



THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

First, I've got to thank Pete, who has been filling my column with notes from the PNL's - I've been running way behind for months. As Dick Snitzer put it, "life has been a series of Critical Hits" - although I enjoy my UK trips, it seems that it takes me 6 months to get back on track afterwards.

Finances - it appears we have managed to bail ourselves out, more or less, and I expect the coffers to hold a bit more than red ink at year end. The Officers will be discussing this issue over the next couple months as we still are not "healthy".

We have dismissed one player recently for failure to respond, etc. Maintaining quality is our prime goal - but it requires that you, the members, participate. I figure that for every actual complaint on a member, we get another 2-3 negative comments. We don't work from these "comments" - we usually have nothing to go on - just from specific complaints - and all are investigated. At any rate, and you may be tired of hearing it, the burden is on you to get the ball rolling by sending a specific letter, with details, to your RD. If you are not willing to make a formal complaint about a member, then don't make general complaints about member quality.

Computers - got a bunch of comments on my article on same. One thing I thought I'd add is there is one type "computer game" that is really fun - regardless of interest. Now, you'll never find me strolling around in bearskins and boots playing D&D-type games in public, but there are a bunch of those "adventure" type games on computers that are down right great fun. So, what you find around our house, after I've made all my sneering comments about D&D-type games, is the wife & I pulling out one of the computer adventure games and madly trying to outwit dragons and trolls while collecting treasures and escaping from mazes, etc. If you ever get hooked on these, I'll give you our two most important hints: first, set an alarm clock when it goes off, stop right then and go to bed - failure to do so generally means at 0300 you suddenly realize you've got to go work in a few hours; second, if the game has it, use the Save-Game option often - it is no fun spending a couple weeks getting into the 3rd level, getting killed right away, then spending another week trying to remember how you got that far before.

A few K's ago, I mentioned Special Interest Groups - formal or informal groups of members with a particular interest "getting together" to exchange ideas, information, etc. We have one such functioning now in the form of the players in my "B17: Queen of the Skies" multi-game. I've had a couple other ideas come up and I'll list 'em, for your info and response if interested (write the members direct, see address list in last k):

Bruce Geryk - WW2 Eastern Front.

Joe DeJulio & Bill McCallum - "my fantasy" - a computer multi-gaming network.

Computer again - Arthur Dempsey sent me a letter regarding the SSI games (also heavily reviewed in F&M and some micro-zines). From both Arthur's letter and the reviews I've seen, they probably are the closests thing to our "boardgames" that are out. Before any-

one gets too excited, a quote from Bill McCallum: "That printed circuit brain might rise to the ponderous level of a Montgomery, but it will never rise to a Napoleon, Rommel or Patton....the best of the lot are little better than AH's earliest releases..". Quite probably true - but recognize that until very recently, the home computer was stuck at a 64K memory - now that the 16-bit machines are here, we are looking at affordable home systems with 512K memory and more. Likewise, we are no longer "stuck with" BASIC as a programming language - there are others, much richer, which facilitate better programs. This increases the ability of programmers to get sophisticated - the inclusion of limited "learning ability" is not out of the question. If indeed computer gaming is only at the 15-years ago stage in terms of boardgames, then what might we have 10-15 years from now? To close this, remember that "fantasy & hype" aside, you are definitely in the "caveat emptor" arena when dealing with home systems - regardless of what you see in reviews, ads, etc, (including my ramblings), you had better study all aspects very carefully before diving in.

I thought I'd join the "playability" vs "realism" debate. I place myself somewhere in the middle - I like to call it "accurate playability" - which if pinned in a corner, I'd define as a game easily played (and "easily" depends somewhat on the nature of the game itself) but which, at a minimum has correct unit designations, terrain, etc, and a system which reasonably portrays the period in question. Any generalities, etc, should be consistent. (Of course, "accuracy" is somewhat nebulous since my ratings of same is governed by my own biases - just as the game system/rules represent the designer's bias.)

