open his lines of communication to Virginia.

As it was, Lee preferred to go ahead with his plans for the attack against the Union center. The criticisms of Longstreet's handling of the attack do seem unwarranted, however. It would appear he played only a minor role. Although nominally in command, it was Lee who determined the time, place and troops that would take part and it was General George Pickett who led the troops into battle.

There is more to this book, however, than the Longstreet controversy. Tucker provides biographies of many of the leading participants in the battle and looks into the question of the absence of the Stuart's cavalry (which Lee considered the main factor in his defeat). There are also a number of fascinating sidelights to the battle, such as the story of the Rebel sharpshooter who killed General Reynolds, the "capture" of Longstreet, Pickett's whereabouts during his famous charge, the debate over General Armistead's dying words at the climax of the charge, and much more.

I heartily recommend this book to anyone wishing to more fully understand what happened during those three fateful days so long ago. Although not an actual account of the battle, there is a wealth of information not available elsewhere to the casual historian. I, for one, am glad that Glenn Tucker has at last made an attempt to accord a great general his proper place in history.

### VOLLEY & THUNDER

-William S. Owen-

Subject: Abstract treatment of Napoleonic style warfare.  
Publisher: Dickens & Greenwood Transocean, Inc. Price: CA. \$18.00. Components: Standard size flat box, mounted map board, about two hundred tiny die cut pieces in three shapes and two colors, and a twelve page rule book. Complexity: I don't think it quite reaches a one on a one to ten scale. Time involved: There is no limit to the number of turns, but an hour or two should be plenty of time. Scale: Unspecified. FBM: Very easy if you add a grid.

This is a game of little substance. There is nothing in the maneuver or planning which will grab your attention or excite your interest. No dice are used to resolve combat, certain numbers of attacking pieces eliminate specific numbers of defending pieces. There can be twelve units in a square (no hexes) and little reason to have any less, due to the dangers of being defeated in detail. The actual movement of these bunches of twelve tiny pieces on the board is difficult, especially if there are several other groups nearby. The game is basically a battle of attrition, the forces not being quite mobile enough to avoid head on slugging matches, which will result in similar levels of casualties for both sides given the combat system. There are no options or variations to bring life to the game or test your skills.

Recommendation: Not recommended. If you are interested in a simple, playable yet abstract treatment Napoleonic warfare, try Yaquinto's BATTLE. It is much more fun, it is cheaper and it's more accurate to boot.



Subject: Naval warfare in the South Atlantic in 1914 and 1982.  
 Publisher: Mayfair Games, Inc. Price: CA. \$14.00.  
 Components: 186 counters, 17 x 22 map (unmounted), two rule books, two dice, record sheet (for 1914). Complexity: 1914 war 2, 1982 war 5. Time involved: about one hour for 1914, three hours for 1982. Scale: Unspecified time and distance. Counters represent companies, battalions and regiments of troops, individual ships and flights of aircraft. PBM: Not really suitable due to the large number of sequential combat phases.

This is really two different games in one package that share two dice and a map. The 1914 game is easy to deal with. It is a simple hunt game, where the British attempt to catch the German fleet before it catches too many merchant ships. The battles tend to be one sided, as the Germans slaughter any merchants they find, and the British promptly dispatch any Germans they find. Some quick amusement, but I doubt whether anyone will ever exhaust the ample supply of record sheets provided. Of course, the 1914 game is just a little bonus, people will buy this game because of their interest in the events of this past spring. This game features a nice clean system of combat. Each unit is rated in several areas; for example, an Argentine A4 is an 8 10. The first number is anti air, the second anti ship values. If the A4 is attempting to bomb a ship, a dice roll (with two dice) of 10 or more hits, a 9 or below misses. The largest ships have four steps; they take four hits to eliminate. All the air units, most land units and most of the remaining naval units have two steps. There are a few company sized land units and patrol craft that are destroyed by just one hit. The movement system is of the area movement type, with naval and land units moving one area a turn and aircraft having a range of two areas.

