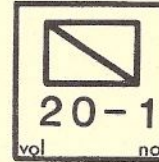


NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE SOAPBOX

And so it starts. In this issue you'll all find the start of Mike Kaulbar's Great Experiment. The first two games to be tackled for the initial reviews are AH's BULL RUN and SimCanada's ROCKET'S RED GLARE. Owners of these two games should take a couple moments to fill out a ballot (circling the game title being reviewed) and send it to Mike at the address listed inside. His interest deserves that we give it the best shot possible. (Besides the guy sent me a Christmas card!!).

This issue of the K starts another Great Experiment of sorts. Last year I switched to bulk mailing - and since a full year has gone by without me getting lynched due to nondelivery, I assume it has been a reasonable success. It's also saved us some bucks which I am deviously trying to respond, but that's another topic! This year I will be putting the K together and sending to Chester Hendrix in CA for printing - again saving us some bucks. It also means I'll have less to say about when the K gets mailed out, etc. So I'll be adhering to a rather strict deadline (note, all RDS!!!!). That way I can do my job and let Chester do his!

Two jobs are opening up - and one is still open as of this writing. RD Southeast (re Graham Cosmas) is still not filled - and needs to be soon, guys! C'mon it ain't that tough! Also, as is stated in his column, Casey Bruyn in Canada is running into schedule difficulties and needs to step down. Finally, a recent conversation with our Treasurer of many years, Joe Horne, indicates he about ready to step down as well. So anyone interested in getting his/her grubby paws on our loot, contact Joe ASAP.

If all goes well, you should have received your 1985 dues notice - I urge everyone to send theirs in promptly, so we can sort out the members and get a new and improved directory out to all of you. SO PAY UP ALREADY!

Finally, I want to promote an excellent game and propose a large scale multicommmander game. I just finished up reviewing VG's VIETNAM for F&M (which by the way has been sold to an outfit in California and will be undergoing an editorial change). The game is excellent, with a lot of detail and feel, combined with outstanding graphics. It is NOT a "what-if" game - the US player is essentially locked into the same bad strategy that has tormented a lot of people. Its more what can you do with this strategy. The combat system takes some of the military options away from the NLF bad guys but overall it's done really well. The game can be frustrating as it sometimes seems you can't do anything right - or you do it right and still see that little VC battalion skip out. But for serious gamers, its great. SOOOOOO, I'd like to

propose a multicommmander game on the campaign version of VIETNAM with yours truly as the GM. This will probably rival our long standing DNO game for longevity - it ain't gonna be short, that's for sure! But it should be interesting. What I'm thinking about is basically having a 10 man team handle the Allies. That's four US Corps commanders + a Supreme commander and counterparts in the ARVN. All reinforcement placement and support dolage would be under the supreme commanders. ARVN commanders would be subject to loyalty rules, possibly causing some of their troops to be ineffective for a turn or two (and not giving the player anything to do), but the ARVN Corps commanders could end up becoming the Supreme commanders due to coups. Best situation here would have the US Corps commander and ARVN Corps commander live in the same town - this could get complicated by the politics, but thats the whole idea anyway. For the bad guys, three VC commanders (for each of the NVA political zones on the country) plus one NVN commander. Communication between VC and NVN would be more limited than for the Allies. For example, the NVN commander would not know who his VC commanders are and would have to send messages down the Trail (or by boat). So theres the proposal. If you're interested, drop me a line. If you have some additional ideas, drop them off to me as well and we'll see what we can put together.

-JDB-

THE TRUE NORTH

I would like to apologise to the Canadian members for missing the last 4 columns. I have started my own business and unfortunately am my own worst taskmaster. I do not forsee my schedule letting up much in the future, so if there's a Canadian member who would like to establish a more active style for the Regional Director, please write. Otherwise, I will continue my duties but with intermittant reports.