I discount "realism" - there is no such thing in boardgames. "Counters do not bleed" - no matter what rules, etc, are piled on each other. Likewise, we all have the advantage of hind-sight - the luck and blunders of real-life are not going to be duplicated. The scenario cards tell us exactly who we'll be facing, what they are trying to do, etc - regardless of inverted counters, etc, we can still see more of the battlefield than did the real commanders and we can react accordingly - simply, the real, and very significant "fog of war" is missing. Only monitored multi-games with "home-grown" scenarios come anywhere close.

For all intents and purposes, board war-games are no better than checkers, chess, Monopoly or Paddington Bear. So why play'em?? As long as 2 (or more) of us can sit down and compete against each other within a framework of (playable) rules, and (hopefully) hold some sort of discussion on the game and "history", then it is a fun hobby. I certainly wouldn't be doing this if there wasn't something other than just the game itself. As far as "playable" vs "realistic" - I'm afraid I tend to view "realistic" games as generally unplayable - in search of "realism" the designer has thrown in so many rules, etc, that it is no longer fun to play - I have a very technical job, the last thing I need to come home and wade thru a morass of rules, errata and the like in the name of "fun", particularly when I know that I'm just kidding myself (as is the designer, etc) - it still ain't the real thing !!!!!!! Besides, I'm a little familiar with the Army's use of games for studies, planning, etc - my wife is in that line of work now - I've often told her that when the next war comes, I'll probably die as a result of some designers view of "realism" and the game system/rules that were set up. Anyone remember how the Japanese war-gamed Midway?????



I found the last issue of the General interesting in a perverse sort of way. I'd take little stock in their new game rating system until they manage to get the definition of "median" correct.

Secondly, DG & Co spent a long time defending their rating of GI in WW2 - I'll not enter into that in great detail as my bias would be showing thru, and blatantly so. After all our technological and logistical advantage was hurled at Tarawa and Iwo Jima, at Normandy and Axis industry, we still had to send in the foot soldier. Given identical training, equipment and leadership which country had the best soldiers???? The comparative judgement cannot be made based on the actual course of events, or on designer's judgements or biases. It is as wrong to downplay the qualities of the GI based on material advantages (which the leadership was smart enough to provide) as it is to portray Axis troops in movies as clay pigeons (which any soldier of the times will gladly tell you they were not), or as supermen in some sort of attempt to reverse history.

The article further talks about balancing scenarios - why??? "Playability" has to do with how easy it is to play the thing - not whether scenarios are balanced. Tweaking systems or fudging forces to achieve balance in a supposed "historical scenario" only tends to mislead people - see comments several paragraphs back on Midway. If you want something balanced, then play checkers or chess - otherwise leave the games, the systems and the scenarios such that they essentially portray what really happened. There are many aspects of this hobby that fly directly in the face of the old "Those that fail to learn from history..." adage, yet "history" is the very basis of the hobby.

One last thing, the offices of Treasurer, Editor, Match Services and RD North Central, Pacific, and Canadian, are up for election this year. Volunteers should send a statement to the Editor very soon so we can be sure to get your name on the ballot. Of those listed, only Pete has said he'll not be back, but that should not stop you from running if you believe you'd like one of the other posts.

editorial

There will not be another K this year. In about one month (mid-December) I will publish election and dues renewal materials. My time evaporated past zero, and to make matters worse, my typists are all overloaded as well. Fortunately, Jim Pratt rustled up one of his to get this issue out.

Those wishing to run for office, please send me statements of candidacy as soon as possible so I can get them typed. Please check the Bulletin Board to see which offices are open. Unless I get notice to the contrary, incumbants will be placed on the ballot to run again.

The annual survey will also be printed and distributed with the ballots. Any officers desiring to add or delete questions, please contact me.

Please continue sending articles to me, although probable publication will be February of 1984. I will forward them to the new Editor, and you can help him now by contributing to his backlog!

