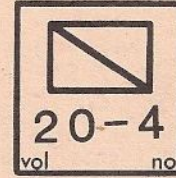


NEWSLETTER OF AHIKS

THE KOMMANDEUR



First, I'd like to thank all the people who took the time to drop me a line of support, during my recent "trouble" at home. Things seem to be mellowing out at present. I've just about got my apartment back in order and I even have it on my list to start washing my dishes and ironing my clothes at least once a week. I'm still pushing Gene's Russians heavily in TRC (Clear weather in Nov/Dec helps!), and my 82nd Airborne has captured both major bridges at Graves and Nijmegen by 18 Sept am move in our multicommander HELL'S HIGHWAY - alas, the Germans seems interested in taking them back... sure hope XXX Corps gets here. I haven't had contact with them since "yesterday". VIETNAM is slowly getting underway - the bad guys are working on their set-up. The ARVN forces start with 9 full divisions - and that may not be enough as they are spread really thin.

I'd like to add a couple things to the discussion that Kevin Murray started about PBM Burnout. (Several other officers also mention the subject in this issue). As one who has gotten out of the dilemma, I've got some views on a couple of PBM Myths that I feel contribute heavily to the problem. First there's the myth that PBM uses less time than FTF. (Ha, I laugh) Granted the investment of time isn't immediately felt, BUT it is there. I think when we get started in PBM a lot of us think - hey, easy, plenty of time to make moves, etc. That kind of thinking leads to too many games. Before you know it, you have 6 games going, and you're trying to make moves on each in a single evening, and the rules are getting foggy, and you're not spending the time...get the picture? First rule: don't over extend yourself - for most of us that means a MAXIMUM of two games (with an additional multi-commander game since they go slower). The other myth is distractions. Some people think that since they play at their own pace, a PBM game is simpler. You have NO pressure from an FTF opponent. But when you are facing someone, your attention is on the game and it will return quickly if diverted (a good healthy yell "Hey, nerd, it's your move!" works well...). When you're working on a PBM move, ANYTHING (kids, wife/girlfriend in a penoir, telephone) can interrupt and it's easy to let the interruption stretch into a very lengthy period - after which you'll put the game away and try tomorrow. There really is no rule for this one - but the rule above will help. If any of you have additional comments, pass them along.

Finally, the initial pass at Mike Kaulbar's GREAT REVIEW EXPERIMENT is contained in this issue, with JLL RUN discussed. The ballot response report for ROCKET'S RED GLARE is in house and will appear next issue. If you have comments, suggestions, brickbats, etc. drop him a line or drop me a line and we'll stir up the pot again.

THE BARRAGE

I am happy to report the addition of two new members to our Region. The first is Tom Durham of Louisville, KY. He's 32 and employed by a major health center as a supervisor for their laboratory computer system. Tom has been an avid wargamer since his teens, with his experience in Avalon Hill games. Favorites: THIRD REICH, MIDWAY, VITP, AND SQUAD LEADER (in that order). Although he has no PBM experience, he joined AHIKS because "I am looking forward to participating with a group of individuals who are seriously interested in wargaming. I like the idea behind the reason for the creation of AHIKS."

Our other new member is Roger Cox, of Spartanburg, SC. He's 25 and a game designer. He's interested in the field of gamemaster possibilities as well as members who attend gaming conventions - as he does frequently. I would like to welcome Tom and Roger into the club and wish them a long relationship with AHIKS and, of course, GOOD GAMING!

In my last column, I made mention of a letter of inquiry I had sent to an errant member. As it turned out, it was just a breakdown in communications. One player had requested and received a longer period of time between mailings. The other player moved and, although notification occurred, a problem came up. It is now solved!

In the last issue of the K, Kevin Murray wrote about something called PBM Burnout. He said, "Sometimes I had to force myself to sit down and make a move..." Our esteemed editor confessed to having this malady himself, just coming out of it after two years. Weeelllll, I must admit to having this malady for about as long. This phenomenon has brought a lot of questions to mind. How many of our members experience it?? How long did it last?? Did they leave AHIKS because of it?? What causes it??

This is a problem which should concern AHIKS. Mr Murray would step down because he is not an active PBMer any more. I hope he reconsiders! We need administrators and, judging from the "rush" of applicants for our officer positions, we'd better be careful how many restrictions we place on the officeholders.

Therefore I submit we take a serious look at this problem, create a panel, survey the membership, find ways to understand it and help members through it. So, Kevin, please consider me for that "hot line" of yours, staffed, of course, by your 4 year old son.

Okay, troops, what do you think?

