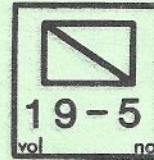


THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE SOAPBOX

First the really good news. I talked to the Prez recently and I'm glad to tell you that he's alive and well and feeling cocky again. The triple bypass operation was successful and he's been going bananas trying to be a good boy and do what his doctors tell him. If you know Bill, you know how hard that is in an election year. He's what you might call an involved citizen.

As last K, I have received some more interesting letters concerning the review "controversy" that I managed to entangle some of us in. Inside you'll find an article from the author of the original idea, Mike Kaulbars. AND NOW I GOT HIM! (wicked laugh floats down the hallway...) I agree with his point 1 and 2 and I'm not certain I know what he has in mind in point 3. Soooooo, I have contacted him to provide me a sample ballot on a game that he'll act as reviewer on and we'll put the idea through the acid test.

On the subject of reviews, also inside is a review of GDW's new 8th ARMY. Steve's review covers the game and its play very well. It also gives me a chance to point out differences between reviewers on the same game. I agree with all that Steve said about 8th ARMY - it is a simple, elegant system and Crusader is ALMOST the perfect setting for it. And here's where we differ slightly. I would add a warning to the review. The game that Steve describes is virtually the game that will be played each time to a certain extent. The reason is that the Axis forces HAVE to take Tobruk, due to the victory conditions, so the bulk of their forces must be positioned for this task. The remaining infantry/AA units can differ in their spread between Bardia and the airfields, but the bulk must go for the Rats. And the Allies know this and it will affect their positioning. The game will never be totally the same, given the luck factor we all love to hate, but this small drawback is worth mentioning.

You might also have heard about THE NORMANDY CAMPAIGN, another GDW game with the same double blind, hidden movement system. The scale is divisions rather than regiments and the supply issue will keep the Germans on the defense more than in 8th Army (with the total amount of supply allowed, the Germans will be able to attack in divisional strength 18 times - the Allies 169!). It will play a lot like FORTRESS EUROPA. And the hidden movement doesn't really come into play until the Allies have started stretching the beachhead. If you're into Normandy/one sided offensive games, take a look at NORMANDY.

-JDB-

NORTHEAST PASSAGE

Sorry to report no new members this time. I've had a number of requests for information, but no big rush of fresh blood. I confess I'm developing a complex about this and have gone so far as to consider bounties to entice enrollment. Actually, to be honest, while I like the idea of steady controlled growth, the appeal of a smaller but sounder group is greater. If I could be convinced that we were only losing the deadbeats, I wouldn't mind, but I think we're losing some quality players as well. In any event, I hope to see a turnaround this Winter!

I regret to report that Kinderfest II turned into Kinderbust I. Due to the desertion of my local talent and the low number of definite responses from members, I felt compelled to call the weekend off. I had only 4 confirmed gamers, 3 of whom were going to be traveling a long way to attend and I just couldn't see going through with the Fest with that few. Thanks to those who responded with a card saying yes or no, or who called to chat. Even though most couldn't attend, I felt so good about the response, I've already set the date for Kinderfest IIB (Nov 1-3, 1985). I'm joining the AWA and will be inviting their membership as well in order to get as broad a base as possible. I won't be sending flyers out next year - too costly - so if you want to attend, make a note and let me know. I'll probably be renting Village Hall again - after making some lighting changes. DON'T LET KINDERFEST IIB DOWN. LET IT RISE UP FROM THE ASHES OF FEST IIA! CRY HAVOC AND LET SLIP THE FLAMING SWORDS!

Meanwhile I would like to have a more modest get together in Cooperstown in late May with an eye toward playing CIVILIZATION, CONQUISTADOR, or CIVIL WAR. Let me know if you're interested. And if anyone is interested in going to Gettysburg this year, either before or after Origins, let me know so we can plan. I'd sure like to have some company!

I enjoyed Bob Burge's re-review of Panzerkrieg. It was better than my own effort and in more detail. Like or dislike of a game is more of a gut reaction for me and I tend to pass over many important points. I'll be darned if I can make any sense out of the "opposite" rule, even after Bob pointed out the Scenario rule. I was aware of it, but that didn't clear it up. The towns are opposite Guderian and the North Edge, but so is most of the Russian first turn setup. The real question is just how far south in hexes is "opposite" and how far to the west "opposite" extends. My wife says I'm hopelessly dense - she's probably right, but that rule still beats me!

-Kevin Murray-

THE BARRAGE

We have five new members to welcome this time: Robert D. Chenoweth, an electrical equipment product specialist, from Hopkins, SC; Dale Garbutt, an attorney from Baltimore MD (Dale won the AH Classic 500 at Origins 77 and GenCon 79 - welcome to a distinguished gamer!); Kevin Gray, whose in the Navy in Annapolis, MD; Mark Groth, a purchasing business analyst from Richmond, VA; and Ronny L. McMann, a programmer/analyst from Ft Lauderdale, FL. It's worth noting that most of these new members were drawn to AHKS by our ad in the GENERAL. It does pay to advertise!

