

bulletin board

FOR SALE: Battleline's SHENANDOAH (\$15); AH's ALEXANDER (\$6), ASSAULT ON CRETE ((\$6), PANZERLEADER and PANZERBLITZ with two sets of counters, 300 variant counters, 3 extra boards and file system for the counters (\$30); SPI's MECH'77 (\$12), 2nd Ed AUSTERLITZ (\$4); 3W AUSTERLITZ with magazine (\$6); SSG's BATTLE OF SALAMANCA (\$6), GDW's PRAGUE and LOBOSITZ (\$8), RUSSO-JAPANESE WAR* (\$15), SRIGE OF PORT ARTHUR* (\$15); Jagdpanther's SPANISH CIVIL WAR* (\$10); CP's ROAD TO WASHINGTON (\$16); OSG's BONAPARTE IN ITALY (\$16); two copies JUTLAND (one slightly water damaged) [snicker, Ed] (\$18); AH's BULGE-65 (\$12). All games in boxes except those marked with a *. All in fair to good condition. PLEASE add postage to order. Contact: Bill Haggart, 1206 Gavin Drive, Marysville, CA 95901.

FOR SALE: SUBMARINE, BATTLE OF AUSTERLITZ, DREADNOUGHT (no board), SPITFIRE (no board), 88, ARMOR, PANZER, THIRD REICH, BATTLE OF BORODINO, KURSK. Best offer plus postage. Contact John L. Popolis 760 E. N. Broadway, Lombard, IL 60148

WANTED: Players for a multicommander, si-move HELLS HIGHWAY Contact: Frederick Kraus, 601 White Fir Lane, Etna, CA 96027

WANTED: Anyone interested in playing a scenario of WIEUROPE-II. Les Deck (address in Officer's section) is willing to GM.

WANTED: 2 or 4 players interested in playing CLOSE ASSAULT. Contact GM Walter Compton, Apartado 70774, Caracas 1071-A, Venezuela

WANTED: More players for EMPIRE OF THE MIDDLE AGES. Contact: Jeffrey Trout, 195 Claremont Ave, #39, NY, NY 10027

WANTED: People for a three way game of FLATTOP or CV. Ron Whaley is willing to play or GM. Contact him at 613 Royal Way Lane, Knoxville, TN 37922

WANTED: Players for SUBMARINE, MECH WAR II, RS/WS, TASK FORCE. Sid Jolly is willing to GM or play. Contact him at 731 G street Space E8, Chula Vista, CA 92010

WANTED: Opponent in BULGE-81 willing to play both sides at one time and respond fast. Contact: Alan Finnis, 78 Chestnut, Battle Creek, MI 49017

WANTED: Opponent for SQUAD LEADER (Scenario 1), Contact Lorne Colena, 50 Shay Rd, Hudson, MA 01749

WANTED: Players and GM volunteers for multicommander game of GDW's OPERATION CRUSADER. I want to play and will GM if no one else volunteers first. If interested let me know what scenario and if you'd GM. Contact Steve List, Box 1014, Levittown, PA 19058

FOR SALE: Liquidating military history library: references on miniatures, several books on the Bulge. Send SASE for list. AH's PANZERKRIEG (\$9.75), WW RACE TO MEUSE (\$5.75). Please contribute toward postage and send a SASE with orders. Contact Randy Heller, 4442 Paradise Knoll, Castro Valley, CA 94546

Baby"? Darwin was the only one smart enough to scoop her up. **WARBOTS** - looks good. Design your own robot and send him out to kill. **WORLDS OF BORIS VALLEJO** - 30 tiles, each with a Vallejo painting. Nekkid wimmin and all. Darwin says play this one with your wife NOT with your kids!

NOVA: **BALLOON BUSTERS** joins the Ace of Aces line in April. Historical characters are being added to Lost Worlds, including a Samurai in full armor with katana and a Ninja with shuriken.

PACESETTER: **CHILL** is adding 10 new vampires. They got a very nice congratulations letter from Stephen King. But the game I want to see more of is **WABBIT WAMPAGE**. What IS that rabbit doing with the chain saw???

RAFM: I'm not much on miniatures, but Charles Stewart Grant's "Scenarios for Wargamers" looked like a good investment.

TASK FORCE: Three games in the "History of the Second World War" series, "Overrunning the West", "Counterstroke from Egypt", and "Battle for the Atlantic". Dana Lombardy strikes with **FOURTH REICH**, the puremen verses the mutants, (loved the cover!). Also Jack Radey's stuff is being handled by TF and he's working on his Kharkov game for them.