-Art Dempsey-

INTERIOR LINES

Its late at night here in Cleveland so I feel relatively safe (HA! Ed) in discussing a gamer's greatest fear...WARGAME BURNOUT. I must now pause to place my sacrifices on the altar. First from AH a copy of ARAB-ISRAELI WARS. Next SOUTH AFRICA by SPI and SHOOTING STARS by Yaquinto. Last, but certainly not least, HOUSE DIVIDED by GDW. Not much of a sacrifice but I can't part with any good games. I now light the fire that will now consume my meager sacrifice. It's always good to throw in some computer rules from an SSI game. Again not much of a loss since they don't make sense until after you have figured out how to play the game. From time to time, a counter will escape the fire and be given its freedom. A cavalry unit from HD has jumped out of the fire, out of Ohio, off the earth and landed on Mars taking their capital on its last jump. A fighter from SS streaks by having won its battle but without the power necessary to do anything else by drift. Next I see some units from the South African Air Force escape, A fearsome sight indeed - I never liked being bombed into the Stone Age. Finally a rare sight - Israeli tanks burning. It is now safe to discuss the subject.

I have no answer to the problem. My own gruesome story follows. I was gaming FTF twice a week and playing two PBM games. Before I knew what happened, I had 16 PBM games going while still playing FTF. After 10 months of this situation, BURNOUT hit. I began to fear the mailman. I longed for the security of the work week. Weekends brought guilt trips. Finally I got down to gaming FTF only once a week and two PBM games. I still haven't fully recovered, but I am getting back into it. All I can say is - DON'T LET IT HAPPEN TO YOU BECAUSE IT'S HARD TO SHAKE!

The flames of my sacrifice are burning low now and I fear to speak of the subject without protection. Will all our officers be struck down?? Can IT be cured?? If you have a cure - or some suggestions, let us know - but remember to offer your own sacrifice before you write!

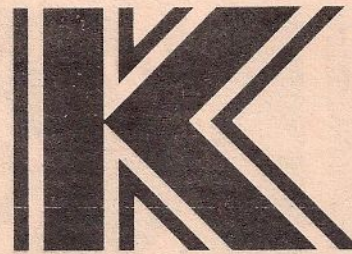
-Kevin McCarthy-

PACIFIC THEATER

We have increased our membership by two here in the Pacific and I have processed three complaints. New members is the good part of the job because its straightforward and simple. Complaints are a pain in the neck!. I do not mean to infer that members should not complain when another member seems to forget the courtesies of good sportsmanship and responsiveness.

Before talking about the new members, let me first state a couple items that would help us RDs process complaints. First of all, the victim (the complainer) should include his or her phone number and the times they can be reached. Second, include as much as you can about the complaine. At the minimum this means a phone number and an address. I have discovered that a phone call saves a lot of time and - with postal rates what they are - money. Mailings to solve a complaint can take upwards to four letters!

Now for the new members. First is Scott Hemple, a disabled veteran. Scott has a family and lives WAY up in McMinnville, OR, a beautiful part of the country. He has no PBM or FTF experience, but he says he's been interested in military tactics since he was a youngster. He's spent many hours soloing with PANZER BLITZ. When he was in the Army, he had the chance to get some "hands on" experience with actual combat tactics and, despite his disability, his mind's in tip-top shape and he's raring to get started.



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GENERAL INFORMATION

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

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

The second new member is Dr Tony Howard down in New South Wales, Australia. He is interested in playing THIRD REICH and RUSSIAN CAMPAIGN (3rd Ed). He says he'll play all games promptly and to completion!

-Chuck Leath-

THE TRUE NORTH

Having seized the radio station, the bank, and the Governor's Palace, I now proclaim myself Regional Director of Canada. There should be a smooth transfer of power and the number of executions will be kept to a minimum...(CURSES, I forgot to get Casey's Swiss Bank's account number before I sent him to be reeducated!) In truth, Casey served as a good RD for several years and it is too bad that time constraints caught up with him. I just hope he still has time for gaming. For those who don't know me - probably everyone - my name is Mike Kaulbars and I'm working on my PhD in entomology. (Hmmm, I knew there was something that bugged me about this guy...heh, heh, Ed). I have been gaming for 16 years (GUADALCANAL did it) and own about 70 games. I was a rabid WWII gamer, but have recently been moving into Napoleonics and Civil War.

This time around we have one new member and a prodigal son. Mike Shannon is from BC and returns to the fold after a brief absence, hopefully to stay. From Kingston, Ontario, we have Tim Conlin who is a biologist and a FLATTOP fan.

It is hard to believe, but in K20-3, I was scooped on three topics I wanted to bring up! Just to prove I thought of them first, I'm going to cover them anyway. Steve Llewellyn discussed magnetizing one's games and noted the problem of games with two sided counters. For a bout a year now I've been using the counter clips produced by Orisek Industries, in IL. These are little magnetic clips that will hold a counter and permit you to flip it when necessary. As long as one is careful, your counters are not marked or damaged in any way - occasionally this requires using something to flex the clip first. Although they are relatively expensive, I swear by these clips, as do a number of other gamers I know. For the PBMer, they are well worth the cost.

