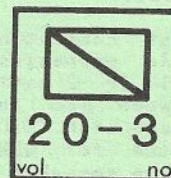


# NEWSLETTER OF AHIKS

## THE KOMMANDEUR



### THE SOAPBOX

Short and sweet this time - actually somewhat sour. First, some heavy duty events caused K20-2 to be delayed - hopefully they won't happen again, but who knows. VIETNAM is filled and the initial planning/deployment is underway. Graham Cosmas has the dubious honor of being the ARVN Supreme Commander and Bruce Geryk has the US top spot. Wish them both well, they have a tough fight on their hands.

Finally a sad personal note and the reason that I'm letting Steve L. present the Guest Editorial. Astute students of the K will note my address has changed. My wife and I are splitting up and are currently hashing out the settlement which is neither fun or fulfilling. Hopefully, the mess will be settled by K20-4 and I can become my semi cheery self again and fill this column with pearls of wisdom.

And so, heeeeeerrrrrrreeeee''''sssss Steve!

#### SO YOU WANNA PLAY GAMES BY MAIL

So, this is your first issue of the K. So, you finally decided to start playing games by mail.

You probably started playing wargames in your teens. There was LOTS of time, despite homework (yuk). You probably had a friend (maybe even two) who was what we now call a "hardcore" gamer. Together, you tried EVERYTHING! Play five nights a week? Heck, that and probably weekends, too. Polish off a little WAR IN EUROPE or DNO in one sitting (slept on hard floors, too, I'll bet!) Best way to master a new game was play it 'til you puke. Remember playing every scenario of TOBRUK (pre-publication) in one month. And playing SQUAD LEADER so often you could set up the scenarios without looking at the scenario card...

Then, you probably went to college. More work, so, okay, you got more serious. No more than two games a week. It was easier to cut back than you thought because your partner suddenly had a steady girl friend. A year later he's engaged and now in serious trouble. Then YOU get engaged...married...kids? Children knock over counters! And your wife is complaining about the THIRD REICH game set up on the livingroom floor.

So, you decide to play games by mail.

PBM has many advantages. You can play a game without needing 6-8 hours of solid time. You can stay home. You can stop whenever you want to. You can spend a GREAT deal of time planning your move without worrying about your opponents all too

apparent yawns from across a table. AND you can play different people!

But there are some disadvantages as well. And if you're prepared for them, you'll handle things a lot better - as will your opponents.

The first problem is Space. You still need space to play - and if you think your mate was cranky when you left the 3R game set up over the weekend, think about leaving it for a YEAR! OR MORE! There are three ways you can deal with the problem:

1. Put the game away when you're through with your move. I do that with ANZIO and HOUSE DIVIDED - and I hate it. My slowest turnaround time is on these games because I have to set it up to do the turn.

2. Have a room where you can leave everything set up. Preferably with a lock on it to keep all those unauthorized personnel out!

3. You can magnetize the game. I've magnetized my RUSSIAN CAMPAIGN game with TAHC magnetic tape. This works really well. It's cheap and makes the game that much more enjoyable. But magnetizing the game won't work with two sided counters unless you have an extra counter mix. And you need an unmounted map and a sheet of steel. All these can be ordered. P.S. Watch the sharp edges on the steel. I finally had to blunt them with masking tape.

If you opt for #2, don't tell any one. It'll just make them extremely JEALOUS and they'll play that much harder against you! The AHIKS guide tells you how to build a cabinet that will hold multiple games and that works pretty good (agree, Ed)

Okay, you've solved the space problem. Now think about the TIME problem. A turn a month is good going. So taking a year to play is not unusual. And its going to be a month between turns. THINK ABOUT THAT! A month before you know whether that feint was good enough to suck him in, a month before you know how that 1-1 attack worked. I'll tell you what happens to me. When I finish a PBM move, I'm totally psyched to play a FULL GAME RIGHT THEN. I'd be burning to play - but there's that month of zero to contend with. By the time I get the move back, I'd've forgotten what I was excited about. Maybe even what I was trying to do! The whole feel for the game is gone. So, I started writing strategy notes to myself, similar to the commentary in the GENERAL's Replays. When the turn comes in, I read my notes - before I look at the board. Priming the pump so to speak.

The final worry is picking the game to play. This is terribly subjective, but I like a game at the operational level or higher, brigade level or above. It just feels better to me. The first PBM game I played was SQUAD LEADER. Bad choice. It



takes multiple mailings per turn and your counters just seem to inch along compared to the time frame of the game. A year or more to do something which took a few hours! Next I tried PANZERBLITZ. Better, but still not right. I found firm ground with TRC. It sometimes takes two mailing per turn, but it feels perfect. Since each move is two months, you generally run real time faster than game time. ANZIO is fine, too, despite its weekly turns.