TSR: Berg's **JULIUS CAESAR** finally sees the light of day of Origins. Of course that assumes that TSR doesn't turn back into a load in the meantime - latest rumor at HIA was that Lorimar is bidding to buy them! In the SPI line, they are also releasing **NAPOLEON'S LAST BATTLES** and an expanded **COBRA**. No one there could explain how **COBRA** got expanded. More maps they thought...3rd Army breaks out and heads for Madrid?? TSR is also bringing out more detailed paragraph adventure books, 500-600 decision points. Also 1 on 1 two player role playing games. Sounded interesting.

VICTORY: **PAX BRITANNICA** - Greg Costikyan's game of the period 1880-1920. Polar projection map and different shaped counters so you can see what's in a stack. Each player is a major world power fighting for colonial domination. **SIXTH FLEET** - 2 maps, > 600 counters, US and the Russians. Nice box art with a missile attack on a carrier - from the missiles point of view. **PURPLE HEART** - a new Ambush module, 6 new scenarios, including Normandy, and 2 new maps. I assume Victory will also be putting James Bond stuff out. Unfortunately, none of the designers were there and I didn't want to disturb poor Gerry. Looked like he was being harassed down to his toes! Business must be good.

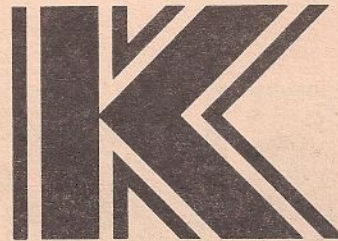
Finally, one last word - totally unrelated from what has gone before. It appears **AHIKS** will have a table at Origins registration. We'll need an hour or two. If you're coming to Origins and wouldn't mind a bit of table sitting, drop me a note so I can get an idea of how many people we'll have.

-Bill Watkins-

THE SOAPBOX

First a minor apology. The last K was delayed due to the normal confusion of switching our printing to Marysville and having to hassle with a BRAND NEW USPS bulk mail personage. Chester reports that it was a struggle but all finally went well. Also, I hope to improve my alignment next K as well. I'm working with double backed tape rather than spray adhesive and when the page goes down...IT GOES DOWN!

A couple fun things in this K. Bob Burge managed to get a hold of the Allies side of his Waterloo Replay and they start in this issue. Also, we have a nifty little replay of B-17 from our members over in Europe. I would also like to extent my thanks to the membership for their support and submissions



THE KOMMANDEUR VOLUME 20 NUMBER 2 MAR 85

CENTRAL OFFICES

| | |
|--|--|
| PRESIDENT Bill Watkins 918 Bogert Dr. River Edge, NJ 07661 (201) 265-7795 | EDITOR John Burt 400 Butterfly Dr. Idaho Falls, ID 83401 (208) 529-2329 |
| VICE PRESIDENT Omar DeWitt 547 Riverside Dr. Elizabeth, NJ 07208 (201) 351-4810 | SECRETARY Bill Lindow 105 West Rosewood Rosehill, KS 67133 (316) 776-2333 |
| TREASURER Harold (Joe) Horne 8017 Pennsylvania Rd. Bloomington, MN 55438 (612) 941-3411 | MATCH COORDINATOR Les Deck RR#2 Worcester Rd. Stowe, VT 05672 (802) 253-9535 |
| JUDGE Bill Salvatore 2841 Summerfield Rd. Falls Church, VA 22042 (703) 532-6696 | EUROPEAN REPRESENTATIVE Allan White 77 Brackley Rd. Hazlemere, High Wycombe Bucks, ENGLAND HP15 7EY |
| MATCH SERVICE OFFICER Don Eisan 12115 Snow White Dr. Dallas, TX 75234 (214) 620-1030 | |

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| | |
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| WEST Harry Welch 1209 Meadow View Eules, TX 76039 (817) 267-9453 | PACIFIC Charles Leath 574 N. Bayview Sunnyvale, CA 94086 (408) 733-5484 |
| NORTH CENTRAL Kevin McCarthy 1327 Bonnieview #316 Lakewood, OH 44107 | SOUTHEAST Arthur G. Dempsey 2319 Riverdale Dr New Pt Richey, FL 33552 |

CANADA

Casey Bruyn
229 Homewood Ave
Hamilton, Ontario
CANADA L8P 2M7 (416) 525-7908

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| PBM IDEA COORDINATOR Harvey Grove 308 Trailwood Circle Lufkin, TX 75901 | PLAYTEST COORDINATOR Steve List 60 Spinythorn Rd. Levittown, PA 19056 |

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.