I did not get any offers for my S&T back issues, which is a curious switch from the rather high price offered for F&M's. One more time: issues 8, 11, 16, 19-92. Highest offer takes the package. I also have Moves 1-43. I will accept offers of postage only, and if that is the best, I will send them to you for that! Finally, I want to find a home for past issues of the General: Jan-Nov 66, May 68-Jun 82. In the earlier issues, some of the pages have extracts cut out. Again, I want to get rid of these, and will take best offer, including postage. All the above magazines are in 3-ring binders, and you can have the binders, too, if you want.

Pete Menconi

November 15, 1983

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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 disapperring opponents, AHIKS exists to minimize encounters with such oponents, and to facilitate playing by mail.

Society dues are \$12 per year, prorated quarterly, with a one-time initiation fee of \$8. 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.

Current membership: total 673 (EU: 172, CN: 33, SE: 85, W: 80, NE: 107, NC: 96, P: 100).

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THE BARRAGE

We have one new member to welcome this month: Lt Daniel R. Ward of Milton, Florida. Daniel has been a gamer since '74 and is in training as a naval aviator. Also, I'd like to welcome to the region Douglas Pabish, of Fort Benning, Georgia, who has just moved into our region from the Northeast Region.

I went out to Origins in Detroit in July and, aside from the hot weather and getting beat in all my tournaments, had a fine time. AHIKS had a booth and signup sheet there, but we were unable to schedule a get-together this year. I ran into members Omar DeWitt and John Burt there, and I'm sure other AHIKSers were around whose paths didn't cross mine. Cobo Hall is a cavernous, but well-appointed facility, and the convention was spread through a good part of it. It was a smoothly run operation, with a minimum of registration hassle, an excellent exhibit area, and good tournament facilities. Events came off more or less on schedule, in the locations the program said they would. The running of Origins gradually seems to be taking on an air of professionalism, with less of the frantic quality of the early outings. This is nice in a way, but one misses the freaked-out quality of the earliest cons. Enough Weltschmerz for now.

Graham A. Cosmos

15 August 1983

We have one new member to welcome this time. He is Daniel E. (Gene) Cunningham, of Miami, FL, a draftsman with the Coast Guard. He says he is looking for a PBM wargaming club that is going to stay in business; Gene, you have come to the right place!

I would like to urge all region members to consider volunteering to run for the post of Regional Director for our region. I will have held the job for six years by the time the next elections come around and would like to step down then, not because the job is particularly onerous; it isn't. But I think it is time to get some new blood and new ideas and give somebody else a chance at it. So, if there are one or more willing candidates available by next election, I will plan to step down then. I'd like to hear from anyone who is interested in the job and will gladly give you all the information I can on what it entails. AHIKS belongs to all of us, and it can continue only if each of us takes his turn in the trenches helping to keep it running.

Graham Cosmos

October 23, 1983

K

INTERIOR LINES

As is my policy, we'll begin with the "good stuff", and then move on to items more distasteful.

WELCOME ABOARD to five new members: Virgil Thompson is a grill cook in Pontiac, MI who plans to attend college part-time; Thomas Montgomery is a Ford Motor Company assembly worker who lives only a short distance from here, in Vermilion, OH; David Hull, from Chicago, is a senior financial analyst with FMC Corp., which makes (among other things) military vehicles and weapons; John Rogers is a bartender and carpenter who is teaching himself programming and engineering in Detroit; Roy Nievelt is the general manager of a small business and lives in Mt. Clemens, MI.

All our new members have several things in common. Most list The General as one of their sources for discovering AHIKS. In addition, two learned more about us at Origins '83, and a couple list books on wargaming as a source of information. Although Nievelt and Rogers are not interested in ftf play, all would like AHIKS members passing through to give them a call.

Now I climb on my soapbox again. Complaints. The most disagreeable part of being an RD, and something which (99% of the time) are unnecessary.

One member has ignored my inquiry and has not answered his opponent by the deadline I set. I have had to initiate the next stage of the complaint process, and this will probably end up in front of the General Committee. Totally unneeded. A simple note to an opponent would have obviated the entire lengthy, costly (for AHIKS) procedure.