This will probably be my last column as RD Southeast as I will step down at the end of this year. I leave the the region in relatively good shape. We've grown slowly but steadily during the last several years, from 69 to 80 members. My only regret is that we haven't been able to generate more FTF activities among region members. I have enjoyed this opportunity to serve AHKS and the members of the SE region and want to thank the members for their generally courteous, cooperative, and friendly attitude toward each other and toward me during my stint as RD. It was especially gratifying to me that every complaint I have had concerning SE members was resolved amicably, without the necessity for disciplinary action. If this kind of spirit keeps up, we'll be able to keep AHKS the kind of organization we all want it to be. Personally, I look forward to many more years of good gaming in AHKS and hope to serve again in some capacity in the future - but not the near future!

On a more practical note, I still need a volunteer to replace me as RD. My stepdown date is firm, so anyone interested PLEASE CONTACT ME ASAP!!!!

-Graham Cosmas-

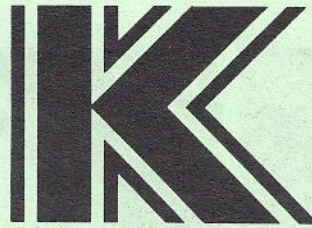
INTERIOR LINES

I would like to welcome three new members to our region. John Krisanda, a retail department manager from Akron, OH, has been gaming since 1966. Dr. Richard Catterlin, a physician from McDonald, OH, has already played 25 PBM games. T. David Newman, PhD, a clinical psychologist from Blakely, PA, is currently playing a PBM game of Adv. Gettysburg. That's more than I can handle - I thought I was doing good playing Russian Campaign by mail!

Our region now has 88 members. We're down about 10 members from our last published report, but I expect to add a few more new members before the end of the year.

I had the opportunity to attend NOWSCon '84 in Cleveland, OH. This was my first Con and unfortunately, I was a little disappointed. Saturday seemed to be the best day with about 125 people in attendance. Almost everyone was playing miniatures. A few groups were playing fantasy and diplomacy games. I don't know much about miniatures but their wargames looked interesting. One person there seemed to be dressed for Halloween, all in black with a cape. Hard to believe... Give me some tanks and a wargame against a person like that and it would be like Patton's reference to the goose. I was able to play both DIVINE WIND and PEARL HARBOR. In my opinion, there is no comparison between the two. PEARL is a much better game. It plays faster and was more fun! If you're interested in the Pacific War, give PEARL a try. A few other board games were played at the Con, but not too many. This was what surprised me the most. I don't think there were more than 10 people playing non-diplomacy games at any one time.

-Kevin McCarthy-



THE KOMMANDEUR VOLUME 19 NUMBER 5 NOV 84

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. Society dues are \$12 per year, prorated quarterly, with a one time initiation fee of \$8. Additional information is available from the Secretary or the European Regional Director (addresses above).

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

PACIFIC THEATER

As the new RD for the Pacific Region I thought it might be appropriate to introduce myself to the AHIKS membership, and specifically to the Pacific area contingent.

I am a computer engineer by profession and a Historian by avocation. It is through the latter occupation that I got into wargames (Historical Conflict Simulations, if you prefer). It seems that war and major historical events go hand in hand. Before anyone asks, I have not yet computerized any games. I have given it a lot of thought and I have some ideas, but time and other pressing matters (honey-dos and procrastination) keep me from doing anything constructive on the matter. I am willing to exchange some ideas with anyone who is interested in automating some games.

I have been a member of AHIKS for about three years and so far I have actually won one game. There are some pretty high caliber players among the membership! I figure in another three years, I might measure up.

In closing, let me say that in my capacity as RD, I will try to continue to maintain the same high quality of service to the members as my predecessor, Jim Frediani.

-Chuck Leath-

IDEAS

I would like to take this opportunity to rebut some of the points our editor brought up in his column concerning my review proposal and to clarify some points as well:

1. Game reviews appear in a host of magazines. True enough, and if I subscribed to all the mags, I would not have a problem deciding what games to buy, mainly because I wouldn't have any money left to spend on them! Borrow them from friends? Yes, if you live in a big city where legions of gamers get all the magazines. It might not be that easy in other places. It was noted that the magazines compete to get a review of a new game out first. That is precisely why I suggest a library of reviews kept by AHIKS. The current issues of the magazines do not offer reviews of the older games, and getting all the back issues of each is more daunting than simply subscribing to them now. Even if one could track down the reviews published when the game was released, it would not be useful to a person making a purchase today. For example, PanzerBlitz, when it was released, was brilliant, innovative, and unique, certainly T.H.E. GAME for those interested in WWII tactical combat. It is still a good game, but I would hardly describe it in those terms now. And it is also true that some games are known to be better that first thought. We need reviews of the older games because they are still available and because new people are coming into the hobby all the time. In addition, us old-timers have change of interests. I have recently become interested in the Civil War... seen a review on SPI's Quad recently? I haven't. (Can't resist...the review of TSR's reissue of Blue and Grey is contained the Wargamer #32...Ed.)

