

THE WARGAMING CLUBS OF THE WARRING CLUBS ERA 1965-70

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This article is about a part of the early history of the wargaming hobby known as the “Warring Clubs Era”. This period lasted from about 1965 to 1970. While there was wargaming before this time, it was done between individuals or in small clubs. While there was approximately 50,000 wargamers in the country the year before, the collapse of the prime wargame company of the time, Avalon Hill, caused these numbers to drop to about 10,000 in 1965. By this time, the first magazine devoted to wargaming, *The General*, had been existence for a year. Early on, it had an “Opponents Wanted” page where gamers could advertise and look to nearby opponents to play. Clubs could also advertise, looking for new members. However, clubs tended to dominate the listings, some using several listings each. If that was not bad enough, these clubs would use the listings to put down rival clubs. Even worse, many clubs were taking on German names, on which many gamers commented, were little better than “glorifying the Nazis”.

The following is a list of the wargaming clubs that existed during the time period 1965-70, better known as the “Warring Clubs” era. The entries on this list were compiled from various wargaming publications from the period, such as *“The General”*. Not all clubs are listed, but just those which advertised in the various “Opponents Wanted” and other such listings in the various publications of the time. As new ones are discovered, they will be added to the list. A few things should be noted about these lists:

1. Not all of these clubs existed at the same time. Some were around from the beginning to the end while others only existed for a few months.
2. Several of the same names were used by more than one club in different parts of the country, with no direct affiliation to each other.
3. Some clubs changed their names during the course of their existence. Their new names are listed in parentheses after their original names.
4. Some of the clubs used the names of fictional organizations from the then current television shows and movies.
5. Some clubs were only known by their initials. Their full names are listed first, followed by their initials. This also applies where clubs were known by both their initials and full names. In cases where the full names are not known, just their initials are listed.
6. Some clubs would publish their win/loss records, most of the time listing very few or no losses. These should be taken with a grain of salt as most of their wins were false victories.

The National Clubs

The following is a list are the major national organizations which had listed chapter clubs throughout the country under their banner. Note that all known chapter clubs are listed under the name of their national organization, but there are many more unlisted ones whose names have not been found. Also, not all listed chapter clubs were part of the national organization at the same time, especially in the cases of Aggressor Homeland and SPECTRE.

Aggressor Homeland

Aggressor Homeland Army Group Northeast

Aggressor Homeland Naval Command

Aggressor Armies East (AAE)
Aggressor Armies South
Aggressor Armies West Coast
1st Army
2nd Aggressor Army
III Corps
3rd Army
4th Corps of the 4th Army
4th Army
4th Aggressor Artillery
5th (Striking) Army
6th Army of Aggressor Homeland
6th Fleet Aggressor Homeland
7th Aggressor Army (Barbarians)
9th Army Aggressor Homeland
10th Army
11th Army Aggressor Homeland (Warlords)
12th SS Panzer Army
14th Army of Aggressor Homeland (Marauders)
15th Army Aggressor Homeland
16th Army
17th Army
18th Army
20th Army Aggressor Homeland
21st Lehr Reich Corps
23rd Army
31st Corps of 11th Army

SPECTRE (Special Efficacy for Counter-Intelligence, Revenge, and Extermination) (From the “James Bond” movies.) (S.P.E.C.T.R.E.)

Spectre II
Spectre High Command
Texas Spectre Army
The Northern Virginia First Army
I Corps of Oklahoma
2nd Spectre Army of New York
Third (III) Army of Pennsylvania (Donald Greenwood's old command.)
7th Corps of the III Army
8th Imperial Guards Army of Ohio
Tenth Army Spectre of Oklahoma
13th Spectre Army
17th Spectre Army of Connecticut (British Columbia)
19th Spectre Army of Missouri
41st Army of Wisconsin

Boldland

3rd Army of Boldland
7th Army of Boldland

Confederate Army of Central Pennsylvania (CACP/Confederate Army of South-Central Pennsylvania)

5th Corps

9th Texas Corps

10th Corps

Der Uberlegen Siegreich Kommando (DUSK)

6th Army of DUSK

31st Panzer Grenadier Division

Connecticut DUSK

World Conquest Inc (WCI)

2nd Division Maryland

Army of Ohio

Wargaming Club of America (WCA/We Conquer All)