This game has the distinction of being the only game about a historical campaign published before the campaign was over. It is interesting to see how predictive an instrument it turned out. In general terms, the game usually follows the historical pattern; South Georgia falls, the Argentines sink some ships near the Islands, then the British land and quickly finish off the defenders. In particular terms, the game seems to have captured the specific strengths and weaknesses of the various forces well. About the only major historical point I would make is that while it is impossible to sink a ship in the game with any less than two hits, in the actual event it seems one solid blow was all that was required in most cases. Some variation on the amount of damage caused by each hit or a critical hit rule might be in order. The system itself would be very suitable for future modern naval operational games, and I hope Mayfair follows it up. As a game, while it is fun to play and not a bad simulation, it is flawed in that the Argentine player will have a difficult time winning against competent opposition. For competition purposes I strongly recommend that a set of two games be played, with the overall winner being determined by how long the Argentines held out, or the small British margin of victory.

Recommendation: Recommended for those with an interest in modern naval combat and the only recent test of a modern navy in actual combat.

K

## TREASURER

Although I've finally gotten the treasury on a micro, I'm still held up by some of the expenses not having been submitted for the latest quarter. I expect to provide full reports of 1981 operations and the first 3Q of 1982 in the next issue. In the meantime, here is an interim report:

Balance at beginning of 1981.....	\$2579.49
Income from all sources 1981.....	3597.30
Expenses to all accounts 1981.....	(4844.47)
Balance at beginning of 1982.....	1332.32
Income from all sources thru 9/30/82....	4113.52
Expenses to accounts received 9/30/82..	(3718.79)*
Balance at 9/30/82 (pending receipt of additional claims)....	\$1727.05 *

\*since not all officers have submitted their 3Q expenses, I cannot say for certain where we will stand, but it seems we have enough operating reserve to take us into the 1983 dues renewal period without any strain.

Harold J. Horne

November 1, 1982

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## THE WESTERN FRONT

In Response to Frank Freeman's Letter:

-Don Eisan

In another part of this issue there is a rather negative opinion expressed by Frank on the subject of Pearl Harbor and the improved rule book that we have been working on. Frank was nice enough to send me a copy of his letter so that I would have the opportunity to respond.

Since I have the highest regard for Frank as a wargamer I was deeply distressed at his negative feelings towards the work we have been doing and the game of Pearl Harbor itself. I sincerely believe that most of the problems stemmed from Frank's having had an established playing experience with the game based on HIS interpretation of the GDW rule book.

Some of these differences were so basic that it was difficult to get on with the game. A recent example was over what constituted a city for the purpose of basing air units there. According to Frank, he had come to the conclusion that all names or various locations on the map board, that were printed in the same size type as a known city, were therefore also cities. While the GDW rule book failed to clarify this point, the terrain effects chart that came with the game did clearly indicate what a city symbol represented. Our new rule book took pains to point out the city locations and their importance as air bases.

The most recent difficulties derived over the subject of fleet trains. In some of our earlier correspondences, dating back two years, I had steadfastly maintained my objections to allowing fleet trains to be placed adjacent to enemy bases for the purpose of blocking access or supply. An extreme example was the placement of fleet trains adjacent to the Japanese home base and throwing all the Japanese forces out of supply. This virtually made the game useless as a game. The most recent copies of the game now contains an errata sheet from GDW forbidding this practice. Fleet trains can still be used in open sea areas permitting naval units to rebase there.

From the beginning, Frank's strategy in the game was based on his feeling that a quick defeat of the British forces in India would result in a sure fire win for the Japanese. This was a bold strategy at best and one that would have to depend on a very long and exposed supply line. There were basically two ways a supply line could be secured to support the Japanese forces operating in India. The first way would be to push through the mountains and rough terrain along the Burma-India border thereby establishing an overland supply line. With any kind of British resistance this could easily take a year or more, so Frank chose to bypass this option and left the British forces alone in this area.