I have been getting in goodly numbers. I know I'm enjoying them and I think all of us are. So thanks and KEEP IT UP!

Some news for you all, if you haven't heard. F&M has in fact been sold to a group called DTI in Long Beach, CA and its new editor will be Wallace Coulter - who proved his outstanding credentials for editorship by signing me on as one of his principal writers! For those who don't know Wallace, let me say that he is a dynamo. Terribly young (a grotesque 21!) he's been the drive behind the advertising and business for 3W and his dad, Keith, for the Wargamer Magazine (which he is continuing to act for). He's also married to a h--- of a super lady and holds down a regular job as well. He should do a bang-up job for F&M.

Finally some odds and ends. First I'd like to welcome Art Dempsey to the officers as RD Southeast and remind all that Treasurer and RD Canada are still looking. Second I want to pay homage to Dennis Sheppard (#804) of Lancaster, PA - of the 60+ games in our open match request, he has 1/3 listed. A guy with that much time on his hands is an unmarried guy I'd like to meet! Finally, to date we have 9 people signed up for VIETNAM - five more to fill all slots. So it looks like it will fly. If you're interested, let me know!

-JDB-

THE BARRAGE

I would like to begin this column by introducing myself as your new RD. I am 40 years old, an accountant by profession and a wargamer! I've been a member of AHIKS since 1976 and my gaming goes back to the days when D-DAY was considered state-of-the-art.

My politics? I suppose you could refer to me as a classics man. On boardgames I feel our hobby has gotten too complex for its own good. Computers - the best thing for wargaming since AH! Clubs - without them the hobby disappears. Rules and enforcement - without these the CLUBS disappear! Ratings - everyone should have a rating, active or inactive and AHIKS should have this in a department by itself.

Well, that's my politics and from time to time, I'll expound upon these. Needless to say, I encourage your participation as well as your support. If something you read here moves you to write? So much the better. I look forward to serving as your RD and hope my efforts meet with your approval. I'd also like to extend my thanks to Graham Cosmas for the Nomination, Kevin McCarthy for his recommendation and AHIKS for the opportunity.

-Art Dempsey-

PACIFIC THEATER

Things were pretty quiet out there in the PT up until a week ago when I received a couple complaints. I must compliment the individuals who submitted the grievances for their patience and forbearance in trying to solve the problems before issuing a complaint.

In the short time I've been the RD, every new member I have processed has stated that the primary reason for joining AHIKS was to enjoy some courteous and mature play. Barring extenuating circumstances, "LET'S BE COURTEOUS OUT THERE!"

I'd like to welcome a new member, Sgt Robert Green, stationed at Schofield Barracks, Hawaii. Bob has had two major events in his life recently, he and his wife had a son and he was transferred to Hawaii! Both sound good to me! He's been FTF gaming for 10 years starting with AH's Gettysburg. He owns 50 games and this will be his first

experience. Bob welcomes FTF competition from anyone in his area. (if he pays my way, I'll be in his area!!! Ed).

-Chuck Leath-

NORTHEAST PASSAGE

(For those gronards who peruse these hallowed pages with care every two months, the name of Kevin Murray was undoubtedly noticed for its absence in the last issue. The perpetrator of this dastardly deed sent the following epistle by way of... ahem... explanation:

Oh, woe is me that I should suffer such humiliation! These are dark days indeed when men do not heed the passing of time or the turning of rhyme. Twas the Fates that decreed I should send my column Late! Twas the work of the gods, whose whims mere mortals endure, that stayed my hand until, oh untimely time, my tongue touched stamp too late for winged flight to settle upon your most worthy doorstep...

I wish I could tell if he had been sufficiently chastized...Ed)

Now I know many of you were no doubt shaken by the absence of my column in the last K. Well, you only have the editor to blame for not waiting 2 weeks past the deadline for my copy. Guys who do things on time are really annoying. (somehow, I think my above question has been answered...Ed)

You want new members?? We got 'em! John Rebori from Staten Island NY heard about us through the General and joined our ranks. He has extensive FTF experience but hasn't played PBM much. Lorne Colena from Hudson, MA, is reinstating his membership after a leave of absence. All those seeking revenge for past defeats be advised he's available again! Regrettably, there is a third new member, my brother in law Alan Morley. He states he lives in a teepee which he shares with 3 goats. Untrue. Its really a wigwam. I know for a fact he enjoys Civil War games, so anyone with similar interests may want to contact him.

