

the KOMMANDEUR

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CHOCK FULL OF DIPLO-INFO:

THE DIPLOMATIST

Edi Rirsan

This is just the beginning of a series of articles on the tactical aspects of Diplomacy. In a sweep of the board from one vital area of conflict to another it is hoped that a general improvement in the playing qualities of all players can be made. Thus, games need not be marred by foolish moves and wasted tactical moves. For the most part this series will ignore that hazy and overworked topic of Strategy and Alliance formation. The reasons is a game of chess-like precision on the tactical level and a game of personalities on the strategic level. Players will forever make alliances with others based on the principles of trust, creditability and image of the possibilities: the emphasis usually being placed on the first two always at the expense of the third. Thus no matter how often and qualified are comments made about X, Y, and Z alliance systems players will ignore them and do as they feel psychologically suited to do. Tactical considerations are far from devoid of psychological considerations but the degree of emotional interference is far less pronounced in tactical matters than in strategic considerations. Hence, each discussion shall make suggestions of tactical matters in a manner that will allow players to apply the advantages of approach and position to whatever alliance system they use. This is particularly true of the Scandinavian region, where angle of approach and use of fleets and armies in vital provinces will sweep the area.

SCANDINAVIA - This region covers all three traditional Viking areas of Sweden, Denmark, and Norway as well as Finland and St. Petersburg and all the Sea regions that border on these provinces. For expansion into this region from either the West or the South it is of utmost importance to position a fleet in the Skaggeiak. In fact, most any operation in the region will find additional strength if a friendly unit is located in the Skaggeiak. For not only does this position allow you to threaten the three major supply centers in the area, but it also can either safe guard or open up the North Sea. Thus, the Skaggeiak can be seen as the optimal position for a fleet in relation to the Scandinavian area.

While the Skaggeiak may provide optimal deployment for one's naval forces, the same advantages can be gained by the positioning of an army in Finland. From Finland the army can support or initiate operations against Norway, Sweden and St. Petersburg as well as providing the staging area of moving an army into St. Petersburg and thus threaten central Russia with the same kind of force that a fleet in the Skaggeiak can be used via its position on the North Sea to threaten the centers of England. While on the offense, the army in Finland is a most valuable aid but when fighting a long down hill campaign the Army in Finland can be considered a suicide stand as retreat is usually impossible when and if it is dislodged. Russia, when she plays a northern game, will usually place an Army in Finland during the first two years of the game in recognition of this valuable position for penetrating the North as well as its defensive value via St. Petersburg.

The tree of rivals for the region can include many countries but the principle roots of conflict originate in England, Germany and Russia. All three have certain advantages and disadvantages tactically in regard to the region. Both Russia and Germany have supply centers that border on the region and thus may toss in built units rather quickly. This allows for effective stabs made in short order. This nearness can also heighten the anxiety that each player has so any tactical errors can place an enemy in a home supply center. England on the other hand does not enjoy or suffer from bordering directly on the supply centers of the Scandinavian area, but in counter balance to this England has early sea power to make a swift penetration of the region in 1901 as well as early access to the Skaggeiak. England also has the unique opportunity of writing off the region and heading else

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PRIORITY DIPLOMACY VARIANT

In the 1900's no one nation really planned to conquer Europe such grandiose concepts were left to Napoleon and Hitler. It was really a contest of position and influence. Each nation had certain objectives that they were trying to attain so as to give them an advantageous position. This era was the beginning of the end of Imperialism and the outs (Germany and Italy) wanted to get in on it. Germany worried over its hemmed in position. Russia still was looking for an open warm water port unshibited by other nations. Turkey was trying to maintain what it had left and was debating whether to join the 20th century. France just would like to maintain the status quo so it could have biennial elections. England simply wanted to control the waterways of the world. (Perhaps it really wasn't that easy!!)

The minor nations were the pawns of Europe. They were looked upon as buffers, inhibitors, resource users, etc. Their councils and counsels were not valued much and in most cases they were no more than means to an end. Very few had armed forces that anyone would worry about. The only reason most were left alone were the lack of resources to fight them. This is the reason the other fronts of WWI never meant much, fronts like Salonika, Gallipoli, etc.

This variant should help to more fully bring back the flavor of those diplomatic times. Each nation has a set of national objectives. The objectives are rated from 1 thru 6 points. The game should have a time limit, but it is not necessary - 10 game years is likely to have the best results, but at least 6 are required.

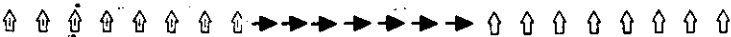
Below are the rules for Priority Diplomacy.

1. The rules of Diplomacy are to be followed except as amended below and/or by GM rules if played by mail.
2. After the first diplomatic period and coincident with Spring 1901, orders, each nation should write down its main objective (by number according to the list for that nation) and its limited objective which must be different. The contents of this list should be kept hidden from view of other players, however, everyone's list should be kept together in full view of the other players (or kept in trust by the GM).
3. These objectives may be altered at the halfway point of the game or after 5 years if not time limit is set. Objectives so changed are reduced 1/2 a point value.
4. The winner will be he who accomplishes his main objectives and has the highest point value assigned to this objective. There may be mutual winners if there is a tie, or use the year one accomplished his objective ends as a tie breaker - earliest year wins. If no one accomplishes his main objective, then use limited objectives in the same way. An exception to the above would be someone who achieves his limited objective would win if his point value is higher than that of the person who accomplishes his main objective with the high point value.
5. Accomplishment of objective assumes no loss of one's original provinces.
6. The only objective valued at 6 points is the maintenance of the Status Quo (see table III). This is available to all nations. If four or more nations choose this objective - the game reverts to standard Diplomacy rules. This is objective #100.
7. An objective may consist of 2 or more listed objectives. The points are accumulated for one's total point value; however, all objectives must be accomplished to succeed. You may not, however, choose an objective that includes other objectives and the other objectives at the same time. For example the English may choose number 8 or number 6 and number 2. Nor may you include objective 100 with any other objectives.
8. An alternate variation is for each nation to select an objective by lot and this he must follow.

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JUDGE'S COLUMN
O. DeWitt

ROADS IN WATERLOO AND AFRIKA KORPS

Not a little confusion exists over the rules concerning roads in conjunction with woods (in Waterloo) and escarpments (in Afrika Korps). This is understandable; Waterloo appeared first and, not surprisingly, says very little on the subject in the rules. Afrika Korps came later and does give one paragraph to the topic, but leaves much unanswered. Also, those who first played these games probably have a more simple approach to the rules than someone who started with Bulge, which has more sophisticated (but not always clearer) rules on the subject. Therefore, let us standardize our rules.

Those players who wish more complication in the game are free to use the rules from Bulge dealing with woods and rough terrain in relation to roads. But the players must agree on this before the set starts.

If the above agreement is not specifically made, the following rules will be in effect:

A.K. - Units may travel along a road to a road - rough terrain square and then move off that square to clear terrain and keep on moving. (E.g., Units traveling east on the coast road to H-24 may move from H-24 to I-24 and continue to the southwest). The reverse movement is also allowed.

A unit traveling east on the road to H-25 may move onto H-26, but it must stop there and continue along the road only on the next turn.

WATERLOO - For uniformity, these rules will be consistent with the above A.K. rules: If a square contains a road of either type a unit may move onto that square and use the road immediately. (E.g. a unit may move from E-38 to E-39 to E-40 and then along the road in the same turn.) The effect of the rule (almost) is to turn any square containing a road into a road/clear terrain square. Square QQ-22, then, is effectively a clear terrain square because of the road; so is DD-23 and Y-27.

A unit cannot, however, move from one woods square to a road-woods square and then directly into another woods square. That is a unit on C-43 cannot move to C-44 and then to C-45. One on B-43, however, could move to B-44, take the road to A-45, and then move off to B-45. A unit, then, can start in the woods, move to a road square, and then move off into the woods again after using the road.

Remember; if you and your opponent agree, you can use Bulge rules.

BULGE: In advances after combat, a unit may ALWAYS advance into the vacated square. If, after it has advanced one square, it is not in an enemy ZOC, it may continue advancing in any direction, but it must NOT enter the ZOC of any enemy unit after that first square. (It may enter the ZOC of the unit it just pushed back IF it is not also in the ZOC of another enemy unit.)

In retreats, the defender has the choice between separate roads. The attacker has the choice between different road squares of the same road, and he may determine the direction of retreat along that road.