Art Dempsey brought up the matter of complaints and I would like to reinforce what he had to say. Without weeding, AHIKS is a garden that will wither. I know a number of members who moan about non-responding opponents, yet they don't file complaints. Art took the tact that you owed it to yourself as you part with the \$12 every year. I am more selfish - YOU owe it to ME because I part with the \$12.

I and some others are in the process of organizing an AHIKS weekend here in Ottawa. So far nothing is firm other than that we are going to do it! So watch this space!!

Finally, I thought my review by ballot worked out rather well. Is there no one else willing to have a go at it? It hardly hurts at all, really. Just write ye old Ed and tell him what game you want to do!

-Mike Kaulbars-

NORTHEAST PASSAGE

A brave volunteer has stepped forward to join AHIKS - James Antalek from Stuyvesant Falls, NY. I know Jim and have had occasion to play a game or two with him back in the dark past when time actually existed for such pursuits. Welcome aboard and good gaming, Jim. NE membership now stands at 94, according to the latest information from Joe Horne. By the way as Joe is stepping down from his post as Treasurer, let me extend my congratulations

for a job well done. The time and effort that has to go into that position must make it a major obligation. Makes me wonder how Les Deck has held on to his sanity for all these years. Hmmmm, or has he....

Having mentioned the dark past and having time, I must admit that the late great secretary Bruce Maston and I got together for a double board demolition derby of RUSSIAN CAMPAIGN last Monday. Being men of substantial position in our fields, we are able to take days off at a mere whim...then work an extra two days to make up for it. In any event, I watched Finland fall to the talented Russian Paratroop brigade best known for its love of vodka. Bruce managed to return the favor by destroying his Finns on a roll of 1 at 1-2. His real motive for coming down to play was to get his my rare JEDCO edition of the game. As Bruce is running the TRC tourney at ORIGINS and offered an original version of the game as a prize - he thought it wise to obtain one early so he wouldn't have to worry about it. And what did I get in return?? A free ride to Baltimore and back, plus whatever was behind my office's closet door. It would be nice to win the game back, but I anticipate a few problems...

Remember the planned trip to Gettysberg? Forget it! Remember the FishFunGame weekend in Cooperstown? Forget it. Remember Kinderfest 11a? Ah, well, there is the bright spot. Mark your calander for Oct 11-12. This year I'm only sending information about it to those who write or call and ask for it.

Just a few notes about Omar's weekend. Bob Hahn and I waded into a game of ALESTIA. Much fun was had as I gleefully hacked up the barbarians on my fieldworks and we both did a great deal of howling. I can't remember how things ended up, which is a good indication that I didn't do really well. I must have had a few beers since I accused Mike Kaulbars of leaving before he actually did during a game of JUNTA. Hmmm. This year I came close to winning JUNTA in the absence of the perfidious Bill Perry, but, alas, I wasn't equal to the task. After Steve List and I led (well, Steve led, I kind of whined and spewed forth bravado) a successful coup against El Presidente Bill Watkins and his cronies, I gunned Steve down (at least I think it was Steve...) when he tried to bank his money. The enraged ghost of Estaban suggested a counter-coup to the aforementioned cronies who gleefully agreed, forcing me to buy off the new President Bob Hahn. Bob and I put down the upstarts at which point time ran out and Bob had all this money. Ah, well, next year... Omar once again ran a well organized event with a cast of thousands. Omar is a far out dude.

-Kevin Murray-

THIRD WORLD WAR - SOUTHERN FRONT

SF's map covers all of Bulgaria, Rumania, and Greece, part of Turkey and the rest of Jugoslavia and Italy (when joined with the TWW maps). A mini map section adds a portion of the USSR. For those with table space, the combination of TWW and SF provides an excellent representation of Europe.

The system is identical to TWW, with the addition of a Balkan Theater for air operations and rules of the capture of the Turkish Straits and subsequent sortie of the Soviet Black Sea Fleet, Rumanian unreliability, and a special scenario for those who wish to explore the possibility of a shift in Balkan politics.

SF plays faster than TWW as there are fewer units, but play proceeds along similar lines. The Straits are the most important Pact objective and the Pact player should concentrate on them. Significant Soviet forces do not arrive until turn 3, so the Rumanians and Bulgarians have to shoulder the bulk

of the offensive until then. Employing proper tactics, the Pact should be able to clear European Turkey of most NATO units, except for those in Istanbul, on turn 1. After that, things get tricky. The Pact forces adjacent to Istanbul will most likely have suffered multiple disruptions from previous combat and will have a difficult time clearing the city of its defenders. Greeks haven't been idle and part of the Pact forces will have to defend against attacks into eastern Bulgaria. One available Soviet Desant division will have to be airlifted to the southern shores of the Straits to prevent NATO reinforcements from arriving to aid Istanbul. And there is that awful possibility that Yugoslavia will enter the war on the first turn - simulating an invasion of that country by Central Front Pact forces - an event beyond the control of the Southern Cmdr.