I would like to welcome 8 new members to the region; Tom Christensen, Prince George, BC; Bruce Evans, Nobleton, Ontario; Ed Hamilton, Winnipeg, Manitoba; Elroy Penner, Edmonton, Alberta; Horst Rait, Toronto, Ontario; William Smook, Calgary, Alberta; John Snider, Whitehorse, Yukon; John Manson, Ottawa, Ontario.

I received an inquiry from Mike Kaulbars (Jeez, that guy gets AROUND!! Ed) about those magnetic counter holders. I have been unable to find any, so if anyone knows where they are available, please get in touch with him (his address is listed in the review ballot article, Ed)

-Casey Bruyn-

PACIFIC THEATER

The month is not over but things seem to be quiet here in the Pacific. I have received a lot of inquiries and we have 3 new members. Mail is finally starting to come directly to me now instead of the former RD (Yeah, USPS!! Ed)

Our first new member is C. John Hammett from Douglas City, CA. He works in road mainenance and started gaming in 1973 with TACTICS II and RICHTOPEN'S WAR. He gets some ftf in once a week (lucky guy! Ed) with a night out with the boys (luckier guy!!) He's joining AHIKS for some courteous, friendly, and prompt PBM gaming.

Our second new member is Mark Palmer, an electronics technician from Tacoma, WA. Like John, Mark started gaming in 1973 with RICHTOPEN'S WAR (I really have to get this game!) For various reasons, Mark has been predominately a solitaire gamer. He hopes to change all that with AHIKS and by volunteering as Gamemaster in EVERY game club that advertized in the recent issue of the GENERAL. Mark enjoys both the historical and strategic aspects of wargaming, as I do, and is currently interested in the Allied bombers of WWII, similar to the ones found in the games B-17 and AIR FORCE.

The last new member is US Army Captain Garth Germond who is stationed somewhere in the Far East (his APO is San Francisco). He's been gaming since 1967 with six years PBM experience and - unless I'm reading this wrong - he owns 142 games. I thought I had too many with 25! He'll be rotating to the States in 1985 and hopes to get into ftf. He'll be located in the Ft Lewis - Tacoma, WA area.

I haven't heard anything from the membership in Australia and other far flung regions of the Pacific, so I assume everything is going well. If anyone from down under or elsewhere in the Pacific has any news please drop me a line.

-Charles Leath-

INTERIOR LINES

I would like to welcome 8 new members to our region: Jeff Curtis, a data processing manager from Indianapolis, IN; Kenneth Martin, a retail management instructor from Bethlehem, PA; Joseph Bukal, a college student from West Allis, WI; Tom Sparhawk, an assistant professor of sociology from Bloomsburg, PA; Michael Kettman, an economist from Deerfield, IL; Richard Royer, a hospital administrator from Akron, OH; Allan Finnis from Battle Creek, MI; and Stephen Hagberg, a graduate student from Deerfield, IL. Welcome and Good Gaming to all!

I had an opportunity recently to play ARMOR by Yaquinto and PANZER COMMAND by Victory Games. ARMOR teaches you weapon capabilities and (hopefully) how to use them. The game revolves around design your own scenarios. Each side usually has between 8 and 12 units and their moves must be written out each turn. The game seemed to drag a little but was interesting. PANZER COMMAND has a great movement system. Each regiment that a player controls has a chit that is put in a cup. When the regiment's chit is pulled, those units can move and attack. An interesting design that is a tremendous improvement over the old PANZERBLITZ system. While I enjoyed playing both of these games, they still seemed to be only slightly above average.

-Kevin McCarthy-



THE KOMMANDEUR VOLUME 20 NUMBER 1 JAN 85

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, 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.

THE SECRETARY

It has taken me ONLY six months to write my first "official" column for the K. When I took over from Bruce matson in June, he guesstimated 6 or 7 people would enquire about AHIXS each month. Actually, I think he knew the ads in the GENERAL were about to come out and snadbagged me...anyone know of a good hit person??

Starting in June the monthly inquiries were 2 (June), 36, 11, 35, 12, 6, and 7 (Dec) for a total of 109. I have sent out the following number of Member Guides to new members: 3 (June), 8, 1, 11, 12, 15, and 3 (Dec) for a total of 53. I apologize to those people who had their information and/or Member Guides delayed.