I know, I know. It sounds kind of dumb. I mean, it's only a game, right? But its something you should think about.

Finally, a last comment on choice of games. Pick one with simple mechanics, so that a turn can be completed in 1 or 2 mailings. Again, that's the difference between TRC and SL. And its safer not to mess with game with TRICKY game mechanics. I've devised a system for GDW's HOUSE DIVIDED that distorts the game somewhat (that's another article, though (promises, promises, Ed)). Of course, it doesn't help that my opponent and co-creator of the system is whipping my butt...TWO GAMES IN A ROW! Then again, rules are made to be broken - which is why I just signed up to play VG's VIETNAM by mail, refereed by our noble Editor (I like this guy! Ed). And it's got mechanics you wouldn't believe!

-Steve Llewellyn-

## THE BARRAGE

Well, this is my 2nd article as your RD - alas there is not much to inform you of. Graham Cosmas sent me the regional records and they are in excellent shape. I have sent out 3 letters to prospective members and dispatched one inquiry to an errant member who has repeatedly failed to respond in a game. Our records for the Southeast indicate that this problem doesn't happen that often - but it does occur. If you have a problem with a match, drop your opponent a letter explaining the situation. To just stop responding is not very adult or mature. So, if you're in a bind - WRITE! This is your club, we're set up to handle such problems, and remember, YOU'RE PAYING THE DUES!

One of my pet projects is ratings. I feel every person in the club should have a rating whether he wants to know it or not. If you just like to play "for the fun of it" or "for BLOOD", or somewhere in between - fine! AHIKS can accomodate all types. Who knows, somewhere down the line you may want to know how you rate and where you stack up with the rest of the club. We have an excellent rating system in place at present and to expand it to include the whole membership should pose no problem. Remember, it takes time for an arbitrary ratings to reflect the true ability of the players and our games do require a fair amount of time to complete. A complete listing should be printed once a year and the top ten at intervals.

That's it from me...What do you think??

-Art Dempsey-

## PACIFIC THEATER

No ponderable thoughts or exciting events to report from the PT. I have received many inquiries - so many I have run out of applications!

We do have two new members. The first is John Reed, Berkeley, CA. He's married with three kids and three cats, one wife and one mortgage. He's been playing wargames for 25 years, since he was 13. Like most of us, John joined AHIKS to find intellectual stimulation provided by a good match. He likes strategic or campaign level games, but he hopes to get into tactical games as a member.



THE KOMMANDEUR

VOLUME 20 NUMBER 3

MAY 85

### CENTRAL OFFICES

**PRESIDENT**  
Bill Watkins  
918 Bogert Rd.  
River Edge, NJ 07661  
(201) 265-7795  
**VICE PRESIDENT**  
Omar DeWitt  
547 Riverside Dr.  
Elizabeth, NJ 07208  
(201) 351-4810  
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(612) 941-3411  
**JUDGE**  
Bill Salvatore  
2841 Summerfield Rd.  
Falls Church, VA 22042  
(703) 532-6696  
**MATCH SERVICE OFFICER**  
Don Eisan  
12115 Snow White Dr.  
Dallas, TX 75234  
(214) 620-1030

**EDITOR**  
John Burtt  
1020 Lake #3  
Idaho Falls, ID 83402  
**SECRETARY**  
Bill Lindow  
105 West Rosewood  
Rosehill, KS 67133  
(316) 776-2333  
**MATCH COORDINATOR**  
Les Deck  
RR#2 Worcester Rd.  
Stowe, VT 05672  
(802) 253-9535  
**EUROPEAN REPRESENTATIVE**  
Allan White  
77 Brackley Rd.  
Hazlemere, High Wycombe  
Bucks, ENGLAND HP15 7EY

### REGIONAL DIRECTORS

**NORTHEAST**  
Kevin Murray  
13 Van Buren Dr  
Kinderhook, NY 12106  
**WEST**  
Harry Welch  
606 Eastcliff Dr.  
Eulless, TX 76040  
(817) 267-9453  
**NORTH CENTRAL**  
Kevin McCarthy  
3866 Wallingford  
South Euclid, OH 44121

**EUROPEAN**  
Ian Daglish  
7 The Spinney  
Cheadle, Cheshire  
ENGLAND SK8 1JA  
**PACIFIC**  
Charles Leath  
574 N. Bayview  
Sunnyvale, CA 94086  
(408) 733-5484  
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Dept of Biology  
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CANADA K1S 5B6

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128 Deerfield Dr.  
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308 Trailwood Circle  
Lufkin, TX 75901

**ARCHIVIST**  
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22 Devonshire Rd.  
Mt. Laurel, NJ 08054  
(609) 235-2486  
**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 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 next member is Lt. Col. Joseph York, currently with the USAF in Seoul, Korea. His assignment involves assisting the Korean Defense Establishment in international cooperative research and development (R&D) projects. He's been in the Air Force for 18 years, most of it in R&D. He enjoys soccer as referee, coach and player (a VERY discerning fellow indeed! Ed.). I dabble in the sport myself. He's been wargaming for 12 years and has tried PBM outside AHIKS with less than satisfying results. He wants to continue PBM because it doesn't require as much time as FTF and is interested in AHIKS because of its FINE REPUTATION!!! So, don't let him down, troops!

