

NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE HOME FRONT

I'm proposing a new column in the K entitled THE HOME FRONT. Due to the fact that most of our PBM gaming is played at home, it didn't take much thought to come up with the title; especially for what I have in mind for the column's purpose. Before I go into that, however, I would first like to bore you with some well known history.

Whenever most of us hear the term "home front", it probably brings to mind images or memories of 'THE BIG ONE' with scrap iron drives, rationing, and the general sacrificing by the citizens of the country at war. Without support at home, a soldier is either ill equipped or psychologically unprepared to take the fight to his foe. World War II and the Vietnam Conflict offer positive and negative examples of how much the Home Front affects the soldier in the field.

Unfortunately, the sacrifices at home usually go unnoticed or, if noticed at all, soon forgotten.

Perhaps more unfortunate is the way we gamers treat the members of our own *personal* Home Fronts. That's right, I'm referring to us gamers who are also spouses, parents, and/or pet owners (and I fall into all three categories)! The members of our Home Fronts make real life sacrifices in order to allow us to wage our historical conflicts and they often go just as unnoticed as their historical counterparts (no pun intended but credit accepted).

Which brings me to the "why" of this column: I believe it is about time that we give some space for the acknowledgement to those who make our gaming possible: Our spouses, children, and pets. They are participants in our hobby even if we, and they, don't realize the fact.

"Pets!", you jeer. "Certainly, not animals as gamers!" O.K., I concede that four-legged critters don't move counters INTELLIGENTLY; neither do I (Ask Steve Peluso). But how many times have you looked up from a mapboard to see faithful Fido looking at you from the door with a pleading look in yellow-tinged eyes? You try holding YOUR water until you're done with a turn! Or how about discovering your cat with empty food and water dishes? And did you really remember to feed your fish? Yes, pets are participants in the hobby; accept it or not.

So if pets, then most certainly family members. After all, our spouses and kids are the ones that go out of their way to grant us time in our hobby, do their best not to disturb our set-ups and mapboards, and exercise understanding and patience with us above and beyond any call or duty. And what do we give them in return? Empty spaces at the dinner table because we would be just "a minute more", tongue-lashings and punishments (physical or psychological; punishment is punishment) or an accident that single-handed or pawedly wipes out the French left flank, and the honor of being the first to relieve the brunt of our anger if an ICRK roll turns out sour.

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THE SOAPBOX

Well troops, another two months have flown by and actually, there is very little to report from this lofty office...which is actually quite nice given the upheavals of the past few months. I've fielded fewer phone calls - made a ton of my own, just keeping tabs. All in all, we might have weathered this particular stormy period.

Harvey Grove has asked to step down as PBM coordinator. Harvey has done an excellent job in a much ignored position - and I'm as much at fault as anyone on that score, for which I apologise to him. There is a proposal running through the officers that the PBM coordinator be merged now with T.H.E. Judge - makes sense, really.

Comments concerning Art's "at risk" proposal. Based on what I've heard from the RDs, most of the problems between members end up to be mail or moved problems - you guys really MOVE around out there! As such, I think an extra few steps is needed to allow for these things. So I'm proposing that all complaints be passed, as they are now, to your RD. He'll attempt contact with the party involved. If that contact fails, then the RDs will turn the matter over to our VP, who will follow up the problem, take the appropriate action, and keep the records of the same. That makes it a little less "lightning from the sky if you're two days late", but still workable. NOTE HOWEVER: This system will never take the place of individuals showing common courtesy and notifying opponents of moves or ANY major changes in life that will affect response time.

A note closer to home. Capt. Joe Miranda and I are collaborating on a game called, NICARAGUA <Political and Guerilla warfare in contemporary Central America. If you get all the review magazines, you may recall that Joe was critical of VG's VIETNAM because it didn't portray the full extent of a revolution; I gave high marks to the same game for doing what it set out to do - namely simulate what historically happened, despite the lockin to a bad strategy for the US. We corresponded about the divergent reviews and decided to put our heads together for a contemporary look at and all aspects of a revolution - hence, NIGARAGUA. It will have an extensive political system, as well as a simple, but effective military system, all on an area movement map of the country. At least that's the current plan.

ANYWAY, this isn't a big advertisement - Joe and I are going to need some playtesters - preferably those with FTF capability [THIS is the advertisement part! ed].

The game should be ready for testing 3rd quarter this year, but that's a guess as we're both swamped with work (I have 6 games to review in the next two months!). Volunteers, please drop me a line.

Finally, a REAL advertisement: My first full scale game will soon be coming out from GW - tentatively called BATTLE CRY, man to man combat in the Pacific. (I say tentatively, because it's changed names about a ZILLION times since I have created it). It uses Gameform's COMBAT system and looks at island combat, Marines verses the Japanese. Four maps, done by Earth Surface Graphics - the gang that gave you ROMMEL'S WAR map and KNIGHTS OF JUSTICE (and if you haven't seen either of those maps - check them out - state of the art in spades, THEY'RE BEAUTIFUL!). I would be VERY interested in your feedback - if its bad, I'll just cry a lot.