I got a note from Tom Holtz the other day concerning my gaming/fishing weekend in Cooperstown set for May. I know my above-mentioned brother in law might be interested, but I need to hear from a couple more gamers before I contact my in-laws to see if they'd mind having their camp overrun. Any takers??

I would also recommend anyone who can make it to Omar DeWitts gaming weekend in April to do so. I have never failed to have a good time and I fully intend to participate this year. If there is any measure of the type of good fellowship that wargaming promotes, it happens in New Jersey every spring.

I spent an enjoyable weekend at member Jim Fink's house this past January, playing VG's CIVIL WAR. We enjoyed it, although we came to the conclusion that you have to have a real good grip on the rules in order to enjoy the strategy aspects of the game. It's no good to wonder about movement factors to the exclusion of where they're going. Jim and I plan to visit Gettyberg a day or two before Origins. All interested, contact me.

-Kevin Murray-

NEXT K DEADLINE:
15 April 85

THE FLIGHT OF THE AHIKS

THE FOLLOWING IS THE LOG KEPT BY SGT STEVE BROPHY, 100TH BOMBARDMENT GROUP, PRESENTLY INTERRED IN STALAG LUFT VII, SOMEWHERE IN GERMANY:

Boy, what a wierd group of guys turned up with me at our base to be a new replacement crew. The Pilot is Capt Mike Sankey of Bat Guano, MD CoPilot is Lt Andy Bagley from Ironclads, NC Bombardier is Lt. Pete Scott from Dork, NJ Engineer is MSgt Dave Grantham from Pillock, PA Navigator is Lt. Les Ward from Detroit, MI Ball Turret Gunner is Sgt Bill Black, Tiny, MO Port Waist is Sgt Ian Dalglish, Klutzville, IA Starboard Waist is his brother Sgt Andy Dalglish Tail Gunner is Sgt Dave Steed, Pratsville, WV Radio Operator, yours truly from Boondocks, AR Our plane is named AHIKS, after some sort of strange and bizarre secret society.

Our 1st mission against the Krauts was to Lille. I thought that was in France. The Skipper told me the Krauts were in France as well as in Germany. I guess that's why he's the Skipper, knowing stuff like that.

We were nice and safe in the middle squadron, especially with good fighter escort scaring any fighters off before they came near us. Over Lille, however 2 FW 190s got through and attacked. Bill Black reported cannon fire hitting the bomb bay and a few minutes later I noticed a smell like 10 men needing new underpants. Hot air rises and Grantham almost passed out.

The weather over the target was poor but there was only light flak. I heard Scott giving the Skipper directions on the run in. He hit the target and we were credited with 30% accuracy. On the way back we saw more fighters, 109s this time. As they came at us, hot dang it if Les Ward didn't shoot one down! One to nothing, us. No damage to the ship and we got down safely. Big celebration that night and I won \$50 off the Skipper, but he gave me an IOU til payday.

For our second mission we were send back to Lille to finish off the job. Despite perfect weather and very little flak, Pete missed the target entirely. He blamed the Krauts for damaging his bomb sight, but it was pointed out to him that the Krauts only attacked us AFTER the bomb run. Grantham suffered a slight wound and the starboard aileron looked pretty sick. I thought that was the only damage we had suffered until I saw the Skipper being loaded on a meat wagon. Andy said the fighter that hit the bomb sight also got Capt Stankey. We heard later he died of his wounds. That shook me up a bit - I still had his IOU!

Our new skipper was Bob Collman from Bolox, TX, a carrier pilot who had transferred to the USAAF. He wasn't destined to last long either.

Our third mission was to the St Omar airfields which Pete managed to hit with 20% accuracy. Grantham drove off a FW190, but the St Omar flak hit us giving Ward and Pete light wounds and seriously wounding Dave Steed. Les and Pete soon recovered, but Dave was sent stateside.

Our replacement tail gunner was John Poole from someplace unpronounceable in Kansas.

So far our plane hadn't suffered much damage, but the flight to the Amiens Railyards changed all that. Our fighter escort kept the bad guys away until we reached the target. No flak and Pete scored another 20% drop. Then a single FW190 attacked from 12 high and raked us from nose to tail. Bill Black was killed, Collman was seriously wounded (subsequently sent back to the States - told you he didn't last long!). Andy Bagley suffered a light wound and Grantham had to vacate his top turret to help Andy fly the plane. The radio room heat was shot out and I convinced Andy

to get out of formation and get down to 10,000 feet so my toes didn't get frostbite. Unfortunately the ground flak could reach us then, and the control cables were hit as well as the rudder, but we got home safe and sound.