2. Reviews are "one man's view" and "no reviewer will ever please everyone". Very true, although I'm not sure this is necessarily a good thing. Still one can learn the individual biases of a reviewer through enough of his work and interpret his comments thusly. However, our editor has been exhorting ALL of us in AHIKS for material, not just one person to step forward and be THE AHIKS REVIEWER. When you see only a couple reviews from a person, you can't tell how his opinions compare to yours. If the K were to feature a number of reviews from a polyplot of individuals, it tends to defeat the intent of the project (would that I had

that problem! Ed), although it might make interesting reading. The point of a game ballot is to standardize the reviews somewhat and give the reader a baseline against which to compare their own gaming likes and dislikes.

3. Reviews that consist of only numbers are not very interesting or informative. I couldn't agree more and never meant to suggest it. What I was suggesting was that the ballot have all the pertinent categories, which the reviewer would subject to simple stats and report the mean (and possibly the standard deviation). The ballot would have a spot for comments next to the numbers. The reviewer would use those comments and his own knowledge of the game to produce a review in the classic style of the game review. It would also be desirable for the reviewer to comment on the original review(s) of the game. He/She could also note where the errata/varients/trivia associated with the game could be found.

Now for the Big Picture! As the reviews accumulate, they would be compiled and offered "at cost" to members. Those of us on the ground floor would have copies of them all from the issues of the K, but the new AHIKS members in 2001 may want to know about the "classics" like Viet Nam.

-Mike Kaulbars-

ORIGINS T.R.C. TOURNEY

Ah, the joys of retirement! I attended Atlanticon in Towson in civilian clothes for a change, now that I'm officially retired from my secretarial duties. UNFORTUNATELY, while I was light of heart, Bill Salvatore was heavy of hand; he used his mailed fist (in an ftf game, no less - you can look it up!) to dispatch me at Russian Campaign. On the other hand (in a manner of speaking), I lasted until the 3rd round of the Classics playing the PAA at Waterloo, even though the French broke out at Tilly in both games. Further, I won my first ever wargame tournament besting eleven others in Chickamauga! I walked in after not playing the game for several years, read the rules while my opponent set up the map, then proceeded to roll a brilliant set of low odds battles to glory. Usually, I'm the one sandbagged that way - I guess every dog DOES have his day.

The reason I am writing is not to chronicle my triumphs (though, they are surely enough!), but to speak of the future. There was no Russian Campaign tournament at Atlanticon because no one spoke up to run it. Most people, including myself, view the role of a tourney director with disgust, if not disdain, alarm, and anathema. As we were waiting for the Classics to start, a number of us discussed this sad state and I forthwith put together a pick-up T.R.C. tournament, \$1 entry fee, winner take all. To boot, I allowed the losers to pay an additional \$1 for a second chance in a loser's bracket, the winner of the losers to meet the winner's winner in the finals. (so who said the brave taste death but once for a buck, you could face it twice and Phil Evans was game for a third try!). This was probably the first double elimination tournament ever run at a con. To my surprise the event went smoothly with no interference by me. I kept a ladder and gave rough outlines of when matches should be completed. The troops arranged their own time and place and filled in the winner. With little modification, namely a space on the ladder for each participant to say where he could be reached, this tourney format ran itself.

Thus, I have volunteered to organize next year's TRC tourney at Origins, which will be the last weekend in June in Baltimore. I am writing this now to announce the event. As this is the 10th Origins, something special is in order. Here is what I propose to do:

1. Tournament will start on Thursday is possible and will be single elim or double, depending on the number of entries.
2. Same rules will be used as have been used in recent years for weather roll, scenario, and victory conditions. These are: a) in 1941 only, mud roll in Sept/Oct is treated as Lt. Mud while a clear roll in Nov/Dec is treated as Lt. Mud; b) sudden death victory conditions; c) game starts at the first and plays to the end of Jul/Aug 43 at which time cities controlled on either side of the black dot "Kursk" line are counted.
3. I feel strongly that the Russians have the edge in TRC, you may disagree. To even it out - or at least to insure that each player will have the side he wants, a bid system will apply for choosing sides, based on the Archangel replacements. Example, I bid -2, meaning I will always decrease the Archangel die roll by 2. Low bidder is the Russian. Thus, in this tournament, depending on the bid, you can always have the same side if you want it.
4. Entry fee will be nominal. There will be NO cash prize. Instead, entry money will be used to purchase a permanent plaque to be hung in the display area at Avalon Hill and will list the winner of the 1985 tourney as well as the previous winners. AH has agreed to pay for the cost of engraving. Money permitting, I would like to additionally award the winner a Jedco copy of TRC, signed by each participant.