The need for a Pact defense, absent in TWW for most of the game, is what keeps SF from becoming a straight forward game of WP attack/NATO defend. Still, SF is not a GREAT improvement over TWW. However when the two are joined, the results are more than satisfactory.

The first impression one gets after setting both games together is that one is truly in control of all his forces. This really enhances the game. No longer locked into using the forces deployed on one front, players are free to shuttle forces back and forth as the needs arise. This is particularly true of NATO. While the Pact is inhibited by the land distance between Germany and Bulgaria (the lack of a strategic movement rule to speed such behind the lines movement is an omission I find a bit unrealistic) NATO can make excellent use of the sea to move units all over the map. If the Pact drive on the Straits is going better than expected, NATO can load a high proficiency division and an airmobile unit (British division-attack helicopter combination is particularly effective) and have them arrive in Turkey the next turn. Once there, their presence could have a major impact on the course of the Southern Front. This must be weighed against the fact that NATO can rarely afford to strip such valuable units off the Central Front.

The Warsaw Pact also has choices to make. Denmark is often a difficult nut to crack. Airborne can seize the two minor cities (Aarhus and Odense) with little difficulty, but they can't take Kobenhavn alone. Amphibious units (Polish and Soviet) could swing the attack in the Pact's favor, but before any amphib invasions are allowed, both Kiel and Lubeck must be controlled. With proper NATO defense, this shouldn't happen until turn 2. WP air transport capability is only sufficient to drop one Desant Division into Denmark. The added airlift point from SF can be combined to lift TWO divisions adjacent to Kobenhavn and, with some timely air support, take the city. If this is done, however, a strong unit cannot be dropped onto the southern shore of the Straits, allowing NATO units to slip through to Istanbul. Rumanian and Soviet planes from the Southwestern Theater can be transferred to the Balkans of the Central Front. The Pact must do his utmost to keep air superiority over Germany until turn 2, but this is difficult - impossible without the Southwestern planes. Does the Balkan theater need the air units, or will an invasion of Yugoslavia mean they must stay where they are. All these decisions are only part of the options each player must muddle through.

One last point that I should make is that the game system, which I originally reacted so strongly against, is actually not all that bad. The involved turn sequence requires that players acquire some experience with it before they are able to get maximum effectiveness out of their units. Once players have a handle on the system, the game can prove quite fun. I do not recommend TWW alone, but with SF it is worth the money (\$36 total). I am honestly looking forward to the release of ARCTIC TWILIGHT.

-Bruce Geryk-

The mailman just arrived. You rush to discover your latest PBM response mixed in with the other bills. You're priorities are straight as you drop the bills and head to your game table, tearing open the envelope as you go. You check out the combat results. GREAT! The 1-1 worked! Visions of a major breakthrough dance in your head until you spot the Exchange on your 3-1 surrounded. The losses hurt, reality sets in.

You make your opponent's moves. Looks good. Wow, didn't expect that...Why'd he do that? That's clever. What? How'd that unit get there? Count that out again. Hmmm, still too far. Now the dilemma, do you let it slide, waste another month getting a revision? Or hold him accountable for the unit's illegal move and disallow the unit's whole move. If the unit is not allowed to move, it changes a 1-1 DR to a 1-2 AR. Well, he's been really careful up to this point and nice enough to drop a line with each move. You decide to let it slide with a brief note attached to your move.

The next move comes. You read the letter. What's this? You mismoved a unit. He's not allowing the move. The big attack fizzles because of the mistake. WHAT A TURKEY! Here you go out of your way to give him a mile and he won't give you an inch. He should owe you one and you feel cheated. You'll show him! What was once a exciting, fast and friendly contest between AHKS "friends" becomes a no-holds-barred blood feud.

Ever happen to you?? If so maybe the hard core option might be for you.

The hard core option is having BOTH players agree before the match is started to be held 100% accountable for their moves. If a unit is moved illegally, it simply forfeits its move that turn. If attack odds are affected, tough. Whether the move is trivial or game deciding, same rule. Of course, you have to make doubly sure you and your hard core opponent are playing the same game, rules, edition, errata, etc.