II Army

Praetorian Guard

VI Legion

The Individual Clubs

This is a list of the separate clubs who were either not part of a larger organization, were originally independent and later joined a larger organization, or were part of one but later became independent. Note that a lot of these clubs claimed national status, but did not list the chapter clubs in their respective organizations, and to date, none have been found. Also, some of the clubs listed below may have been chapter clubs of one of the national clubs listed above, but no proof of their affiliation has been found

1 FW

1st Army of Ohio

1st British Wargamers (A British Club)

1st Cavalry Division of the Renegades

1st Long Island Corps of the 4th New York Army

1st Long Range Recon Patrol

1st Nordwestlich Panzer Spatung

1st Ratskeller Korps

1st Shock Army

1st Shock Army Group

1st SS Panzer Division der Totenkopf SS Waffen

1st SS Panzer Korps

1st Ratskeller Korp of the Usüberwundlich Massenschagereur

1st SS Raumsturmgeschwanter der Totenkopf SS

1st SS Stormtroopers Army

1st Atlantian Legion of the Empire

2nd Confederate Cavalry Division

2nd Kentucky Cavalry Division

2nd Shock Army

2nd SS Panzer Division Das Reich
2nd SS Panzer Regiment
II Confederate States of America
3rd Reich
3rd SA Panzer Army
4th Army of New York
4th Reich (Listed win/loss records 46-0, 83-0, 98-0, 99-0, and 125-0.)
4th Siberian Corps
4th SS Panzer Army (Supposedly had a couple of numbered Corps.)
4th SS Volksgrenadiers
5th Light Afrikan Division
5th Reich
5th SS Vikings
6th Victory Division (Warmaster)
8th Army
13th Oberangriff Trupp of Ohio
15th Panzer Division (GHCGL) (15th Light Panzer Division)
21 Panzer Division
21st Panzer
33rd Panzer Division
33rd Panzer Lehr Division
48th Panzer Corps
69th Army of New York
69th Army of Ohio
69th Marines (9th Marine Division)
71st Nebelwerfer Brigade
101st Airborne
101st Andorran Airborne
150th Trojan Horse Brigade
742nd Tank Battalion
The 1,000
1313th Static Infantry Division
AAC
AAA0 Triumvirate (Anything, Anytime, Anywhere, Bar None)
A.C.E.
ACPSW
The A.E.F.
Afrika Korps
A.H. Club
A.H. Gamer's Club of California (The Peninsularian Horde)
A.H.S.O.H.
The Alabama Confederation
Alaskan Elite
The American Guild of Gamers
Annihilation Incorporated & Company (A.I. & C.)
A.N.Z.
Ares
The Army of California
The Army Of Illinois

The Army of Kansas
The Army of New Zion
The Army of Northern Virginia
The Army of Oklahoma
The Army of South Cayuga
The Army of the Alte
The Army of the Hudson
Arsenal
Association of Generals
Association of Young Wargamers
Australis Legion
Avalon Hill
Avalon Hill International Kriegspiel Society (AHIKS)
Avalon Hill Wargame Club (Several of these in the various states.)
Avalon Hill Wargamer's PBM League of Huntington, Indiana
American Armageddon
American Wargamer's Association (A.W.A.)
Baltimore's Organized Wargamers
Banzai Squad
Barbarians
Barbarians of Portland
The Battle Group
The Bavarian 3rd
Bavarian Guards
The Bengal Lancers
The Berkshire Expeditionary Force
The Black Death
Blitz Drache's
The Borderers
Boyer Cossack
British Expeditionary Force
Brock's Militia
California Diplomacy League
California Lancers
Calverton Park Wargamers
Cavaliers
The Central Command of Jamaica Estates
Central Square Wargamers Club
The Centurions
Civil War Society
Clauswitz Club
The Club for South Dakota
Cobra
Colorado 1st Legion
Commandoes Extraordinary
Conchordian 217th Light Mounted Infantry
Confederate Army Wargaming Fraternity
Confederate Strategic Command
Confederation of New Orleans Wargamers