Readers can help me organize this thing by doing the following: a) I need the names of the past TRC winners going back to 1979 or so. When Origins was on the East Coast, there is no problem. When Origins went West, there was always an Eastcon or Atlanticon here. I'm not sure whether I should stick with the Origins winner, put in both, or what. I would like to gather all the data and make some sort of decision. I also need to know the exact date the final game was played, who was which side, and the con's location. Finally, I'd like to get a hold of the official logo for the convention each year. The way I see it, the plaque will be wooden and have those little brass plates you screw in each year. Each year's plate would have all the pertinent info. b) (remember "a"??) I need a line on where to get a vintage copy of the Jedco game in good condition.

Please mail all info you have to me at 1333 Regent Street, Schenectady, NY 12309.

-Bruce Maston-

REVIEWS

8th ARMY: OPERATION CRUSADER

Game reviewers should emphasize games which offer something different to gamers and just such a game is 8th ARMY: OPERATION CRUSADER, by Frank Chadwick and GDW. The game recreates the situation in which the Egypt-based British 8th Army tried to lift the German siege of Tobruk and utilizes the best hidden movement (non-computerized) since the venerable MIDWAY.

Units are of Brigade, Regiment, and battalion size and their physical appearance is outstanding. Tank units have the actual silhouettes on them (7 separate ones for the British!) Other units have standard symbols. Also included are some good playing aids, like two combat charts, a history of the actual battle, and a proof sheet for the counters.

The key to the game is the hidden movement system. There are two maps, one for each player - a screen is needed to separate the maps. There is a start line beyond which neither players knows the other's deployment. Symbol counters are used to delineate this line and chart the changes as the game progresses. In movement, the phasing player moves onto one of the symbols and calls out its hex number. If its empty, the hex becomes friendly

(symbols are moved) and the unit may continue its move. If there is an enemy unit in the hex, the moving unit must attack it. There are two types of attacks, assault and probe. A probe is done by only one unit (the one that moved) with the defender firing first. An assault can be made by all adjacent units. Combat is a firing odds system with losses in steps, with most units being eliminated by a 2 step hit. There is a 1/6 chance of that at 1:1 odds. The defender may decrease his losses by retreating.

Supply is critical. A supply unit must be expended to assault (but not probe). The Allies have 6 Supply units, the Axis have 5. The expended units are replaced by supply points - and here's the rub. The Allies get 16, the Germans only 5! The Allies get an extra point every turn while the Germans get a point every OTHER turn. This puts a tremendous burden of attack discipline on the Axis. For example, if the Axis make 5 attacks on turn one, they will have used nearly half of their total supply from the start of the game (5 supply units, 5 supply points and 1 extra for turn one)

The game is 18 turns long. The British win by relieving Tobruk and outnumbering the Germans by 2-1 in armor, 4-1 in other units. A tactical win is relieving Tobruk. The German player has a tactical win if he takes Tobruk and strategic if he outnumbers the enemy.

Tack on simple, but workable systems for rebuilding units, aircraft, and anti-tank capability, and the game is a gem!

Here's a quick synopsis of a game. (Note: the players are relatively inexperienced with the system.)

The Germans set up with the bulk of their forces around Tobruk. Their armor is concentrated just north of the Sidi Rezegh airfield. A strong Italian infantry force, stiffened by German anti-tank and AA units, is centered at Bardia. Despite the possible setup area, the Germans are only two moves from the British troops. The British set up with a screening force in the middle and the bulk of their forces poised to strike at Bardia. (Remember, there are two maps, so the initial dispositions are unknown to the opposing player.

The game develops quickly. The British thrust at Bardia is blunted by the anti-tank capabilities of the perimeter and the British armor rebounds into the center where there is no resistance. German and Italian infantry make an initial assault on Tobruk and are easily repulsed.

The British advance unopposed all across the board, while their attacks on Bardia, supported by aircraft, make some progress. A like Axis attack on Tobruk, with Stukas, fails.

By turn 3, the British have captured all 3 Axis airfields, decreasing the German interception die roll on air attacks. The Sidi Rezegh airfield was seized from a German regiment. And German panzers burst through the Tobruk perimeter and roll right into the unoccupied town, knocking out a British supply unit.