I have also had to make a decision in a long dispute between two other members. I doubt if they are satisfied with what I decided (I know I'm not happy with it). But I want to use the affair to make a couple of points.

The dispute began over a disagreement concerning the rules. Along the way, things were said, the situation began to get out of hand, I was brought into it, and it (also) may end up in front of all the officers. I have some comments I'd like to make.

Each of the members cited rules to me and asked my opinion on who was right. Of the total number of games on the market, I am acquainted with perhaps five percent of them, and think I "know" the rules of perhaps one percent. Although the members are playing a popular game, I don't play it. Even if the game was one of those I play every day, I would not make a ruling.

The opinion of an RD concerning rules carries no more weight than the opinion of any other member, officer or not. If I had a dollar for every time I've been wrong in my interpretation of a rule, I would own every game on the market. We have one officer, and only one, whose opinion on a rule matters-- the judge. What he says, goes, and it doesn't matter who else is involved.

My second point is this: If, when these members first disagreed on the rules, one of them had written to the judge, the entire matter might have been settled then. The judge could have ruled, and either member who did not go along with the ruling would then have been the "guilty" party. As it now stands, no one is "guilty", yet no one is happy, and we have a mess on our hands.

Jim Mueller

13 September 1983

- Kevin M. Murray -

Well, the word is out. I have one new member for the Northeast and he happens to be in Europe so the obvious conclusion to be drawn from this is that folks are now aware that I'm RD. Tom worked hard to give the office some decorum and look what happens. The new member to welcome is Albert J. Cassavant who presently is stationed in Germany. Al has been gaming for about 5 years and has a real interest in the Squad Leader system.

Actually I have real mixed feelings about the increase in membership. I've seen so many B movies where some clown is trying arrows together to show how much stronger unity can be that subconsciously I must believe it. On the other hand my gut reaction is that the larger an organization becomes the more impersonal it becomes. I don't feel that our present membership need cause us any concern about becoming lost in the crowd but growth can change the "feel" of club. Since I'm a relative newcomer to AHIKS I really haven't had a chance to make a solid opinion but even in my brief tenure as RD, in my eyes the last involved Office, I have received an idea of the time demands the other offices must generate. The increase in membership must have some affect. I do love to ramble one.

I would just like to touch on another of my thoughts and develop it further next time. Since AHIKS has no qualifications regarding experience I think its possible that we may be making a great many mismatches. Ideally this may be fine. Yet many of us have limited gaming time and teaching game rules as well as PBM procedure may drain some of the pleasure out of the time we do have. Since no one enjoys getting smashed even in a learning experience due to ignorance of the rules or any other reason these type of matches don't benefit anyone. Maybe we should give some thought to this problem.

On a brighter note flyers have gone out to the NE members announcing the approach of Kinderfest 83. It will be held on November 4th and 5th here in Kinderhook. If anyone from other regions is going to be in the area that weekend just contact me as you are most welcome. Already the townsfolk are making arrangements to send their children elsewhere and boarding up windows.

I didn't make ORIGINS, as much as I would have liked to. My wife and I went to Gettysburg with our bikes and when we returned there was no money left in the coffee can. Roxanne hit the little banks the kids have on their dressers. More comments on my trip next time. (Kind of like Gidget goes to Hawaii or Ma & Pa Kettle visit the Big City). I have an idea that some of us AHIKSers should plan a visit there next Spring. Just suffice to say the thought of a 12 hour drive attendant expenses precluded my attendance at ORIGINS.

Bill Salvatore as cannon fodder? Maybe in Candyland but certainly not in Russian Campaign. It's just an intricate subterfuge he perpetrates against unwary opponents, hiding behind that badge. The gorp I recall was encased in a clear plastic bag and consisted of nuts, dried fruits and small carob chip busts of Jane Fonda. When secured with a tie the bag could be shaken menacingly in an opponent's direction. Actually, the reference to cannon fodder came from a little article Bill wrote a few year back. Before I offer photo copies for sale I want to talk to Bill about this rules questions.....