EDITOR'S NOTES

Well, everyone seems to have liked the last "K". But to maintain that level, I'll need more articles. I do have a few items from people who never contributed before and that pleases me very much - won't some of you others try your hand at something?

I'm still hoping to get games from other people for public in the "K". Games that do get published, will definitely be in need of comments from those of you who play them. If any others of you designers out there want to get in the "K" - you are most welcome!

In this issue we have sort of a pot pourri of games and variants. In the Mediterranean Theater column we present a "Modification & Aberration" article, instead of the usual fare. However, this column will proceed apace to give you the new game. The new mapboard is nearly complete and the OOB is shaping up. Supply rules will soon be ready as well.

Then we have Nuclear Destruction. Not a map game in the true sense, but it seemed to fit quite nicely. Finally, there is Priority Diplomacy, a brand new variant with a new twist.

I recently partook in a game of Barbarossa on a 5' x 8' board. It was good fun and I enjoyed it (even though I was badly beat in one game), however, in person play requires good time limits and 3 commanders per side. What amazes me is that no one has done this type of thing for Bulge - big board, small units - how about it Bulge enthusiasts, are any of you game for this project? We could print the resulting map, OOB and rules in the "K"!

We have a lot of things for you to respond to in this issue - dues, Constitution and By-Laws, questionnaire and committees. Let's hear from everyone out there.

Another nice item. Dave Wood (Europe, ICRKMeister) made some ahiks ashtrays. At this writing, I have the only one in the United States of America. It is a masterpiece. In a hexagon design, (clever those British) with the society name written on the edges and 'ahiks' in the middle of the bowl. I think Dave can be persuaded to make more, if you are patient. Write to me if you are interested (don't send money) and I'll see if Dave can be convinced. Price will be about \$3.00 including postage. You are welcome to come and visit me to see what it looks like. Else t-t-t my word - it is super!

So ends another year - god! Next year I'll be 30; good god! My pessimism seems to have been unwarranted. That is fine, but see how happy I am, my worst fears never come true and my pessimism sometimes brings out some of you. Ahh - I'm sly like a drunk-en fox.

I wish to extend a very special thanks to those 5 or 6 people who offered to help in the "K", etc. I'm sorry if I haven't given you a full or satisfactory answer. Do not give up, as there are areas you can help in. With the many committees now being formed, perhaps you can find one that you are interested in.

Our new Diplomacy Editor (Edi Birson) also dabbles in other gaming activities. For a start he has designed a new Bulge PBM sheet. Using the unit location and battle resolution charts like Avalon Hill's on one side, he has put a reduced map of the board on the other side. Samples can likely be had for an SAB; they will be sold in packets of 50 sheets for \$2. If these get a good reception, he intends to follow with A.K. and S'grad. Good for a try - see address on masthead.

The staff of the "K" and all the officers of ahiks wishes to give pause to wish you

MERRY CHRISTMAS AND HAPPY NEW YEAR



SCHEUR

BULLETIN BOARD



ACHTUNG!

You will all take note - there is a new ICRKmeister. Peter A. Rossmilla (address inside). This job causes more wear and tear on members and we are lucky that Pete will give up Raquel enough to set up game assignments. I only know too well what a chore this job is. If you haven't heard from your last request and/or ready for a new one, contact Pete. Please - remember to return unused portion of ICRK when a match is complete; failure to do so could cause you not to get a new assignment.

NEW REGIONAL SET-UP

If any of you do not get a Bulletin from a regional director by December 31, 1970 - please inform me right away so I can rectify the situation. We now have four regions - Pacific (West), Central (Central and Southwest), Atlantic (East and South) and Europe (British including Africa, and non-Pacific Asia). This organization seems to best suit our needs. While regional get-togethers should be planned as such whenever possible, there should be no limits on sub regional get-togethers using the regional bulletin to spread the word.

AN ICRK FOR EVERYTHING

Pete wants everyone to realize that he will provide ICRKS for all map games two members wish to play. This includes SAT games, games and any others.

DUES ARE DUE AND UP!

Well, inflation has caught up with ahiks. I am a bearer of bad tidings - dues are now \$6 per year. Please make out your checks or payment to ahiks and return same to Dieter Cordes, our treasurer, with enclosed dues notice. If you already paid please note that on the card and return it. Dieter would appreciate it if you would include the following information on the back of the notice: Birth year; year/month joined ahiks; list 10 games most preferred (in order and may include any map game or political game). This is to help us improve services.

TOURNEY NEWS

Stalingrad tourney is finished with the first round and shows 3 drop outs out of eight. One person had to be put off and the other four are going at it at the second round which will determine the winner. Promptness scores were good for those who played.

The Bulge tourney is in the third round (and final round). Judging this game is more difficult than Stalingrad nevertheless, we have preceded space. There were 2 drop outs in the second round, so we are down to six. Promptness has not been a hallmark of this tourney, with one member in Africa and another having to move. Nevertheless, one game did reach Dec. 23 in 10 weeks of play.

The future of tourneys is still good, however, as a second Bulge and a second S'grad tourney are planned, we also will try to get tourneys in other games. I think we have learned a few things from the first two tourneys. There will be stricter rules as to turn-around. Hereafter, no one should enter a tourney unless he knows that he can mail his move within three days of getting his opponent's move. Immediate disqualification for anyone who does not return a move within 7 days by postmark to postmark.

If a problem comes up and someone disagrees the player should call the Judge for an immediate ruling which is confirmed letter and is binding.

We also see the need for more time to play each set above 10 weeks. Fifteen weeks should suffice. This should be enough for at least 20 moves (Jan. '43 in S'grad/Dec. 25 in Bulge).

Please make your desires known on the questionnaire - fees will be collected later. If you read this, but don't want to enter a tourney at all, circle letter "C" of question 13 on the questionnaire.

CONTEST

Light response again - hmmm only a few want to pay for a postcard or stamp to win \$2.50, I don't believe it. So I'll try again and you can answer on the questionnaire. Let me know which article from 1968, 1969 or 1970 "K" you thought was best. Even if you don't answer the contest will you please circle letter "B" on question 13 of the questionnaire. Also, on contest, list the three articles you think will rate the highest. If you are right you share the prize money 50/50 (pf \$5.00) with the author of the winning article.

BRITISH REGIONAL MEETING - October 30 - 31, 1970

A record number of members (15) gathered in the Sneyd Arms, Tunstall, Staffordshire last weekend for the third regional meeting. We were especially grateful to greet Ken Norris (the longest standing member of the region) and two new members since last time Carl Eley and Ivor Moseley.

The Friday evening was mainly spent in drinking and renewing old friendships. However, Bob Stuart and Ivor managed to fit in a quick Stalingrad game.

On Saturday the meeting started with a vengeance. The centerpiece was the multi-commander Blitzkrieg with Michael Nethercot gamesmastering and trying to keep the teams from communicating verbally with allies and enemy alike. Ken Norris commanded Blue, with John Poole and Bob Stuart doing the subordinate tasks. John Poole was heard to remark just before the game started, that he would like to borrow a rulebook since he hadn't played the game before. Ken asked the gamesmaster whether any provisions had been made for courts-martial. Harry Tucker commanded Red, having Henry Radice and Tony Jones as subordinates. Henry was appointed Minister of Propaganda and waxed lengthily over the despicable conduct of Blue units in invading peaceful and harmless neutral countries.

The game ran from 10 a.m. until around 6 p.m. and ended in a win for Red, who sneakily gained a large amount of points on the last move by putting a minor invasion into Blue's home country, knowing that the game would end before the units could be knocked out again. Much beer was consumed and an interesting time was had by all.

Other games were, of course, in progress simultaneously. David Wood and Chris Hancock played the first game of Arnhem, a new game designed by Michael Nethercot. I think we will be seeing much more of this game in the future. Ivor and Carl played AK, Malcolm Watson and I played TAC 14, with Eric Slack and Sheila Minion in the spectator's gallery.

Later Ivor and Ken played Stalingrad, Malcolm and Tony played AK, and Bob and Michael tried their hand at TAC 14, with Henry taking over after the rout of the cavalry. Harry and John played Normandy.

As is usual, the games carried on into the small hours with much beer being consumed and many ham rolls brought from the bar downstairs.

A short report such as this cannot cover more than the bare details - I have not mentioned the Hexagonal Ashtray Corporation sales, the rude remarks aimed at SAT (many members are awaiting delivery of orders), the conversations, the magazines, etc., etc. However, suffice it to say that a really marvellous time was had by all. Everyone agreed that the time was far too short. A more complete report on the meeting will be published in the British Region Members Bulletin for December.