In a nutshell, the "why" for such a column is because our supporters should know that we appreciate them. The "how" is anything we gamers might share that would make it easier for other Home Fronts to cope with their resident warrior. How does your family get your attention when all else fails? What threats get the most attention ("If you don't come to dinner now, later I'll displace just ONE counter!"). How do you family - proof your maps? How do you remove a counter from the fangs of a cat without damaging the counter more than necessary or causing the cat undue brain damage?

I would also encourage non-gaming participants (no pets, please) to contribute to the column (my own wife has taken the honor of first dibs at the end of this column. ed]. I'm sure that there are spouses and kids out there who would appreciate knowing that there was something, ANYTHING, of interest for them within The Kommandeur.

What ploy works the best for you to get attention? Do you have a special location in which to place gaming mail? How do you stop seemingly endless monologues that use everyday terms such as "frontal armor", "enfilade fire", and "advance after retreat (You mean, it is possible to do both!?!")"? How do you cope with a crazed spouse dancing you in a circle, all the time yelling, "I got em! I got em!"?

In all seriousness, however, I would truly NOT want to see this column end up as a means for gamers to publicly be-rate anyone else: family, other gamers, groups, officers, etc. Accordingly, I trust that non-gaming contributors do not see this column as an opportunity to publicly declare their displeasure of the hobby. I would not like to see this column as a prospective means of sharing advice. A "Dear Abby" we are not.

I would like to see THE HOME FRONT column be a POSITIVE one. A place in the K where we gamers might share with others the best efforts of our non-gaming participants, as well as add a little humor by laughing at ourselves. For spouses and kids, I would like to see this column as a means in which we might share our hobby with them, and to let our personal Home Fronts know that we appreciate their efforts.

In conclusion, I want to be the first to take this opportunity to express my gratitude to my wife; to my Home Front: Mary thank you for supporting me in my hobby, and thank you for leaving the K where I can find it when you're done reading it.

[As a wife of a gamer I would like to say thank you for your article. Thank You so very much! Chester's Wife]
Mark A. Palmer

APPROACH THE BENCH

1. GAME SPECIALISTS - HELP! I need your addresses. My latest address list is dated 2/82. My requests for the most current seems to have fallen on a deaf computer. When you send me your addresses, please indicate if you wish to continue as a specialist and for what games. If you do not want to remain as a specialist, please send me a post card with that information. Also, our Africa Korps specialist is "retiring" for personal reasons, so a replacement is needed. If you know of a suitable replacement who has a good feel for the game and has played many games (at least 10) of it, please have him/her contact me as soon as possible.

2. ERRATA "BANK" - Our wordy (in a nice way!) Canadian RD, Mike Kaulbars, has suggested we start an errata "Bank". I heartily agree. So, send copies of all errata for for every game you own to Mike!! Actually, please send your errata copies to me so I can include them in the Ruling Summaries. The errata should be for any game that is even 'remotely' (pun intended) suitable for PBM; this includes non-wargames too such as Rail Baron, APBA BASEBALL, fantasy games, etc. In addition, please send me copies of any answers, rules, play, playing aids, etc. for these same PBM-suitable games.



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GENERAL INFORMATION

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

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.

..APPROACH THE BENCH cont'd....

I would rather be inundated with duplicate information, than miss out on a piece of valuable information; so, send copies of every ruling and errata you have. EXCEPT, I have copies of almost every Question Box from the General since issue v11#1 (I don't send me copies of these, but do send copies of the inserts that did contain questions, answers and clarifications.)

3. COMPUTERIZING - I am now putting all of the Ruling Summaries on a computer, out of a list of the "computerized" Summaries and their latest update date, plus which games have Specialists, in each issue of the "K", starting with the "monster" issue. [K21-4 ed]

4. PBM IDEAS - Our PBM Ideas Coordinator, Harvey Grove, is also "retiring", but, hopefully, not "fading away". I am taking over (what a nice phrase: "I am taking OVER") the PBM Ideas as it indirectly relates to Rulings and to "How to Play" procedures, which is also the province of the Judge. [something Bill didn't mention is that Harvey hasn't heard from the membership for any of his services for TWO YEARS NOW! Why WOULDNT he retire? How about some support?! ed]

I will also be computerizing this information when Harvey has a chance to send it to me AND I have time to put it on. So, watch this column for additional information.