PACIFIC THEATER

I hate to start off on a sour note, but I've fielded more complaints this summer than all other AHKS business combined. The majority of cases have been people leaving on summer vacations and forgetting to mention it to an opponent or two. It is a function of RDship I could live without, but one that is best kept at a more local level than a "Federated" office. Of course compared to only 1 all 1982, any amount is a major increase.

Trying to end on an upbeat, welcome to AHKS Dave Brown, a computer programmer for the Army up in Ft. Richardson, Alaska. He welcomes visitors and FTF encounters in Flattop and the Panzerblitz series.

Speaking of FTF encounters of another kind, I understand from the old warhorse himself that Pierre Bompar is going to move to Tahiti! He is willing to host an "Origins" down there, so long as he's not held responsible for the "Results". This sort of thing would put wargaming back 25 years!

Welcome to the Pacific Region, Pierre.

Jim Frediani

August 13, 1983

- K -

THE TRUE NORTH

Things must be running very smoothly in the organization as I have not heard from any members in the past 4 months. I hope this reflects a group of satisfied games players and not a bunch of apathetic mal-contents. The Canadian membership has slipped by a few members so maybe its wise if we do a little recruiting. Its nice to have some incremental growth no matter how slow so all the members should ask a canuk to join. Election time is coming up and I hope someone runs against me in it. At the present time the job is not demanding at all and at most it requires 1-2 hours per week. AHKS needs fresh blood constantly to give new ideas and to provide a pool of experienced people who can take up responsibilities when needed. The services we offer now are quite good but in order for this organization to grow or even keep up with its members we need people who are willing to spend a little of their talent to further the club. So therefore there should be at least 3 other people besides myself running for the prestigious Canadian R.D. position (second only to Governor General).

It seems we have a lot of interest in computers in the membership. I myself trying to write a program on the battle of Antietam. I let the computer play the part of McLellan Leading the Union forces so that the program doesn't have to show too much intelligence. I started out basing my design on a the wargame of the same name by SPI but after a while I realized that a computer can keep track of all the things that are abstracted or flavoured in a boardgame. I had to rethink my design and utilize the Data processing capabilities of the computer to allow the human player to become more involved in what I considered to be the command decisions and the command drama of the battle. Whether this requires limited intelligence, mix-up of orders, random events, etc., is a design decision which is reflected in the final program. Unfortunately, although it looks great as a program design, how it plays might be another story.

Maybe someone will come up with game-playing language so that an idea can be pretested before committing 200 hours of assembly language programming to a project. I have read that LOGO has strengths in this area but I feel it would need to have special features added to it. Could be a big project.

SWAPPE SHOPPE

Wanted: Complete copies of Plot to Assassinate Hitler, Winter War and Mech War II. Send price. Paul Quattieri, 206 Fall Street, Seneca Falls, New York 13148. (315) 568-2074

Wanted to purchase: Operation Typhoon, Army Group South Quad (or any games therein), Panzergruppe Guderian, Kharkov, Drive on Stalingrad. Bruce Ceryk, 2751 Woodbine Drive, Pontiac, MI 48054. (313) 682-3293

"War Between The States" (MINT-unpunched, unblemished), "1914" (Exc.) and "Sniper" (VG) for Cash and/or Trade. Looking for F&M back issues, Viva Espagna, Operation Crusader, Flat Top, CV, others? Bill McCallum, #13 Richbar Hill Road, RR7, Quesnel, B.C. Canada V2J5E5. (604) 747-2883

For Sale: Tobruck: Collector's Edition with Expansion Counters and extra log sheets - Best Offer; Richtofen's War: Fair condition with Unexpected Manoevers Cards - \$5.00; Bismark: almost a virgin - \$10.00; 1776: nearly new - \$5.00; Trenchfoot: GDW nearly new \$5.00; Alexander: Good condition with Ramses II variant \$5.00. Write to Willie Albright, Box 3258, Truckee, CA 95734. Please include S.A.S.E.