I recently had a call from a local member who wanted to know about having an AHIKS micro-con here in the Bay area. Sounds okay to me, but before I stick my neck out too far with promises and plans, let me see a show of hands. Anyone interested in such an event, drop me a line or call with the following information: dates that make sense to you, games interested in, other relevant data. I will make the decision based on the response and other factors, like time...

-Chuck Leath-

## INTERIOR LINES

I moved in January - please note my new address. I hope to attend my first Origins in June. It sounds like a good time (HA! if you call no sleep, fast food, and great people a good time...I do! Ed) and I would like the opportunity to meet as many of you as possible.

I recently had the opportunity to play HITLER'S WAR and STAR FLEET BATTLES. HW is a good game and I recommend it. The game covers the same subject as THIRD REICH but can be played in half the time. Technology and an interesting production point system add a great deal to the game. If you don't have the time for a 3R, give HITLER'S WAR a try.

I don't know much about science fiction games, but STAR FLEET BATTLES did not appeal to me. Every game seemed to be the same old thing - fly in, take your best shot and roll for hits. I could be missing something, but it doesn't seem like much of a game to me.

-Kevin McCarthy-

Ed. Note: SFB is an ever evolving tactical game based on the Star Trek Universe, Klingons, Romulans and all else. It's designer Steve Cole started with a decent game that reflected the "strengths" and weaknesses of opposing sides well. It has evolved itself into a "everyone has one" type of game that totally misses the point. Apart, SFB plays like all other move-shoot-take damage tactical games. Put with a campaign game like FEDERATION SPACE, which provides a strategic reason for tactical battles, its okay - but stick with the original SFB forces and stay away from the newer ships if you can! JDB

## NORTHEAST PASSAGE

Once again I have to report no new members in the Northeast. I've had quite a few requests for information, but none of them have taken the final step. I can't understand it! - I don't send pictures with the info so that can't be it. Maybe I should read what I'm sending them to see if it says something it shouldn't. In any event, the Origins booth may stir up a few new members!

In the tradition of TRUE CONFESSIONS, I have to admit, I've been a less than reliable opponent this year. I had been matched in a two game set of BB81 with a new member (old hand at gaming) and was less than prompt in my replies - those that I made. He was kind enough to offer an end to the match if I

was finding it difficult to make the moves and I accepted. I don't know why I've lost interest in PBM. I had a real bad case of PBM burnout about two years ago and I guess I haven't been the same since. Sometimes I have to force myself to sit down and make a move and this year it seems I've been willing to use any excuse to avoid my gaming tables. As a result, I have decided to forget PBM for a couple years (I did the same thing two years ago - I'm just now getting back to it! Ed)

Now, I know this sounds unusual for a member of AHIKS, but I don't have any intention at this time of leaving the club. I enjoy the members, get-togethers, and the K too much to give it up. But I also realize that it may not be in the best interests of AHIKS to have an RD who doesn't PBM, so I would be willing to have any interested party take my place. The odd thing is I rather like the power, prestige and pomp that accompanies the position (Hmmm, maybe I ought to make this guy Editor! Ed) Besides, where else could I get my ravings published. Perhaps, I could open a hot line for burnt out gamers, staffed by my 4 year old son. Anyone out there with a cure or preventative advice for those of us who have been scarred by associating too intimately with cardboard counters should contact me so I can be "born again"

On to other things. I've had no real response to my idea for a gaming weekend at Cooperstown, so at this writing it looks like a bust. With the change in dates of Origins, I don't know if Jim Fink and I can go ahead with our planned trip to Gettysburg, but I'd like to. Kinderfest, the Kinderhook gaming weekend, has been moved to October to see if there will be a better response. And for the next issue of the K, I hope to have a report on my first (and probably last!) D&D adventure. STAY TUNED!

-Kevin Murray-

A BRIEF ACCOUNT OF THE LATE ACTIONS NEAR MONT ST JEAN AND NIVELLES AS WITNESSED BY WILLIAM OF ORANGE

DAY 1 (16 June)

The day began with a feeling of confidence in the air as my 9000 splendidly attired troops and 24 guns began to form for battle a short distance south of the quaint town of Nivelles. The esteemed Duke of Wellington had written me that morning with an extensive analysis of the enemy's likely course of action and my role in thwarting it. Napoleon was expected to strike between Ligny and Quatre Bras, with only a column toward Nivelles. That suited me as I had no wish to test my untried hands at troop handling in the face of the main enemy effort. As events were to prove, my hopes were ill-founded. As per my instructions, I sent my trusty Brunswick Cavalry out ahead to screen and scout.