5. PBM BURNOUT - The symptoms of "burnout" (apathy, lack of interest, procrastination, feeling tired, restless, etc) are not always because of too many games ongoing or of becoming "tired" of gaming. Most(?) of the time, Burnout results from complications in the gamer's personal life: overtime, illness, housework, "spring fever", vacations, family crisis, new/old girl/boy friend problems, etc. This results in little or no time left for gaming and leaves the gamer mentally "dog tired". You get so disinterested that even the latest game magazine (K, GENERAL, WARGAMER, etc) is discarded unread and moves for games you are WINNING are left unopened. It's easier to go to bed early [I wish! ed] and wake up tired, watch the 'Boob Tube', or waste any spare time by puttering around without really accomplishing anything. THEN- guilt sets in, which just seems to amplify the symptoms.

Yes, friends (and enemies and fiends), it has happened to me. But with Will Power and my new book GAMER BURNOUT (for only \$89.50), you can beat Mr. Burnout and raise your gaming skills to new heights! It slices, it dices, it... OOOOPPS, wrong plug.

Approach your games in steps. Each day, go on to the next step. Set up the game. Make your opponent's moves. Mull over your possibilities. Make your move. Mull over the consequences. Write down your move and mail it. Sometimes it takes a lot of mental effort and discipline to do a step. But when you do, it feels SOOOO GOOOOOD! Before you know it, you are back amongst the flock and ENJOYING gaming and waiting impatiently for the postperson, instead of hiding in the closet at mail time. Just don't let it get you down. If you need encouragement, call our fearful leader. Any time, day or night; that's what he's being paid for, right?

6. PBM TIME SAVINGS - If you are only playing one match at a time, see you next time. For the rest of you, have two or more matches of the same game going on at the same time. When you get a move for the game, wait a day or two and play the game, but leave it out if you can, for your other matches of the game. I have found this saves about an hour per match because you don't have to take it out and reset it up again.

Also, play a couple of "paper and pencil" PBM games like LUFTWAFFE or BATTLE OF BRITAIN. All you need is a "pencil" and photocopies of the PBM maps. You don't have to sort out the counters or place them carefully on the board, make your move and worry about recording your unit's positions from one map to the next, possibly by placing the new map over the old and tracing. Besides, with these games you can make a move during lunch or a break at school, work babysitting, etc., without anyone else realizing you are having fun.

Bill Lindow

THE TRUE NORTH

I hope that most AHIKSers read my column, as I have a couple of things to say to all of you. But before we get to that, a warm welcome to William Durocher of East Broughton, Quebec. William is an Electronics Technician who has become disenchanted with commercial pbm, and hopes that AHIKS can offer him good gaming at a reasonable price.

No doubt some of our Canadian members had to think hard before paying out pitiful Canuck Bucks for another years membership. As part of that decision you undoubtedly considered what you get from AHIKS and what you don't get. For the moment I would like to hear from you on the latter. Is there something(s) that you feel AHIKS could be doing, but isn't? What would you like from AHIKS other than the many services currently provided? Please give it some thought, but before you seal that letter to me, read on. I note in the latest F&M that they are having polls to recognize, and grant awards to people/games and things that have distinguished themselves in the hobby, but for which there are no Charlies. While I applaud the effort of DTI, I couldn't help noticing that there is still one glaring omission. So boys and girls, let me have your votes for the ALL TIME TURKEY AWARD. I want you to tell me which game(s) really stink; the mediocre simply won't be good enough here, I want only a select few. With some 700 of you out there I expect a good survey of games that have achieved distinction in this respect. Watch this space for the results of this poll.

One of the problems of being RD is thinking of what to say in these columns (except Mike, of course. His problem is how to edit what he has to say so that there is room for everybody else to get their two cents in. Only kidding, Mike is probably our best contributor and I wish the other officers would speak their mind as often! ed.), which is why I keep soliciting for information from you.

In part I am trying to let all of you know how some of you feel about particular games or issues. (The truth is, I love to get mail, hem hem.) Of late I have been getting together with Gil Collins and Bryce Allen for sessions of A GLEAM OF BAYONETS (AGOB). Not to miss a trick I have decided to turn these experiences into a series of K articles.

The first thing I want to do is review AGOB in the same manner as I did with BULL RUN. Would all of you who have AGOB please dig out your copy of K 20-1 and make up a new ballot to send to me. Rate the game for the categories as described in that K. Because AGOB is a monster game, it is difficult to explore it thoroughly, particularly given the many permutations possible with the McClellan chit system. Would you also include descriptions of the games you have played and how they turned out. You needn't be very specific, just general strategic notes are all I ask (eg. How you alot the chits, where you have the various corps/ divisions operate, and what their objectives are). Please also note how these various strategies worked, or why they failed. The only way you are going to get to read some interesting articles on the game is by helping me write them, so sharpen your pencils and jot down those thoughts and experiences down. To get the ball rolling I will make some comments about use of the McClellan Chits.