For Sale: \$5: Austerlitz (WWW), Sturm Nach Osten (WWW); \$10: Guns of August (AH); 1812; \$15: Rommel & Tunisia (OSG); \$20: Wellington in the Peninsula (Randor OSG); \$25: Sniper (SPI); Guadalcanal (AH); \$30: Combat! (Fair).

Wanted: Spirit of 76, AK11/111, S-grad 11/111, Fall Barbarosoa, Atlanta (Lowry's), Dunkirk (Lowry's), 1414, Drive on Damagivo (WWW), Desert Fox (Chuck Leine's), Operation Crusader, A House Divided. Send S&AE and check (if applicable) to: Stuart Schoenberger, 240 Stephen Street, No. Bellmore, New York 11710.

Wanted: Shenondoah by Battleline. Willing to pay generous price. Write or call: Lew Fisher, 1201 Conway Lane, Reno, NV 89503. (702) 747-6028

Wanted: 'Battle For German' (S.P.I.) Strategy & Tactics issue #50 and 'World War One' (S.P.I.) Strategy & Tactics issue # 51. If you are prepared to sell either of these games please write to David Cox, 42 Cheryl Avenue, Terrigal, Australia, 2260 and state the condition of the game and how much you would be prepared to sell it for.

Wanted: S&T magazine, back issues #13,14,15. (Vol. II, #3,4,5) and White Dwarf #9, and Conflict Magazine #2 and #3 with any gaming inserts. Willing to pay reasonable price. Rondald Teleucky, 7084 Quarry Dr., Las Vegas, NV 89117.

Many Games and Magazines for sale. Many magazines Out of Print. Too numerous to mention. Gary Halford, 1610 Tulagi, Barstow, CA 92311. (619) 252-2868

If anyone has any used Foreign or US Commemorative I would appreciate it. All excess will be given to Children in the Hospital. Thanks. David W. Schuitema, 4564 Rollingview S.W., Wyoming MI 49509.

Wanted: SPI "Napoleons Last Battles Quad", and games by Oldenburg Grenadiers. Outright sale, or for trade. Send titles you're interested in, I may have them. Rick Peterson, 2021 N. West St., Flagstaff, AZ 86001. (602) 799-0463 (after 6:00pm.)

Willing to trade up to three of mine for one of yours! I want HofGap (SPI) and Fifth Corps (SPI). Write or call and I'll make you a deal you can't refuse! Timothy E. Gist, 1184 Sonoma Ave., Apt. H8, Seaside, CA 93955. (408) 899-2991

REVIEWS

CLOSE ASSAULT by YAQUINTO PUBLICATIONS

This is a good game to play FTF and I think that it can be a good one for PBM. I was in Dallas in May and on a rainy Saturday played with 9 other players and including the designer Craig Taylor. After an afternoon and evening session I think that I understand the intricacies and flavor of the game. This game puts you on the spot in a WW II squad size action and truly gives the taste of having being there. My side lost in both games so maybe I shouldn't have been there at all but it was fun and playable. I bought the game as a result and have tried it solitaire several times.

The first thing you learn is not to let your men get caught in the open. Each counter represents one man and although the decimal die odds appear innocent you find out that those all too few men are quickly wasted if you let the other side get a clear shot at them. So you try to clutter up the playing board with as much terrain as possible. If you like deserts or plains for your fights you will need a bigger board or another game. For street fighting and mopup operations this is excellent to play. The play is broken up into 4 turns with 4 or 5 sequences per side in each turn or between 16 and 20 full moves per side. You won't need that many as it seems that the game is clearly decided around the tenth to twelfth sequence. I suggest that for PBM you use a clear hexboard and set up your own terrain with some central objective which will probably be a house or a tavern depending upon your taste. The squads will need about 15 minimum hexes of width to operate in and so you should start with no more than one or two squads and a board around 30 by 40 hexes in size. Each player should fill up the hexes with about 100 hexes of terrain features each. This will be enough to keep