After four missions we had run through 2 Pilots. Our new one, Don Turnbull from Dragonville, ME, was to maintain that average. Into the ball turret went Bob Stuart from Drongo, IL.

Mission five was to the aircraft factory at Meaulte and we drew the short straw - LEAD BOMBER! As it turned out, it was one of our better trips, although Pete left his eyesight home again and missed the target. Dave Grantham and Ian Dalglish each shot down a 109 to make up for missing the target and we managed to get home with only superficial damage.

Mission six and for the first time we stopped bombing France and headed for the Rotterdam shipyards. I thought we would be safe this time being in the middle of our formation and in the middle squadron. Wrong again. We were jumped by 2 110s and 2 109s before we even reached the coast. Fortunately they did no damage, but over the target 4 109s hit us. The control cables were shot to pieces and although John Poole drove one of the fighters off, the others put his guns out of action. Heavy flak hit us then and John was killed.

Pete kept up his record of the previous missions and dropped our bombs somewhere on the same continent - I'm not exactly sure where, though - and with that we turned for home. Fighter cover was poor and an ME 109 came out of the sun from 6 high. For the first time in the war I fired at the enemy - and missed. Dave also let him have it but missed as well. Unfortunately, the Kraut wasn't in the same league and suddenly the Flight of the AHIKS resembled the Flight of Icarus. A wall of flame shot past my port window and I could see the starboard outboard fuel tank burning furiously.

The order to bail out came over the intercom and to my horror I realised we were over water. I only saw seven chutes on the way down - Les never made it out of the plane. Those that did didn't fair much better. Only Andy Dalglish and I were picked up by Airsea Rescue. The others drowned. Six missions - three pilots.

After several miserable hours in the North Sea, I wasn't too impressed with the name of my new ship - Water Baby. Andy and I kept our old jobs and the replacements who joined us were: Bombardier was Lt Tony Ball from Krettin, Ky. Navigator was Lt. Pete Charlton from Artist, NV Pilot was Cpt. Tony Jones from Pond Scum, DE Copilot was Lt Marcus Watney from Pig Swill, IA Engineer was MSgt Alan White from Bumfodder, WY Ball Turret was Sgt Robin Hood, Little John NM Port Waist was Sgt Dave Taylor from Backside SD Tail Gunner was Sgt Owen Walters from Aerosol, VT

The only fighters we saw before getting to the Rouen rail yards were driven off by our escort, but over the target we ran into heavy flak and 4 109s. Their attacks killed Tony Ball, put my radio and the ball turret out of action and knocked out the heat in the pilot compartment. The flak wounded Taylor and Andy - Charlton picked up a light wound from the fighters. He nevertheless dropped our bombs, putting 5% of them in the right place.

Not wishing to freeze to death, the Skipper(4) decided to leave formation and descend to 10,000 feet. We were set upon by a 110 and a 109 but Robin Hood shot down the 109 and the 110 left us alone after he redesigned our rudder a bit. We got back safely and looked around for anyone who wanted to be our 3rd bombardier in three missions.

TO BE CONTINUED

REVIEW REDUX AGAIN

I found our Editor's comments on 8TH ARMY: Operation Crusader very accurate (Blush, Ed). The game does tend to be somewhat predetermined due to the factors mentioned, especially for beginning players. This article is just to mention a few alternatives:

1. Supply Gambit. Place German and Italian armor, along with three or four supply units BEHIND the Bardia screen. Once the British armor goes past Bardia on their way to the airfields and Tobruk, the Axis smash through the British screen around Bardia and goes off the east edge. The British will lose one supply point per Axis combat factor, putting them in BIG trouble if it works.
2. Pocketing British Armor. German and Italian armor again set up together, but this time south of Bir el Cubi. They let the British armor approach Tobruk where its halted by German infantry and anti-tank guns. Axis armor moves behind the British and prevents them from getting any more supply. NOTE: with each of these two plans, German infantry and support should be assaulting Tobruk, forcing the British to rush to the fortress to save the defenders.
3. Flexible Response: By concentrating the Axis armor around Sidi Rezegh, the armor can assault Tobruk if the British relief column is dawdling or meet them head on for one great battle royale.

BUT keep in mind that you really don't know what the enemy is doing or where he is in 8TH ARMY. And that's the fun.

