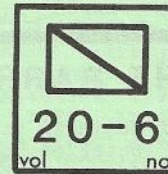


# NEWSLETTER OF AHIKS



## THE KOMMANDEUR

WARNING...WARNING...WARNING...WARNING

If you haven't paid your 1985 membership dues by 31 December 1985, you will be dropped from the rolls.

WARNING...WARNING...WARNING...WARNING

## THE SOAPBOX

A passel of stuff to pass on to you. Some good news, some bad news, and some tough news, and some changes coming up!

Firstly, Bill Watkins has studied his time and commitments diligently over the past month and has determined that he can't put the time into AHIKS he'd like and still finish off his Masters and be active in Jersey/NY politics as he'd like so s stepping down. Omar DeWitt is moving to New Mexico and is stepping down. Kevin Murray just bought his own business and would like to step down. Hmmm, that will just about make a clean sweep of officers during my tenure as Editor! Doing some shuffling (as well as promising El Watkins use of 1st Brigade AND 4 million pesos in the next JUNTA game we're in together), I am taking Bill's spot, subject to election next January, to free him up. I'm not taking Omar's however. It remains open. If you're interested in his position, contact him ASAP. I'm also not taking Murray's spot - mainly because I don't live in the NE region, which is a pretty good reason. I'm ALSO not continuing as Editor - I have to do that or you guys would get tired of seeing my name on the Officers list. In a stroke of BOLD GENIUS, I caught Chester Hendrix, our intrepid printer, and convinced him of the wonderfulness of combining printing/editorial duties. Actually I'm not certain whether it was my sound logic or the fact that he had the stomach flu that led to his saying yes. Whatever, he'll do a bangup job because he's just about as shy as I am...

Everyone still with me??

Now some for your information and IMMEDIATE ACTION type things: First, check out the heading above this column. The change in treasurers has delayed our annual purging of the non-dues-paying members and we decided to blast off a final warning to anyone out there reading these hallowed words. You will be dropped from the rolls for non-payment of 1985 on or around 31 December. Next year the culling will be earlier - probably April, so we can put out a membership directory.

Secondly, Art Dempsey of the SE mentions in his column a tentative proposal we in the Officer Corps are looking at: single shot advertisements from game companies to subsidize printing certain of our directories/new member guides, etc. The current

"experiment" in mind is to put out a survey with all members rating their games or something like that. I want to assure you that the Officers are NOT going to give out the mailing list of our members. We would handle the mailing and the sorting - they'd just provide an advertising insert and the bucks for the whole thing. I think its worth a shot.

Thirdly, mini-status report on VIETNAM - operations are just about to commense in Summer 1965 - it should be interesting! We had two original members drop out and my only two back ups jumped right in. If you're interested in possibly getting involved with this game, drop me a line and I'll put you on the waiting list - send some stamps and I'll even keep you uptodate on the game!

Finally, a couple sad notes. We've had two members recently pass away: Seth Osborne, whom I didn't have the opportunity to meet and Dick Snitzer, whom I did. I worked with Dick on the naval 'zine The Broadside and enjoyed him a lot. I'm sure I speak for all when I express sorrow at their passing.

-JDB-

## PACIFIC THEATER

I was just looking over my editorial entries into the K for the past issue and I think I'd better say a little more this time. It's been an amazingly quiet two months - no complaints or requests for membership. Don't be afraid to complain - just do it quietly.

In September I made my annual trek to our local wargaming convention (Pacificon) and played a quick scenario of FORTRESS EUROPA. I got lucky and won on a die roll. I met one other AHIKS member there - Randy Heiler - who moderated the game.