Here's a couple arguments for the hard core option:

1. It is LOGICAL. It's a natural extension of the old, "once a unit has been moved and the player's hand taken from the piece..." rule.
2. It is HISTORICAL. Real commanders didn't have the luxury of counting out just the right number of strength points to get the needed combat odds. Unforseen little surprises pop up. Subordinate units didn't always move as they were supposed to. Good commanders were able to make allowances and overcome the difficulty. Ever think Napoleon would have like to remove Grouchy at Waterloo??
3. It is FAIR. PBM allows a player to check and recheck his moves before mailing. A player who fails to check and allows a mistake to slip through the editing process has no one to blame but himself.
4. It is PROFESSIONAL. Playing hard core will lead to more professional game play. Each player should be careful in making each move. Sloppy play will decrease when the understood alternative is "no move" by affected units.
5. It is FRIENDLY. Playing hard core will direct your frustrations for mistakes at yourself where they belong. You will have no reason to get upset with your innocent opponent, he is simply doing what you agreed for him to do. He didn't make the mistake - YOU DID!
6. It ELIMINATES GUESSWORK! Both players know the rules so it is easy to know what to do. No more grey areas on what constitutes a goof worthy of correction. What might be trivial to one person might be considered crucial to another.
7. It KEEPS THE GAME GOING. You know what to do and can go ahead and make your move. The importance of this last point should not go unnoticed by those waiting a month for their turn.

Those that decide to live by the hard core rule should be prepared to die by it if they screw up. The worst death I ever died was in a WAGRAM game where the illegal move of a single French unit allowed half the Austrian Army to fall back beyond the Rossbach, allowing me to snatch defeat from victory. (Remember Steve??) The key was we had decided to play hard core before we started so I understood when I died that it was from a self inflicted wound. The experience in no way diminished the level of respect or consideration I felt for my opponent - and it taught me a hard lesson.

Consider the hard core option. It might answer some of your PBM opportunities for improvement.

-Gary Gossett-

BULL RUN

BULL RUN is a simulation of the first battle of Bull Run, July 21, 1861. It was the first major battle of the Civil War and involved two armies of almost equal size and inexperience. The actual battle occurred in the vicinity of the Henry farmhouse and resulted in an overwhelming CSA victory.

The game is somewhere between a strategic and a tactical game and captures the flavor of both. Play begins the morning of the 21st, but the armies are not confined to their historical dispositions, so ANYTHING can happen. Before getting into the game, I want to cover some of the nitty gritty.

The game map runs about 10 miles E-W centered at Portici and 7 miles N-S from Sudley Springs to Manassas Junction, with a scale of 1000 ft/hex. Terrain includes rivers, roads, streams/gullies, slopes, hills, woods, rail lines, bridges and fords. The scale is good as every place the battle could have been fought is represented and there is little dead space.

Infantry units are brigade and regimental strength while artillery and cavalry come as batteries and company/Bn respectively. The different types of units have different capabilities. There are Army, Division and Brigade leaders which are necessary to mobilize, form brigade and rally units. Unit density is about 80-90 units per side, but brigade formation cuts that down. One game turn is 30 min. and the game lasts from 9am to 8 pm. Average move is 4 hexes/turn.

The CRT looks much like the old classics with an AE in the 2-1 column. Actually, the AE/DE refers to defense factors and not necessarily total elimination. Also elim means as an effective unit - dead units can be rallied back later. Artillery gives long range support, adjacent attack or bombardment. Many cavalry units can defend but not attack.

Every game turn both players check to see if there has been a panic victory. This occurs if an enemy unit occupies their home base (Manassas for CSA; Centerville for Union). If there is no panic victory, the winner is determined by possession of certain victory hexes. If the Union holds ANY of the three at the end of the game, it wins. CSA controls the hexes at the start which puts the Union squarely on the offensive - but requiring a good defense at Centerville. The CSA will defend all along Bull Run to cover the three victory hexes and Manassas and the good CSA players will attempt an offensive toward Centerville to gain an easy victory or at least tie up the Yanks.

CSA units begin the game in specific hexes (or close to them and are in two modes, frozen or free. Frozen units are placed face down and stay that way until thawed (on or before turn 4). The setup is not that restrictive - CSA units can set up aggressively N and E of Bull Run, or defensively

with them all S and W of the Run (or somewhere in between). An aggressive deployment limits the Union setup and forces him to fight for ground, but it exposes units and actually gives the Union more strategic options. A defensive setup has everyone behind the fords, the best defensive terrain on the board and practically forces the Union to use Sudley Fords. However the setup gives the Union a lot of territory and makes it more difficult to mount a drive on Centerville.

The Union setup is less restrictive, but more critical as you have slower units on exterior lines. The board is split in three geographical sectors, so your initial plans are basically what you're stuck with. As stated before, both armies are of equal strength so the only hope for the Union is concentration of force and maintaining the initiative.