By 1 pm couriers from the Brunswicks had reported French cavalry some miles south on a wide front. No cause for alarm. The elements of my command posted at Quatre Bras passed from my control as the Duke arrived.

At 3 pm, the first disquieting news arrives. Gen Alten reported contact with two brigades of Imperial Guards in the woods south of QB-Nivelles road. Where the Guard goes, can the Emperor be far behind?

At 5 pm, serious fighting had broken out between the woods and the river south of Nivelles. I have 11,000 infantry, 900 horse, and 24 guns facing twice my number in every category. My troops suffer their first losses as they temporarily check the French advance. I reported this turn of events to the Duke and asked for reinforcements. The rest of the afternoon's fighting is inconclusive but by nightfall, I am facing 50,000 French. I am becoming quite worried.

The French attacks are not pushed hard - most likely the men were tired from their forced march needed to close on Nivelles this quickly. The



night saw an infantry division, several cavalry brigades, and dozens of guns arrive, giving me hope of holding the line. The Duke is concerned that the French will attempt to turn my right flank.

DAY 2 (17 June)

A beautiful sunrise heralds another day of battle. I receive word that two more divisions are coming to me. As a storm rolls in, a sharp contest rages around the town of Nivelles as a French force drives between my Corps and the rest of the Allied Army. The attack is spearheaded by Imperial Guard, but my stolid Britishers and Germans give as good as they get. My losses by 11 am amount to 750 troops, 1000 horse and 7 guns. I spend the rest of the afternoon attacking toward QB and succeed in establishing communications with the Duke by 3 pm. He reports that both he and Blucher are heavily engaged. It seems difficult to determine where the main French thrust is, but I report my opinion that it is located at the junction of my Corps and the rest of the Army.

As night approaches, the heavy rain makes further fighting pointless and the armies settle down to a wet night in the fields. The Duke has fallen back to Genappe. There are fewer French to my front - they seem to have followed the Duke. I find myself holding a long front with the French between me and my allies.

DAY 3 (18 June)

The decisive day dawned wet and muddy fields made maneuver difficult. I feel this day was decisive because we lost something in our withdrawal, whether it was initiative of flexibility or what, I cannot say. But by the following dawn we were in trouble.

The morning got off to a slow start but by noon, heavy fighting had occurred east of Nivelles including combat with the Guard and the Emperor. This seemed to provoke a French response and at 1 pm the divisions of Luck and Cook were in retreat and I was cut off from Wellington for the second time. My attacks against the French made small headway as I was still faced with equal numbers or better.

With this second loss of contact, I decided that retention of Nivelles was unimportant and ordered a general redeployment in the vicinity of Braine L'Leude, with some troops posted to protect Hal.

As the afternoon wore, my cavalry was heavily engaged, the Brunswickers faced THREE French divisions alone! An artillery battery routed off the field and several other units fell back in some disorder. Stedman's division refused to close on the field of battle - I can no longer rely on my low country's troops for heavy combat. As night falls, my forces are heavily pressed, some French Hussars get within 50 yards of me before Arenschildt's horsemen drove them off! As night falls, my battered forces regroup around Braine L'Leude.

DAY 4 (19 June)

Dawn breaks with a deafening barrage as hordes of Frenchmen storm Braine L'Leude and seize it! Chasse's division and four brigades are totally routed. My adjutant reports men are deserting in a steady flow. Over a sixth of Stedman's division has left, the French move rapidly through the gap between myself and my Allies, screening effectively against my weakened forces.

I organize a pursuit by the afternoon, but it is too late. Napoleon is in Brussels and the troops continue to drift away. I doubt whether I will have ANY non english troops by morning. No precise figures are possible, due to normal battlefield confusion, and partly due to the shifting of units, but my Corps lost in the vicinity of 11,000 infantry, 5000 horse, and 17 guns over the course of the battle. I was left with 19,000 infantry, 2100 horse and 23 guns under my control, although desertions will take their toll.

## FINAL COMMENT

Only someone with an overview of events can come to any real conclusions as to why things happened as they did. For my part, it seemed Napoleon was very skillful in seeking that weak point in any defense, the junction between commands. Three times he ruptured our lines at that point.