Over the next three turns, the Germans attempt several times to retake Sidi Rezegh, but the British hold out. Suddenly the Germans find themselves with only 2 supply units and NO points - only two attacks allowed. Meanwhile British attacks inside the Tobruk perimeter have recaptured everything but the town itself. With their last two attacks, the Germans again pierce the Tobruk perimeter and hit the British column along the coast road. The Axis are now limited to one attack every other turn.

Here the game ended. As the Germans, I held powerful units which I couldn't use because of my supply situation. The British were supply rich, but had few units to work with, many of which were pinned in front of Bardia. But neither of us realised the weakness of the other. There were huge blocks of territory not occupied by either side, but with the movement system, the holes weren't visible. I was foolish enough to lose all three airfields, and wasted a lot of supply trying to rectify that mistake. The British were lucky to hold out against some very strong counterattacks.

8TH ARMY is different. It is a real nail biter with a tension not found in other games. The rules and concepts are easy to grasp and I highly recommend it.

-Steve Llewellyn-

P B M

REPLAY - WATERLOO, QJM STYLE

This game was played under the following conditions:

1. Monitored PBM w/3 players per side
2. DUPUY QJM combat resolution system used.
3. None of the players knew who their opponents or Allies were.
4. Limited intelligence.
5. AH's WATERLOO mapboard and counters used.
6. Communication time-lag between players of one game turn or more depending on the game situation.

(Editor's note: The replay is told from NAPOLEON's point of view. It would be interesting to get the Allies viewpoint for comparison...HINT,HINT,HINT!)

PRE-CAMPAIGN DIRECTIVES:

On 6/15 Napoleon issued a set of directives, outlining his conduct of operations, reassignment of forces, and general observations on tactics. He expressed the desire for his Marshalls to make use of maneuver, as opposed to fighting pitched battles, to attain their objectives as he felt the only way he could win the campaign was to outmaneuver the opponents and attain a political victory. He subdivided his army into three field armies of app. 35,000 men. The following operational areas and objectives were assigned:

- a. NAPOLEON, Pieton River west to Nivelles; objectives: Nivelles, Mont St. Jean, Brussels.
- b. NEY, Pieton River east to the woods below the Quatre Bras Heights; objectives: the Heights, Quatre Bras, Genappe, Mont St. Jean, Brussels.
- c. GROUCHY: Ney's right flank to the east map edge; objectives: terminus of the Thil River's southernmost branch, Tilly, the ford 5.5 miles north of Tilly, Wavre, and Brussels.

DAY 1 (see map)

NAPOLEON'S force marched toward Nivelles behind a screen of cavalry and horse artillery, with the main force moving at forced march speed in an effort to reach Nivelles before strong British forces arrived. The advance was slowed by Anglo-Allied troops at a point 3-4 miles south of the town. Nightfall found the French 2-3 miles south of their objective. They continued to advance in the night to positions from which they could attack the ridgeline SE of Nivelles at dawn. A late afternoon intelligence report told NAPOLEON of enemy troops holding positions along his east flank in a wooded area 2 miles east. He was also told that a gap existed between himself and NEY. A force of 9000 infantry, 32 guns, and 1300 cavalry to be dispatched to plug the gap and roll up the enemy flank from west to east.

From scattered dispatches, Napoleon determined that his two Marshalls were proceeding very cautiously toward their objectives. Both had reported facing a very large number of enemy troops, so their caution was understandable. But NAPOLEON sent word

that a greater effort was needed to outmaneuver their opponents the following day. NEY had advanced to a point just .5 miles south of the QB Heights and along the western woods below them. GROUCHY had advanced parallel with St. Amand.

DAY 2

The morning of 6/17 saw NAPOLEON'S troops attack the enemy forces on his east flank. The enemy was pushed back towards QB revealing additional troops in the woods to their rear. French troops also marched out of the woods south of Nivelles and advanced NNW, N, and NE in an effort to determine the enemy's strength and location. The move was also designed to provide NAPOLEON with a central position between the enemy in Nivelles and Quatre Bras. Enemy troops were engaged along the Nivelles-QB road 1 mile west of QB and in the east were pushed back. French troops occupied the ridgeline and the road west of QB. Farther to the west, the British sallied from Nivelles and surprised the French forces on the road, pushing them back 800 meters.

The afternoon of 6/17 found NAPOLEON with his sought after central position. From there, two options were available: a) attack Nivelles and the Duke of Orange's troops there and hope to destroy them before Wellington could come to their aid, or b) attack east into QB with the hope of surrounding a large number of enemy troops still holding the woods and heights south of the town. The latter option was risky in light of a captured dispatch indicating an attack from a Prussian Corps was expected. In addition, complicating everything was the steady downpour of rain which was reducing movement and creating havoc with the men's powder. NAPOLEON (with some help) decided to try option b and encircle QB, hoping to further fragment the Allied command, and allow for an attack on Wellington or Blucher separately. The attack almost worked. The 20,000 men drove the Allies out of QB, but due to fatigue and weather, were unable to push beyond the town to complete the encirclement. NEY's hoped for appearance failed to materialize, so the net result was less than desired. The bulk of the enemy managed to pull back during the night and retreat across the Genappe River.