In A GLEAM OF BAYONETS the rules allow you to increase the probability of activating a corps by placing more than one McCl'n chit in the corps cup. Never do this unless you have no other units that can be activated. The increased probability of activating the corps does not compensate for the loss of a chit draw. The more cups you draw from the better your chances of activating corps. If you really wish to activate a specific corp use the M2 chit. The M1 chit gives the next highest probability, and the M0 chit the least. To start I like to use the following set-up: M0 - I Corps, M1 - XII Corps, and M2 in II Corps. All three will generally activate early, and approximately one game in four will have all three activate on turn one (damn handy that). IX Corps then gets whichever McCl'n's chit is drawn first, and so on. That's enough for now (other than whatever other drivel of mine Chester has decided to include). I look forward to hearing from each and everyone of you in the near future. Bis spater (what? ed).

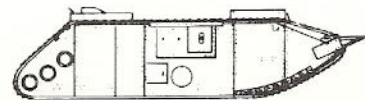
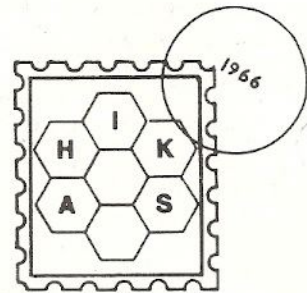
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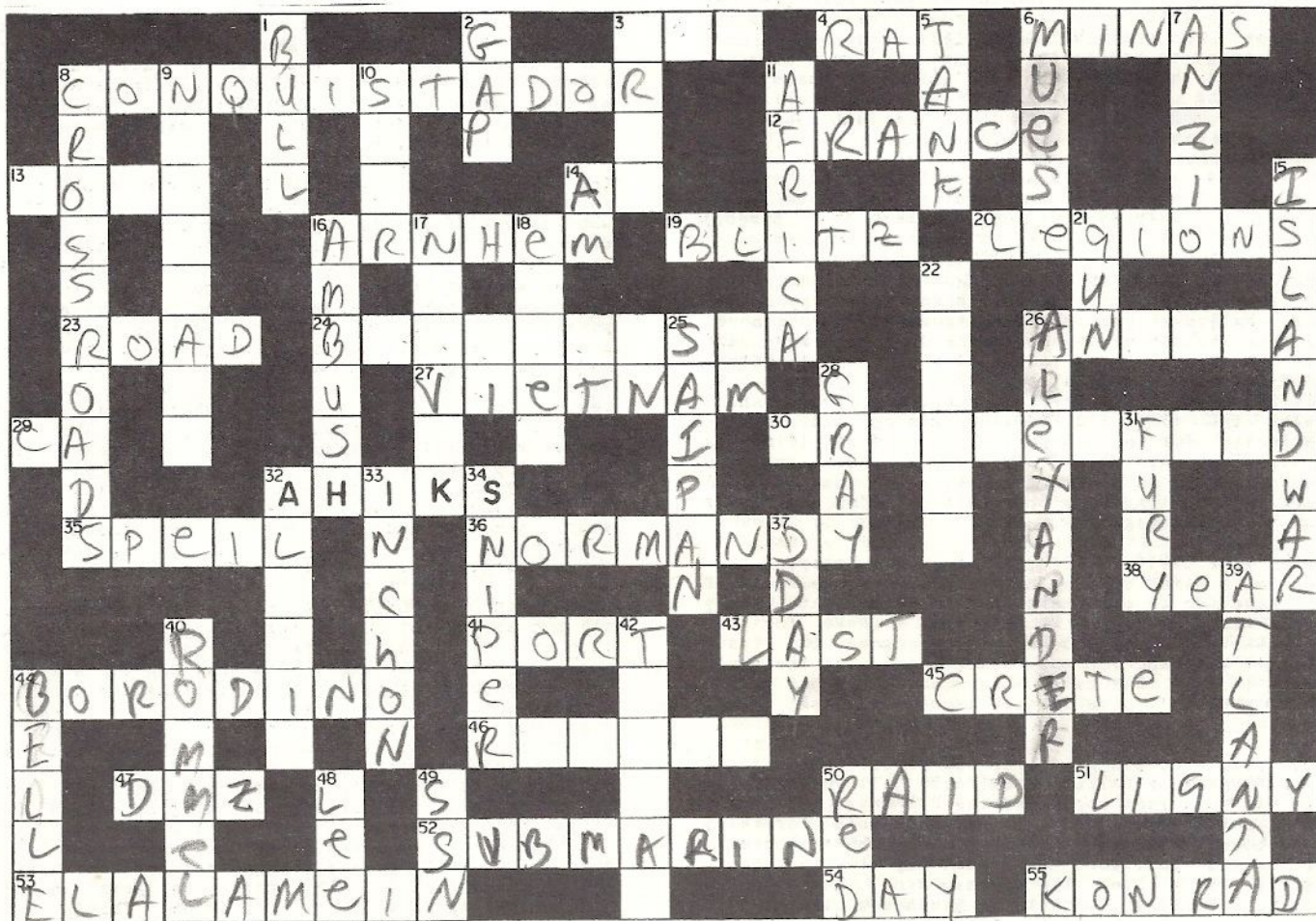
DOWN