William of Orange

## Waterloo Commentary

### MONITOR'S ASSESSMENT

I gave the game to the French on a 6-2 basis, their main goal was to avoid defeat and take Brussels. This would weaken the PAA in the north while gaining more recruits. It would also give the PAA some supply problems not endemic to the French. Napoleon (in theory anyway) would have time to restore his army and pick up units from the south to meet the Austrian and Russian forces. However they did not inflict a severe defeat on the PAA. The Dutch/Belgium forces were hurting and the English lost a few good units, but the Prussians were virtually intact. On a scale of 1 - 10 in mission achievement, I give the French a 6 and the PAA a 2. This is subjective, but that's what a referee is for.

Overall I think the French plan was overly complex and overly fond of maneuver, rather than destruction. Too much time was wasted in the long end run around Nivelles. There was some success due to the excess passivity of the Prussians and English. They seemed far too content to let the French pick the field of battle, allowing them to localize their efforts while large PAA forces were standing outside the action.

### NAPOLEON'S REBUTTAL

Although I agree with the Referee's assessment of the game, I am at odds with him on several important points.

1. In every instance when I performed a major maneuver, it was with the intention of isolating a segment of the PAA so I could destroy it piecemeal. The attempt to encircle the British/Prussians at Quatre Bra, although a failure, could have enabled the French to force a capitulation of a large number of enemy troops very early. It is was, the move came close to capturing Wellington! Each maneuver prevented the PAA from bringing their full force to bear in a major assault. On two occasions, the Prussians were left sucking wind and totally out of the fight. The breakthrough at Braine La leude was successful due to the maneuvering of the entire French army to a position where it could assault the weakest point of the British/Dutch line. The PAA had been simply outmaneuvered.

2. I agree the PAA suffered from excessive passivity throughout the game, but I honestly feel that much of this inactivity was brought about by the maneuvering of the French and by the personality of Wellington. His predisposition toward defense was so noticeable by the second day, despite several instances where he could have held his ground and launched a major counterthrust against my flanks which were held by a minimal force, that I was never truly concerned about a major offensive from him. The Duke of Orange was much more aggressive and had he been allocated more troops, the issue would have been more in doubt. My major losses came at his hands and we succeeded only when the French were able to mass against him.

3. There was NO end run around Nivelles, although considerable time was spent taking the town, the maneuver did result in the French hold a central position between Wellington and the Duke, a major factor in the outcome.

-Bob Burge-



FLIGHT OF THE AHIKS  
(continued)

They say there is one born every minute and in the case of Thomas Haas, our new bombardier, there is one who dies every minute. We were a bit uneasy about his accent, although he claimed to be from Frankfurt, INDIANA! Even if he was German, it made no difference to the Luftwaffe who spread him all over the navigator in our next mission.

That next mission was to Lille again. Considering that he missed the target by a mile, it did seem a bit unfair for that 190 to kill Thomas. Number 4 engine suffered an oil leak through a hit tank, but luckily it sealed itself. Owen Walters shot down his first 110, although Alan White could have helped shooting down the second one, since that fighter knocked out the starboard waist gun, seriously wounding Andy Daglish and ventilating Allan as well. Andy recovered in time to fly the next mission, but Allan died of his wounds after we landed.

With a bombardier record of three killed in three missions, we eventually settled on Steve Brockbank of Dofmore, MS. Our new engineer was MSgt Barrington Beavis, from Chicken, RI.

Our next two missions were plain sailing, or flying, whichever you prefer. Number 9 was to the aircraft factories at Meaulte which we hit with 20% accuracy. Owen got his second 110. The only other fighters to get through the escorts were driven off by Steve and Robin. The plane suffered no damage, nor was it hit on the next flight to Lille which was Steve Brockbanks solo effort. He shot down a 109 and nailed the target with a 30% drop

Mission 11 was to Antwerp. I'd never bombed Belgium before and as it turned out I never would again. We were in the low squadron and as we crossed the coast a single 109 singled us out. It came down in a vertical dive and for the second time I missed. So did Barrington and this was to have unfortunate consequences for some of the crew, one of them immediately. Marcus Watney was killed instantly and Tony Jones seriously wounded. With a dead copilot and a pilot with no further interest in flying, the plane started to lose altitude. Ice crystals started forming on Pete Charlton as his heat system packed it in and Barrington had to take over as pilot while we moved the Skipper into his old spot. He said the cold would slow Tony's bleeding. The bombs were jettisoned and we headed for home at 10,000 feet ALONE. I took over the top turret position which gave me two guns to miss with and I continued to do so. We attracted 3 110s and a 109 on the way back. Owen claimed his third 110 while I wasted ammo. The port wing sagged a bit.

Having no faith in Barrington's ability to fly the plane, I had no intention of staying with it. As soon as we were over the base. I bailed out along with Steve, Robin, Dave, Andy, and Owen. That left Barrington and Pete to land the plane. Tony was too badly shot up to bail out and Marcus was already gone. Our new plane had been called the Brick Bomber and it proved to be the case. They hit a tree on the way on and nose dived into the end of the runway.