RA ratification OF BY LAWS AND CONSTITUTION

We have updated these documents with events in ahiks of the last 3 years. We now need your approval. Please mark on the questionnaire your agreement or disagreement with these documents. Each numbered/lettered item can be voted individually and thereby be accepted or rejected. Please read everything over carefully before voting.

The Diplomatist con't.

where for expansion. This permits the English to make tactical consideration of a more risky nature as an error will not necessarily bring the enemy directly into London Harbor. The English also have the additional advantage of approach from the West. Such an approach angle is more favorable than from the South or from the East. In fact, it might be reasonable to conclude that only England stands a chance tactically of holding off the other two local powers in a Scandinavian flare-up.

For those interested in following a sweeping Scandinavian battle, see 1966AO played in Erewm under the gamemastering of Rod Walker (5058 Hawley Boulevard, San Diego, Calif.), and for those less inclined to this kind of research following are some interesting initial moves for each of the local powers early in the game. (Note: Some of the moves take for granted certain previous moves).

ENGLAND: Fall '01 F North Sea to Skaggerak, F Norwegian Convoy Army Edinburgh to Norway.

Followed by Spring 1902 Army Norway to Finland, F Norw. Sea to Norway; F Ska support F Norw. Sea to Norway, F Lon to North Sea.

ALTERNATE FALL '01: F Nth S. Convoy Army Edinburgh to Norway F Norw. S to Barents

ALTERNATE SPRING 02: Army Norway to Finland, F Nth Sea to Norway supported by F Barents. F London to North Sea.

RUSSIA: Spring '01: F St. Pete sc to Bothnia, A Moscow to St. Pete followed by A Moscow to Finland and F Both to Swed in

F '01 and building a fleet in the north coast of St. Pete.

GERMANY: Early penetration in 1901 is rare but can be attempted by: Fall '01: F Denmark to Skaggerak, Army Kiel to Denmark Otherwise Germany may stand Russia off in Sweden in 1901 Fall by Fleet Denmark to Sweden. And hope to move in further by the building of fleet Kiel and the shifting into a position of fleets in Denmark and either Skag or the Baltic depending on the alliance.

Next issue: Balkans East and West

Comments are of course, invited.....



DIP 'ZINE SURVEY

E. Rirsan

The following is by no means a complete listing of all the Diplomacy zines now in existence. It is, however, a fair listing that will provide some idea of who is who in Diplomacy and some of the problems involved with searching for a zine to play in/read/line your garbage can, etc.

A.D.A.G., Hal Naus: 1011 Barret Ave., Chula Vista, Calif. 92011 At the moment no game openings but usually a few substitute spot open. Zine is published rather regularly, dependable and responsible editorship on Hal's part keeps this zine devoted strictly to game reporting. Very rarely will any material appear not directly related to one or more games run in the magazine. Strictly for players and those who follow the progress of games run in the zine. Mimeo production, three week deadlines. Subscriptions: 10¢ an issue, N3F member

ALBION - Don Turnbull, 6 St. Georges Ave., Timperley, Cheshire, England - probably one of the best, if not the best zine around for those interested in a diversified zine. Combined with its sub zine, Courier, Don provides the subscriber with everything from running Diplomacy games, to reviews of Avalon Hill type games, Test Series games, recent periodicals of interest plus a host of humor and special interest articles. The 50¢ per issue for Americans is well worth the buy. Game fees are \$1.25 plus subscription for as long as the game runs. The International game is open so far and players from all over the world are expected to play. Hurry your game fees and you might get in: Warning, only one player may be chosen from the U.S.//Ahiks and N3F associated. (Ed: No longer carries Diplomacy games which are now reported in Courier).

GRAUSTARK - John Boardman, 234 East 19 St., Brooklyn, N.Y. 11226 - One of the more controversial zines in Diplomacy history. It is also the most efficient, quickest, dependable and has an unequalled record in holding firm to its two week deadlines for the last 224 issues. Game fees are usually \$4.50 but the games fill up so fast the best means of entering the game is to subscribe for a while at 10¢ per issue and wait for a new game to open. While only the crankiest players in the Diplomacy world have even dared to attack John's manner of adjudication of his

games a large group of people in the Diplomacy world have been offended by John's un-merciful and no holds barred attack upon the social/political/economic ills of the U.S. as HE sees them. He is also rather rough on in-coming mail attempting to highlight various disagreements with his political views, but in matter dealing with Diplomacy he is quite acceptable to most. I recommend you risk a dime for an issue and determine if you would care for such a zine.

LEGATVS - Henry Kriegsman, Jr., 12 Kilburn Ave, Huntington Station, New York 11746. At the time being there is no new game opening, issues are being run on carbon copy till a source of mimeo/xerox can be attained. Game fee was \$1.25, limited to game reporting only. Not recommended till a permanent source of copy can be attained and the GM gets use to keeping deadlines.

LILLIPUT - Rod Walker, 5058 Hawley Boulevard, San Diego, Calif. - zine devoted to reporting only on the games it is running, very regular and responsibly run. Game fee is \$4 or \$3 for N3F or IFW members as game is associated with both organizations. Generally, three week deadlines although it appears that each game has different deadlines depending on location of players and game season. A new game is open and three spots are available, unlike most zine countries are assigned by choice of player not chance of draw. So send in your country preferences with game fee. Highly recommended; subscriptions \$1 for ten issues.

LA GUERRE - Bernard Tretick - 3702 Wendy Lane, Silver Springs, Md. 20906 - like Graustark, LaGuerre is another controversial zine; only while Boardman's bag is politics, Bernard seems to be getting into arguments over Diplomacy. At last notice, a standing feud with Rodney Walker was still burning bright as well as sparks with Hal Naus and Charles Reinsel in the wings. Zine offers many variants on Diplomacy and game fee is usually \$3 but may have gone up since my last affair with this zine. Advise that further information be procured from Bernard himself.

NUMENOR - Rod Walker (See Lilliput) - this heavy zine goes for 30¢ an issue and contains listing of Diplomacy games throughout the Diplomacy world. Gives ratings in terms of experience of players and has several sub zines attached which are not yet fixed in either number or type. Issue also contains various articles on Diplomacy and occasional political commentary although not as anti-establishment or status quo, as the politics of Graustark. Rod seems to have trouble with his few subzines which may be tied to the old ghost of Diplomacy: Conrad von Metzke. But never the less a worthy zine to subscribe to if you are interested in the latest happenings in the Diplomacy world.

SERENDIP - John McCallum, P.O.Box 52, Ralston, Alberta, Canada A thin zine rarely going over two or three sheets and carrying a small number of games with rare openings. The big point in this zine is the steady manner in which it comes out as well as the publication of the Callmar Master Point rating system and publishing the results of recently completed games. Occasional article type comments on Diplomacy and a usually interesting series of letters to the editor appear in rather regular thrust of enthusiasm. Subscription - 10¢ per issue or 100 pages per dollar. At that price, well worth the buy.

STAB - John Koning, 318 S. Belle Vista, Youngstown, Ohio 44509 It appears that John has had considerable trouble in meeting his deadlines and I advise you to stay away from this one for a while at least. Subscriptions were 15¢ an issue and no game openings were posted or game fees indicated.

THE VOICE - Jeff Key, 4611 N. Pennsylvania Ave, Apt. 1D, Oklahoma City, Oklahoma, 73112. As soon as Jeff is able to resume publication, his zine will no doubt once again top the majority of zines around for interest and enjoyment. Unfortunately, Jeff has been unable to continue for about 2 months and his revival is expected shortly. Game fee was \$5 and subscriptions ran for 15¢ each or 10 for \$1.25. No game openings at this time.

DIPLOPHOBIA - Don Miller, 12315 Judson Road, Wheaton, Md. 20906 - Don is about one of the most habitual Diplomacy GMs around. Always running tens of games and addicted to starting new games without overt pressure. Usually plenty of substitute positions being filled and numerous variants and freaky versions of Diplomacy games available for players with a flare for the unusual or new. Don, also has several other zines such as Hydrobia, Diplomania and the Games Letter devoted to everything from reports on the N3F Diplomacy (Ed., should read Games Bureau) Bureau (which he is head) to special variants zines to general articles on the wargaming world at last notice. Highly recommended Diplophobia is 15¢ each, Diplomania is 35¢ each (4/\$1.10). Game fee is \$5 at last notice.