- 3- LEV.
- 4- YEAR OF THE _____
- 6- TIRITH.
- 8- New world exploration.
- 12- _____ '40.
- 13- British African Conflict, the _____ War.
- 14- Initials of SPI Mideast game.
- 16- A bridge too far.
- 19- PANZER _____
- 20- CAESAR'S _____
- 23- _____ TO THE RHINE.
- 24- German invasion of Russia.
- 26- Civil war in Africa.
- 27- 1965 - 1975.
- 29- Cruiser.
- 30- Great victory of Gustavus Adolphus in 1631.
- 32- You'll never get this one!
- 35- KRIEG _____
- 36- Where Overlord occurred.
- 38- _____ OF THE RAT.
- 41- _____ ARTHUR.
- 43- OMAR'S (or Nappy's) _____ BATTLES.
- 44- Same battle as LA BATAILLE de la MOSKOWA.
- 45- AIR ASSAULT ON _____
- 46- In 1643 Bourbon beat the Spanish at _____
- 47- One of MODERN BATTLES II, set in Korea.
- 50- _____ ON IRAN.
- 51- Site of Blucher's defeat on 16 June.
- 52- AH remake of U-BOAT.
- 53- Rommel is stopped by Auchinleck.
- 54- THE LONGEST _____
- 55- OPERATION _____, by Close Simulations.

- 1- _____ RUN.
- 2- FULDA _____
- 3- QUATRE _____
- 5- English for Panzer.
- 6- RACE TO THE _____
- 7- Oleson's favorite.
- 8- LEE AT THE _____
- 9- Norway vs. USSR.
- 10- AGS Quadrigame: OPERATION _____
- 11- _____ KORPS.
- 14- WACHT _____ RHINE.
- 15- Least popular SPI Quad.
- 16- VG award winner.
- 17- Norwegian port.
- 18- Fallschirmjaeger victim, fort Eban _____
- 21- _____ S OF AUGUST.
- 22- Jagdpanther's forerunner of AIRBORNE.
- 25- One of the best of the worst (from 15 down).
- 26- _____ THE GREAT.
- 28- BLUE & _____
- 31- _____ IN THE WEST.
- 32- Roman donut.
- 33- MacArthur's last hurrah.
- 34- PATROL's sister game.
- 37- When Overlord occurred.
- 39- City in GA.
- 40- Leader of DAK.
- 42- Fortress near Dresden.
- 44- LA _____ ALLIANCE.
- 48- _____ MOVES NORTH.
- 49- GDW game about subs.
- 50- ROCKET'S _____ GLARE.



Don't peek yet! Answers on page 9.



NOTE FROM THE SECRETARY

Any member still lacking a MEMBERSHIP GUIDE, please write to the secretary again - he is now in working order. My apologies to all!

Bill Salvatore

INTERIOR LINES

I would like to welcome a new member to our region: Frances Reed, a meat cutter from Anderson, Indiana.

When I became a Regional Director in 1984 I mentioned that AHIKS had a few problems that needed to be addressed. In my opinion our ratings system and our procedure for handling complaints need to be changed.

First lets take a look at the ratings. I would like to see our ratings system updated and a list of all members above 1300 printed in the K soon and a complete list later (regular ratings published in the K will be making a comeback on a regular schedule yet to be figured out. edl).

We should also take a look at how the ratings system works and how we could improve it. I agree with Art that the ratings should have its own department. Our policy of canceling a set if someone decides to quit must be corrected. If you cancel a set you loose the game you are playing and the second game even if it has not started yet. This policy will have no affect on people who do not care about their ratings but at least it will give the offended party something for his time and his efforts.

We seem to have a minority opinion that considers our ratings an unnecessary burden. I totally disagree with this absurd idea. Ratings are used to determine the relative skill of the players involved. Since wargaming is a competitive situation it is only natural that a rating system be used. After all, sporting events use ratings and even the USCF has a rating system. In my opinion a good rating system will add professionalism to both AHIKS and our hobby in general (I doubt if this will add any "professionalism" to AHIKS and I am CERTAIN it won't to the hobby at large if for no other reason than at least half the people out there are either unaware or just don't CARE. I believe what Kevin is getting at is that for those of us who DO care for whatever reasons (these will vary from one individual to the next, ranging from blood passion to just trying to figure out if I'm really as bad as the snickering kibitzers seem to imply. And everything in between. For those who DO care this is a positive reason for being part of the AHIKS family. For those who DON'T care it is both water off the duck's back as well as a courtesy we shouldn't begrudge our postal friends. edl).