Confederation of the West
The Conquistadors
Continental Army (25-0)
CONTROL (From the “Get Smart” television show.)
The Cossack Brotherhood
The Crusade
The Dark Empire
Das Afrika Korps (DAK)
Das Germische Reich
Das Kriegspiel Bund
Das Teufelstukas
The Dennis Hart Memorial Fireman's Brigade
Der Deutschland Wehrmacht (DDW)
Der Imperial General Staff
Der Kampfgruppe
Der Totenkopf SS
The Desert Fox
Deutschland uber Alles
The Devil's Brigade
DKB
Dual Monarchy (Later broke up into two clubs, Dual Monarchy East and Dual Monarchy West)
Duke University Company of Wargamers
The Dunedain
Dwarves of Moria First Corps
East Horizon
The Eastern Front
Easy Company
Eddorian Empire (E.E.)
E.G.M.A.
El Camino High School War Games Society
The Eliminators
The Empire
Empire of Avalon
Empire of Tennessee
E.S.A.C.
The E.S.S.
Excelsior
Fanatic
The Fearsome Twosome
The Federation (From the “Star Trek” television show.)
Federation of Atlantis
Feldherrn
Festung Washington
The Fighting Knights
The Fighting 69th
F.I.R.E. (Forces of Imperial Russian Exiles)
First Atlantian Legion of the Empire
First Georgia Standarte of the Suidostarinac Preussen Garde
First Kriegspiel Army

Fleet Air Arm
The Forces of Evil (FOE)
Forrest's Cavalry of Tennessee
Fortress Baltimore
The Foundation
Fourth Reich
Freikrops
Furhrer Escadrille
The Galactic Empire
The Galactic Patrol
Galaxy
The Game Science Club
Gauleiters of San Francisco
The General Staff
Generals International
The Gentlemen's Agreement
The Gernish Empire
The Gestapo
G.H.C.G.L.
Gilum Kriegspiel Society (GKS)
Golden Horde
The "Good Guys" Army
Governor's Army Group of Massachusetts
Grand Alliance Wargaming Association (GAWA)
The Great General Staff
Great Wargames Society
Green Berets
Grim Reapers
Guan Kriegspiel Society (GKS)
Hard Corps
Heeresgruppe
Hellfighters
The High Command
Hitler's Henchmen
Hopeman Hannibals
Host of the West
Houston Gamers Unite
Hydra
ICD
Ice Cap Command
IML
Imperial Fifth (5th) Reich
Imperial Guards (SAC)
Imperial Guards 5th Division
Imperial Lancers
Imperial Maximus Legion (United Wargamers of America) (UWA)
Imperial Order of Warriors
Imperial Phalanx
Independent Gaming League

Infantry Regiment Gross Deutschland
Interest Group Baltimore (Avalon Hill's primary play-test group of the time.)
International Security Force
International Task Force (ITF)
Inter-State Sports League
IRGUN
The Iron Brigade
The Iron Crosses
The Iron Regime
The Iron Triangle
The Irregulars (Indiana University War and Strategy Game Society)
ISW
Jadgpanther
Juggernaut
Kampfgruppe Maine
Kampfgruppe Nordland (Splinter group from 5th Army Aggressor Homeland, joined Warlords Inc., then
rejoined Aggressor Homeland as 11th Army)
Kampfgruppe Oceania and M.A.R.S.(Mission for Attack and Revenge against Spectrum)
Kampfgruppe Peiper
Kampfgruppe Viper
Kampfgruppe Von Pannwitz (K.G.V. P.)
The Khmer Empire
The Klan
Kooladis
Kriegkunstklub
Kriegmen International Wargame Society
Kriegspiel Expeditionary Force
La Societede la Strategie
Lafayette Escadrille
Lancaster Academy of Wargaming
Lancers
Laotian People's (Peasants) Militia
The Last Alliance
Lee's Lieutenants
The Legion
Les Guerries
Liberty Liberators
Liebstandarte SS
Liebstandarte Adolf Hitler
Logic & Skill
The Marauders (SCS)
Massachusetts Institute of Technology Wargames Club (Later changed the name from Club to
Society. Printed a win/loss record of 150-0)
The Master Race
Maven Strategy Association
MI-5
The Military Industrial Complex
Military Provence of Vestavia
Military Strategy Confederation (MSC)

Military Tactics Society
The Minutemen
Mojave Marauders
Napoleon's Old Guard
Nassau Freikorps
National Association of Kriegspiel Players
National Coalition League (National Coalition Association/NCA)
National Organization of Wargamers (N.O.W.)
Neo-Numenorian
The New Order
New Orleans Wargamers
The New Regime (DMSF)
The New Warlords
Newton Wargame Society
The Nikedh Zumboorak Korps
N.K.V.D.
North American Guild of Wargamers
North American Tactics Organization (N.A.T.O.)
Northwestern Stavaka
O'Flynn's Own
Oberbefanishabor Kipale
Oberkommand East
Oberkommand West (OKW)
Oberkommand South
Oberkommando der Wehrmacht
Oberkommando Mittlewest
Oberkommando Panzerfester Midwest and Rostov
Ogden's Vice Squad
Okinnawa Eggheads
The Old Guard
OOPS
The Oregon Generals
Oregon Wargaming Confederacy
Organization of Combined Eastern Armed Forces (OCEAF)
Organization of Oddest Ominously Offensive Opponents
Pacific Northwest War Games Association (PNWWGA)
Pacifist Inc.
Panzer Group Guderian 2nd Panzer Army
Panzer Ableitung
Panzer Army Africa
Panzer Gruppe West
Panzer Lehr
Panzer Lehr Division
Panzerjagersgruppe 1
Peace & Freedom Army
Peiper Combat Group
Penny Yorker
People's Democratic Army
The Pittsburgh Federation (Carnegie Gaming & Simulation Club)