If you have a change of address, send them to me (not to the Editor! Ed). If you're having problems with your opponent(s), write to your RD if you're not getting anywhere. If your opponent has moved without leaving a forwarding address, you might write to Don Eisan (MSO) to see if he has a current address.

The list of "Recommended PBM Games" in the Member Guide needs a facelift. On a POSTCARD, please send me your three favorite choices for this list (in any order). I'll put these results in the next K.

-Wild Bill-

* * * FTF * * *

This note comes from Robert Chenoweth, who represents the Palmetto Gaming Society:

The Palmetto Gaming Society will be sponsoring CAROLINA CON IV at the Tremont Motel, Cayce, South Carolina (that's just over the river from Columbia, SC). The dates are April 19 - 21, 1985. The Con will feature roleplaying, miniatures and boardgames. Anyone interested in running a tournament is welcome to do so. They would be responsible for arranging for any merchandise prizes - we'll be offering certificates for winners.

The tournament will officially start on Friday afternoon and end Sunday at 6pm. Admission will be \$7.50 advance/ \$10 at the door. Exhibitors fees are \$25 per table. Motel rooms go for \$30 per night for up to 4 people - convention rates only. Anyone planning a vacation around then will find this area excellent.

For more information, contact the Palmetto Gaming Society, PO Box 1094, Columbia SC 29202.

P B M

REPLAY - WATERLOO QJM
(continued)

Day 3 (see map)

During the night of 6/17-18 NAPOLEON set a new plan of action in motion which initially called for GROUCHY to disengage from the Prussions in the east and slide west into the are just north of Quatre Bras and south of the Genappe River. NEY was to consolidate south of the Genappe and WNW of QB. Both were to attack across the river to take Genappe. the plabn was modified two hours later to bring GROUCHY even further west so he could drive to Braine La Leude through a gap in the British lines which NAPOLEON would open up between the ridges between Genappe and Nivelles. NEY was to make the initial assault on Genappe, while NAPOLEON consolidated his troops behind GROUCHY. The idea was to split the Allied command and to destroy one

or the other piecemeal. It was further felt that a major portion of the Prussian Army would be left in the east and in no position to influence the coming battles. By dawn the weather was expected to have cleared, although the ground would still slow troop movements.

During the early morning hours GROUCHY swiftly responded to his orders and his troops were arriving in their new assembly area by 0900. NEY launched his assault on Genappe, but was repulsed. By 1100 GROUCHY was consolidated and they were used in a massive attack on the British line west of Genappe, driving them back a mile to the NNW. NEY decided to disobey his orders and unilaterally continued his assault on Genappe. He not only succeeded in crossing the river, but in separating the British and Prussian armies. Thus he found himself between two armies, each one twice his own size. Following the breach in the British lines, NAPOLEON and GROUCHY continued their drive north toward Mont St. Jean and Braine La Leude. The Duke was beaten back with heavy losses while Wellington fell back to the ridgelines south of Mont St Jean. NAPOLEON attacked him along the length of his line to keep him from mounting an offensive against NEY's exposed troops. NEY sent NAPOLEON a dispatch in which he appeared to have lost heart, fearing to be overpowered by the combined armies facing him. But the onslaught never materialized and he was able to disengage and shift to the west as he had been ordered to. The day ended with GROUCHY occupying the Mont St Jean - Nivelles road SW of MStJ; NAPOLEON was south of the MStJ ridgeline and NEY was NNW of Genappe.

Day 4

The night of 6/18-19 found NAPOLEON burning the midnight oil developing a plan to finally bring about the capitulation of the Allied Armies. From intelligence received in the evening hours, NAPOLEON realized he had two things working in his favor. First, the Duke's men were fast losing heart and were on the verge of desertion due to their rough handling by GROUCHY. Second, Wellington seemed unable to stir the Prussians into offensive action. With this in mind, NAPOLEON again directed NEY to break contact with the Prussians and to assemble 4 miles S of MStJ. GROUCHY was to attack along the west edge of the Niv-MstJ road. NAPOLEON would swing west and attack Braine La Leude, pushing past the town toward Waterloo. NEY and GROUCHY would head there after taking MStJ.