-Steve Llewellyn-

0'85 VITP Tournament

The VICTORY IN THE PACIFIC tournament at Origins '85 will be officially sanctioned by The Avalon Hill Game Company (This is the only LEGAL way of naming this particular game company. Ed). The GM will be me and I've asked the Organizing Committee (OC) to locate this tournament close to THE RUSSIAN CAMPAIGN tourney. The following are the conditions for the contest.

All entry fees will be \$5 (US). The winner will receive a "uniform 0'85 plaque" from the OC and a share of the prize fund. Prizes for lower places will depend on how many entries there are; a provisional list will be posted before the 1st round - the final list will be up before the last.

The tourney will consist of 6 rounds, each 3.5 hours long: Friday the 28th at 9am, 1:30pm, 6pm; same on Saturday. Entry will be limited to 64. THIS IS NOT AN ELIMINATION TOURNEY - the entry fee will allow the player to play in every round. It will be run under a modified Swiss system. Byes will be avoided - no more than one will be used in any round. First round matching will be done by ticket number (highest verses lowest, etc). After that matching will be determined by the following rules:

1. No one will play the same opponent twice.
2. Any player who has won in every round will play a like opponent. Within this "perfect record" group, matching will be by VP total, again highest vrs lowest. Any unmatched person will play someone from the imperfect group with the highest VP total.
3. Players not covered by 2 above will be matched against an opponent with the closest VP total to theirs.

The winner will be the player with the perfect record. If no one qualifies, the player with the highest VP total wins; lower places will be by VP total.

Sides will be chosen by handicap system. Each player will pick a side and a PoC handicap. If opposite sides are selected, there is no PoC handicap and each player plays his selected side.

If both pick the same side, the player with the highest handicap listed played his selected side and the PoC chart starts with his handicap. Die roll will handle same side-same handicap choices.

Each player is due in the playing area at the time the round is scheduled to begin - matching will start then. Those not present can accept a 0 VP score or drop out. Each player is expected to play at a pace that will finish the game within the time limit. Turns will be timed at 20-25 minutes per turn - this will be announced by the GM. Games unfinished at the end of a round will be penalized VP for each turn not completed. Repeat offenders may find themselves doubly penalized and so on. Players are expected to treat their opponent, GM, and the facilities courteously. Players failing to meet these expectations are liable to VP penalties or outright expulsion at the discretion of the GM. In particular, players may request opponents not to smoke at or near the playing table. Matching will try to accommodate smokers. The VP TABLE is designed to encourage players to complete the full eight turns. Each player is required to fill in a game report form which will include the PoC standing at the end of each turn - this is important for resolving incomplete games. Players failing to so record - or whose record disagrees with their opponent will be penalized VP.

Incomplete game resolution will consist of comparing the current PoC standings with that turn's standing in all other games and extrapolating to the end of the game.

The latest edition of VITP rules, as modified by official errata will be used. The scenario used will be the basic 8 turn game without optional or advanced rules.

VP TABLE

| Amount | Event |
|--------|---|
| 25 VP | Win by 29 PoC, a bye after 1st round, or win by concession. |
| 24 VP | Win by 15-28 PoC |
| 23 VP | Win by 8-14 PoC |
| 22 VP | Win by 4-7 PoC |
| 21 VP | Win by 2-3 PoC |
| 20 VP | Win by 1 PoC or a 1st round bye |
| 19 VP | Zero PoC standing |
| 18 VP | Lose by 1 PoC |
| 16 VP | Lose by 2-3 PoC |
| 14 VP | Lose by 4-6 PoC |
| 12 VP | Lose by 7-9 PoC |
| 10 VP | Lose by 10-12 PoC |
| 8 VP | Lose by 13-16 PoC |
| 6 VP | Lose by 17-20 PoC |
| 4 VP | Lose by 21-24 PoC |
| 2 VP | Lose by 25-28 PoC |
| 0 VP | Lose by 29 PoC, by concession, or be absent when matched |

-Bill Salvatore-

WATERLOO REPLAY THE ALLIES SIDE

WELLINGTON'S FINAL REPORT

This remarkable campaign can best be followed through a brief summary of each day's action. It was the assumption of the PAA commander at the outset that Napoleon's objectives would be two fold: Capture Brussels and destruction of the Anglo-Dutch and Prussian Armies facing him. Our objective, in turn, was to deny the Corsican usurper both Brussels and a decisive victory, leaving him in a weakened strategic position vis a vis the large Austrian, Prussian and Russian Armies approaching the eastern frontiers of France. Our objective, then, was to hold and delay the french, while inflicting maximum casualties upon them and keeping our own forces - relatively fragile in morale and limited in its offensive power in the case of the PAA - substantially intact. Napoleon, somewhat to my surprise, chose to rely more on

maneuver than combat: his primary objective, even in the first days when he far outnumbered us, appeared to be maneuver and evasion rather than combat. The appearance of the renegade Englishman, Little-Hart, by time machine at his HQ may (Oh for the shame of it!) have decided the fate of the campaign with L-H's infernal and un-English doctrines of indirect approach. From these general observations, let's look at the the daily action.