I've been going to Pacificon for about 5 years. When I first started going, the majority of the games were oriented toward traditional historical conflict simulations with about 20-25% fantasy. At this last convention that rate was up to 45-50%. This turn of events would make an old (watch it...Ed) hardbitten wargamer wish for the good old days, but there is hope for the future. In the early days, fantasy gamers felt their games were essentially non-violent, oriented toward survival of the fittest instead of eliminating an opponent. At this last Con I overheard many of the avid

fantasy gamers describing in GREAT detail how they mauled, poisoned and did other terrible things to their opponents. What I suspect will begin to happen in the coming years is that the fantasy gamers will start to form squads, platoons, etc and end up with a traditional military organization. They'll probably also begin to incorporate squadrons of flying dragons and flotillas of barges (they couldn't call them ships!) into their games.

At any rate I suspect we have among the fantasy gamers a whole generation of future wargamers who will bring some new and exciting ideas to an old hobby.

-Chuck Leath-

## THE BARRAGE

The only piece of business to cross my desk since I last wrote was a letter of complaint lodged against one of our members. This makes only the second such letter I have had to deal with and, as with the last, it turned out to be another case of communications breakdown coupled with an out of town trip by one of the parties. The unfortunate aspect of this problem is the loss of time and frayed tempers. Word of advice: Keep abreast of your games. If an unusual amount of time has elapsed between moves, during a recess or after returning home from a trip, send a postcard/letter to your opponent. Even when you have conceded a game and you receive no response - follow it up. It will save time and possibly create a great deal of good will!

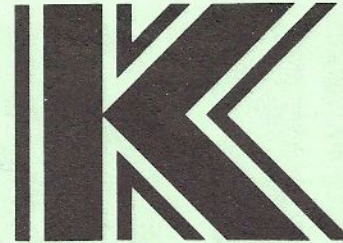
There is a proposal making the rounds of the officers about accepting an advertising insert for the K. As I understand it, it would be a one shot deal with no strings - the proceeds going to update and print a new membership guide and that, my friends, is no small project. I feel we can't afford to say "no!" As a matter of fact, I'd like to see this insert idea become a regular feature. Don't misunderstand me, I don't want to see the K become a binder for inserts. We must use control and must be selective, but that is a problem for the powers that be. Some of you may have reservations about the idea, or be dead set against it. But let's give it a try.

When I first introduced myself, I mentioned that I play computer wargames. I use a 64K, Apple II+ with two drives. One of the better games to come out is called WAR IN RUSSIA produced by SSI. It contains a two sided disk and all the features that have made SSI popular. The game also has a two drive option allowing you to save a game and continue it without touching the disk. I use this option a lot just in case our friendly electric company gets any funny ideas!

The game covers the entire Russian Campaign in weekly turns with Corps sized units and a two impulse attack system. Infantry, armor, aircraft and supply make up the four basic unit types. Partisans and reflected by random attacks on rail lines. Stacking is two units/hex. In addition to regular movement there is rail, sea and post combat movement. There are four levels of difficulty with the third representing the "historical" level. You are called upon to make decisions regarding building or dismantling industrial, armor, aircraft, or artillery factories, or building rail lines. Weather and fatigue are factors you have to consider as you battle your way across Russia. Adding reinforcements, shuffling divisions between corps, moving aircraft between air groups also require your attention. There are many other decisions to make which add to the enjoyment of the game. I think it's one of the best out, if not THE best. It lists for \$80, but can be acquired for less.

Well, troops, that's what I think. How about you?

-Art Dempsey-



THE KOMMANDEUR

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

### GENERAL INFORMATION

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

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

## NORTHEAST PASSAGE

I have no new members to report - its been a quiet summer although with the return of cooler weather thoughts will again turn to gaming.

I want to thank those officers who addressed the problem of PBM burnout in the K. It's good to hear I'm not the only one who has had the problem. The curious thing about this affliction is that I was aware of it long ago not only through conversations with other gamers but in a past article of the K. I can't credit the author of the article since I can't find it. In it, though, was a warning about taking on too many games and possible steps that might prevent PBM burnout. At the time I first read it, I paid little attention because it COULDN'T be referring to me! Ah, well...I'm glad the subject came up again, even if the situation was not the most flattering to myself.