Different initial deployments result in wildly different games, so one can't describe a "typical game. Generally both side will split their forces into a defensive and an offensive group, although the CSA can remain purely defensive. How to make the split is critical, but can be adjusted during the game by maneuver. The game usually will have two sectors where the Union is on the offensive and one where the CSA takes the initiative. NOTE: A single tactical blunder can stop an offensive cold, or even create an opening for the other side to exploit.

You can lose by such blunders. Two recent games I played serve to illustrate this. In the first, I played the Union and was attacking the CSA left. I was making good progress until I lost a brigade during a hilltop assault near Henry's farmhouse. This, combined with fresh CSA units, made me decide to go on the defensive and try a drive up the middle with the strong forces I had left at Centerville. The CSA counterattacked strongly and in doing so, exposed several units and leaders. I rallied, killed those units and took the offensive again. I reinforced this flank from Centerville, then went on to lose the game due to a strategic error - I had left too much strength at Centerville for too long. The last game turn found me adjacent to two victory hexes but not in possession.

In the second game I was the CSA. The Union was attacking my left but I had a good elastic defense slowly giving ground. I decided my left could keep the Union advance to a crawl, so I would drive up the middle toward Centerville. Both of us were grinding away slowly, but I was closer to Centerville simply as a consequence of the initial deployment. ALL OF A SUDDEN, he took advantage of a blunder of mine and BANG went a brigade along with a key position. My left turned into a rout. Fortunately, the Union erred as well by not reinforcing his Centerville defense when I launched my attack. Result - I got to C'ville while he was 3 hexes from Manassas, this at 5 pm. That's about as typical as they get with lots of action and a desperate race against time.

If you enjoy BULL RUN, I would recommend the articles in Vol 20-5 of the GENERAL. The same issue had some rules clarifications that are worth seeing. In summary, I'd like to thank Hamblen and TAHGC for a really excellent game!

-Mike Kaulbars-

BULL RUN BALLOT RESULTS

The following is based on 13 responses (thanks to those who responded!)

Components: ave 8.3 (range 7-10) "nice map". In general, most like the map but not the box art. Consistant with TAHGC standards, except for some instances of poorly cut counters.

Rules: ave 7.9 (range 7-10) "easy to learn" The rules were clearly written with examples. There was one area of uncertainty and what follows is an official ruling from the designer, Rich Hambley:

ERRATA: Rule 2.2 under 'The Map' is wrong on two counts...Hex JJ17 is a ford; and when trestle is down, hex UU28 is a ford. - otherwise rule 2.2 applies (sorry to those who got my wrong ruling previously)

Accuracy: ave 7.9 (range 7-9) As far as is known, the game is historically and geographically correct. In addition, the "feel" of the period is captured well.

Game length: 4-8 hours. Average game ends by about the 5 pm move, but it can go down to the last turn.

Complexity: ave 4.8 (range 4-8) "easy to learn, difficult to master" Learning the rules can be done in a sitting, playing a really good game takes practice and effort.

Playability: ave 8.8 (range 7.5-10) "good flow", "moves along easily"

Play Balance: ave 8.2, range (7-9) I believe the CSA has the edge, but the beauty of the game is that regardless of the side you have, you spend most of the game believing you can win!

Enjoyment: ave 8.2 (range 7-9) "10,10,10" "intriguing and frustrating", "lots of fun". "I love it", "either side, anytime"

PBM Suitability: ave 8.3 (range 6-10). Some form of sealed envelope arrangement will be necessary for the CSA setup. Otherwise, very easy to PBM.

Solitaire: ave 5.3 (range 2-9) A wide range of opinions here. The game is probably solitaired a lot to see the effects of various setups, but I doubt many play past the 6th turn.

Overall: ave 9.2 (range 7.75-10) "not many better" It is important to note that most members rated overall higher than any other category. The game rated well in all categories, but the total effect was a great game.

FROM THE MATCH COORDINATOR

A. Welcome to all recently joined new members and those who have returned after being away. Good to have you with us. Have fun and good gaming.

B. I have presented in this column information which I feel will assist our membership in avoiding problems that might create an atmosphere of frustration. I strongly urge each to take a moment to refresh their memory for basic helpful hints.

C. As much as we would like to fill all requests (within reason), the one we cannot oblige you in is requesting to be issued ICRKs and OoBs for yourself 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! I would recommend your non-member join us.

D. A NEW MEMBER GUIDE will be issued to each new member by our Secretary. This will explain away many of the questions that might arise. In the event you still have questions you are free to call upon your Regional Director, opponent, or me to resolve the question. Check the index for the address of officers.

E. Each 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 any member who has requested matches. He can check the OPEN MATCH REQUEST section and note his posted request as being received. One can also

find his code number listed at the top right hand corner of the address label of his K.