Priority Dip con't

TABLE I OBJECTIVES

ENGLISH OBJECTIVES

Valued at one point:

1. Maintain original borders
 2. Inhibit German movement into and around North Sea
 3. Obtain territory on continent by garrisoning with an army and maintaining same with a supply line to home.
- Valued at two points:
4. Obtain and maintain control of Atlantic by inhibiting other countries use of MAO, NAO, Nwg, NthS, and Eng C. (One other country, to be selected Spring '01 may be allowed use, if so desired).

5. Inhibit French growth (See Table II)
6. Inhibit German growth (See Table II)
7. Inhibit Russian growth (See Table II)

Valued at four points:

8. Conquer all of Germany
 9. Control gateway to Mediterranean Sea by holding Por, Spa (SC), MAO, NAF and WME
- Valued at five points:
10. Guarantee sovereignty of all minor nations.
 11. Conquer France
 12. Conquer Russia
 - 12 includes 7, 11 includes 5, 8 includes 6 and 2.

B. FRENCH OBJECTIVES

Valued at one point:

1. Maintain original borders
2. Control Atlantic traffic by holding MAO
3. Guarantee sovereignty of Iberian nations.

Valued at two points:

4. Guarantee sovereignty of low land nations
5. Inhibit growth of Germany
6. Inhibit growth of Italy
7. Inhibit growth of England

Valued at three points:

8. Control Mediterranean Sea by holding WME, Lyo, Ion, Tun, Spa (SC).
- Establish Papal Control by holding Pie, Tus, Rom

Valued at four points:

10. Control greater France by holding BOL, BEL, RUS, PIE, SPA
11. Conquer Italy

Valued at five points:

12. Conquer Germany
13. Conquer England
- 13 includes 7, 12 includes 5, 11 includes 6, 10 includes 9 and 4.

C. GERMAN OBJECTIVES

Valued at one point:

1. Maintain original borders

Valued at two points:

2. Inhibit Russian growth

Valued at three points:

3. Establish Atlantic Route by being able to sail a fleet to MAO by any route at end of game
4. Establish Pan-Germanic Band by holding Boh, Vie, Tyo, Tri
5. Inhibit English growth
6. Inhibit French growth
7. Greater Germany by holding all provinces and seas adjacent to original borders excluding Switzerland, of course.
8. Guarantee sovereignty of Scandinavian nations.

Valued at four points:

9. Establish Orient Express route by holding any provinces that established a continuous link between Ber and Con.
10. Re-establish Holy Roman Empire by holding original provinces, Burgundy, Tyrolia, Vienna, Bohemia, Trieste, Venice, Piedmont, Tuscany, Rome and Marseilles.

Valued at five points:

11. Conquer France
12. Conquer Russia
13. Conquer England
- 13 includes 5, 12 includes 2, 11 includes 6, 10 includes 7 includes 4.

ALLIAN OBJECTIVES

Valued at one point:

1. Maintain original borders

Valued at two points:

2. Obtain territory in Balkans by garrisoning with an army and maintaining same with a supply line to home.
3. Control Mediterranean by holding Ion, Tun, Gre, NAF and WME.
4. Inhibit Austrian growth

Valued at three points:

5. Inhibit French growth in Mediterranean including any and all provinces bordering the seas in the Med. area excepting Mar, by holding some or keeping neutral.

6. Inhibit Turkish growth

7. Create Catholic Empire by holding Spa and Por.

Valued at four points:

8. Conquer A/H.

9. Inhibit French growth

Valued at five points:

10. Conquer Turkey

11. Conquer France

11 includes 9 plus 5, 10 includes 6, 9 includes 5, 8 includes

4.

E. AUSTRIAN OBJECTIVES

Valued at one point:

1. Maintain original borders.

Valued at two points:

2. Inhibit Turkish growth

3. Inhibit Italian growth

Valued at three points:

4. Inhibit Russian growth

5. Control Adriatic Sea by holding Adr, Alb.

Valued at four points:

6. Control Balkans by holding Ser, Gre, Rum, Bud.

7. Conquer Italy

8. Control Med. by holding Ion, Adr.

Valued at five points:

9. Conquer Turkey

10. Conquer Russia

11. Re-establish 1815 German Convention by holding Mun, Ruh, Kle and keeping German control in Ber, Pru and Sil.

10 includes 4, 9 includes 2, 8 includes 5, 7 includes 3.

F. RUSSIAN OBJECTIVES

Valued at one point:

1. Maintain original borders

Valued at two points:

2. Inhibit Austrian growth

3. Inhibit German growth

4. Establish Pan Slavic Bund by holding Ser, Rum.

5. Control Black Sea, by holding Blk.

Valued at three points:

6. Guarantee sovereignty of all Baltic nations.

7. Inhibit Turkish growth

Valued at four points:

8. Gain route to Med. by holding or neutralizing Blk, Con, Bul and Aeg.

9. Conquer Austria

10. Conquer Germany

Valued at five points:

11. Conquer Turkey

12. Gain route thru Baltic by neutralizing or holding Bot, Bal, Swe (or Den), and Ska.

11 includes 8, 7 plus 5, 10 includes 3, 9 includes 2, 6 includes 4.

G. TURKISH OBJECTIVES

Valued at one point:

1. Maintain original boundaries.

2. Control Eastern Mediterranean by holding Aeg, EMe, Gre,

Valued at two points:

3. Inhibit Austrian growth

4. Control Black Sea by holding same

Valued at three points:

5. Control Balkans by holding all Balkan nations

6. Inhibit Russian growth

Valued at four points:

7. Control Mediterranean by holding Ion.

8. Conquer A/H

Valued at five points:

9. Regain early European empire by holding Sev, Bud, Rum, Ser, Alb, Gre, Bud, Tri.

10. Conquer Italy

11. Conquer Russia

12. Control Gibraltar by holding ION, WME, NAF, Spa (SC) Tun, Aeg, and EMe.

12 includes 7, 11 includes 6, 9 includes 8, 5 plus 4.

TABLE II

To inhibit growth is similar to maintaining status quo, but for one nation. Any time a nation is able to hold more than its own boundaries and sphere of influence, than it has been able to grow and you have failed in inhibiting its growth. (See table III).

Continued page 6



TABLE III

Spheres of influence under status quo - status quo is maintained when one nation invades and/or holds any province or sea not in its sphere of influence or attempts to keep anyone from passing thru a neutral area.

- Eng - Fth, ENG, NWG, NAT, IRI, NWY
- Fra - LYON, SPA, BEL
- Ger - BAL, DEN, BEL
- Ita - LON, TYN, TUN
- A/H -
- Tur - EMe, ABG, BUL
- Rus - BOT, BAR, RUM

NEUTRALS

- Hol - WMe
- Swe - ADR
- Por - MAO
- Gre - NAO
- Alb - SKA
- Naf - BLK
- Ser - ALE

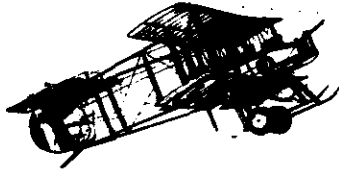


TABLE IV

TERMINOLOGY

- Inhibit - to not allow the thing to occur
- Hold - to not allow anyone else the use of
- Conquer - to remove all units of that nation and hold 2/3s of the supply and 2/3 of the non-supply provinces including the Capital.
- Guarantee of Sovereignty - to keep any nation from holding any minor nation, and if recapturing such a nation not building for it
- Supply line - an open or held contiguous route from a garrison to any home province still in one's control.
- Neutralize - owned by no power, if supply center than no unit built for control and declared neutral by last holder.

DIPLODEUR

Diplomacy as a game should be one of carefully shifting alliances; far too often, too much weight is given to the tactical maneuvering of armies and fleets. In fact, it would probably be a good strategy to not let the good tacticians get too far ahead. Don't ever give up hope, I've seen a player with 15 units get wiped out and the one with four units win the game - it's rare however. One of the weaknesses in Diplomacy is that there is no value in coming in second. The practical game should end in a three or four way draw or should at least go on for 20 or more game years.

There is far too much complete destruction of powers! Use your weakened powers! After flattening him try to ally with him! Use force to make allies, not empty thrones! Try to wean junior partners from burgeoning powers! It is a boring game that has rigid alliances!

There are five subjects covered in this discussion - 1. Types of treaties, 2. Theory of the Stab, 3. Small power diplomacy, 4. Alliance shifting, 5. Unusual moves.