A second method of establishing supply would be along the coastal waterways along the coast of Indo-China. To accomplish this both Singapore and Port Blair would have to be captured by the Japanese as these locations controlled the two entrances to this waterway. While Singapore had been captured early in the war, Port Blair continued to remain in British hands. The British then set up a naval blockade using bases in Ceylon and Port Blair along with the presence of a fleet train between the two locations. This formed a network of naval bases that cut off supply to the Japanese forces in India. This brought to a halt, at least for the time being, the Japanese drive on Bombay.

This action was not only within the framework of the rules, but was very much in keeping with the historical realities of the problems the Japanese would have had to face. In any major effort or a deep penetration into India they would have had to make sure their supply lines were well protected.

My real concern and the matter I took the greatest exception to, was the inference that the new rule book, while an improvement, still did not cover everything and left many things unclear. This just is not so. All of these points have been carefully spelled out in these new rules. The game may still not be perfect but we are presently play testing some additional rules and features that we hope will further improve the game. Considering the complex situations the game attempts to create and the number of different types of combat that can occur, the new rules go a long way to making it one of the most challenging and interesting games I have ever had the pleasure to play.

I honestly feel that if Frank had read the new rule book, with an open and fresh approach to the game, he would have found the game as playable as so many others have now found it. As my comment in the last issue indicated, Pearl Harbor is a game where the importance or economics, resources and supply are better demonstrated than in any other game I have ever come across.

K



## LAW and ORDER

My subscription to the Avalon Hill GENERAL currently runs until mid 1991, so I was, at first, dismayed by both the style and the substance of the "Philosophy" in Volume 19 #2. I believe that this regular feature is actually the Editor's column, so it boded ill for my enjoyment of the rest of my subscription. I am glad to be able to say that the rest of the issue redeemed my opinion about the competence of the new Editor, Rex Martin, as an editor of other people's writing.

As a professional copy editor of college level scientific and technical texts, I feel qualified to comment on writing style. This "Philosophy" column was bombastic, long winded, and turgid. The rest of the issue, however, conveyed information very straightforwardly. Judgments on writing style are, of course, very much a matter of personal opinion, and in any case many authors contribute to the GENERAL and are clearly not forced to conform to any Procrustean house style. Mr. Martin should, however, edit his own writing more carefully for simple errors. In the course of just this short feature I came across: "atheletic", "inadvertantly", "knowledgably", "cardbord", "hobbists", and "moreso"; "panacea" used to mean "universal method" rather than "universal cure"; and "bent to spread" rather than the idiomatic "bent on spreading".

My objection to the substance of this "Philosophy" is far more serious. I hope that I do the author justice in paraphrasing his opinions as follows:

No one is a gamer who does not participate in all three of the aspects of the hobby: as challenging entertainment; as a social activity; as an opportunity for learning.

Games are not designed to be played in isolation; PBM is a poor substitute for FTF, but much better than playing war games solitaire. Playing only, and not feeling an urge to become familiar with the relevant background, is an empty and unworthy activity.

This argument is elitist and intolerant, and tends to divide and weaken rather than unite and strengthen our small and already too fragmented hobby.

By way of comparison, let me cite the case of contract bridge. The American Contract Bridge League has about 250,000 members, probably about ten times as many people as consider themselves non-FRP "adventure gamers", and there are millions more people who play socially at home, so there is no lack of potential adherents for any splinter group which someone might try to form. Furthermore, bridge attracts widely differing people; in fact, there is a close correspondence between the types of bridge players and the types of wargamers. Bridge has bidding theorists, temperamentally similar to wargamers who are mostly interested in solitaire simulation and recreation. Bridge has play problem and double dummy enthusiasts, similar to those of us who spend hours on "perfect plans". Bridge has sociables, those who play mostly as a way of spending time with other people; so does wargaming. Bridge has fierce competitors, the tournament goers, who are interested in the best result achievable at the table rather than in the best result theoretically possible, just as wargaming has people who are killers face to face but temperamentally unsuited for play by mail. The only wargaming group to which there is no close counterpart in bridge is the historians: those for whom not the play, but the background is the thing.