TO BE CONTINUED

**NEXT K DEADLINE:
15 December 84**

**A VOLUNTEER IS
NEEDED FOR RD
SOUTHEAST...
CONTACT GRAHAM
COSMAS ASAP**

FROM THE MATCH COORDINATOR

Welcome to all recently joined new members. Good to have you aboard. Good luck and good gaming!

Every once in awhile there are those who fail to get the message and by doing so are frustrated due to the delays in receiving requested information. I have presented in this column items which will assist our membership and avoid those problems. I urge each to take some time to read this column for basic helpful hints.

- A. There have been a few requests from members to be issued ICRKs and OoBs for themselves and NON MEMBERS. This can't be done. AHIKS services are for members in good standing, who have been accepted within the Society after compliance with our by-laws. Please don't request such matches.
- B. Every new member will receive from the secretary a NEW MEMBER GUIDE. This will explain many of the questions that might arise.

C. An initial match will be assigned upon receipt of one's initial DATA SHEET. Every effort will be made to match one in the order of preference, but there may be times when the requested match is not available. One requested match will be assigned in order that the new member begin his/her PBM experience without delay.

D. All members are assigned an initial rating of 1200 and each member is rated on a match completion. The AHIKS rating system has nothing to do with the Avalon Hill AREA rating system and AHIKS has NO obligation to report any results to AH - that is the member's responsibility. Members can request an AREA rated match.

E. Although each member is rated within the AHIKS system, each person has the right NOT to have his rating published in the K. A request for NON publication should be sent to me.

F. Each AHIKS member is assigned a CODE NUMBER for administrative purposes (similar names, etc...) When corresponding with me, PLEASE use your number. The code number also acts as information for the members in the OPEN MATCH REQUEST to let them know their requests have been received.

G. The SET REQUEST FORM is a vital link between the MC and the members. Please fill out the form completely to avoid confusion.

H. Whenever a match is completed (two games or less), the ICRK MUST be returned to the MC. Fill out the top of the form completely and return it YOURSELF to the MC.

I. Upon receipt of a match assignment, you should contact your opponent and agree on the rules of play, sides, and any other information necessary to make the match go smoothly (vital if the game's PBM system is being felt out as you go. Ed). Each player should make certain they are playing with the same rules and errata, local changes and clarifications, and finally, who/what will be the authority for disagreements.

J. If you have an opponent all ready and need only OoB and ICRK, then write to me requesting them. Please include your opponent's name, address and code number to insure fast action.

K. It is the responsibility of the members to inform the MC of any changes, cancellations, or modifications to match requests. All requests NOT filled after one year are returned, unless cancelled previously.

L. As of this publication, I have preprinted OoB's. Listed below are some of the ones that have been prepared. Anyone who has prepared (or wants to prepare) an OoB sheet for a game on our standard 8x10 or 8x14 form, keeping the sheets to a minimum, can send them to me. The ones on hand: #3 TRC; #4 AK; #5 D-Day; #6 BB-81; #6a BB-65; #7 Stalingrad; #8 Waterloo; #9 Fortress Europa; #10 WIEU; #11 Anzio; #12 Longest Day (Scenario 1); #13 Cobra; #14 Blitzkrieg; #15 Chick/Shiloh; #16 Cemetary Hill - Antietam. Others are being prepared by the printer.

M. Any member who desires to GameMaster a game can submit his name to the MC stating the game and how many members he is willing to handle for the game.

N. There is a great need for members to come forward and request to play new members. Please remember when you were initially joined in order to find good, reliable PBM opponents. Let's help our new members get involved the right way!

O. Now, a sore point: complaints. Any member who has a complaint for any reason should contact his regional director. Your RD will take the necessary action to satisfy your complaint and get back to you as soon as possible. NOTE: The MC is not the one to contact!!

P. A most important point: response. If for any reason you are going to be late with a move, or something's come up forcing a temporary halt to your gaming - LET YOUR OPPONENT(S) KNOW! It will remove the frustration of waiting. Most members have been in similiar situations themselves and will understand.