the game reasonable. Avoid the vehicles and the artillery until you are thoroughly familiar with the game as it can get complicated quickly. Use the Basic and Advanced rules and tables and avoid the optional ones until you are really into the thing. I suggest that each side set up about 25 to 30 hexes apart and both get a free full move for all the individual units before starting the sequence selection. An ICRK can be designated for each sequence and then if it is odd your side gets that sequence and if even you return it to the opponent. It is possible to get up to 3 to 4 sequence in a row and this is a real asset in this game. Each sequence permits you to move or fire or both all the units or men that occupy any two hexes i.e., you get an impulse which means a hexfull of units to operate for that impulse and with two impulses per sequence you can only move about two men unless they are stacked together or you use a squadleader or assistant squadleader to activate by moving through their hex the other men. Warning to those who do keep their men together trying to get the most out of them per impulse as if caught by machinegun or a grenade they will regret the stacking. The die rolls are all by decimal die and so if you don't get decimal ICRKS, are they available ?, then you will need to use two columns in tandem such as A and B together would be the first for odd meaning the first five units and if even then add 5 to the number in the second so that if A was 3 then the number in B would be itself with 6's not counting and if the number in A was 4 then the number in the B column would have 5 added to it to get the top side of the decimal die. Once that the entire column was used then it could be repeated with B determining if A were itself or if it had 5 added to it. So, to PBM you would need to indicate for the opponent that for his first 10 shots to use columns L and M and for the next ten to

use M and L in that order and if he needs more then use R and S, etc. You will need a lot as some of the machineguns get 3 or 4 bursts for each man that they shoot at.

You should also set up a sequence chart wherein is shown the starting position, posture, facing and any other information needed and then describe the moves or shots of each man in that hex for his impulse and then the final position, posture and facing. If he is in a hex with terrain his position in relation to it is also needed and a small map is best with his position in relation to the wall or whatever clearly indicated.

I have not played this by mail yet but have asked for some players from the match coordinator and also to GM a game for several players from the Multi Player Matchmaker. So if you own the game and want to try it PBM just write to me or to the Match Coordinator and we can get on with it. Finally this is a bargain for the \$12 it costs.

NATO: THE NEXT WAR IN EUROPE
-Bruce Geryk-

Subject: Hypothetical NATO-Warsaw Pact conflict in Central and Western Europe. Publisher: Victory Games, Inc. Price: \$15.00. Components: 390 double-sided counters, 22"x32" unmounted map-sheet, two different scenario player-aid cards, thirty-six page rule book, one plastic counter storage tray. Complexity: 6. Scale: Division level, two-day turns, twenty-four-kilometre hexagons. PBM: Yes.

Yet another fine release from Victory Games. The system is reminiscent of many of SPI's operational-level games. The graphics are superb, the board being both functional and colorful, and the counters are well-done also.

FROM THE MATCH COORDINATOR

F.G. Helfferich, Editor of Fire and Movement, has recently sent me a letter advising me that GDW will be releasing the revision of DNO/UNT. It will be called "Fire in the East/Scorched Earth". He is willing to game-master a multicommander PBM game. This will be an affair for experienced players and run on a strict time schedule. Persons interested should contact him as soon as possible in order to start when the games become available this Fall. His address is 1845 Woodledge Drive, State College, PA 16801. There are also two German vacancies in his present on-going DNO/UNT game under the old rules. Those interested should contact Bill Peterson, 1500 Chicago, No. 818, Evanston, IL 60201.

Once again a call is being sent out for assistance in preparing Printed OOB; s in Midway, Anzio, SQ LDR Series, 1776, Cobra, 3rd Patton Army, U.S.N. Nap Wars, Waterloo, Civil War, B/G-1 and II. Keep in mind that both sides of a single sheet is to be able to hold both opposing forces.

Dan Shannon SS#2 Marleau Rd, Prince George B.C. Canada V2N-2K6 is looking for a copy of U.S.N by (SPI) he will pay top dollar.