Bridge is a well organized and financially sound hobby in large part because its two major publications, BRIDGE WORLD magazine and the BULLETIN of the ACBL, define bridge players by inclusion rather than exclusion. Bridge has room for single issue enthusiasts; no one gives a bridge player the cold shoulder because she or he is not interested in some aspects of the hobby. The major publications include articles intended for each interest group.

So it should be with wargaming, and certainly the GENERAL is one of the major publications in the industry. MOVES, the only other house organ which published the same breadth of articles, is apparently dead; FIRE & MOVEMENT and CAMPAIGN, the major independents, are changing from bimonthly to quarterly; THE SPACER GAMER seems more and more oriented toward FRP games. I would hate to see the GENERAL start publishing a more restricted range of materials, or become wedded to an exclusive rather than an inclusive editorial policy. The most disturbing aspect of the column was that, although it began with the statement that it described the author's personal views, and ended with the statement that he would not impose those views upon the readership, it was (as usual) entitled "Avalon Hill Philosophy". Debating the wisdom of the author's views can do the hobby good, so it is well that he aired them, but if the major company in the industry promulgates them as it's official philosophy, that can do only harm.

Let us, therefore, resolve to welcome and encourage all those who find some aspect of wargaming valuable and enjoyable.

Bill Salvatore

November 5, 1982

(K)

## A CALL TO ARMS

A call to arms is the AHIKS Multi-player matching service--it is run apart from the regular Match Coordinator column due to the nature of pbn multi-player games. As a service to AHIKS members, we will publish all known multi-player game openings and game requests. Many of the openings involve subscription to the gamemaster's privately published zine. Players proposing to enter these games are urged to request samples of the zine in question, as not all zines are for all types of people. AHIKS does not endorse any of these zines, and does not undertake to guarantee their reliability.

Gamemasters: once you get your notice of available players, please let me know when the game gets started so I can be sure these guys are taken care of.

If you wish to monitor/play in a multi-player version of any wargame/fantasy game, send the info to Roy W. Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235.

Listings below are in two parts--those games for which a GM has volunteered, and those games for which there is player interest but no GM as yet. We will furnish all those who express an interest in a game with the addresses of the others with similar interest.

Games for which Gms are available: Afrika Korps, After the Holocaust, Air Force/Dauntless, Air War, Bismarck, Bloody April, Campaign for North Africa, Conquistador, Crusades, Chicamauga, Diplomacy, Empires, Flattop, Gunslinger, Ironbottom Sound, Ironclad, Kingmaker, Machiavelli, Magic Realm, Midway, Operation Crusader, Outreach, Panzergruppe Guderian, Raider, Rail Baron, Road to Washington, Russian Civil War, Stalingrad, Submarine, Sword & the Stars, Task Force, Third Reich, USN, VITP, War at Sea, War in the East/West/Europe, Wings, Wreck of the HMS Pandora, WS&IM, 1776.

Player Interest: After the Holocaust (3 players & GM - need one more), AF/D/X (2 and GM), Air War, Atlantic Wall, Bismarck, Bloody April, Campaign for North Africa, CV, Diplomacy, DNO, Drive on Stalingrad, Dune Empires, First World War, Flattop, Freedom in the Galaxy, Global War, Guadalcanal, Guns of August, Invasion America, Ironbottom Sound, Ironclad, Junta, Kingmaker, LaBataille Moskova, Midway, Napoleon at Leipzig, Napoleon's Last Battle, Narvik, Operation Crusader (4 players and GM - is this enough to start?), Operation Typhoon, Origins of WWII, Outreach, Panzerblitz, Panzerleader, Red Star/White Star, Road to Washington, SL/COI?OOD, Starfall, Submarine, Third Reich (two should be getting underway soon), TSS, USN, Wacht am Rhein, War at Sea, War Between the States, War in the East/West/Europe, War in the Pacific, Wellington's Victory, WS&IM.