TYPES OF TREATIES

The most common treaty is the Mutual Offense; let's get together and go after X. This is usually short range, but often develops into Long Range.

The Short Range treaties usually have a limited goal and are either scrapped or renegotiated or they turn into Long Range treaties. These Long Range treaties are usually meant to last the game and either include provisions for a draw or to help one or the other win. The long range treaties are not always obvious at the start.

Another useful treaty is the Non Aggression pact, we pledge not to attack each other and you go one way and me the other.

Try to use Neutral Zone treaties; neither player will advance into province X.

Do not neglect the Support pact. If I help you survive or get X, you help me get Z.

Pick your treaties carefully, make only what you need and break them carefully. Try to make treaties with those you attack as well.

THEORY OF STAB

You always have to stab someone or else you are being too transparent, but don't get stab happy. It is an important weapon, use it carefully. A stab is only useful if you really gain from it and are set up for it. Usually your first move is a stab, because you have lulled someone into false security. Be judicious, you may want him as an ally later in the game, however, if you do stab someone he usually is an enemy thereafter. Remember also, you have to stab a friend when you stab!

QUICK REVIEW OF PANZERBLITZ

I give this game one year to become the favorite game of most map gamers. While the idea is not new, it is the first time a tactical treatment was applied to a map game. It is not quite, but nearly, the same as table topping - while lends itself to a fabulous combination of both. For those of you who have TSG's TAC #3 game, you'll have an idea of what it is all about; but Panzerblitz is far superior, more than I expected.

The components are of comparable quality to previous releases. Red Simonsen's art work makes this the nicest board ever. Larger than normal hexes are used, while the board is in three parts for making combinations a la Kriegsspiel; i.e., 22 x 28 inch if side by side or 66 x 9 inch if lengthwise.

Counters are easy to read once you learn all the new factors. The armor and some other counters use shadow profiles rather than symbols - a nice effect. Rule book not a booklet but a clumsy fold out that takes away from its good layout. The rules are relatively unambiguous and easily understood, however, there are new concepts to learn.

A campaign analysis is an interesting extra, not needed to play the game. Historical data, armor profiles and unit data are included - much information for the table topper.

Twelve situations on situation cards are the big innovation and you'll love them. They represent situations, not actual conditions, of various battles from 1941 thru 1945. Plus they contain variable winning conditions. They include 8 move, 10 move and 12 move games and from less than 20 units per side to 70 plus. And I bet everyone will want to play Situation 10. I have yet to decide which I like best.

Those who know me well, know that I rarely enthuse over a new game, but this one is the best since Bulge (sorry Anzio fans). After the size of Jutland, the nothing called 1914, the color madness of Anzio and the kindergarten toy called Kriegsspiel, we have a game for the simplicists and the realists....about Time. Thank you Jim Dunnigan for doing it right.

SMALL POWER DIPLOMACY

A severely neglected part of the game. Vindictiveness and annihilation are not the choice courses of action. Attempts to annihilate bring about vindictiveness and vindictiveness usually insures annihilation in its turn.

Countries with one to four units should be courted and should go courting. If you are being clobbered, try to become an ally of your antagonist. Try to keep one of your own supply centers for building, but forget about it if you have no choice. I played a game where one player had four units but hadn't controlled a home center in five or six game years. You should perhaps try to have an ally, who will support your existence out of your homeland, other than your antagonist.

Big powers should not ignore small powers. Use them to protect flanks, as a buffer. Small powers have to be grateful for support. Try to woo them away from your enemy.

Small powers should work on diplomacy with big powers. You often carry the key to the game. Shift to maintain balance.

ALLIANCE SHIFTING

This is not only for small powers, but everyone. To win you need strong friends, especially early in the game, if they are too strong they'll beat you, however. So you must shift your alliances now and then. This often accompanies a stab. An example is you (A) join B vs C. After a while switch alliances and join C and D vs B. Get E to work on F and D. Now you have everyone fighting everyone else and you pick them off at ease. "Promise them everything, but you take what you can." Don't make, or let yourself get into, rigid alliances - they seal your fate!

UNUSUAL MANUEVERS or POTPOURRI

Why doesn't Germany get England and Italy to attack France and then go after Russia and/or Austria?

Why doesn't France ever go after Italy and the Mediterranean?

Why does Italy always want to go after Austria or Germany? - he only meets another enemy, why not support Austria and go after France?

The idea is not to allow yourself to see only obvious course of action. Not only be aware of your strengths and weaknesses, but play on those of other nations. Attempt to get other nations to follow courses of action that will benefit you. Don't be passive and react to what others are doing. Be active! Passivity never wins! How about Germany trying to be allies with all five neighbors?

Attempt to unite nations together who will menace your neighbors. There is so much to do. Break up alliances, advise stabs, make friends. Don't sit still, Diplomacy should be a game of diplomacy.

MEDITERRANEAN THEATER



DEFINITIONS & ABBREVIATIONS WW II 1941-1942 EUROPEAN THEATER

R. Johnson

From various sources the gleam of a grand concept to fight WW II on a board without too much confusion has burst forth with this article. This can be played with multi-commanders or just as well by two players, all you need is games of Afrika Korps and Stalingrad, a few spare counters and an imagination that will allow a few assumptions to pass by.

These two campaigns ran the same time period - Spring 1941 - Winter 1942-43; AK starts a bit early and S'grad ends somewhat later, but it presents no large problem. Why would I play both games simultaneously? Well, for one, I wish to see whether, if the Germans had concentrated a bit more on Africa and the Mid East, they could have conquered the Soviet Union. I think a lot of people have asked this question - here is a chance to answer it. All ahks rules for these games are used and the revised CRT is suggested. Changes in the rules, OOB's and OOA's are present in this article.

The two games are played simultaneously and moves of the games should be coordinated so both are in the same time span; i.e., June 1941 move in S'grad should be made while June 1941 is the move in AK. Move June 1 in AK, June in S'grad and then June 2 in AK - next is July 1 in AK, etc.

Noting that German generals admitted that Greece only held up the Russian frontal assault for two weeks, we can plunge into our changes. The AK game will begin at March 31, 1941. The German/Italian forces are placed as follows: El Aghella equals 21/3 Recce; W-5 equals 21/5, 1 Sup; W-3 equals Ariete; also at W-3 equals Trento, Savona, Bologna, Pavia, Brescia (may not move on first turn). British forces: X-9 equals 2/3 arm (rated at 2-2-5); W-8 equals 2/2 Sp Op (rated at 1-2-5 and cannot be used as a replacement); Maus equals 0 Sup (rated at 0-0-5) (May not move first); H-4 equals 9 A/20, 9 A/26; Tobruk equals 9 A/24 (may not move first two turns); Mechili equals 3 I mtr (rated at 1-1-7); Sollum equals 6/22 Gds (may not move first turn); Mersa Matruh equals 7 A/18 (rated at 2-2-4), 32 Tank bde; J-62 equals Pol/Camp, 2 supply.

At the start of the game the British commander must decide whether he shall go to the aid of Greece or not. If he does not go to the aid of Greece he brings on at J-62 on the April 1, 1941 turn: 1 Arm bde, 14 bde (1-1-5), 6 A/16 (1-1-4), 6 A/17 (1-1-4), 6 A/19 (1-1-4), 2 NZ/4 (2-2-6), 2 NZ/5 (2-2-6), 2 NZ/6 (2-2-6). Ignore OOA reference to these units here after. Otherwise, these units are in Syria as of 6/15/41, if slated to come on AK board, they do so in their appointed turn. However, if he does so then the Germans start the S'grad game with an immediate 8 factors in their replacement count; plus an extra advantage detailed later.

In the June, 1941 moves the German commander may detach one Corps from S'grad and put it enroute to Africa. This unit must leave the S'grad board from Warsaw or Bucharest and arrives in Africa on the July 1 move. If the British did not go to Greek aid, then the first unit is assumed to have left in May (if the German player so decides) and can arrive June 1, 1941 move. The Germans may continue to ship a corps at the rate of one a month; however, if an armored corps is sent, then a panzer-grenadier corps must follow and vice-versa.

These new units in Africa are also subject to supply limitations. The Axis may never have more than 100 factors in Africa at one time and all Italian and AK units (21, 15, 90 and 164 Divisions) must be given preference on board over S'grad reinforcements. Any coverage is removed from board and held in Italy or returned to Russian front.