Having given the matter some thought now, I have a couple ideas that might help. If a new member were limited to just two matches in his/her first year, it might help in two ways. First, it would help the new PBMer gage his PBM obligations. Second, it would allow the new member's RD to check with his opponents and get their feedback concerning the new member's PBM committment. I guess what I'm suggesting is a provisional membership. I do see some problems with this. The new member may be matched against someone who has burnout or has just plain lost interest in gaming. In that case, the new player might just scratch his head and wonder who is judging who. Or it may just add paperwork without solving anything. Comments?

My burnout has only affected PBM - I still maintain my zest for gaming. Jim Fink corned me in Cooperstown and taught me the value of a game plan while playing FORTRESS EUROPA. I was kicked playing both sides for want of tactical and strategic planning. I have sworn revenge so I'm involved in a thorough study of the game. After some whining, we played a game of TRC where I tried to convince him of the power of the Odessa overrun on the 2nd impulse of the 1st turn (accomplished by shifting 4-5 Panzer units to the South). He remains unconvinced so we will have to meet again to settle the issue. We did have a good time, even while shooting at each other!

The first four paragraphs above should have appeared in K20-5, but I was too late again - a strange affliction I seem to suffer. In truth I've never been a good manager of my time and my organizational abilities leave my wife in stitches most of the time. I seem to thrive on a day-to-day basis, even with all the attendant problem this presents. It does prove embarrassing at times and on occasion inconveniences others - like those of you who wait avidly for my column. The reason for this reambling is to preface the announcement that I am actively seeking a replacement for the Regional Directors position in the Northeast. I think elections are coming up soon, but I'd rather not wait until then if someone is willing to step forward. The duties aren't that difficult and I can continue them for a while. But in truth, I am drifting away from gaming - the occasional FTF game seems to suffice now - unless I get thrashed, but that's not interest, that's blood lust! If you are interested contact me directly. I'll be preparing my farewell speech in anticipation of a massive response.

A final sad note. Kinderfest IIIa never made it off the ground. Even though I had encouraged an early response, I only had two responses. Maybe in a couple years...

-Kevin Murray-

## KEVIN MURRAY GOES TO ORIGINS

In the fine tradition of traveling journalists, Mr Murray kept and has submitted his journal of this years happenings at Origins 85. Here it is in its entirety:

OH NOOOOOOO Light Mud in December! Ah, another Contact. Dancing in the Snow! When I come back to you, Odessa. 3:00 AM! Sleep. 8:00 AM? Thank you. Who borrowed my eyes last night? Safe and snug behind the Bug. Whoops. Where did he come from? Oh. At what odds?? I see. Stalin rails to Archangel. Good game. Free time and a little brew. Pit Beef. AXIS AND ALLIES?? Milton Bradley?? I'll try it. Poker chips? How many dice?? Is this a game or simulation?? How many ones?? Moscow? Good game. More beer. More beef. PAX BRITANNIA Is this a table cloth or a map? I'm the Italians? Build fleets. What are these round things? Come to Rome and we'll settle this. But you were my friend! Why are you taking my triangles?? Oh. Good game. More brew. Of course I know how to get back to the motel. Turn here. Turn here. Pull over and ask that dude. Sorry. Sleep. 8:00 am? Thank you. Juice. Sunglasses. Flea market. How much? No, thanks. Get yer ol GENERALS here! \$70.00? Not bad. STOCKS AND BONDS? 3M? Sure. Stryker Oil, 200,000 please. Down how much? Nice game. AXIS AND ALLIES again? Do I play Russia again? NO! BANZAI! How many ones? Where's the Imperial Japanese Fleet? BANZAI! Fighters are now much on defense? You get to produce units there now? Good game. RAIL BARON. HA! Nah, I never buy the SAL. Give me the WP. Where? Miami?? Jackie Gleason? The June Taylor Dancers?? Hello, Joe. Boston? Who bought the B&M last turn. Miami? Nice game. More Brew. Sunday. Breakfast. Goodbye, boys! Next year. Bruce, you look tired. Jersey dinner? Let's eat and giggle about how tired we are. I'm home, dear...dear? What's this note???