The Playmate Club
P.O.W.
Praetorion Battle Group
Preissen Waker
Preu Benwachen
Preussen Wache
Princeton Avalon Hill Club
The Programers
Prussian Continental Guards
Prussian Guards
RAF
The Raiders
Realm of the Ring Lords
Red Forces
Red Lions (An American club which grew to have both national and overseas chapters. Became Boldland.)
Reichschutzers
Reichsgreandiers Divison Hoch un'd Deutschmeister
Reichswehr
Reichwehr der Wehrmacht
The Renegades
The Rensseiser Military Strategy Club
Revenger Legion
The Rheinlanders '70
Richmond High Command
The Riff Raff
The Ringwraiths
The Rogues (Rather Old Ghouls in a United Effort)
Rogues East
Rogues West
Rommel's Command
Rommel's Corps
Rommel's Staff
The Romulan Army (From the "Star Trek" television show.)
Romulan Star Empire (From the "Star Trek" television sow..)
ROWOG
Royal Army of Grand Fenwick
The Royal Guards
Royal Society of Gamesters (RSG)
The Sadists
Safama Counea
The Samarai
San Diego Model Wargamers
Scandanavian Wargaming Society (A foreign club based in Sweden.)
SCARF (Southeast Californian Army to Resist the Fuehrer)
Schwerpunkt
The Second Crusade
SHAEF
SHAT-Dorsai

Si-Fan II
Smash
SMERSH
Society of Admirals
Socil Praetoreaque Avaloniensers
South Alabama Directorate of Inter-Collegiate Strategists and Tacticians
South Shore Vietnamh
Southwestern Contingent
Spartan 2 (or II)
Spartan Atlantic
The Spartan Phalanx
Spartan Wargamers (Spartan Neutral Competition League/Spartan International Competition League/Spartan International/SPARTA/SNCL/SICL)
Special Air Service
Special Service Forces (SSF)
Springfield Tactical Army Command
The Springfield Wargamers
SS Panzer Division
SS Panzer Division Liebstandarte Adolf Hitler
SS Totenkopf
St. John's University Military Strategy Confederation (Later changed the name from Confederation to Club)

The Stonewall Brigade
The Stormtroopers
Strategic Games Society
Strategic Self-Defense League
Strategic Tactical Army Gamers
The Strategists
Swiss Guards
T.A.S.E. Club
Tactics and Strategy Club of California
Tatam Strategic Wargaming Club
Tenth Legion
Texas Navy
Third Reich (E.P.B.)
THRUSH (From the “Man from Uncle” television show.)
Totenkopf Wargamers
Trajan 13th Army
Uhlans
U.L.T.R.A.
UNCLE (United Network Command for Law and Enforcement) (From the “Man from Uncle” television show.)

The Underground
Unicorns
Union Army of Western Pennsylvania
Union Jack Commandoes (A Canadian club)
Union Jack Commandos (Another Canadian club with two branches.)
United Army of Long Island
United Federation of Southern Virginia

United Nations of Wargamers
 United Naval Wargamers
 United States Continental Army Command (USCAC) (Later became the International Federation of Wargamers/IFW)
 United World Army
 University of Illinois Wargame Club
 University of Minnesota Military History Club
 University of Washington Wargaming Club
 U.S. Combat Group (Later changed name to the North Atlantic Combat Group)
 V-2
 Veni, Vedi, Veci
 Villanova Astronomy
 The Voltigeurs (SAC)
 Von Moltke's Monsters
 The Waffen SS
 The Waldorf Organized Wargamers
 War Game Inventor's Guild
 Wargamers United
 The Warlords (Also War Lords, several clubs with this name)
 Warlords Inc. (A different group from the one above.)
 Warmaster
 Warmongers
 The Wehrmacht
 Wehrmacht III
 Wehrmachtführungstab der Deutschland (WFSt)
 West German 1st Division
 Westchester League
 The Western Front
 Willingboro Wargamers
 WIN Inc. (An American club that grew to have various chapters, not only in America, but also overseas.)
 Wisconsin Wargaming Association
 Worldwide Wargaming Association
 Worthington Avalon Hill Club
 World Wide Control (WWC)
 The X Brigade
 X (10th) Corps Confederate Army
 Zhukov's Staff
 Zitadell