### Gms with Games Available:

Mike Scott, MIKE'S MAG, 1726 Cypress Circle, LaVerne, CA 91750, Openings in Kingmaker, Outreach, Operation Crusader, Gunslinger, Machiavelli, Rail Baron, Crusades, Russian Civil War, WS&IM.

John Horn, 4340 Wagman Street, Oak Forest, IL 60452, Openings in Ironbottom Sound, Raiders, Ironclads, Submarine.

Pierre Bompar, Silver Hill, Apt. 303, 28 Shirogane-cho, Shinjuku-ku, Tokyo 162, Japan, Openings in Submarine, Bismarck, Ironbottom Sound.

Roy W. Henricks, ENVOY, 128 Deerfield Drive, Pittsburgh, 15235 Openings in Diplomacy, Kingmaker, Gunslinger, Civilization, Rail Baron, Richthofen's War, Samurai, Machiavelli.

Richard Snitzer, THE BROADSIDE, various naval games. 527 East Double St., Carson, CA 90745.

Richard Nelson, ready to run Flattop. One Eklof Ct., Croton-On-Hudson, NY 10520.

Len Mumbower (with John Ratzenberger): Battle of the Coral Sea, using Flattop as a basis for strategics, Dauntless for tactical resolution. Write for a full-page description of the system: 2482 Emory Ln, Marietta, GA 30067.

Roy Henricks

November 1, 1982

(K)



## SWAPPE SHOPPE

Wanted to buy: War in Europe (SPI) new or used.  
David McCormick, 11 Cheyenne Lane, Yarmouth Port, Mass.  
02675 (617) 362-9046.

Anyone who has USN for sale, please notify me. I have a member, Mark Gorski, who desires to buy.  
Les Deck (see p. 2 for address)

(K)

## FROM THE MATCH COORDINATOR

My deep appreciation to Carl Benton for his years of faithful service to the Society.

In Carl's place, our most enthusiastic and ever helpful, Don Eisan, past Regional Director West, has consented to take on the task of MSO. Good Show.

Effective immediately, members who are in need of continuation ICRK sheets and blank COB sheets should write to me (MC) for them.

Harvey Grove is our FBM Ideas Coordinator. If you have an idea to improve to improve a particular game for playing by mail, put it together and send it to him, not me, please (see addresses on page 2).

Once again, I must remind the membership that thoughtfulness to one's opponent is the rule; if you cannot meet your agreed obligations on responses, then inform your opponent that there will be a delay. Make every effort to contact your opponent before returning any item for the match to me. Understand that by the time the "K" is completed and mailed to the membership, the open matches listed below may have already been filled; however, to submit for it, and I will keep your request on file unless you instruct me otherwise.

Your Member Code Number is listed next to your address on the label. Please use it when corresponding.

The Set Request Form located at the end of this column is a vital communication vehicle. Please use it for all requests.

All members are awarded a starting rate of 1200 in the AHIKS system. Once or twice a year a full roster is published, with the top 50 (over 1300) generally published each issue.

All members issued an ICRK are required to return them, completely filled out, at the end of their match. Purpose: to be accounted for and rated. Those not received will not be considered in the rating. Do check your game box and locate those that you have not sent in.

Members are urged to contact their Regional Directors for any information pertaining to FBM, proper use of ICRK's and any complaints they may have. I cannot provide any action on these matters.

## CHANGING ADDRESS?

If you are moving, make sure that we know where to find you! Don Eisan is the current caretaker of the AHIKS address list, and you must write to him to file a change (see page 2 for Don's address). If you send the change to another officer, you run the risk of your message getting lost in the press of other business, or at best the change will be delayed, and perhaps issue(s) of the K will not follow you to your next address.

Individuals who have not received the Member's Guide, write to Bruce Maston, Secretary (see page 2). New members who have not received their matches yet, the delay may be caused by not having anyone desiring that particular game. If you have alternates, please inform me. To those members interested in playing overseas members, please take note that in doing so there may be delays due to the distance and mail routing, so be patient. Any member who has requested matches and desires to cancel those requests, please inform me. It will save time and money.