## THE TRUE NORTH

Well, gentle readers, by working as a team our beloved editor and I managed to screw up. One consequence is that there was no column in the last K. Another was a passle of people didn't get welcomed. By now they're old veterans, so they may be a bit surprised to see this.

Bill Bean of Kitchener, Ontario is a birdwatcher and recent convert to gaming. His profession is newspaper copy editor so we may have a future editor of the K here (hot dog! Ed) Peter Edwards of Thunder Bay, Ontario is a teacher with over 170 games. He's done well in various Origins tournys and I KNOW he's particularly nasty at FRED THE GREAT. John Manson of Ottawa is an economist who started playing DIP 20 years ago. Paul Martin of Winnipeg, Manitoba is an expatriate Limey mining engineer who raises exotic birds. Garth Sinclair is a purchaser from Loydminster, Saskatchewan - he's AREA rated and looking for rated games. Finally, we welcome Joe Zizek, a Marine engineer in Alberta (?) and a James Joyce fan.

For most of us in the frozen north, its many days snowshoing to the nearest game store - except for those on the St. Lawrence banana belt... To save wear and tear on dog teams, I thought I'd mention a couple mail order firms right here in Canada. Games by Mail carries new and used games, including many rare and out of print ones, as well as having a very useful errata bank. Discount Wargames is strictly mail order on new games, but they have very reasonable prices. I recommend getting on both their mailing lists. I should note that I'm not endorsing either company, but I wanted you to know the option exist. Addresses:  
Games by Mail  
PO Box 98 Station D  
Toronto, Ontario  
CANADA M6P 3J5  
Discount Wargames  
PO Box 619, Station C  
Toronto, Ontario  
CANADA M6J 3R9

In an earlier column I mentioned we are going to have a weekend gamefest here in Ottawa. I have already contacted members in the immediate area and it looks good. If there are any members from further afield who might be interested - drop me a line and we'll get this show on the road.

After all my blathering about BULL RUN, I am currently getting clobbered by Dave Newman of PA. The lesson he is teaching me is that C'ville is a lot more vulnerable than one might think...sigh...

For those interest in the Canadian breakdown of members: NF 1, NS 5, PEI 0, NB 1, PQ,2, ON 21, MN 3, SK 1, AB 4, BC 6, YK 1, NWT 0, total 45. The breakdown is about the same as population demographics, except Ontario and Quebec. Ontario has more than you'd expect, probably due to games being more available and to the number of professional people here. In Quebec, you'd expect 12 but have only 2. Here it is probably a function of cultural and economic factors. There aren't a lot of French language games and their economy has never been that good for a lot of historical reasons.

Reading the K continues to cause a lot of deja vu for me. K 20-5 found me in the process of setting up adverts for new members and thinking of other recruiting methods. I don't think we want to lower our standards merely to build membership, but we do want to let potential good members know we exist. It probably wouldn't hurt to have members leave copies of the AHIKS information sheet (available from an RD) laying about the club house or game store. Sending copies to amateur newsletters may also be in order. I don't really consider this aggressive recruiting - merely information dispersal.

I find myself naturally led to a topic that used to see a lot of print in F&M and elsewhere - the recruiting (or lack thereof) of new gamers. With much talk of D&D, computer games, and excess complexity, the dwindling number of gamers was explained. As far as I recall, not a lot of print was given to why we older gamers aren't more aggressive recruiters. I think the answer is that we're older and so are the people we associate with. All of us have tried a wide variety of sports, hobbies, and past times and are now content with the few that career, marriage and life permit. My co-workers and friends don't hound me to try golf, bridge, or hang gliding and I generally leave them alone when it comes to gaming. When young, one tries to share interests with people you like or associate with. Now we try to like the people we share interests with. All the same, I am always eager to teach gaming to anyone who expresses a little interest, even when it means battling for the tractor works all over again.