One of the features that was common during this era was the publication of a club's win/loss record. While some were realistic and contained a fair number of wins and losses, there were others that posted fantastic records that contained few or no losses and an absurdly number of wins. Most of these wins were what we called "false victories". A false victory is one which is obtained through the forfeiture of the game by one side. But how did they determine forfeiture of game in an era when Play-by-Mail (PBM) was the common way for the clubs to play each other? Well, it went something like this. Players would mail their moves and combats on specially printed PBM sheets to each other. When setting up the game, one of the factors to be determined was the amount of time for a player to wait to receive the

opposing player's moves and combats by mail before declaring a forfeit. This time was usually about two-to-three weeks in length, to allow time for a player's letter to get to the opponent, for his opponent to resolve the player's moves and combats, for the opponent to prepare his moves and combats, and for the opponent's letter to get back to the player. At first, unscrupulous players would simply claim that they never received an answer to their most recent mailing, once the time period had been exceeded, and then declare victory by default for their club. However, bitter ex-members of these clubs would expose this tactic to the general wargaming community's attention, thus, nullifying these false victories. So, a more devious method was used where the player would send his letter to a phony address and not include a return address on the envelope so it could not be returned to him. This way the player could honestly say that he sent his letter and not received an answer. Of course, both the player and his opponent would declare victory by default when their respective waiting periods had expired, thus, improving their respective club's win/loss record.

This gaming tactic made it frustrating for the more honest clubs and players, who desired a game to be played to completion, and more often than not, induced them to adopt the same playing tactics. After all, for one to win against the dirty, one must also play dirty themselves. But by early 1968, the win/loss records of many clubs were so vastly inflated that no one believed them anymore, and a different method of measuring club "greatness" was sought after. This came in two interrelated methods. First, was to attain "national" status for one's club. To do this, a club had to have members who were from different states. This was easy for clubs that already had national status with subordinate chapter clubs across the country. It was also easy for clubs at colleges and universities as these institutions had students from different states attending them. But what about the numerous small clubs that were spread across the country? Their answer was to include on their club rosters the names of male relatives of the different members in the clubs, who lived in different states. Of course, the contact information for these relatives was not given out to any outsiders as these people were not wargamers, just names to fill up the roster.

As the number of national clubs grew throughout the country, a second method of measuring greatness arose. This was the size of the club in terms of number of members. In other words, the bigger the club, the greater your club was. Throughout the summer and fall of 1968 the size of many clubs ballooned upwards. In these clubs the names of male co-workers from the player's jobs, male students and faculty from the schools that the players attended, and male members of the various churches the players attended, were added to the rosters (and even a few female names as well). By the spring of 1969, the estimated number of "wargamers" in the country ranged from a few hundred thousand to almost a million, depending on who was doing the counting. Of these people, about 15,000 were hard core wargamers, about 35,000 were casual wargamers, and the rest didn't even know that they were wargamers. However, in the late spring of 1969, a call went out to the various known clubs for a listing of their members so that a national registry of wargamers could be established to facilitate the setting up of PBM games and it was here that the bubble burst on this method of measuring greatness in a club. After all, if a club is claiming over a hundred members, but only sending in six names, where are the other club members? As it was, only two clubs answered the call and sent in their members lists.

By this time the club warring aspects of the hobby were beginning to recede. The adds for clubs in the various wargaming publications continued to be published, but these were more local clubs who emphasized playing games and meeting other gamers, not clubs who emphasized warring against rival clubs. Plus, three national clubs arose out of the chaos to bring order to a slowly forming hobby. The International Federation of Wargamers (IFW) and Spartan International were bringing in the various "national" clubs under their wings to create true national clubs. The third club, the Avalon Hill

International Kriegspiel Society (AHKS), wasn't bringing in clubs so much as individual members in order to establish a national PBM center to regulate and set up Play-by-Mail games. Thus, the wargaming hobby finally matured and was able to proceed on to a better future.