I have discussed our rating system with some of our officers in the past and have been told by some of them that "We don't play for blood." An interesting but meaningless statement. I have never seen any real blood shed in one of my games. [do paper cuts count? ed] I can only imagine that this statement means that they don't play to win. I don't know about the rest of you but I play to win and I don't care to play with someone who just goes through the motions.

Another complaint that I run across is from gamers who don't like to be held to their own move. Something like, "You know that I wouldn't make a move like that!" This situation usually develops when someone leaves a hole in their line. Since most of these situations can be prevented by checking our moves, I have no objection with anyone taking full advantage of their opponents mistakes. Our games simulate warfare and a good general takes advantage of his opponents mistakes. I always double check my moves and I have never lost a game through this kind of carelessness. I even know of one situation where a person lost a game when he let his opponent correct one of these kind of mistakes. He had the victory and when he decided to be a nice guy and let his opponent correct his move it cost him the game. Some people may call this a win at any cost attitude. Winning is not the point, the mistake was YOURS, own up to it like an adult and lets continue the game.

You can't expect the other guy to check your moves for you. Can you imagine a quarterback complaining to one of the officials that if he had known that the defensive back was going to intercept his pass he wouldn't have thrown the ball?! I am not advocating that we should take advantage of each and every mistake our opponents make. In fact it seems to me that wargamers are a very compassionate lot and are not prone to take advantage of these kind of situations. I can only recall one game that I won as a result of moving through a hole in my opponents line and that game was still a close one. I am going to borrow a term from my esteemed colleague Art Dempsey and state that if you do leave a hole in your line you are putting YOURSELF "AT RISK" of loosing the game.

Now, lets take a look at the problem we have with complaints. You do not have to be an ED to understand the problem but it does help to drive the point home. It seems that most of us joined AHIKS in order to get mature reliable opponents. Win, lose, or draw the intensity can only be maintained if we keep the game moving. I will be the first to admit that I have caused many a delay in my time. Unfortunately, it seems that many of you can get in line right behind me. A new system must be established to rectify this situation. I agree with Art and his get tough attitude. I would like to see a specific response time established by AHIKS. A twenty day period between moves should be sufficient for most of us. If you don't respond to a move within twenty one days of your opponent's post mark then he can charge you with a delay of game. Each person would be allowed six delays from the beginning of the set. When you are charged with the seventh delay the set immediatly ends, you loose the game you are playing and the second game too even if the second game has't been started yet. If you don't care how long your opponent takes with his moves then don't charge him with any delays. Perhaps this system will get us back on track and we can live up to our claim of reliable opponents.

KEVIN MCCARTHY



****WARNING! *WARNING! *WARNING! ****

If your name and # appear on this list, this will be your last issue unless we have or do hear from you by the 15th of May! Send in your \$12 today! Don't feel guilty, your Editor just payed two weeks ago! Best Jr. 552, Bonkowski 379, Brady 1105, Breiterman 1010, Burhans 84, Bush 866, Buttrick 864, Byron 636, Caton 189, Catterlin 1053, Chastain 436, Christian (9186?), Conlin 1099, Cornelison 800, Cox 881, Cromarite 737, Crosswhite 1102, Curley 327, Demory 321, Dubinsky 706, Durham 1096, Duval 801, Edwards 1073, Eisan 613, Erskine 295, Evins 1050, Fabish 850, Fantegrossi 906, Fenske 1025, Fink 1018, Finnis 1069, Fisk 976, Gaddis 2, Gardener 41, Garlit 955, Gavin 1087, Gelinus 950, Germond 1076, Geryk 875, Glaspey 827, Graham 960, Greason 828, Green 1079, Grey 1060, Grills 748, Gugarty 562, Haas 284, Hagberg 1062, Hahn 839, Hamilton 1080, Hammett 1070, Hart 574, Hartman 1021, Hastings 378, Heim 87, Henry 753, Hill 290, Howard 1095, Hurley 537, Hynson 411, Jackson 891, Jamison 965, Jerome 258, Johnson 959, Jupa 1113, Kelley 480, Kelly 528, Kern 264, King 681, Krassler 1012, Krisanda 1031, Linfield 963, Logsdon 599, Lombardo 1040, MacKay 1103, MacArthur 872, Malone 123, Maylen 214, McCarthy 496, McConnel 1094, McCormik 783, McCuaig 863, McMann 1058, McRae 672, Mulhollen 964, Muller 269, Nelson 762, Nievelt 996, Nixon 1122, Oleson 111, Owens 509, Parks 738, Paul 466, Pearson 773, Peterson R. 968, Peterson W. 401, Phillips 958, Piekarski 771, Pittiglio 557, Power 518, Quattieri 776, Raznoff 1033, Rebesco 747, Rebori 1078, Reeve 793, Robinson 287, Rowell 725, Schneider 485, Schroder 1048, Schwark 941, Shannon D. 921, Shannon M. 869, Shea M. 857, Shea R. 276, Sheppard 804, Shirley 986, Simecek 22, Smith 942, Snider 1055, Soon 868, Sparhawk 1066, Stanley 136, Stull 843, Summers 943, Swanson 886, Thompson 1006, Uballo 1023, Uhrick 806, Ursu 736, Wallace 113, Ward 999, Wetzelberger 428, Wharton 589, White B. 577, White W. 15, Wielgus 691, Wiesing 802, Wilhite 974, Winslow 873, Wojcik 501, Wright 1032, Wyche 834.