Some thoughts to add to the discussion of PBM burnout. Although I have yet to experience it, I have learned how easy it is to over burden yourself with too many PBMs. Don't plan your game quota on times of peace and tranquility, figure on extended crisis and consider it carefully. If you simply MUST play the latest release of whatever, why not ask for an overseas opponent? It will mean a LONG game, but you may appreciate a 6 week turnaround instead of 6 days. No doubt overseas members will appreciate it.

Finally, accolades are due our fearless Editor for his excellent review of VIETNAM in F&M (blush,Ed). It paints a far more accurate view of the game than an earlier review in the Wargamer. And I'm also wide open for news, tips, convention reports, and other trivia from the membership about gaming here in Canada. Drop me a line if you have something to say.

Ciao.

-Mike Kaulbars-

Starting balance:	\$3881.25
Income:	\$1171.43 (old Acct)
	\$87.00 (dues)
	\$29.06 (interest)
	<u>\$1287.49 (total)</u>
Expenses:	\$17.80 (bank charges)
	\$12.16 (Canadian RD)
	\$180.29 (Match Coord)
	\$10.90 (Treasurer)
	\$130.20 (Editor)
	\$193.55 (Printer)
	<u>(\$544.90) (total)</u>
New Balance:	\$4623.84

Greetings, fellow AHIKS'ers. Dues are \$10.00 a year, \$12 if paid after 15 February. I have no objection to people paying in advance. 1985 dues are needed NOW to stay on the rolls.

-Sid Jolly-

OMARS LAST BATTLES

The 11th and final New Jersey AHIKS get together will be held the weekend of 14 March 1986. I am moving to New Mexico in June, so this will be the last meeting I will host.

The Vail-Deane School is 20 miles from New York City and near the NJ Parkway and Turnpike. We'll meet Friday evening, all day Saturday and Sunday as long as you want. A tax-free donation to the school of \$3.00 will be collected from members (\$3.50 from non-members)

We expect to feature 4 Apple IIe's with color monitors, the usual swap/buy table for games, good competition and a lot more.

This is your LAST chance - put 14-16 March on your calender and write me so I can put you on the "interested" list.

CONTACT: Omar DeWitt, 547 Riverside Dr. Elizabeth, NJ 07208 (201) 351-4810.

FROM THE DUGOUT

ALL RIGHT, SPORTS FANS, HERE'S YOUR B.I.G. CHANCE! How many of you are interested in managing a baseball or basketball team through an entire season? If you are, drop me a line.

If there are enough people interested, one or more leagues will be set up. The games used will be AH's Statis-Pro Baseball and Statis-Pro NBA Basketball.

Three types of leagues are possible: Replay - each manager controls all players that played for the same team. Modified Replay: A manager controls the players for one team PLUS those players drafted from teams Not chosen by a manager. Draft: Each manager drafts his team from the entire player pool, disregarding original teams the players actually belonged to.

These leagues will be PBM only - unless two managers live close enough to FTF their game(s). Probable mailings every 2 weeks. Stats will be kept and, if volunteers can be found, newsletters will put out.

So, if you're interested, let me know and we will go from there. My address is under JUDGE in the Officers.

-Bill Lindow-

## WORLD WIDE WARGAMERS - AN OVERVIEW

Last Origins, 3W's magazine The Wargamer won the Charles Roberts Award for the best professional board game magazine. It represented in a positive way the progress that Keith Poulter and crew have made over the past years. It is an association that I enjoy in my capacity as reviewer, developer, designer and I felt passing out a tad bit more info on 3W would be in line. (This may be considered a political statement...)