0700 of 6/19 exploded as the French Army, together for the first time since the start of the campaign, burst upon the British/Dutch forces. NAPOLEON's troops shattered the Braine La leud defenses while GROUCHY assaulted Picton and Pirch II SW of MStJ. Nay smashed the western edge of Wellington's line anchored on the ridge south of the town. The Duke's troops were effectively split off from the Allies main body. Pirch II and Picton were surrounded; a French cavalry brigade held MStJ; and NAPOLEON had advanced a mile past Braine La Leude. As before the Prussians showed no desire to close with the French. NEY's cavalry reported the Prussians had advanced only 2 miles west from Genappe. More cavalry was sent to further delay the Prussians. NAPOLEON ordered GROUCHY to strike straight north to further divide the Duke and Wellington. NEY was directed to continue his advance toward MStJ while also attacking the two surrounded Allied units. NAPOLEON formed his army into two arms, one stretching to the NNW and the others to the NNE. He hoped these arms would be able block the British from re-uniting and falling back. NAPOLEON also ordered troops to Waterloo to take and fortify the town.

THE FINAL HOURS

NEY, instead of moving on MStJ as ordered, decided he had to confront the Prussians (who were now moving rapidly up from the south), and thus held his troops well south, placing them squarely in the path of 200,000 Prussians, ad providing Wellington

an opportunity to counterattack MSTJ. Once again, NEY found himself in danger of being steamrollered by two massive forces. NAPOLEON, knowing that the Duke now posed no offensive threat, decided to move south to aid NEY. His plan was to move near Braine La Leude, then attack east at what he hoped would be the Prussian flank or rear as they attacked NEY from the south. The attack failed to achieve its flanking position as it ran headline into the Prussians as they maneuvered to attack NEY. The attack broke up the Prussian attack and gave NEY the time he needed to regroup and withdraw. NAPOLEON withdrew north to blocking positions near Waterloo, while NEY (obeying orders finally) and GROUCHY moved north towards Brussels. At this point the Allies sued for peace and the Campaign ended.

TO BE CONCLUDED

REVIEWS

THIRD WORLD WAR

What? Again?? Afraid so. GDW has entered the operational WWII pool, joining VG's NATO and Yaquinto's RED STORM, with their THIRD WORLD WAR: Battle for Germany. TWW is part of a series which is to eventually include games on the battles in the Balkans, Scandanavia, and the Persian Gulf. The Balkans game SOUTHERN FRONT has already been released. Judging from GDW's recent delays in following through on announced projects (witness FIRE IN THE EAST!), it may be a while before the Scandanavian game (ARCTIC TWILIGHT) is released. When the series is complete - and if all the parts are as good as the opener - GDW will have another winner.

The components are the usual good quality. The counters are all the same size and have their setup hexes or entry times printed on the back. The map is interesting. The scale is 45 km/hex is questionable, as it raises the counter density significantly and cuts down on maneuvering room. NATO's scale of 24 km/hex isn't optimal, but it's preferable to TWW. The scale does provide some advantages. One of these is the ability to include more of Europe (notably Northern Italy) without expanding the map beyond manageable proportions. The inclusion of Italy (and Austria, Jugoslavia, and Hungary) is significant. Omitting Italy doesn't eliminate the possibility of a Warsaw Pact invasion through Austria, merely abstracts it. Rules for reinforcement diversion, garrisons, etc, are definitely inferior to actually conducting the campaign on map. So it's nice to see Italy, but it may or may not justify the map scale. The game charts include a CRT card, a Terrain Effects card, Unit Identification Card and 2 Aircraft Status cards. One minor point that could be overlooked is that these cards are printed on one side, precluding flipping and additional wear and tear. A nice touch.