Below is the table for conversion from S'grad to AK.
8-8-6 Pz equals 3:7-7-10, 3:2-2-12 (a 3-4-6 and a 4-5-6 may be used in place of a 7-7-10)

7-6 Pz equals 3:7-7-10, 1:2-2-12

5-6 Pz equals 2:7-7-10, 2:2-2-12

4-6 P/G equals 3:3-3-10 (a 3-3-7 may be used as a 3-3-10)

3-3-6 P/G equals 2:3-3-10

4-4-4 Inf equals 4:2-2-7, 1:2-2-12

3-3-4 Inf equals 3:2-2-7 (any 2-2-4, 2-3-4 may be used as a 2-2-7)

Only German and Italian units can be sent to Africa

Before we start we make one alteration to the board. Between grid 0 to the south board edge inclusive and East of the escarpments below Tobruk to Qattara Depression, all movement is halved. You should also note the table at the end of this article that shows changes in the Order of Appearance. Furthermore, only 3 units may be at sea for either side at a time.

Now that we have set the situation let us determine our objectives. Basically, it is up to the Germans to win and they must meet the winning conditions for both games to succeed. The objective of the article however is to show how the German forces can get to the Southern Caucasus.

Once the Germans capture Alexandria, they still have the Sinai and the Mid East to conquer. The Mid-East is nearly impossible to properly defend if the Sinai is breached, so all we really have to do is determine German conquest of Sinai and time necessary to start funneling troops into the Caucasus region.

See the table at the end of the article for British 9th and 10th Armies' TOC. These troops plus troops who can escape from the AK board at J62, J-63, K-63 or L-63 may be used for the Sinai defense.

If you use the following sector of the AK board, you have an area that will suffice as the Sinai: I-16, J-17, K-17, L-18, M-18--S-24-S-29--O-29, N-28, M-28, L-27, K-27, J-26, I-26--I-16. The British on the escarpments are doubled to simulate the effects

of the seas. The Germans have only to breach the area between I-26 and O-29 inclusive to have captured the Sinai. All British troops still on Sinai when the Germans breach the Sinai (with a supply that stretches across the Sinai to Africa) surrender to the Germans.

The retreat and advance across the Mid-East takes one full month (2 AK turns). For every British factor saved from Africa the Axis must detach an equal number of factors to form a defensive wall. In addition, the Axis must detract 16 factors to garrison Africa and Mid East.

The beginning of the next month the German player may convert the proper number of factors to S'grad units, placing them on any square between XX-29 thru XX-33 inclusive moving them that turn. Movement thru the Caucasus mountain areas is two squares per turn, rather than the one square per turn. When the Germans reach Persia, then the S'grad replacement rate is reduced to 4 per turn.

Even after the fall of Alexandria the Germans receive their replacement rate plus one (i.e. 3 factors per turn) until the end of the AK game. These factors if converted to S'grad board are converted at the rate of 3 AK factors to 1 S'grad factor: This may only be done if the Sinai has fallen.

Some of the assumptions not inferred earlier are that Turkey would join the axis if the Germans took the mid east, Spain would likely become more active causing the British to lose Gibraltar and Malta. The loss of the Suez and Alexandria would likely cause the loss of Malta any way. Free Allied forces would only be left south of the Sahara and I frankly don't know if they would be such of a problem. The German fuel problem would cease to exist, while the Russians would soon be facing them. Free Forces, other than Africa, would only be in India, Trans-Ural/Siberia, Australia and the Americas. Staggers the mind, nicht Wahr?

TABLE OF BRITISH MID EAST FORCES

- A. 9th Army-Syria and Palestine
1. Free French bde
 2. 7 A/21 and 7A/25 (1-2-4) until Jan. 1, 1942
 3. 6/16 inf. bde (1-1-4)
 4. 10 Armored Division until placed on AK board
 5. Plus Greek force if not used in Africa.
- B. 10th Army-Iraq and Iran
1. 10 Indian Division - 17, 20 plus 21 bdes (1-1-5)
 2. Arab Legion (and Trans Jordan Rifles) (2-2-7)
 3. 4 Cav. bde (later 9 Arme bde) (2-2-7)

TABLE OF CHANGES IN OOA

- A. German
1. 4/1/41 - 15/115, 21/104, 21/8 MG (2-2-10)
 2. 4/2/41 - 15/33 Recce
 3. 5/1/41 - 15/8; 15/15 MC (2-2-10)
 4. 7/1/41 - 90 Lt Div
- B. British
1. 6/15/41 - 7 Armored Division
 2. 5/1/41 - 4 Ind/5 in Syria (note 4 Ind div. units should rate at 2-2-6)
 3. 6/1/41 - 4 Ind/11 at J-62
 4. 8/1/41 - 4 Ind/5 and 4 Ind/7 at J-62
 5. 4 Ind/23 did not exist - do not use
 6. 201 Gds is the 22 Gds renamed - do not use

A GAME TO END EVERYTHING?

I responded to an ad about a new game and received the following rules from the inventor. The game looks very interesting and could be fun. It is for an unlimited number of players (I would guess at least 12 are required) and is relatively simple. If I get a sufficient number of responses, I'll monitor a game (unless someone else will??), otherwise those who want to get into a game can write to the inventor who runs many games. He charges 10 cents a move. I would charge \$1 for each 10 move block of moves.

NUCLEAR DESTRUCTION

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This is a game for any number of players and a moderator. The moderator cannot play. Each player will have a country with a population between 25 and 60 million people. The object of the game is to destroy the population of all the other players while keeping at least one million of your own alive. There will be an agreed upon number of minor countries (usually about 20), also with 10 million population each.

STARTING - Each player will have \$100 million in cash, 9 factories, 20 missiles, and 10 anti-missiles. Minor countries will have 1 factory, 5 missiles, and a popularity index for each player. (During a nuclear war, a minor country will fire his missiles wherever directed by the player whose popularity index is highest in that country at that time). Beginning each normal turn, the moderator will give each player a list of his present assets (including \$5 million income), a list of all the minor countries where his popularity index is either highest or second, all diplomatic messages sent to him by other players last turn, and the results of his spies.

PLAYING (NORMAL TURN) - When a player receives this information he must do two things and may do any of five more things. The player must:

1. Say what to build with his factories. Each turn a factory will produce either a missile, an anti-missile, or 1/3 of another factory. A player may not spend more than 1/2 of his factory production on anti-missiles.

2. Say where to send his spies. The player gets 3 spies per turn. These may be sent to 3 different minor countries or 1 to a player and the other 2 to minor countries. A spy to a player will tell how many missiles and anti-missiles that player has. A spy to a minor country will find out all of the popularity indexes there. This will tell the player exactly how far ahead or behind he is in that country.

The player may:

1. Give any amount of his cash to any minor country(s). (You may not go in debt). Each million dollars given to a minor country makes your popularity index in that country go up one point.

2. Give any number of your missiles to any minor country(s). (You may give cash or missiles to another player). Each missile given to a minor country increases your popularity index in that country by 10 points.

3. Offer a factory for sale. Minor countries will each bid all the cash they have been given. The minor country with the most cash will get the factory, and the player will get the cash (to give away again). If 2 players offer a factory on the same turn, they will each get the second highest bid.

4. Send a diplomatic message to another player. It should be on a separate sheet of paper and should be titled like this: "Diplomatic message from Nigeria to Egypt". Message will be delivered next turn. You may say anything you want (even lie).

5. Start nuclear war by saying, "I am firing my missiles".

This starts the battle portion of the game.

BATTLE TURN - At the beginning of the next turn, each player will be informed that nuclear war has been started (and who started it). Also, each player will be given a list of the minor countries who will follow his instructions on where to fire that country's missiles. The player will then instruct these countries where to fire their missiles, and also say where he wants his missiles fired (a player does not have to fire any missiles unless he is the player who started the nuclear war. That player must fire at least one of his missiles). Generally missiles should be fired at players, but you can fire some of your missi-

les at a minor country. You may divide your missiles up anyway you want. After all players have fired their missiles, the moderator will add up the missiles fired at each player, and subtract the number of anti-missiles that player has. The remainder is the number of missiles that got through. For each missile that gets through, the player loses 1 million people and 1/3 of a factory. Minor countries lose only population, not factories. Anti-missiles are only used once. Then all the players who still have at least one million people will have another production turn where they spend money and build missiles again. After this is another battle turn, and this continues as long as there are at least two players left. If, in one turn, all the remaining players are wiped out, no one wins, and the game starts over.