The Wargamer now appears 14 times a year with a game in each. Single copies go for \$9.95, 6 issues for \$36 (L26 in England), which is still cheap for good games and 3W has come up with some real winners. In addition to this "cheapness", the magazine includes direct mail vouchers for discounts on games from a variety of companies, like SSI, Quarterdeck, People's Wargames, etc. Keith also offers subscriber specials - extra bucks off games like AH's new RUSSIAN FRONT or West End's AIR CAV.

The games are all designed by free lancers, thus avoiding the "clone" syndrome of SPI. The games cover a wide ranging variety of topics. Stand alone games like STRUGGLE FOR STALINGRAD (my development), RISE OF THE HOUSE OF SA'UD, OKINAWA, THE RED BARON, are some that are coming up. Keith has also instigated series games like COMPANY COMMANDER, which works on the COMBAT man to man system. I designed the Pacific version of this one. Some of the upcoming designs can be used with other games, notably SHOT & SHELL to appear in issue 31 which is compatible with Yaguinto's outstanding IRONCLADS. Designers include Vance von Borries (Mr. North Africa), Jack Greene, Jon Southard, etc.

The Wargamer covers the whole hobby, paying special attention to games by smaller companies. Every game is reviewed, usually months before any other magazine. The magazine includes reviews, articles on strategy, occasional replays, scenarios, variants and design articles. There are mini-reviews of games, book reviews and reports on computer games. With a publication schedule every 25 days, the news from the hobby is the most up-to-date you can find.

Like S&T some of the games might not catch your interest, but some are classics, like DECISION AT KASSERINE and the recently released MACARTHUR about the Japanese invasion of the Philippines (a Jack Greene design). The quality improves with each issue (which it had better because I'm still bigger than Keith and I won't stand for anything less...) and to my mind is worth a look. If you're interested, drop 3W a line at PO Box F, Cambria, CA 93428, mention AHKS and ask for some more info - tell them you heard it from JDB and Anabel will be EVEN NICER!

-JDB-

## MONSTER GAMES AND THE COMPUTER

Computer games have much to say for them, but the one thing they all really lack is the ability to give you a panoramic view of the battle field due to the small screen you deal with. Games with large battle areas normally scroll so you can eventually see every spot on the "board", but it doesn't compare with a boardgame in giving you the feel for the whole action all at once. You also don't get the physical pleasure of touching your units and moving them about. What you DO get is relief from the million rules to remember, the need for a human opponent, accompanied by flawless bookkeeping.

It struck me that the usual problem in playing one of our Monster games might be relieved somewhat by creating a program to help take care of most of the mechanical details which these games tend to

generate. I had played BLOODY APRIL in a FTF multicommader game at the house of another AHKSer, Doug Cumming, and was delighted by the detail of the battle, but worn down by the sheer bulk of bookkeeping and rules required to simulate the battle under the system (the TERRIBLE SWIFT SWORD game system).

Two years ago, Doug brought me the rules to GLEAM OF BAYONETS - the TSS version of Antietam. I had just gotten an Atari 800 XL and thought I'd take a shot at writing a game play program. I never realized how much time it would take - simulating both a standard set of rules and an exclusive set with all the exceptions and exceptions to exceptions was no small matter. There were 544 combat and supply units divided into two armies, eight corps, 27 divisions, and 91 brigades and you need to know where in this structure each unit falls. You have to keep track of each unit's current strength, morale, ammo status and weapon type. Supply units, artillery, infantry and cavalry are all treated differently in different phases...you get the picture.

If this sounds like I got more than I bargained for, right on target. Fortunately, since you deal with programming problems by breaking them into small manageable parts, I didn't realize how much time this THING was taking until I was in too deep to get out. A kind of electronic Vietnam!

All that is the BAD news about using your computer with your Monster game. The good news is when you finish - you really can play your game easier. In the case of GOB, the game is so large you need Multicommanders to make it move without the computer. With the computer, you can play effectively with two players. There is less clutter on the map as all the tracking is done in the computer. No more number chits unless you want them there. Limited intelligence in a good way. Your opponent won't know your exact strength until he attacks - and won't know which units are out of ammo, either. There was a point in the actual battle where a critical portion of the Confederate line was held by units out of ammo - with the computer program, you can simulate that bluff.