OPEN MATCH REQUESTS: 1815, 20th Maine, Across Suez, A House Divided, Africa Korp, Air Assult on Crete, Air Force/Dauntless; Alexander; Anzio; Army Group South; Avalanch; Battle for J Germany; Beda Fomm; Berlin-85; Bulge-81, Counter Attack; Carrier Strike; Chancellsvile; Close Assult; Crescendo of Doom; Craonne; Devils Den; Decision at Kassarine; Dreadnought; Fifth Frontier War; Fortress Europa; Gettysburg-77; GI-Anvil; Island War; Indian Ocean Adventure; Komat Und Meteor; Kriegspiel; LaBattle De LaMosk; La Grand Army; Leningrad; Midway; Midway; Moderan Battles QD-I; Moderan Battles QD-II; NARVIK-77; NARVIK-80; NATO: North Africa QD; Operation Crusader; Operation Granade; PzArmee Africa; Pz Ldr; Pat 3d Army; Red Army; RedStar/White Eagle; Rifle & Saber; Road to the Rhine; Spitfire; Stalingrad; Sturm Nach Osten; Struggle of Nations; The Russian Campaign; Thirty Year War; War at Sea; Wooden Ships & Iron Men; Wurzburg; Western Desert; Yalu.

Les Deck

- K -

August 1, 1983

The sequence of play looks fairly intimidating, but is actually very smooth-flowing. At the risk of oversimplification, the game goes as follows: first, the Warsaw Pact player receives reinforcements, activates units, and has an opportunity to declare Tactical Nuclear Warfare. Then, WP supply is determined, and the WP player has the chance to launch nuclear strikes. Then the WP player moves his units, and the NATO player conducts defensive nuclear strikes (if Tactical Nuclear Warfare is declared), and airstrikes. The WP player follows with his own airstrikes, after which supply is determined again, and the WP player resolves his ground attacks. This sequence is repeated for the NATO player (with the exception that there are no airstrikes). This constitutes one game-turn.

Three scenarios are included in the game, each portraying a different level of surprise achieved by the Warsaw Pact. These range from total surprise to no surprise. Each scenario is playable as an eight- or fifteen-turn game. Basically, victory hinges on the capture of cities.

The rule book is surprisingly clear and concise. The format is formalized enough to be understandable, but not so much as to drown in a sea of rule numbers and sub-rules. The Terrain Effects Charts, combat tables, etc. are included in an eight-page pull-out section of the rules, so each player can have a copy (four pages each). A nice final touch to the rules are extensive designer's notes and strategy hints. The Counter tray has a tight fitting lid so the game can be stored vertically.

Overall, the game is well-designed. It is not overly complex, yet it maintains a high degree of realism. Although definitely not for the non-wargamer, wargamers should find it highly competitive and fun. The eight-turn versions of the scenarios give a quick (several hours) play option, while even the long versions can be played in the space of afternoon and evening. If your special interest is NATO-Warsaw Pact conflict, so much the better.



The Second Bi-annual River City Diplomacy Tournament will be held Columbus Day weekend, October 8th & 9th at Games Central Station, 2630 A Fulton Avenue in Sacramento California. This is a three-round formal tournament which will commence at 10:00 a.m. Saturday and end 5:00 p.m. Sunday. Medallions and plaques will be awarded for the top-three places and Best Country Played for each of the seven countries, respectively. Registration received by October 2nd will be \$3.00 and thereafter it will be \$6.00. Registration may be mailed to Clark Reynolds PO Box 160300, Sacramento, CA 95816. For further information, call Clark at (916) 322-9894 or at (916) 451-1972.

I thought that an update on my FLATTOP tournament might be in order.

I currently have 2 players confirmed and 8 players in some state of interest. Since entries tend to trickle in over a period of time, and since I have to draw the line somewhere, I am closing entries on January 1, 1984. I'm planning to start the first game no later than October 1.

I would also like to thank Jim Burnett for donating copies of his FLATTOP forms to the cause.

6 Pat Frye

August 31 1983



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