The game system consists of a rather detailed sequence of play based on impulses. Each player has 2 impulses per turn, with the Warsaw pact impulse subdivided into a 1st Echelon sub-impulse and a 2nd Echelon sub-impulse, with a NATO reverse phase sandwiched in between. So the Warsaw Pact gets 4 impulses per turn and NATO has 3. Air operations are carried out at various times so the sequence is detailed and involved.

The system has several strong points. One of these is the manner in which air operations are handled. Instead of just assigning each side "air points", each side has counters, representing 1000 planes by type. Each counter is rated for air superiority, range, ground attack, strike, and all weather capability. Aircraft basing is done by theater, of which there are two - Southwest (Italy, Hungary, Jugoslavia) and West (everything else!) Aircraft

that are available are assigned to missions like supporting ground attacks, providing top cover, attacking runways or logistics, delivering nuclear weapons, or intercepting enemy aircraft. Maintenance rolls are made at the beginning of each turn to determine which aircraft can fly.

Combat is straightforward. An initial odds level is determined, then modified by ground support, terrain, and unit proficiency (a measure of troop quality). For this last modifier, each side figures its average proficiency, then the two are compared, with the odds shifting for the difference. This is a major NATO advantage, as their troops generally have a better proficiency than their Warsaw Pact counterparts.

Nuclear weapons are handled well, and is based on conflict level, ranging from 0 - 5. Level 0 means no nucs in use. Each player has the opportunity to escalate the conflict, raising the level and adding other delivery systems. Level 1 allows field artillery; level 2 permits aircraft delivery with restrictions; level 3 lifts those restrictions; level 4 allows missiles; and level 5, the strategic exchange, causes all sorts of things to happen, from city destruction, to supply disruption, to reinforcement halts. Players can also de-escalate from any level - and they can play without the nuclear option.

The game is not without its flaws, however. One of the worst is the handling of Austrian neutrality. At the beginning of the game, the NATO player draws 2 chits, one for Austria, one for Jugoslavia, and puts them on their respective capitals. Of the three Austrian chits, 2 are neutral, one says "Join NATO". So there's a 33% chance of Austria joining the War, even if there are no PACT troops within a hundred miles of her borders. In my opinion that's downright silly. Jugoslavia has the same 33% chance, with an additional 33% if Austria is invaded (the "We're Next" theory). This creates a rather bizarre scenario from a political point of view. The designer tries to justify this approach by saying it keeps the Warsaw Pact player wary of Austria and forces him to keep some troops watchig the border, thus recreating Soviet "paranoia" regarding the neutrals' intentions. While this argument has some merit, it really doesn't wash. A better solution would have been to provide some sort of political events table or to simply require the Pact to keep a certain number of divisions on the Austrian and Jugoslavian borders.

Conspicuous in their absense are any sort of political unreliability rules - or even notes on why they were omitted. While the rules may be undesirable from a gaming standpoint (having the Pact lose the Poles, the Czechs, and the Hungarians with a single die roll would turn the game into an unbalanced bore AND hinge play-balance on luck), they should have been included as optional rules at least. More disturbing is the lack of discussion about this game decision in the Designer's notes!

One of the more unfortunate results of having a game based on a set background of global events is the loss of flexibility. The basic premise of the WAR is that events in the Persian Gulf escalate to a point where the Pact initiates a major war. Such a scenario gives NATO sufficient time and warning to bring itself to a high state of readiness. So, surprise is not a factor - too bad since the possibility for a surprise invasion with NO warning is an interesting game situation. This may not be a problem when more than one of the games in the series is played, but as a stand alone, TWW is locked into a single scenario (the added scenarios only affect the game length).

Another serious omission is the lack of chemical warfare rule. The designer says that both sides would be using chemicals and their effects are "factored" in to the combat strengths. This has always seemed like a cop-out to me and the results are disappointing.