The player who starts nuclear war has a slight advantage of surprise. To allow for this surprise, the player(s) who starts nuclear war, on the first battle turn only, gets to fire 5 extra missiles (only if he fires at least 5 of his own missiles. If he fires less than 5 of his own missiles, he gets one extra missile for each one that he fires. This does not count minor country missiles). These extra missiles must be fired on the first battle turn along with the missiles that started the war.

GLOSSARY OF TERMS FOR REFERENCE

Anti-missiles - produced by factories. They are fired by the moderator after a battle turn to stop as many missiles as possible. One anti-missile will shoot down 1 missile. They can only be used once. They may only be used to protect the country which owns them.

Battle turn - when a player announces in his turn that he is firing his missiles, the next turn will be a battle turn. At the beginning of the first battle turn, the players will be informed who started the war. Every second turn after that will be a battle turn. At the first of each battle turn, a player will be given a list of all the minor countries which will follow his orders that turn. In a battle turn, a player will direct where to fire his missiles and those of the minor countries following his orders (you do not have to fire all of your missiles).

Cash - each player starts with \$100 million cash and \$5 million more each turn. He also gets cash when he sells a factory or when some other player gives it to him. The only use for cash is to give it to minor countries to increase your popularity index there (one point for each \$1 million).

Factory - produces either: a missile, an anti-missile, or 1/3 of another factory each turn. A player may not spend more than 1/2 of his factory production on anti-missiles. A factory may be sold by auction. The minor country with the most cash will get the factory and the player selling the factory will get the cash.

Minor country - a non-player, small country operated by the moderator. Minor countries will build missiles with their factories. During a battle turn, each will fire his missiles as directed by the player whose popularity index is highest then. If two indexes are tied, the minor country will not fire his missiles, but inform both players that he is waiting to see who is the most generous.

Missile - produced by factories. Missiles may be fired during a battle turn, at any country. Each missile destroys 1 million people and 1/3 of a factory.

Moderator - the individual whom all the turns are mailed.

Normal turn - any turn other than a battle turn. At the beginning of each normal turn, the player will be given a list of his total assets (including \$5 million income) and a list of the minor countries where his index is either first or second. (This list will be reported as if the player was tied for first in each of those countries). For normal turns after battle turns, players will be told the remaining population of all the countries of the world, and also who fired missiles at them. In a normal turn, a player will build, spend cash, send spies, send messages, and/or give away missiles.

Popularity index - each minor country has a popularity index for each player. A player's popularity index will go up when he gives that country a missile (10 points) or cash (1 point per \$1 million). The player whose popularity index is highest will direct that country during the battle turn.

Spies - a player has the use of 3 spies during each turn. Spies will be sent to minor countries and will report the popularity indexes there. One spy per turn may be sent to a player to report how many missiles and anti-missiles that player has. The 3 spies are never caught or detected, and are used over and over.

D.J.T. SAYS ↓ ↓ ↓ ↓ ↓ ↓

TEST SERIES GAMES - GRID SYSTEMS

Tactical Game 3

Letters A-XX along the north and south edges, starting in the north. Numbers 1-58 running diagonally south-west to north-east, starting north-west. Ford NW of Aiski is S25. State Farm 90 cov-squares J16, J17, K17. The village north-west of the pond is HH42. That in the extreme south-east is VV54.

Normandy

Letters A-XX along the south and north edges, omitting partial squares. Numbers 1-58 running from south-west to north-east. Fort on beach 14 is O010. Carentan is Q014. Fort on beach 12 is C018. Fort on beach 10 is O27. Fort on beach 3 is F34.

1918

Letters A-MM down the east and west edges. Numbers 1-49 running north-east to south-west, starting in the north-west. St. Pol is C3. Doullens is M9. Arras is G16. Peronne is V27. Ham is H035.

Flying Fortress

Letters A-FF along the north edge. Numbers 1-35 running north-east to south-west, starting nearly in the north-west corner. Bremen is R11. Mannheim is R24. Berlin is C018. Munich is Z31.

Barbarossa

Letters A-FF along the west and east edges starting in the north. Numbers 1-36 running north-west to south-east, starting in the north-east. Helsinki is D18. Moscow is K14. Kursk is Q18. Rostov is W18. Bucharest is Z30.

(Note - this grid is the same as the AH Stalingrad, forgetting the extra size of the hexagons).

Deployment

Letters A-XX along the north and south edges, starting in the west. Numbers 1-57 running south-west to north-east, starting in Korea

Letters A - XX north to south. Numbers are tricky since they can't be put at the side of the board (black sea squares) and will have to be made in white Letraset on the actual coastline. Start numbering at the south-west corner so that Mokp'o is on line 3. Continue up the side so that Kwangju is on line 7, Kusan on line 9, Seoul on line 17. At some point the numbers must cross the n the coastline so that An-Tung is on line 13. Final check - an is L26.

Tannenberg

Letters A - XX north to south. Numbers 1-49 running south-west to north-east, starting in the south-east. Tarnopol is M15. Krakau is L128. Vilna is P28. Riga is G33. Danzig is Q42.

Bastogne

Letters A - II down the west and east edges, starting in the north. Numbers 1-57 along the south and north edges, running south-west to north-east and starting in the south-east. Bastogne is X25. St. Vith is M21. Vianden is AAL3. Dinant is M47. Spa is D31.

Anzio Beachhead

Letters A to Y running west to east, down the north edge. Numbers 1-24 running south-east to north-west, starting in the north-east. Aprilia is I13. Conca is P16. Anzio is H24. Cisterna is T6. Crete

Suda Bay board. Letters A-CC west to east. Numbers 16-30 along the southern edge. Maleme airfield is D16. Suda Bay is R10.

Retimo board Letters CC to RR on the northern edge, west to east. Numbers 37-44 on the southern edge. Retimo is GG38. Western X square is C043.

Heraklion board Letters CC to RR along the northern edge, west to east. Numbers 52-59 along the southern edge. Heraklion is G051. X square is C053.

Tactical Game 14

Letters A to EE along the north edge. Numbers 1-37 running south-west to north-east, starting in the north-west. Villages are at F12 and U22. Bridges are at G13, J22, T19 and AA28. There is a damsel in distress tied to a tree in S21. If you take the wrong road late at night you will fall into the marsh at M27.

Italy

Strategic board. Letters A-Z down the east edge. Numbers 1-25 running south-west to north-east, starting in the north-west. Rome is I4. Pescara is M16. Ternoli is T20. Napoli is W12.

Tactical board. Letters A-NN down the east edge. Numbers 1-35 running south-west to north-east, starting in the north-west. Civitavecchia is H1 or I2, depending where you think the actual buildings are. Rome covers the squares W12, X12, and X13. There is a 6-6 unit marked on K23.

Flying Tigers

Letters A-XX along north and south edges starting from west. Numbers 1-56 along east and west edges, running south-west to north-east and starting in south-east. Hanoi is UU-2. Zigon is H-27, Kuming is PP20. Shwebo is P35. Chabua is U46.

Leipzig

Letters A-XX along north and south edges starting from west. Numbers 1-57 along east and west edges, running south-west to north-east and starting in northwest. Prague is BB-41. Dresden is X-30. Glogen is O0-32. Leipzig is N-21. Berlin is V-13.

As noted in Committee Reports, Don Turnbull is chairman of S&T/Test Series Games rulings. He and/or his committee will assign grid coordinates and collect rulings on all TSG games. Anyone who has received any answers to questions, rulings, etc. from TSG or S&T should send him a copy for dissemination.

SURVEY OF ARTICLES IN THE "K"

R. Johnson

I have been going thru the old issues of the "K" with thoughts of compiling an index. I saw right away that Volume I (2 issues) had nothing in them of much interest as it contained shiks notes and shiks rules and rulings.

Volume II (1 issue) was misused, but had an interesting article of an historical nature and other interesting items. Volume III (2 issues) was similar to Volume I but had a new format

Volume IV (5 issues) began my editorship. My goals at the time were to get out the "K" on time and regularly, and to begin printing some articles of a more general issue.

Volume V embarked the latest era. A larger newspaper/magazine concentrating on stories of a general interest and fomenting amateur game design. The initial idea being that we might replace (on a less grand scheme) S&T which seems to have been a dead issue last year. Of course, S&T has made a splendid recovery for which we are all glad, but the "K" has been left out in the cold. Now our goal is to try to be one of the better amateur magazines. For this, we require your active support by sending us articles.

For this survey I have ignored articles that are of interest only to shiks and shiks rules, while choosing those of a general nature, news items or of special interest.