DAY 1 (16 June)

The French probed my positions at Quatre Bras and those of Blucher to the east of Ligny. Orange, far to the right at Nivelles, reported steadily increasing numbers of French troops on his front. I shifted much of the 16-17 June PAA reinforcements toward Nivelles, thinking Napoleon might be seeking to turn our right, as he had failed to use his numerical advantage to launch a frontal attack.

DAY 2 (17 June)

A day, for the most part, of heavy rain - which benefited us on balance. The French pressed Blucher hard, though not intolerably. They pushed through to the west of Quatre Bras between my forces and Orange's and hit QB from the west. In hard fighting, my hastily formed line between QB and Genappe held generally firm. Blucher began shifting a Prussian Corps westward to reinforce me while preparing to fall back toward Tilly with the rest of his command both to rendezvous with his IV Corp, due into action on the 18th, and to guard against a French move around our eastern flank. Boney now shifted his forces toward the center and, late in the day, he broke through east of QB, between Bluchers right and my left, managing to surround four major Allied units - 2 PAA divisions and 2 Prussian brigades! The PAA units gallantly fought their way out, the Prussians were killed or captured to a man. Orange probed and pressured the flank and rear of the French attacking me and may have helped break their momentum. At any rate, my force, reinforced with Prussian infantry and cavalry brigades with artillery, withdrew in good order to positions behind Genappe. We, in effect, had held Napoleon long enough to cover our troop concentration.

DAY 3 (18 June)

Napoleon now abandoned his feinting and shifting and hit our center hard. Brushing aside an attack by Orange on his left, he concentrated the bulk of his forces and, in the most intense fighting yet, pushed my divisions back from Genappe, while driving Orange (on my right) back in some disorder. On the bright side for us, Blucher concentrated his IV Corps and the rest of his forces, including brigades previously under my command, prepared to attack the French on their right (eastern) flank.

DAY 4 (19 June)

This day saw a wild melee that brought the campaign to a close. At 7 am, Napoleon struck savagely at Orange's shaken forces on our right, just south of Mont St. Jean. Clearly, he was shifting his center of gravity to our right and away from Blucher's Army, now concentrated, fresh, and advancing in eagerness for battle. Orange's troops, in spite of gallant efforts were swept away by the fanatical hordes of godless revolution and empire. Two of my right flank units near Braine l'Alleude, Picton's division and Pirch II's Prussian brigade, were surrounded and ultimately surrendered. The French entered MStJ in my rear!! I turned the rest of the command around and attacked northward toward MStJ, seeking to regain the Brussel's road. Blucher's command also pivoted on its right and attacked northwestwards. The French, once again, declined decisive battle. With the road to Brussels open,

they took it, even as my forces drove a weak covering force out of MStJ and established a firm position across the road. Orange's command reappeared northeast of Waterloo and pusehd north after the French. The French, though moved out of the campaign area, hotly pursued by the Prussians Napoleon and his army, with casualties unknown but probably heavy, are probably in Brussels by now. However, Blucher's relative fresh army and my much battered one remain unbeaten and astride the road between the Emperor and Paris.

FINAL COMMENT

The French maneuvered around and through the Allied armies and made it to Brussels, but did not win the decisive battle. Allied forces are across the road to Nappy's capital, toward which other great Allied forces are moving. He has only partially won this campaign and has lost the war and his throne! Blucher and I will see to it that the Emperor's retreat from Brussels will make his retreat from Moscow seem like a picnic.