Our replacement crew was:  
Navigator: Murray Cowles, Nuttal, NB  
Pilot: Cpt Mike Lewis, Badger, MI  
Copilot: Ken Breeze, Dead Vole, MI  
Engineer: Henry Radice, San Francisco, CA

I wasn't to keen on going back to Rotterdam after what happened last time, but I needn't have worried. We clobbered the target with our best effort of the war, 40%. On the return journey, 4 109s and a 110 got through to us, but good old Henry shot down a 109 and RTobin saw off the 100. Owen frightened off another 109, then shot down a lone 110 to bring his total bag to 4. We suffered no damage until Mike landed the plane in fog. The

tires burst and we pogo stuck down the runway. The old crate was repaired in time for Mission 13.

Considering we were at war with Germany, we seemed to be bombing a lot of France. Mission 13 made it 10 trips against the Frogs, 2 against the Belgians, and one to the Dutch. Our target was the industry around Paris and we got the safe slot again - middle squadron, middle formation. Our fighter cover kept the Krauts away but when they turned back, 4 109s jumped us. Dave Taylor drove one off and Henry got his second kill in two sorties. The two survivors pressed home their attacks and we parted company with our port wing flap and number 3 engine started coughing and spluttering. The flak missed us and we hit the target with a 30% drop. We turned for home and suddenly there were 190s all over the place. Fortunately, their marksmanship was on my level and we suffered no damage. Over the channel, Andy Daglish finally shot down a 109 and after landing safely, I had over half my tour of duty behind me without ever having been to Germany!

#### ME AND MY BIG MOUTH!

Mission 14 was to the railroads at Hamm, but at least we were in the middle squadron again. The Krauts waited until our escorts turned back, then they came at us. But we gave them Hell! 3 190s came in at 10:30, 12, and 1:30 high, but only the third through. He knocked out the port cheek gun on his first pass and damaged both wing roots on his second (that guy was GOOD!). Crossing into Germany, a 109 and a 110 closed in and Andy got his second fighter.

We approached the target in clear weather and as we settled down for the bomb run, the Krauts gave us their personal attention again, for the last time. Three 110s hit us from different angles. One was driven off, but the others got through. One at 12 o'clock raked the fuselage, killing Andy, who had been with me from the start. Henry was also seriously wounded. The landing gear was also damaged. But the real danger came from behind!

Owen only needed one more kill for his fifth and ACE status and his favorite target, a 110, was in his sights. Unfortunately, he had an attack of Brophy gunnery and the ME shot away our port aileron. It came around again at 6 o'clock and Owen missed him again. Suddenly, it was Rotterdam all over again. Bits flew off number three engine and suddenly a wall of flame passed by my window. The inboard fuel tank of the starboard wing had caught fire and was eating the engine away. Mike gave the order to bail out and, with the exception of Andy and Henry, the rest of us parachuted to safety.

Our instructions, if we ever had to bail out over Germany, was to keep as many men as possible tied down searching for us. I think I set some kind of record - landing directly in the courtyard of the Hamm Gestapo Building. Owen nearly fused himself into the National grid, when he drifted into a power station, but the other six got down in one piece and the eight of us are now in this Jerry Butlins.

My first visit to Germany looks to last longer than I had expected.

-Steve Brophy-

#### code numbers assigned

557	R. Pittiglio		
1039	M. Marcollio		
1040	T. Lombardo	1041	D. Zapinski
1042	R. Marchese	1043	R. Williams
1044	D. Baumgardner	1045	J. Hartell
1046	M. Harris	1047	R. Cheatham
1048	I. Schroeder	1049	B. Evans
1050	P. Evins	1051	P. Heiser
1052	T. David Newman	1053	R. Catterlin
1054	E. Hamiton	1055	J. Snider
1056	R. Chenoweth	1057	H. Mark Groth



Those of you who read the Match Coordinator's column know we have pre-printed OoBs for a number of our more popular PBM titles. I'd like to explain the nuts and bolts of how so that any of you out there can contribute if you get the urge.

The first thing to do is make a COMPLETE list of units (whether they are actually represented by counters or not) by unit designation AND combat strength. You can break these up by any method you want, but try for a system that reflects how you identify the pieces while playing FTF. For example in LONGEST DAY, all units are divided up and listed by divisional designations while all others are divided by unit type (armor, infantry, etc). Under these headings, units may be listed according to combat strength (as in RUSSIAN CAMPAIGN, 10-8 at the top of the list and 2-7 at the bottom), sub listed by designation when strengths are equal (1st Inf, before 59th Inf, etc) There are lots of ways to do it - the trick is to NOT MISS ANY UNITS! Those of you who have used the ANZIO sheets have found out about this! What happened with ANZIO was that I used the STEP REDUCTION ORGANIZATIONAL CHARTS, unaware there were counters which didn't appear there and which were labeled differently! There are new ANZIO sheets available now that fix these problems.