**MATCH REQUESTS:** Anzio 287; Assault on Leningrad 748; Angola 819; A House Divided 867; Aces High 867; Air Force/D Albright; Africa Korp 667, 783, 60, 738; Avalanche 829; Bloody April 3; Anzio Beach 36; Birth of Nation 413; Bulge 65, 68, 786; Bar Lev 894; Battle for the Ardennes 926; Bismark Albright; CA 786; Crusader 879; CV 1, 818; Chickamauga 918; Chancellorsville 918; COI 929; China War 914; Dune 870; DD 69, 667; Gettysburg 64, 783; Island War 237; Imperum 868; Lee Moves North 238; Fury in the West 251; LaBattle De La Mosk 650; La Grand Army 711; Marl. at Blehiem 711; Midway (GDW) 786; Next War 714; Operation Grandade 748; Pz Ldr 926; Pz Krieg 926; Pearl Harbor 914; Rickhoffer War 803; Sturm Nach Osten 413; Struggle of a Nation 519; Stalingrad 545; Sinia 914; TSS 748, 918; Thirty Year War 748; Tobruck 779; Task Force 924; Third Reich 829; VITP 559, 913; Vera Cruz 926; War in the Ice 779; Wings Alright; WS&IM Albright; War at Sea 913.

**GAME MASTERS NEEDED:** Air Force 321.

**A.R.E.A. MATCHES REQUESTED:** Bloody April 3; Struggle of a Nation 519; Stalingrad 545; Tobruck 779.

**OPEN REQUEST FROM OVERSEAS MEMBERS:** Anzio 287; COI 929; Imperum 868; LaGrand Army 711; Marl. at Blehiem 711; War at Sea 913; VITP 913.

**MULTI PLAYER REQUESTS:** Three players / Blood April 3; Chancellorsville 918; Chickamauga 918.

**MULTI PLAYER MATCHES** requiring four or more, write directly to Roy Henricks, 128 Deerfield Drive, Pittsburg, PA 15235. Any requests received by me will be forwarded to Roy.

Les Deck, Sr.

October 24, 1982

(K)

## SET REQUEST FORM

NAME \_\_\_\_\_ MEMBER CODE # \_\_\_\_\_ TELEPHONE # (\_\_\_\_) \_\_\_\_\_ DATE \_\_\_\_\_

Use the letter codes below: after the name of each game requested, insert (in parentheses) all letter codes that apply, in any order.

N: will play new member (list number of months you will hold this open before being matched with an old member)

M: Multi-player game request (# of players)

G: Willing to gamemaster or monitor game

E: Will play European opponent, if available

A: Prefer AREA opponent, if available

F: Prefer "fast" game (four day replies), if available

(for letter codes with "if available" in them, the MC will attempt to fulfill the coded request for two weeks, and if no equal-code request can be found in that time, match you with the next open request)

Are you AREA rated?  YES  NO

To request matches: insert the name(s) of the games you want to play, including letter codes as appropriate; if you place more than one game on a line, you will be matched with the first opponent available for one, and the other entries will be ignored thereafter; preference will be given to match the game(s) listed on the first line, then the second, etc.

#1 \_\_\_\_\_  
#2 \_\_\_\_\_  
#3 \_\_\_\_\_

Please add my name to the AHIKS ratings system

My address has changed: see reverse for new address

Please write address on back side of this form (if not preprinted). Send this form to the Match Coordinator to obtain opponents. If you already have an opponent, but need an ICRK, write your opponent's name on the back, too, and send this form to the MC.



# bulletin board



Member Musu Stammers had his apartment burned down and all of his games destroyed. Therefore, any member who is matched with him should cancel those matches.