Another serious problem with the game is the extreme simplification of logistics. There are no HQ units; supply and isolation are divided into two separate conditions. Units don't trace supply lines - unsupplied enemy units are determined by enemy logistic strikes, but the identity of the units in question is arbitrarily decided by your opponent - location is unimportant. A unit is isolated if it can't trace a line of communication back to a friendly source. The overall effect is that Pact armies are no longer required to operate as units. Aside from a slight stacking penalty for units in different armies, the effects of interarmy mixing is minimal. This seriously alters Warsaw Pact doctrine - a very undesirable result.

TWW goes into a lot of detail, but oversimplifies some of the more crucial aspects of modern warfare. As a result, the detail seems to sit alone without a solid game system for a base. An unsatisfactory compromise. However I doubt the designer set out to design the definitive "Next War" simulation. Instead the game is designed within the limits posed by a multi-game series.

If you are looking for a good simulation of the Central Front, but are scared away by NEXT WAR, get Victory Game's NATO. TWW does not stand well alone. However, if you're interested in the prospect of a multifront simulation, get TWW and its companions.

-Bruce Geryk-

FROM THE MATCH COORDINATOR

Welcome to all recently joined new members. Good to have you aboard. Good luck and good gaming! 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 WJEU; #11 Anzio; #12 Longest Day (Scenario 1); #13 Cobra; #14 Blitzkrieg; #15 Chick/Shiloh; #16 Cemetery 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!!

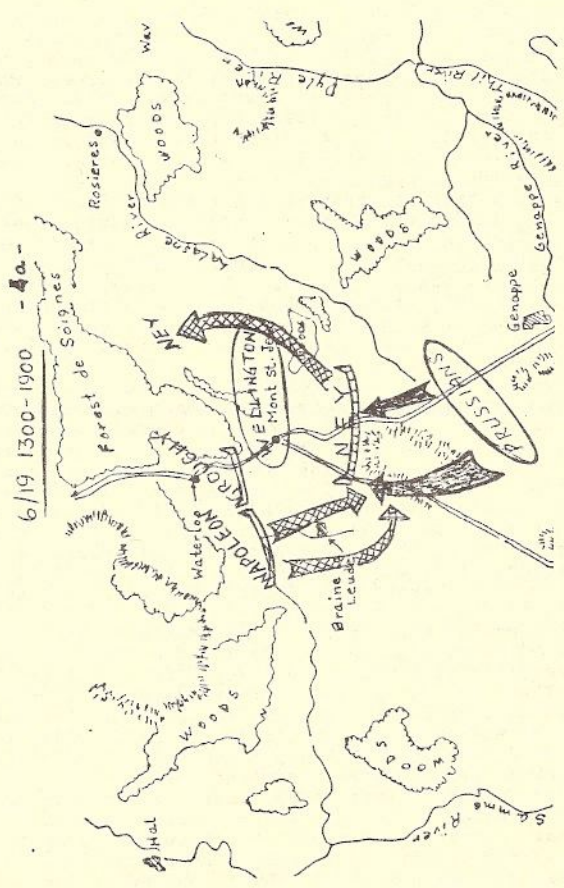
P. A most important point: response. If for any reason you are going to be late with a move, or something's come up forcing a temporary halt to your gaming - LET YOUR OPPONENT(S) KNOW! It will remove the frustration of waiting. Most members have been in similar situations themselves and will understand.