Wellington
(Graham Cosmas)

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 led 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 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 (646); Across Suez (1001); Alexander (804); Antietam (253); Arab-Israeli War (1015); GDW's Assault (1015); Assault on Leningrad (233); Battle of Britain (988); Berlin 85 (804); Borodino (41); Bulge-81 (1069); Caesar's Legions (804); Chintin-I (804); Clash of Steel (413); Crescendo of Doom (804); Cross of Iron (804); Dixie (1038); Fifth Corps (804); Gazala, 1942 (449); Gettysburg 66 (863); Global War (804); Great Redoubt (41); Hitler's War (336); Invasion Moscow (804); Ice War (804); Kharkov (1024); Kiev (1024); Kirovograd (1024); Kriegspiel (863); Kursk (2nd Ed) (1024); Luftwaffe (1009); Lam Son (804); Mech War-II (12); Napoleon at Waterloo (1001); Next War (SPI) (748); Next War (VG) (1015); Overlord (748); Panzer Arme Afrika (1024); PanzerBlitz (804); Panzerkrieg (763); PanzerLeader (804); Patton's 3rd Army (304); Pickett's Charge (41); Prestag (817); Race to the Meuse (540); Red Sun Rising (804); Red Star/White Star (12); Search & Destroy (804); Shiloh (253); Sicily (304); South Africa (804); Squad Leader (785); Starship Troopers (804); Stalingrad (887); Streets of Stalingrad (804); Submarine (12); Task Force (12); TAC-II (804); The Moscow Campaign (1024); The Russian Campaign (9196); Third Reich (926); Third World War (950); War at Sea (1044); Waterloo (904); WW-III (804); Yalu (748); Year of the Rat (804)

bulletin board

FOR SALE: Battleline's SHENANDOAH (\$15); AH's ALEXANDER (\$6), ASSAULT ON CRETE ((\$6), PANZERLEADER and PANZERBLITZ with two sets of counters, 300 variant counters, 3 extra boards and file system for the counters (\$30); SPI's MECH'77 (\$12), 2nd Ed AUSTERLITZ (\$4); 3W AUSTERLITZ with magazine (\$6); SSG's BATTLE OF SALAMANCA (\$6), GDW's PRAGUE and LOBOSITZ (\$8), RUSSO-JAPANESE WAR* (\$15), SRIGE OF PORT ARTHUR* (\$15); Jagdpanther's SPANISH CIVIL WAR* (\$10); CP's ROAD TO WASHINGTON (\$16); OSG's BONAPARTE IN ITALY (\$16); two copies JUTLAND (one slightly water damaged) [snicker, Ed] (\$18); AH's BULGE-65 (\$12). All games in boxes except those marked with a *. All in fair to good condition. PLEASE add postage to order. Contact: Bill Haggart, 1206 Gavin Drive, Marysville, CA 95901.

FOR SALE: SUBMARINE, BATTLE OF AUSTERLITZ, DREADNOUGHT (no board), SPITFIRE (no board), 88, ARMOR, PANZER, THIRD REICH, BATTLE OF BORODINO, KURSK. Best offer plus postage. Contact John L. Popolis 760 E. N. Broadway, Lombard, IL 60148

WANTED: Players for a multicommander, si-move HELLS HIGHWAY Contact: Frederick Kraus, 601 White Fir Lane, Etna, CA 96027

WANTED: Anyone interested in playing a scenario of WIEUROPE-II. Les Deck (address in Officer's section) is willing to GM.

WANTED: 2 or 4 players interested in playing CLOSE ASSAULT. Contact GM Walter Compton, Apartado 70774, Caracas 1071-A, Venezuela

WANTED: More players for EMPIRE OF THE MIDDLE AGES. Contact: Jeffrey Trout, 195 Claremont Ave, #39, NY, NY 10027

WANTED: People for a three way game of FLATTOP or CV. Ron Whaley is willing to play or GM. Contact him at 613 Royal Way Lane, Knoxville, TN 37922

WANTED: Players for SUBMARINE, MECH WAR II, RS/WS, TASK FORCE. Sid Jolly is willing to GM or play. Contact him at 731 G street Space E8, Chula Vista, CA 92010

WANTED: Opponent in BULGE-81 willing to play both sides at one time and respond fast. Contact: Alan Finnis, 78 Chestnut, Battle Creek, MI 49017

WANTED: Opponent for SQUAD LEADER (Scenario 1), Contact Lorne Colena, 50 Shay Rd, Hudson, MA 01749

WANTED: Players and GM volunteers for multicommander game of GDW's OPERATION CRUSADER. I want to play and will GM if no one else volunteers first. If interested let me know what scenario and if you'd GM. Contact Steve List, Box 1014, Levittown, PA 19058

FOR SALE: Liquidating military history library: references on miniatures, several books on the Bulge. Send SASE for list. AH's PANZERKRIEG (\$9.75), WW RACE TO MEUSE (\$5.75). Please contribute toward postage and send a SASE with orders. Contact Randy Heller, 4442 Paradise Knoll, Castro Valley, CA 94546