Q. If and when you change your address, let me know as soon as possible.

RATINGS

RATING POOL BY RATING 10/20/84

NAME	CUR.
1. D. BURDICK	2015DDD
2. K. WINDSOR	1960IJH
3. E. KINSELLA	1925EED
4. L. EISAN	1920LKK
5. W. TELEUCKY	1875LJK
6. K. MCCARTHY	1875FFD
7. B. MASTON	1850EFE
8. T. BECKER	1790DEC
9. K. MILLS	1765JIF
10. R. PIPPUS	1755DLD
11. T. ELLER	1750EFA
12. J. CREEGER	1745EEC
13. L. BUTCHER	1730EFD
14. F. LANDRY	1710GFE
15. L. DECK SR	1690GII
16. D. WYCHE	1680FGD
17. T. OLESON	1665EFC
18. P. TRUESDELL	1635EEF
19. L. ROHLFING	1630DDD
20. F. KRAUS	1600HHE
21. J. POWER	1600GFC
22. T. THORNSEN	1580GFG
23. M. YARWOOD	1555GHH
24. J. POPOLIS	1545EFE
25. R. CROSS	1530GFG
26. W. WALDAU	1520ELE
27. J. TROUT	1510EED
28. J. DY GAS	1505DEC
29. B. BYRON	1500GGD
30. J. YAZVAC	1500FFD
31. C. LEONARD	1495HHF
32. K. LOGSDON	1495FFD
33. C. GOHEEN	1480HGI
34. D. WEITZELBERGER	1480EDF
35. D. DEMORY	1475DFE
36. P. MARTIN	1460GGE
37. W. KLITZKE	1445FFG
38. D. HUGHES	1440FCG
39. R. GREENWELL	1435FFC
40. J. GRANT	1430DEE
41. D. GRANT	1400FEG
42. D. AYERS	1375KJG
43. M. SHEA	1365DEE
44. K. MACDONALD	1360HHF
45. M. LAUSSADE	1335CEG
46. E. BLAIR	1310EEE
47. L. KELLY	1305HGD
48. G. GOSSETT	1300IEH
49. D. MCCARTY	1300HGH

OPEN MATCH REQUESTS

1776 (238); Air Force/Dauntless (552); Antietam (253); Assault on Leningrad (233); Battle of Britain (988); Battle for the Ardennes (305); Bomber (336); Bulge '65 (738); Bull Run (557); Chickamauga (253); Clash of Steel (413); Cross of Iron (1028); Crescendo of Doom (1028); D-Day (904); Dresden (804); Drive on Stalingrad (926); Federation Space (804); Fifth Corps (804); Fortress Europa (262); Gazala, 1942 (449); Global War (804); Invasion America (276); Isandhlwana (748); Kirovoograd (1024); Kriegspiel (863); Luftwaffe (1009); Lam Son (804); La Grand Army (511); Napoleon at Waterloo (748); Napoleon's Last Battles (720); Operation Typhoon (926); PanzerBlitz (1027); PanzerLeader (1033); Panzerkrieg (763); Panzer Army Afrika (557); Prestag (817); Race to the Meuse (540); Red Sun Rising (804); Rocket's Red Glare (238); South Africa (804); Streets of Graf (804); Shiloh (253); Submarine (1028); Waterloo (904); Winter War (804); WW-III (804);



WANTED: four players for a monitored game of AH's CONQUISTADOR (3rd Ed). One game only. If interested contact: Steve Llewellyn, 240 Parkside Dr. #15, Fredericton, New Brunswick E3B 5V7 (506) 459-1624

WANTED: Players for a multicommander, simultaneous movement/combat game of HELL'S HIGHWAY. Hidden movement and a single mailing per turn. Interested players should send their first three choices of command. For details, write: Frederick Kraus, 601 White Fir Lane, Etna, CA 96027.

John B. Grant Jr. wants to organize a multiplayer PBM game of EMPIRE IN ARMS (1805-1807). He will GM. Up to seven players are needed. Contact him at 198 Brookdale Rd. Stamford, CT 06903 (203) 329-7837.

Robert Cross is looking for two players for BATTLE OVER BRITAIN - he will GM. Contact him at 900 Brookforest Rd. Derby, KS 67037 or call (316) 788-0174 after 6pm CST.

Jeff Trout is looking for additional players for EMPIRE OF THE MIDDLE AGES. He has 3, so far. Contact him at 195 Claremont Ave #39, NY, NY 10027.

WANTED: 20th Century's GATEWAY TO THE STARS; Spartan game and mag, Panzerfaust/Campaign games and mags; IFW games and mags; Pursue and Destroy; Space Gamer; Quads (WestWall, Crimean War, Ardennes, and Modern I & II); Qdecks NORWAY '40, IRONBOTTOM SOUND; SciFi and History Books; Balboa's TOBRUK; GAZALA BATTLES; 3W DESERT RATS, CHINA WAR; Guidon's DUNKIRK; GDW's OP. CRUSADER, DESERT WAR.