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

OPEN MATCH REQUESTS

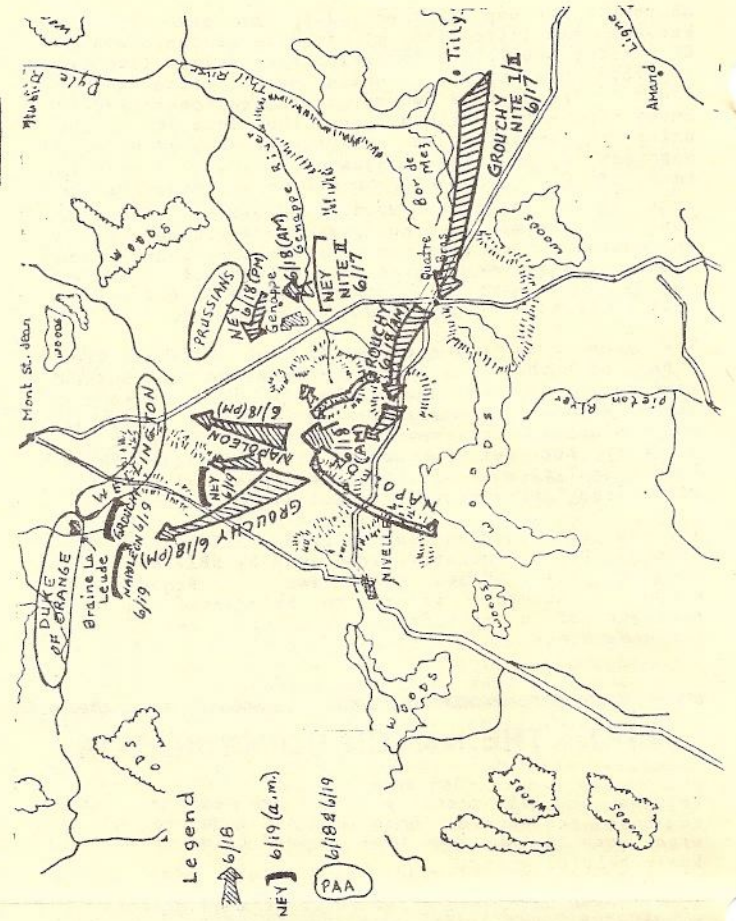
1776 (1065); Afrika Korps (1068); Antietam (253); Assault on Leningrad (233); Battle of Britain (988); Berlin 85 (804); Clash of Steel (413); Dixie (1038); Drive on Stalingrad (926); Fifth Corps (804); Gazala, 1942 (449); Gettysburg 66 (863); GI (1041); Gladiator (804); Global War (804); Hitler's War (336); Kharkov (1024); Kiev (1024); Kirovograd (1024); Kriegspiel (863); Kursk (1024); Luftwaffe (1009); Lam Son (804); Moscow Campaign (1024); Next War (748); Operation Grenade (804); Operation Typhoon (926); Overlord (748); Panzerkrieg (763); Prestag (817); Race to the Meuse (540); Red Sun Rising (804); Red Star/White Star (12); Russian Campaign (783); Search & Destroy (804); South Africa (804); Starship Troopers (12); Shiloh (253); Third World War (950); War in Europe (341); WW-III (804); Year of the Rat (804)

FLASH...FLASH...the annual AHIKS gathering in New Jersey is tentatively set for April 20 at Vail-Deane School, 15 miles from NYC. Cost \$2 for members, \$2.50 for non-members. If interested contact Omar DeWitt and/or send check (made to Vail Deane School)...FLASH...FLASH...



MAP #2

6/17 & 6/18



bulletin board

FOR SALE: FIFTH CORPS (SPI, box, excellent) \$5; BATTLE STATIONS (SC, box, excellent) \$5; NO TRUMPETS, NO DRUMS (WWW, w/magazine, good) \$2; DNEIPER RIVER LINE (AH, Box, excellent - cassette for Atari 800, Apple II, TRS-80, PET CBM) \$6; complete SQUAD LEADER through GI (counters, maps, scenarios - no boxes) \$30. Postage included. Contact 1LT William S. Owen, C Battery, 1st Battalion, 80TR Field Artillery, APO NY 09162

WANTED: an issue from the magazine series "History of the Second World War" entitled Operation Sealion - the Plan to Invade Britain. Send offer to Tom Hanover, 10451 W. Montana Ave, W. Allis, WI 53227

WANTED: Rimbold Enterprise's FRONTIER 6; STREETS OF STALINGRAD (Phoenix); INVASION, AMERICA, MINUTEMAN, WAR IN THE PACIFIC (SPI); GDW'S WESTERN DESERT, SOLDIER KING, HOUSE DIVIDED, OPERATION CRUSADER; Airfix's Ft. Schera, Foreign Legion Arabs; Heritage's 15mm ACW, Micro Armor (North Africa especially)