Combat tends to go quickly with computer assistance. You don't have to worry about out-of-ammo units firing, or modifiers, column shifts or others. The right morale checks are made at the right time as do overshoot attacks. With a combat system this complex, you can spend a long time just firing one unit manually. The computer lets you skip this hassle.

The final nice thing about the game assist program is it lets you keep track of the "side effects" of battle: The combat efficiency of brigades is tracked, as are divisional casualties and victory points. Reports of current status is available without the drudgery.

What this boils down to is that if you have a monster game you want to play, but its too unwieldy, you should consider creating a program to help you. The only "BEWARE" sign I put out is that there's a good chance it'll be a complicated proposition taking a lot longer than you think. GOB took me two years. At one point I started keeping track of the hours I was putting in - but I stopped when the numbers got too high. I preferred not to know the amount of free time I was losing. Bottom line - I didn't mind paying the price - as long as I didn't know what the price was.

-Dan Gallagher-

NEXT K DEADLINE:  
15 DEC 85

FOR THE ADVENTUROUS ONLY

In addition to the official AHIKS PBM forms which the club furnishes for the most popular games amongst us I have another 14 forms which will not become AHIKS forms due to their not being requested quite as often as the others. I will warn you that most of these forms look poor visually as they are not quite up to the standards that I have tried to set (I'll have NO comments about ANZIO, thank you!) since most were sent in as suggestions for new AHIKS forms. I am however, offering them for anyone who just doesn't want to go through the hassle of using the blank OOB's. The following list of forms are available - I'm afraid I can't vouch for the quality. After each title is a bracketed number - this represents the number of 22¢ stamps each set of forms will cost you, and don't forget the self-addressed stamped envelope!

- A: BAR-LEV (GDW ed.) (4)
- B: EYLAU (NAP ART OF WAR) (1)
- C: WAGRAM (NAP AT WAR) (1)
- D: BATTLE OF NATIONS (NAP AT WAR) (1)
- E: ST. VITH (SPI) (1)
- F: CLERVAUX (SPI) (1)
- G: DARK DECEMBER (2)
- H: HELL'S HIGHWAY (4)
- I: NATO (VG) (2)
- J: THIRD REICH (1 turn per sheet) (2)
- K: SINAI (2)
- L: LITTLE ROUND TOP (1)
- M: BOMBER (2)
- N: DECISION AT KASSERINE (2)

Send your requests to Chester E. Hendrix,  
915 12th St. Marysville, CA 95901

# ! NOTE!

**THIS IS THE LAST ISSUE TO  
BE EDITED BY JOHN BURTT!  
SEND ALL NEW 'K' MATERIAL  
TO:**

**CHESTER E. HENDRIX  
915 12th ST.  
MARYSVILLE, CA 95901**

## 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 -

get w/ next match request

Antietam; #17 Midway; #18 Luftwaffe; #19 Air Assault on Crete; #20 PanzerArmee Afrika. Others are being prepared by the printer.

OPEN MATCH REQUESTS

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.