FOR SALE: OSG's ROMMEL AND TUNISIA, (\$30); BL's SHENANDOAH, (\$40); SPI'S ATLANTIC WALL, (\$75), DESERT WAR, (\$25); 3W KESSELRING, (\$25), OP CONDOR, (\$25); MB's BATTLE CRY, (\$25); Ideal's COMBAT, (\$25); SITUATION 4 (\$30); CHICKAMAUGA (folio) (\$5); FIRE WHEN READY (\$5). CONTACT: Stuart J. Schoenberger, 144-12 28th Ave, Flushing, NY 11354 (212)-445-7478

WANTED: Your friendly editor is looking for two Heritage DWARFSTAR series games, DEMONLORD and DRAGONRAGE. If you have a copy you want to unload - or you know of a place to get them, contact me please as the address inside! Thanks!

SET REQUEST FORM

NAME _____ MEMBER CODE _____ TELEPHONE () _____ DATE _____

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

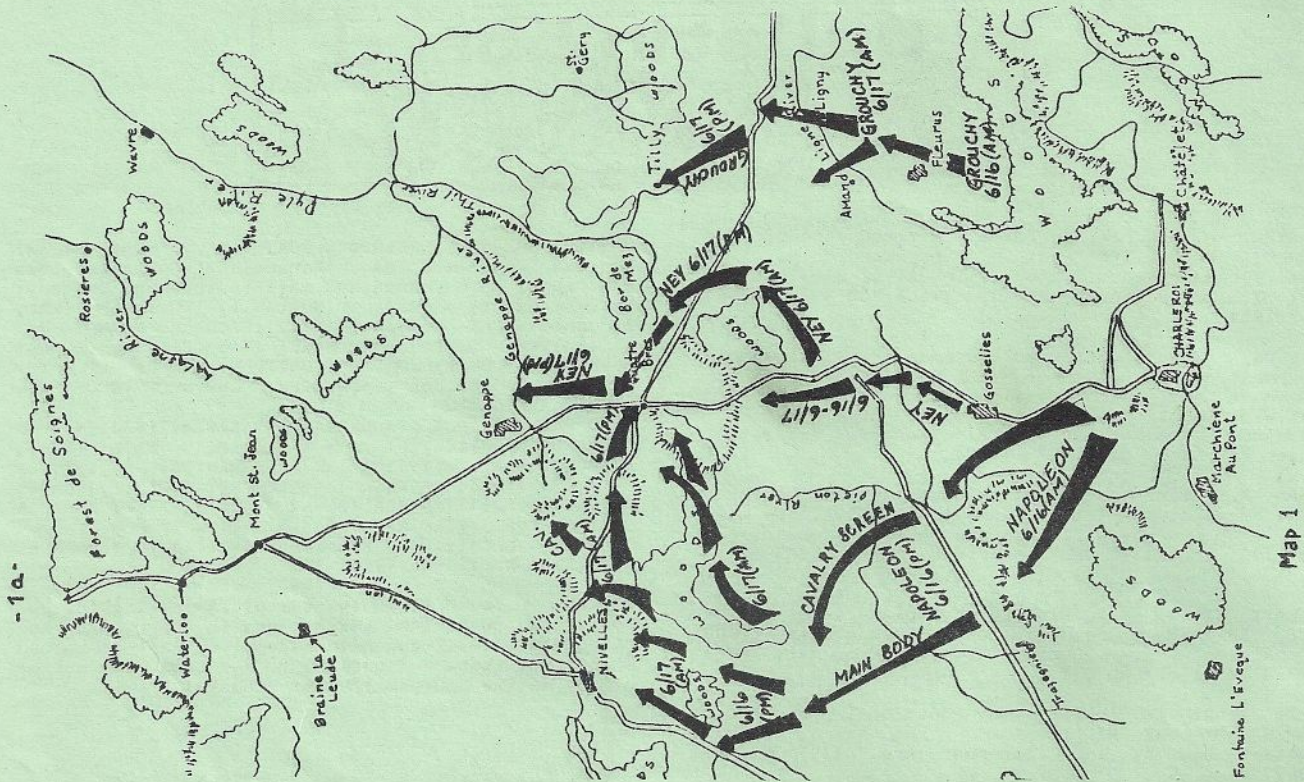
- N: will play New Member (list the number of months you will hold this open before being matched with an old member)
- M: Multi-Player game request (# Of players)
- G: willing to Game-Master or monitor a game
- E: will play European opponent if available
- A: prefer AREA rated opponent
- F: prefer "FAST" game (four day replies) if available

Are you AREA rated? () YES () NO

To request matches: Insert the game title(s) on the following lines, including all letter codes that apply. If you place more than one game on a line, you will be matched with the first opponent available for one and the other entries will be ignored. List the games in order of preference.

- 1) _____
- 2) _____
- 3) _____

() My address has changed from the mailing label on the back (write the new address near the label)



-10-



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ADDRESS CORRECTION REQUESTED