F. All members are initially assigned a rating of 1200. Each member is rated on a one or two game match that has been completed. Forfeits for matches that have not been played are not rated or counted. Each member is responsible for the returned of the assigned control numbered random die roll sheet, called the ICRK, to the MC after the completion of the match. The TOP portion of the ICRK should be detached and completed where required in order to receive the proper rating and be credited with the return of the ICRK. Although members can request AREA rated matches, AHIKS is not obligated to report any AREA matches to Avalon Hill. This is the responsibility of the member. Member have the right Not to have their rating published in the K. A request for Non-publication should be sent to me.

G. The SET REQUEST FORM is the only vital link between the MC and the member that allows communication of what the member desires, therefore it is imperative that it be properly filled out so that confusion can be avoided. If you are requesting more than one game, place each game on a separate line. If you desire only one game, but have options, then indicate each option on the same line, separated with commas. If there are two games with the same name made by different companies, indicate which company you desire to play with. In other words, BE DETAILED. I do not know all the names of all the games that have been published, nor do I know the companies that produced them, so ANY information you can render me that will correctly allow me to secure your request is greatly desired. (i.e. AH Comp, need Double Die roll ICRK, etc.)

H. An initial match will be assigned upon receipt of a new member's data sheet. Every effort will be made to assign a match that the new member has requested and, if at all possible, with an older member who will assist the new member in the mechanics of our system. In the event the game is not available, then the MC will assign a match listed on the data sheet in the order of listing so a new member may begin to enjoy PBM without delay.

I. Upon receipt of the assignment, members should contact their opponents and agree on the rules of play, time schedules of reply and any other information necessary for the match to progress smoothly (vital if the game's PBM system is being felt out as you go). Each player is responsible to insure they are playing with the same rules, errata, local changes and clarifications and, finally, who will be the authority for disagreements.

J. In the event one received the wrong ICRK, DON'T PANIC! Just give me a call for the address of your opponent, keep the ICRK. It becomes his and his becomes yours. It doesn't require a new issue.

K. If any member has an opponent on the fence and is only in need of the ICRKs and OoBs, then only one has to contact the MC for them. Please include the opponent's name, address, and code number, the same as if you were preparing the SET REQUEST FORM.

L. We aim to please and make your gaming as much fun and enjoyment as possible, therefore we have preprinted OoBs available to you in limited quantities. We are in need of members who will prepare them for the Society. Those interested can prepare them on out 8x10 or 8x14 standard forms, trying to keep the sheets to a minimum that will include the entire forces used in the game by both sides.

M. The OoBs available are: #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.

N. Those members who desire to GM/Monitor games can submit their names to the MC and include the games you desire to GM/M and the number of opponents one can handle for the game. The GM/M will be responsible to insure all ICRKs issued for

the game are returned to the MC along with the listed names of those who were winners/losers for rating purposes.

O. NOW! A SORE POINT: COMPLAINTS. All complaints should be directed to your regional director. He will take the necessary actions to satisfy your complaint and get back to you as soon as possible. THE MC IS NOT THE ONE TO CONTACT!!!! We have all stated the reason for joining AHIKS: to find good and reliable opponents. Fine, just don't let it die there. If you come across an opponent who fails to respond to your several efforts and you have taken every course open to you possible, then make the complaint to the RD. He will determine the required actions to either resolve the matter favorably, or request his expulsion from the Society. We don't need dead wood and I feel it is getting out of hand.

P. There is a great need for experienced members to come forward and request matches with new members. Can you recall when you initially joined in order to enjoy the wargaming world. Let's help our new members get involved the right way. Get in there and pass the ammo, or come in on a wing and a prayer. HELP!

Q. It has been my intention to give the membership the best possible service that I can provide, but I need your help. If your address has changed, your phone changed or disconnected, or you just left for the North Pole - LET ME KNOW!

R. There is a sly fox among us. It is not the practice or policy of this Society that any monies be rendered for any services provided within this organization, so beware and be warned. The only monies are your annual dues. Have you sent them in??

code numbers assigned

1091 B. Bean	1092 S. Hemple
1093 R. Ramaglia	1094 R. McConnell
1095 T. Howard	1096 T. Durham
1097 R. Cox	1098 J. Antalek
1099 T Conlin	