Another thing to take into consideration is which units have step reduction capability. On all the forms I've put together, I've added a little box next to those units for each turn, so you can show their current status in any form you like. A small number to show how many steps remain (or have been lost) or fill in the box to show the unit's at half strength. Just be sure your opponent knows how you're marking things!

After you've decided on how to construct your OoB and what information will be needed on the sheets, type out this information on a BLANK piece of paper. Don't use blank OoB forms because all typewriters don't match up exactly and I want the information to be as neat as possible. As you finish typing each designation, before you start on another, type an UNDERLINE MARK, then hit your bar space to get you to the opposite side of the paper and type another UNDERLINE MARK. When you get through typing, these marks will be your guides for drawing lines so all the information is separated on the page.

Finally, RECHECK YOUR INFORMATION to make sure you didn't miss any units. If this sounds like a lot of work - you're right! It's a TON of work for each page, let alone finish up the whole game. It's also a source of pride when it's done!

The objective is to provide solid workable forms for those games which are played by the greatest number of members. A final factor is cost. We (as a club) can't afford to publish forms for THIRD REICH - even though they look great - because the forms we have are good for only one turn each, while all other forms are good for an entire game!

As the unofficial printer for AHIKS, I have strived to put out the best in quality - we deserve it! I would like to hear if any one out there has a practical suggestion for PANZERBLITZ. I would also like to hear from anyone who has a problem with any of the preprinted forms - like ANZIO, so I can rectify it immediately. I'd also like to know if you think they're worth the effort - a postcard would do!

Comments/suggestions should be sent to Chester E Hendrix, 915 12th St, Marysville, CA 95901.

-CEH-

- |                 |                 |
|-----------------|-----------------|
| 1058 R. McMann  | 1059 D. Garbutt |
| 1060 K. McGrey  | 1061 D. O'Neill |
| 1062 S. Hagberg | 1063 K. Martin  |
| 1064 J. Curtis  | 1065 R. Royer   |

## FROM THE MATCH COORDINATOR

Welcome to all recently joined new members. Good to have you aboard. Have fun 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 DATA SHEET. Every effort will be made to match 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 further delay.

D. All members begin their membership with a starting rate of 1200 and each member is rated on a match completion (two games or less). 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, however.

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 code 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. One can find his code number at the top right hand corner of the K's address label.

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). 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 already and need only OoB and ICRKS, then agree who will 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 submitted. All requests NOT filled after one year are returned, unless cancelled previously.

L. 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; #17 Midway; #18 Luftwaffe; #19 Air Assault on Crete; #20 PanzerArmee Afrika. 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 recall when you were initially joined in order to have a reliable PBM opponent. 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. We have stated that the reason we joined AHIKS was to find reliable opponents in a friendly society of wargamers, FINE. But we sometimes fail to realize that responding to agreed schedules are a fundamental requirement and any deviation from that would require some form of information to one's opponent. It helps remove the frustration of waiting.

Q. I understand that we all have important events in our lives that tend to disrupt our wargaming - such as address changes, disconnected phones, etc. BUT to avoid the loss of services that AHIKS provides, one should insure that those changes are passed along to me as soon as possible.

- |                  |                 |
|------------------|-----------------|
| 1066 T. Sparhawk | 1067 M. Kettman |
| 1068 J. Bukal    | 1069 A. Finnis  |
| 1070 J. Hammett  | 1071 Wm. Smook  |
| 1072 E. Penner   | 1073 P. Edwards |
| 1074 M. Palmer   | 1075 A. Morley  |
| 1076 G. Germond  | 1077 J. Manson  |
| 1078 J. Rebur    | 1079 R. Green   |
| 1080 R. Hamilton | 1081 J. Musil   |
| 1082 R. Lucas    | 1083 J. Zizek   |
| 1084 G. Sinclare | 1085 P. Martin  |
| 1086 M. Mitchell | 1087 T. Gavin   |
| 1088 J. Reed     | 1089 J. York    |
| 1090 D. Lange    |                 |