FOR SALE: WWW's CLASH OF STEEL, FALKLANDS, SIMON DE MONTFORT; SPI'S WINTERWAR, LENINGRAD, PLOT TO ASSASSINATE HITLER, DRIVE ON STALINGRAD; AH'S WAR AT SEA, GUNS OF AUGUST.
Contact: Stuart J. Schoenberger, 144-12 28th Avenue, Flushing NY 11354

WANTED: desperately want to buy SPI's S&T #56 - Revolt in the East (with game) good condition only. Name your price. Contact Bruce Geryk, 2751 Woodbine Drive, Pontiac, MI 48054 (313) 682-3293

WANTED: More players are still needed for a multicommander, simultaneous movement game of HELL'S HIGHWAY. Contact: Frederick Kraus, 601 White Fir Lane, CA 96027 (916) 467-5490. Specify your first three choices for command.

WANTED: Opponents of BB-81, desiring to play both sides at once. Contact: Alan Finnis, 78 Chestnut, Battle Creek, MI 49017 (616) 965-8706

WANTED: Anyone interested in having me GM any scenario of WAR IN EUROPE II, let me know along with the position desired. Contact Les Deck at the address in the Officers column.

**NEXT K DEADLINE:
15 February 85**

REVIEW REDUX AGAIN

Well, it happened, John "Peace at any Price" Burt has agreed to let me subject a couple games to trial by ballot. Now let's see what I can get away with. The intent is to provide AHIKS members with a consumers guide to games as a semi regular feature of the K. The reviews are to be done by members who announce their intent to review a particular game. With the announcement, there will be a ballot to be filled out by people who have experience with the game. This ballot - and accompanying comments are mailed directly to the reviewer (NOTE THIS PLEASE - NOT TO THE EDITOR!!! Ed) who compiles them and the results will be published in the K.

For this idea to work it will be necessary for EVERYONE to participate. If you bought the game but never played it because the rules were too mind boggling, then let the reviewer know that. Every ballot returned means a better review, so please cooperate. Those who have never heard of the game are excused - although they may want to catch the review when it comes out.

There are 11 categories for rating a game, with each category receiving a rating between 1 (awful) and 10 (excellent). Simple numerics are not all that helpful or informative, so it is hoped that you'll append some explanatory comments wherever appropriate. What follows is a brief explanation of what is meant by each category:

COMPONENTS: The physical quality of the game's components, from box art to map.
RULES: are they complete? Clearly written?
ACCURACY: Is the map correct? The GoBs? Dates? Period flavor?
GAME LENGTH: shortest and longest normal games (don't include the time you stomped your little brother in two moves!)

COMPLEXITY: Compared to wargames in general, how complex is it?

PLAYABILITY: Does the game play well or is it cumbersome?

PLAY BALANCE: Do the victory conditions favor one side or the other?

ENJOYMENT: How much raw pleasure do you get out of playing the game - or simply fondling the pieces?

PBM SUITABILITY: Does the game pbm easily?

SOLITAIRE SUITABILITY: Is it possible? fun?

OVERALL: how good is the game compared to what else is on the market?

Along with the ballot, I would ask you to include references to any material about the game you are aware of. Things like variants, reviews, errata, articles, rules clarifications, or other trivia you feel worth passing along to the reviewer. (Be warned that if I can't find the information referenced, I may write and ask for a photocopy!)

After the review has been announced, the review will wait a couple months for the ballots, and will track down any information brought to his attention. The review will be written and then published in the K about 4-6 months after the first announcement. At that time, church bells ring, people dance in the streets and John tries to deny he ever had any objections to the idea (ME??? Ed)

Now to the fire: Two games to start off with. I will be doing Avalon Hill's BULL RUN and Gilbert Collins will do Sim Canada "ROCKET'S RED GLARE. Send BOTH review ballots to me at the address below:

Mike Kaulbars
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