SWAPPE SHOPPE

FOR SALE: Diplomacy, Panzerblitz, Wooden Ships + Iron Men, Starfall, Grunt, Year of the Rat, Origins of WWII, Russian Campaign, and D-Day '77'. All in good to excellent condition. Send SASE with offer. Jim Cassity 555 S. Jordan Ave. Ventura, Ca. 93001

NEW RULES FOR AXIS AND ALLIES

New Research Rules

The research rules for Axis and Allies are the same in terms of cost and the need to roll a six to get new technology (exception, see the computers). The number of research products is expanded to 12. (A 12 sided die is needed).

1. Chemical warfare
2. Long range aircraft
3. Hovercraft
4. Computers
5. Rockets
6. Radar
7. Improved Subs
8. Improved ASW
9. Jets
10. Helicopters
11. Fifth Column
12. A-Bomb



1. Chemical Warfare-The attack and defense values of all units of a country with chemical warfare is increased by 1. Exception is defence versus aircraft only. One area per turn.

2. Long Range Aircraft-As per game.

3. Hovercraft-All tanks may now move over sea areas like ships. They cannot end their turn at sea.

4. Computers-All further research rolls get research on 5 or 6, not 6.

5. Rockets-As per game except infantry add 1 to their defense value if defending against an attack that includes tanks.

6. Radar-Ship defense versus subs and aircraft increases by 1. Planes versus planes defense increased by 1. AA guns versus planes increases defense by 1.

7. Improved Subs-As per game.

8. Improved ASW-All ships are +1 versus submarines.

9. Jets-As per game.

10. Helicopters-All planes may now carry 1 infantry passenger into battle. Both must start together. Infantry can remain in target area or return with plane.

11. Fifth Column-As per game. (Exception is first neutral attacked during peace time).

12. A-Bomb- As per game.

PEACE RULES

This rule hypothesises a short sharp war that results in territorial acquisition as per start of regular game. IE: Germany occupies France. Then peace breaks out as both sides take a breather.

1. Production in all areas is halved. (Rounded up).

2. Counter mix is only limit to production. No limit on research expenditures.

3. War breaks out as soon as a country invades a neutral. Production returns to normal.

4. It costs \$1,000.00 to invade first neutral to start war, then drops to \$300.00. Fifth column technology may not be used for invading neutral to start war.

No Alliances

The result is a more free for all style. Anyone can ally with anyone.

1. There are no set alliances.

2. Game starts with peace time rules. (See above)

3. Victory conditions are as follows: for a single, unallied country - 4,000; for a two party alliance - 7,500; for a three party alliance - 8,500.

4. There are winners within the alliance with first, second, and third determined by industrial production of each country.

5. Alliances may be broken at any point in the game.

Lend lease

This rule allows countries to ship each other ships, tanks, or plane counters. Technology may still not be exchanged.

1. Tanks, planes and ships may be given from one country to another.

2. Units to be lent from one country to another must start in lender's industrial complex and moved to an industrial complex belonging to the receiver.

3. The instant the receiver gets the lent units in his industrial complex area move to the industrial production box. These units may not take part in any combat if they are lent. (essentially they are unmanned)

4. Units may be converted after shipping one receiver build phase. Ie. If U.S. lends Britain two tanks, they may not be replaced with British units and used until they sit through one British build phase unused in production box. The following build phase, the US Tanks would be replaced with British counters and be deployed normally.

5. There is no limit to Lend Lease. (Except counter mix and transport difficulties).

6. The Lenders' Units are returned to Lenders' counter mix AFTER conversion to receivers' units.

7. This is primarily to help a US/Great Britain alliance but any one can use it.

8. If using no alliance rules you don't have to be allied to use Lend Lease.

STEVE LLEWELLYN

OPPORTUNITY FIRE

I hope you folks enjoy this issue, it has been a killer for me to produce. I knew the job would be dangerous, I just didn't know it would be THIS dangerous! This issue is extra long for a couple of reasons. One reason is that I have been getting some excellent articles sent my way. I particularly direct your attention to THE HOME FRONT on page 1. This is going to be a permanent feature and I hope you will make special efforts to get your spouse / girl-boy friend / parents or others that you live with to read it. Many of us are no longer school kids, but adults with families of our own who we feel get left out. This can be an avenue of involvement that is sorely needed and I would really like to print some pieces from "those serve who also stand by wondering". Another new feature which I REALLY got a kick out of, and I think you will too, is the crossword puzzle submitted by Mike Kaulbars. I hate crossword puzzles but I had a BLAST working with this one! I would like to print some more, the only rules are you must work within the size (number of blocks- 26 x 18) requirement, and that the word AHKS must be in it somewhere. Starting next issue will be a new feature on SILLY RULES & ODD SITUATIONS that will probably be known as CANNON FODDER. Next issue will come to you by ORIGINS time and will be accompanied by the NEW Member Guide and a surprise I'm not telling anybody about! PS- check out the NEW Match Request Form (it CAN be xeroxed- you don't HAVE to cut up your K!) Chester