This gave me a list of 25 authors, which is less than 1/5 of total membership of shiks. Besides a few of these articles were written by non-shikers - a policy that I hope to increase if I'm

A few facts: 63% of the articles written by 6% of shiks
 Bob Johnson wrote 30%
 Don Turnbull wrote 10%
 Dick Holcombe wrote 8%

I listed 17 categories of articles to see what kind of spread of interests we were publishing. The leaders are:

Miscellaneous - 25%
 Diplomacy - 16%
 Variants - 15%

If we combine the articles on a particular game, we have another 16% with Battle of Britain leading this group with 8%. Other topics were: history, game strategy, theory and philosophy, PBM rules, comic, book review, rule changes, and an actual new amateur game (of which not included at this time).

I was surprised to find out there were so few articles of a historical nature. Not so surprised that game strategy and theory and philosophy were low. What we need now is to know what you the reader are most interested in. Won't you let us know?

The Courier

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COMMITTEE REPORTS

● Multi Player Game Committee - Glen Hertz (622 Pine, Owasso, Mi. 48867)

The response to the last call for monitored and multicomm-andered games players has not been exactly overwhelming. Eight replies is all that I've received. Bob suggested that perhaps a questionnaire was in order. The following lists games which might not be familiar to everyone, but have been suggested by some as possible games. The name of the person to contact for more info. on the game is included. If you want to play it, please list it on the sheet. The games I've listed either incorporate hidden movement or enough counters on each side to warrant the use of several commanders. For this reason games like Afrika Korps are not listed.

STALINGRAD II (suggested by Glen Hertz). The OBs appeared in S&T. A game is currently being played by non-Ahiks players and is published in a magazine, "Barbarossa Bulletin", at a cost of \$3.50 a year. Magazine published by Paul Jameson, 249 Magnolia Pl., Pittsburgh, Pa., 15226. Rules, OB, counters, and 8 x 11 sheets to construct the 8' x 6' map can be obtained from George Phillipis, 510 Ashdowne House, 305 Memorial Dr., Cambridge, Mass. 02139.

GALAXY (suggested by Sid Cochran) - Sid is the only Ahiks member I know of who can monitor this game. I'll pass your name along to Sid if you want to play.

WEST WALL 44 (suggested by Bill Heim) - designed by Scott Berschig. Bill Heim, 27964 Edgecliff, Hayward, Calif. 94542, should be able to answer any questions pertaining to rules, etc.

Please fill in the proper locations in the questionnaire. If you desire another game be played that isn't listed, please send comments as well.

● Membership Booklet Design Committee - Mike Malone (10520 SE 220th, Kent, Wa. 98031). Another new committee. Mike will need some help, including anyone with an artistic flair. This booklet will replace membership cards, welcome letter and back "K"s. It will include the information a member will need to know about Ahiks, the ICRK, PBM, etc. Plus have a page for every game that will include guides, rule changes, rule clarifications, etc.

REPORTS ON GAMES FROM STRATEGY AND TACTICS

D.J. Turnbull

Normandy (Test Series).

A tactical game concerning the Normandy landings and the first week of fighting ashore. Play is about Bulge level of complexity. The game is very suitable for postal play - Tony Jones and I are already locked in battle.

The rules are clear and easy to apply. There is rather an artificial supply rule which effectively restricts the Allied advances inland; also naval gunfire support can only be applied to beach squares, which might be thought unrealistic. However, in general, the game is most playable.

Rating (on 10 point scale) - 7

Flying Fortress I (Test Series).

A strategic game concerning the Allied bombing of German industry towards the end of the war.

A most interesting game - perfectly suitable for postal play. There are certain arguable points in the rules, but on the whole they are quite well thought-out. The presentation of the rules is a little confusing. The combat results table is perhaps rather harsh, and the game is slightly biased towards an Allied win. On the whole, an interesting and playable game. Complexity about Stalingrad level.

Rating - 6.

Tactical Game 3 (Test Series).

The closest approach, on a board, to a table-top game. Very playable indeed - the game is the forerunner to the AH Panzerblitz, which means we are looking forward to the production of the latter.

Quite suitable for postal play.

The rules are clear, although there are some arguable points which have been improved in Panzerblitz. An interesting and exciting game to play, with plenty of opportunity for tactical manoeuvre. Complexity about Stalingrad level.

Rating 7. (When Panzerblitz arrives, we reckon we will rate it 9 on the same scale).

Bastogne (From S&T 20).

We haven't tested this one yet in the Albion. However, comments from others indicate that this is a "fierce" game - more of an exercise in traffic control than in tactical/strategic thought. There are some very interesting new design concepts in the rules, and it seems perfectly suitable for postal play. It looks about as complex as Anzio.

The Flight of the Goeben - Strategic (From S&T 21).

A very good game, rather on the lines mechanically speaking, of Midway or Jutland. The rules are clear and well thought out, and contain one or two interesting new features. This would make

● Constitution/By-Laws Committee - (all officers) - Well, our job seems to be about done, now it is up to you to ratify the documents or not - then this committee will be disbanded.

● TSG/S&T Committee - Don Turnbull (6 St. George's Ave, Timperly, Cheshire, U.K.) - Another new committee and the obvious choice for chairman. I don't think anyone has a greater interest in these games or has done more thinking on them. Don (and his committee) will assign grid coordinates for each game, and collect rulings for each of the games. It is requested that anyone who has asked for rulings from S&T, and has received them, to please forward them onto Don (or to your RD, who will forward them on). Such rulings will start appearing in the "K", etc.

● RULES COMMITTEE

A new committee that has had many interested members; however, we need a chairman - is anyone interested? It would have three functions:

1. Rewrite or reorganize manufacturer's rules so they are more readable and logical;
2. Alter manufacturer's rules so they represent a more cogent reasoning;
3. Extensively modify and/or create rules for produced games to increase enjoyment (i.e., make 1914 simpler or AK more complex).

In the case of the first two functions, these will not conflict with games already begun and/or ruled upon by the Judge. In function 2, the result to be official will be voted on by the membership. Function 3, is not to produce official rules, however, they may become official variants if so voted by the membership.

If there are 7 of you out there who would like to try this variant on a 10 year basis, let me know and I'll run the game in Diplodeur. Cost is \$2.50 (\$2.00 if you already are playing a game in Diplodeur). This could well be the last game started in Diplodeur, so if you want to play in this poor substitute for great literature - here is your last chance.

an excellent postal game, using a monitor to control the search procedure. No grid system is needed, since the board already has area references. Complexity about Midway level. Rating - 8.

(There is a tactical version of this game, apparently by the Fletcher Pratt system of combat. We haven't yet tested version; we anticipate that we will not regard it as a suitable adjunct to the strategic game, since the latter stands up well on its own. However, both games come in the same issue of S&T. Some unit counters have been omitted from the set, which is an annoyance).

Anzio Beachhead (From S&T issue 20).

A marvellous 'mini-game' concerning the landings at Anzio. This is not, by the way intended to be an adjunct to the AH Anzio nor does there seem to be a suitable way of combining the two games.

However, this is a very interesting game which can be played in a relatively short time, either by mail or face-to-face (the latter is marginally preferable, we think since the six-impulse system of movement means that some letters in a postal game would refer to a few units only, the majority staying in place). The rules are very clear - we didn't find a single source of contradiction or of possible misinterpretation. Complexity about Stalingrad level. Rating - 8.

Italy (Test Series).

We haven't tested this game yet, so we cannot rate it. It is an attempt to do what the AH Anzio failed to do - give a combination strategic/tactical game on the Italian campaign, using two boards to do so. There seems to be no reason why this game should not be played by mail.

Barbarossa. (Test Series).

A re-design of the Russian campaign, using a two-impulse system of movement. It is an improvement on the AH Stalingrad in the sense that the German break-out into Russia can be reproduced more accurately. However, the campaign game itself is too long, and we think players will be well advised to stick to one of the four 'short' games, rather than trying to combine them into a mammoth campaign. Unless you have many many years available, that is.

The rules are quite clear, but there are some gaps. The partial squares or otherwise is a critical factor in the game, yet we appear to have a most unrealistic ruling on this matter from S&T. Similarly there seems to be some dispute as to exactly what constitutes a river square. These things aside it is an interesting and enjoyable game to play and quite suitable for PBM. Complexity about Blitzkrieg level.

We still prefer the AH Stalingrad, though if you want to play a game on the complete campaign in a reasonable length of time. Rating - 6.