88 (1056); 1940 (881); Across the Parallel (1089); Afrika Korps (746); SPI's American Civil War (1013); Armor (1056); Arnhem (815); GDW's Assault (1045); Assault on Leningrad (926); Battle of Corinth (815); Blitzkrieg (738); Bomber (988 NM only); Bulge-65 (243); Bulge-81 (557); Chancellerville (1051); Chattanooga (253); Chickamauga (216); Circus Maximus (1102); VGS Civil War (1094); Yaq's Close Assault (511); Cobra (305); Custer's Last Stand (238); Decision at Kasserine (9347); Divine Right (216); Dixie (1038); Drive on Stalingrad (609); Fall of France (GDW) (986); Fast Attack Boats (326); France 40 (763); Franco-Prussian War (299); Fulda Gap (1085); GI - Anvil (888); Hell's Highway (826); Inchon (SimCan) (1089); Iron Bottom Sound (1013); Jackson at Crossroads (815); Kasserine Pass (2nd Ed, 880); Kharkov (1024); Kiev (1024); Kursk (2nd Ed) (1024); LaGrand Army (511); Lee Moves North (1075); Luftwaffe (1009); Mech War-II (12); Midway(Coral Sea Ver) (1013); NATO (815); Normandy (1085); Operation Granada (719); Overlord (1086); Panzer (1056); Panzer Armee Afrika (1027); PanzerBlitz (1028); Pickett's Charge (41); Prestag (817); Race to the Meuse (519); Raphia (299); Red Star/White Star (12); Rifle and Saber (511); Rocroi (30YrWr) (511); Scrimmage (742); Shenandoah (511); Sixth Fleet (815); Solomon's Campaign (480); Squad Leader (1102); Stalingrad (136); Stars and Bars (3W) (711); Storm Over Arnhem (967); Submarine (988); Task Force (12); The Moscow Campaign (1024); The Russian Campaign (136); Trireme (299); Wagram (253); War and Peace (1094); War at Sea (1044 GM); Wings (931); Wooden Ships and Iron Men (471); Yalu (GDW) (1089)

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

1101 H. Lowood

1102 H. Crosswhite

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 ARFA 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)



A stylized illustration of a bulletin board with various items pinned to it, including a globe, a map, a compass, a magnifying glass, a stack of papers, and a small figure. The words "bulletin board" are written in a bold, sans-serif font across the top of the illustration.

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

Roger Cox desires to get a multiplayer game of WAR BETWEEN THE STATES going. Anyone interested contact him at 5108 Borman Ct. Spartanburg SC 29301 (803) 576-5882

Ies Deck is willing to GM WAR IN EUROPE. Any member interested and is willing to complete, let me know. He would enjoy keeping it to three people or less. Contact him at address in Officers.

FOR SALE: Mint, unplayed AH's GUADALCANAL, unpunched counters, \$35. Please make a contribution to postage. Contact: Randy Heller, 4442 Paradise Knoll, Castro Valley, CA 94546

FOR SALE: Computer game assist Program for GLEAM OF BAYONETS. Full program requires any Atari w/48K or more and double density dick - \$11.50. Mini program using single density - \$7.50. Contact: Dan Gallagher, 307 Dean Dr. Rockville, MD 20851.

SALE OR TRADE: AH SUBMARINE (+BL counters and maps) AND AH PANZERLEADER (w/double counters/maps) will split on bid only - total: \$7.00. AH BLITZKRIEG \$3.00; YAQ's ASTEROID PIRATES \$2.00; BL AIRFORCE/DAUNTLESS/EXPANSION+ double hex map and AH counters, player's aids and rule book in great shape \$10.00; 3W FORWARD TO RICHMOND, DECISION AT KASSERINE, (both boxed and mint) \$8.00 each. All prices include postage or make offer on SASE. Bids opened 2 weeks after K's delivery to me. I'm looking for Apple computer games - SSI's Air Combat (version 1.1) or SSI's BroadSides second edition. ALSO if no one takes these games, I'd like to give them to an FTF club in the SE area. Any takers let me know. Contact: Dennis S. Demory, 1266 Gallaten Rd, Ormond Beach, FL 32074

SALE: Much of my collection of 600+ games. Send a SASE for lists: Specify: wargames WWII or after, or pre-WWII games, or non-wargames, or books and mags. There are few bargains, but some rare titles like 12 O'CLOCK HIGH (test series) \$15; VIKING (mint) \$20, ESCAPE FROM COLDITZ, \$15. Contact Omar DeWitt at address in Officers list.



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**ADDRESS CORRECTION REQUESTED**