## WINGS Demo-derby/free-for-all!!!!

Purpose is to get people interested in the game and just have some fun. Each player can have 3 a/c; variants ok, all a/c do not have to be the same. Rules will be basic/advanced with limited number of selected optional rules. Depending on number of players, it may be split into two or three separate games just to keep density reasonable (ie, make you work for your shots). I'll semi-randomly establish starting positions, etc., and I'll provide the plot sheets for each player. To get in, send an SASE and a/c selection to me no later than 10 Jan 82. (PS: that is the closing date: games will start as soon as I have enough people to start one.)

John Ratzemberger, 124 Continental, Lansing, KS 66043.

Chester Hendrix says that the Starship Troopers second edition rules should be entering the playtest phase by the end of October. He and Jim Stahler finalized the text for AH.

## PACIFIC THEATER

It's been too short a time from 17-4 to report any progress on a PTF get together possibility (I just received 17-4 this afternoon). However, I do have more new members. They are: Richard Miller, Bruce Paix, Paul Deitz, Dr. Graeme Dandy, Chuck Hamach, Matt Bailes, Eric McAdam, and Bill Albright. Bruce is a medical student in Australia. Paul is an assistant professor in the Department of Computer Science at USC. The good doctor up and transferred from Australia to Canada. Maybe it was my breath? Chuck is a manager and a college student and would prefer you call before visiting. Matt is a science student in Australia. Eric is a manufacturing engineer. Bill is a newscaster from Truckee, but he didn't mention which radio station he works for.

Since my last report, TSR has made an offer to old S&T and ARES subscribers. It appears that MOVES has fallen by the wayside, however, it also appears that from their questionnaire that S&T and ARES will have more of a MOVES format. I, for one, will accept the offer, even though I was a Lifetime Subscriber. "A bird in the hand...etc., etc." I haven't had time to read the F&M article that Pete mentioned. That should prove interesting. The Dragon breathes fire, huh? I imagine they're getting pretty defensive about all this.



**AHKS KOMMANDEUR**  
Pete Menconi, Editor  
4334 E. Indianola Ave.  
Phoenix, AZ 85018

FIRST CLASS MAIL

Carl Nelson, one of our longer-term members (I think he joined in the 60's) is happy to announce his retirement and consequential Grand Tour of the US. From about March 1 (83) through mid September, Carl, his wife, and his 5th wheel RV (hint: you don't have to put him up!) will be on the following itinerary: Port Hueneme, CA--Las Vegas, NV--Alamosa, CO--Muskogee, OK--Texarkana, TX--New Port Richey, FL--Hendersonville, NC; thence through New England although the schedule is even more tentative on this leg. He wants to end up back in Alamosa, CO in Dec of 83. If any member would like to have Carl drop in for some PTF, write him at 1813 7th St., Port Hueneme, CA 93041, and he'll call you when he gets in your area.

Membership as of November 13, 1982: 646; 490 NAM, 156 EU.

Deadline for K 17/6 will be December 1st!!!! Get a statement of candidacy into the Editor by then if you wish to run for an office.

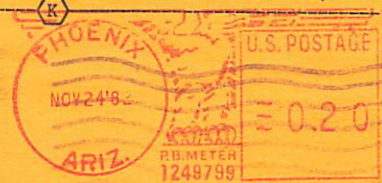
(K)

I have received a newsletter called the AUSTRAL VIEW from member, Richard Williams, 45 Barcelona Road, Noarlunga Downs, South Australia 5168. It is a multi player PBM zine that seems to specialize in Diplomacy. Subs. are free to Australians and \$8.00 (Australian) for 10 issues to overseas subscribers. Any of you out there looking for new backs to stab might give it a try. Game openings in Diplomacy, Machiavelli, Origins of WWII, Circus Maximus, Aquire, Dune, Wizards Quest, Sword and the Stars, and Speed Circuit, also, Stellar Conquest and Civilization. Issue #36 contained PBM rules for AH's Civilization. Well, back to harvest.

Jim Frediani

October 18, 1982

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BRUCE MASTON  
1404 UNION ST.  
SCHENECTADY, NY. 12308

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ADDRESS CORRECTION REQUESTED