OPEN MATCH REQUESTS

Across Suez (1001); Air Force (1049); Afrika Korps (1090); Alexander (804); Antietam (253); Arab-Israeli War (804); GDW's Assault (1015); Assault on Leningrad (233); Battle for Germany (708); Battle of Britain (988 NM only); Battle over Britain (988); Brietenfield (708); Blitzkrieg (902); Bomber (988 NM only); Bulge-65 (243); Bulge-81 (1059); Chancelerville (804); Circus Maximus (804); Clash of Steel (413); Crescendo of Doom (804); Cross of Iron (804); Civilization (12); Custer's Last Stand (238); DDay-65 (804); Dixie (1038); Drive on Stalingrad (926); Empire Middle Ages (786 NM only); Fortress Europa (262); Gettysburg 77 (804); Global War (804); Grunt (804); Gulf Strike (804); Hitler's War (892 3way+GM); Island Wars (336); Inchon (1089); Invasion America (804); Invasion Moscow (804); Ironclads (266); Kharkov (1024); Kiev (1024); Kirovograd (1024); Kriegspiel (863); Kursk (2nd Ed) (1024); Lincoln's War (336); Little Round Top (804); Luftwaffe (1009); Luftwaffe (988 NM only); Mech War-II (12); Midway + variants (1044); Modern Battles Quad (336); NATO (SPI) (708); Napoleon's Last Battles (9321); Normandy (1085); North Africa (336); Operation Granada (719); Panzer Armee Afrika (1024); PanzerBlitz (804); Panzerkrieg (763); PanzerLeader (804); Panzer Gruppe Guderian (872); Pickett's Charge (41); Prestag (817); Race to the Meuse (540); Red Star/White Star (12); Robin Hood (804); Search & Destroy (804); Sicily (304); Siege of Jerusalem (225); South Africa (804); Squad Leader (262); Star Fleet Battles (804); Starship Troopers (804); Streets of Stalingrad (804); Submarine (988); Task Force (12); The Moscow Campaign (1024); Third Reich (804); Thirty Year War (336); VITP (1089); Vietnam-65 (804); Vietnam-75 (804); War at Sea (1044); WW-III (804); Yalu (748); Year of the Rat (804)

NEXT K DEADLINE:  
15 June 85

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)





# bulletin board

WANTED: players for a multi-player PBM game of FIRE IN THE EAST. Contact: Don Graham, 817 N. Woodruff, Spokane WA 99206

WANTED: Playable copies of KOREA and DMZ at reasonable prices. Also need PVA and In Min Gun opponents for PBM of YALU and INCHON. Contact: LtCol Joseph York, JUSMAG-K Box 51, APO San Francisco 96302

FOR SALE: AH's SUBMARINE (\$6); B-17 (\$8); 3W's FORWARD TO RICHMOND (\$8); SPI's SCRIMMAGE and YAQ's ASTEROID PIRATES - make offer on last two. Mag's for sale: Grenadier #16-23, General (write for list), F&M #6, #24-41. All mags \$1.25 ea, or 5 for \$4.50. Military Books - hard back (write for list and we'll bargain for the \$) Shipping: all orders \$4.50 or less add \$1, those greater half for cost. FINALLY: War game table, stores 6 games flat + two drawers for pens/die. Similar to Dragon Pub's premade one (\$80). Contact: Dennis S. Demory, 1266 Gallaten Rd. Ormond Beach, FL 32074

WANTED: Playable copy of NOVA's (not MB) AXIS and ALLIES. Send postcard stating price & condition. I will reimburse unless I get 20+ offers. Contact Bill Salvatore, 2841 Summerfield Rd, Falls Church, VA 22042

Les Deck is willing to GM any Scenario in WIEurope-II. Those interested write him and specify what position at MC's address in Officers. Only those who will complete please.

Sid Jolly is willing to GM or play SUBMARINE; MECH WAR II (RS/WS) or TASK FORCE. Contact him at 731 G st. #E-8, Chula Vista, CA 92010 or call (619) 425-6156

Alan Finnis is looking for a player up on BULGE-81, willing to play two sides at one time in fast mode. Any takers contact him at 78 Chestnut, Battle Creek, MI 49017 (616) 965-8706

David Baumgardner is willing to GM games of MIDWAY or CORAL SEA Variants. Willing to oversee multiplayer matches of MIDWAY, WAS, FLATTOP. He's devised a system for MIDWAY, putting it in line with FLATTOP. Contact him at Box 19242, Amarillo, TX 79114-1242 (806) 359-3779

John Cole desires a 3 way match of HITLER's WAR with a GM. Interested persons contact him at 4029 Mt. Vernon St. Richmond VA 23227 (804) 266-2335

WANTED DESPERATELY: GDW edition of BAR-LEV and either a Conflict edition of same or a XEROX copy of the Conflict rules. Will trade 3R PBM kit or LEYTE GULF variant kit (for MIDWAY - includes 2 FULL-SIZE search maps and counters for ALL ships and score sheets). Please contact Chester E. Hendrix, 915 12th St., Marysville, California 95901.



**AHIKS KOMMANDEUR**  
John D. Burt, Editor  
1020 Lake Street #3  
Idaho Falls, ID 83402

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