OPEN MATCH REQUESTS

1776 (1094); Across Suez (1001); Afrika Korps (746); Air Force Dauntless (1049); Alexander (804); SPI's American Civil War (1013); Anzio (1083); GDW's Assault (1045); Assault on Leningrad (926); Battle over Britain (988); Blitzkrieg (902); Bomber (988 NM only); Breakout and Pursuit (305); Bulge-65 (243); Circus Maximus (804); VGs Civil War (1094); Yaq's Close Assault (511); Coral Sea (1044); Crescendo of Doom (804); Cross of Iron (804); Civilization (12, substitute); Custer's Last Stand (238); DDay-65 (804); Dixie (1038); Drive on Stalingrad (926); Empire Middle Ages (786 GM only); Fall of France (GDW) (986); France 40 (763); Frederick the Great (SPI) (511); Fulda Gap (1085); Gettysburg 65 (1051); Global War (804); Grunt (804); Gulf Strike (804); Hitler's War (892 3way+GM); Island Wars (336); Inchon (SimCan) (1089); Invasion Moscow (804); Kharkov (1024); Kiev (1024); Kirovograd (1024); Kriegspiel (863); Kursk (2nd Ed) (1024); LaGrand Army (511); 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); Napoleon's At War (305); Normandy (1085); North Africa (336); Operation Granada (719); Panzerkrieg (763); Panzerleader (719); Pickett's Charge (41); Prestag (817); Race to the Meuse (540); Red Star/White Star (12); Rifle and Saber (511); Robin Hood (804); Rocroi (30YrWr) (511); Search & Destroy (804); Shenandoah (804); Sicily (304); Siege of Jerusalem (225); Solomon's Campaign (480); South Africa (804); Star Fleet Battles (804); Stars and Bars (3W) (711); Starship Troopers (804); Streets of Stalingrad (804); Submarine (988); Task Force (12); The Moscow Campaign (1024); Tobruk (1020); Vietnam-65 (804); Vietnam-75 (804); War and Peace (1094); War at Sea (1044 GM); Wooden Ships and Iron Men (1020); WW-III (804); Yalu (GDW) (1089); Year of the Rat (804)

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

FOR SALE: SINGAPORE (S&T 96) with S&T 98 variant and optional rules \$4; STRAITS OF HORMUZ (S&T 98) \$4; ICE's Angmar (Tolkien) \$5.50; AH's General issues 19-1,2,4,5, 20-1,2,3,4,6, 21-1,2,3 (\$1.50), SJG's F&M issues 39-42, \$1.75; S&T issues 60, SE#3,4, 94,96,97,98 (\$2 ea) Individual articles from General and S&T. Add 15% postage. CONTACT: R.G. Cottrell, 6131 N. Dearing, Parma, MI 49269

FOR SALE: BL'S AIR FORCE/DAUNTLESS EXP \$10; 3m's PRO FOOTBALL, \$6, SPEED CIRCUIT \$6, BLUE LINE HOCKEY \$6; AH's 1776 \$5, Mayfair's MORGAN'S RIFLE \$3; SPI's OIL WAR (one missing counter) \$3, TSR's CENTRAL COMMAND w/S&T 98 \$3; PLEASE send SASE with order. All sales final, I pay postage on the game. CONTACT: Bill Retodff, RR2 Box 6, Minonk, IL 61760.

WANTED: Desperately: SPI's WAR IN EUROPE-II (send condition and price). FOR SALE OR TRADE: AH's GUADALCANAL (complete and very good cond) \$75; PANZER ARMEE AFRIKA (very good) \$10; SUBMARINE (unpunched) \$8; SPI's DESCENT ON CRETE (unpunched) \$26; PANZER '44 (unpunched) \$16; ARDENNES OFFENSIVE (unpunched) \$16. Shipping varies with game, send postcard for rate. CONTACT: C. John Hammet, Box 358, Douglas City, CA 96024.

NEEDED: Attempting to compile a list of AH General questions, scenarios and variants for all AH Games. Sort of a directory. My collection stops at Gen 21-1. If anyone has issues paset 21-1, I would appreciate a photocopy of variants, rules changes, etc. Send to: Paul Martin 6-396 Kennedy St. Winnipeg, MB, CANADA R3B 2N1

Ron Waley is willing to GM/play a 3 way FLATTOP or CV. Contact him at 613 Royal Way Ln, Knoxville, TN 37922 (615) 966-6156

Sid Jolly is willing to GM/play SUBMARINE, MECH WAR II(RS/WS), OR TASK FORCE. Also needs a Substitute player for CIVILIZATION. Contact him at 731 G St.Space E-8, Chula Vista, CA 92010

Alan Finnis is lokking for a member up in BB-81 to play two side at once/fast mode. Contact him at 78 Chestnut, Battle Creek, MI 49017 (616) 965-8706

David Baumgardner is willing to GM MIDWAY, CORAL SEA variants. Willing to oversee multiplayer matches of MIDWAY, WAS and FLATTOP. He has a new system for MIDWAY putting it in line with FLATTOP. Contact him: Box 19242, Amarillo, TX 79114-1242 (806) 359-3779

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

Those going to GenCon in August can coordinate AHIKS after hours socialities with Greg Leisner (414) 463-2283.

WANTED: Wish to purchase a copy of WAR IN EUROPE by SPI. Send price to: John E. Hartell, 611 Oakwood #3, Sparks, NV 89431 (702) 356-5358

NEXT K DEADLINE:
15 Aug 85



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