TREASURER'S REPORT

STARTING BALANCE: \$ 4242.65

INCOME: \$ 625.50 (dues payments)
 10.00 (excess payments)
 2.00 (donation)
 19.36 (interest)

 \$ 656.86

EXPENSES: \$ 9.40 (bank charges)
 6.00 (overpayment refunds)
 27.43 (M&SO)
 5.53 (Treasurer)
 120.76 (President)
 92.62 (MC)

 (\$ 261.74)

 \$ 4637.77 (Final balance)

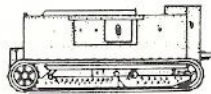
Initial dues are \$12, prorated quarterly, plus \$8. Annual dues are \$12. Payment in U.S. funds please. We can accept Canadian dollars, but refunds in Canadian are subject to a \$10 (US) service charge. Overpayments will be credited unless a refund is requested.

Overpayment credits, as of 4/6/86: 225, 557, 598, 737, 1069, 1091, 1092, 1102(each \$2); 1103, 1113(each \$9).

"Make your accounts as intricate as you can, and, if possible, unintelligible to everyone but yourself, lest, in case you should be taken prisoner, your papers might give information to the enemy."
 Francis Grose, 1782
 (Dictionary of Military and Naval Quotations)

ELECTIONS

	Yes	No	No opinion
President	212	3	14
Secretary	213	4	12
Judge	213	3	13
Editor	211	4	14



	1st Class	Bulk	No Opinion
'K' Mailing	62	145	22

Total ballots received: 229.

EDITOR'S NOTE:

I thought this would be a little more interesting to read as it came to me from our Treasurer.

ELECTION REPORT

Preliminary election results:

	Yes	No	No Opinion
Pres.	204	2	13
Sec.	204	4	11
Judge	204	3	12
Editor	202	4	13

	Yes	No	No Opinion
1st Class Mail	60	138	21

Total ballots received: 219.

Comments:

Ballots:
 "Voting should be 'secret ballot'?"
 "This is the US of A, right? Whatever happened to secret ballots?"
 "'Party' vote", referring to a vote all Against.
 "It's always good to have some loyal opposition." Another all Against.
 Re a vote on only one officer: "Can't vote on the other guys; I ain't ever dealt with them."
 "And thanks to everyone of them."
 "Isn't this a might silly?"
 "Why bother with this?"

Survey:

"I'm easy." (indicating no choice).
 "Don't have opinion (sorry)."
 "What matters the time spent in route, as long as there is an arrival every other month?"
 "No opinion. Whatever is best for the 'Family'".
 "Use \$ for hard disk system."
 "Better OOB's, etc", referring to saving money on bulk mail.
 "Need more info. What are the implications?"
 "What is the difference?"
 Re Bulk Mail, "Use the money for PBM tournaments or to maintain the rating service."
 Re 1st Class, "I answer 'Yes' so that my copy can reach me in Canada. It is not necessarily a vote for the same for U.S. members."
 "Question: Could we save even more with nine digit Zip Code?"
 "Save money at all & any cost and bring down dues!!!"
 "Now takes 'K' eight days to get to me in Canada. If 1st Class will speed it up -- yes. If not, save your (our) money."
 Re 1st Class, "Absolutely! Raise dues if you have to!"
 Re Bulk Mail, "Unless an urgent mailing was necessary, such as a pre-convention notice, etc."
 Miscellaneous:
 "I think you should maintain a (dues) surplus. Extra money will be one less thing for the officers to worry about. If anyone has some imaginative idea for AHIKS, they won't be burdened by lack of funds."
 "NO! --on the Life Time Membership for any member. We had this out 5 years ago!"
 "Yes. Spend money on computer to save rating's."
 "Buy a 10MB hard disk for Don Eisan. Keep dues as they are."
 "Could you include in the survey questions concerning computer access? I have toyed with the idea of automating certain games and exchanging disks instead of OOB's with opponents."
 "I also vote for buying the hard disk."
 "Treasurer's Report 21-1 --Maintain old rates/dues."

Treasurer's Reply:

The election was effectively secret. Only I saw the ballots, and I'm not telling who voted how. We could have some outside person/agency receive and count future votes if enough members think it worth the extra expense.
 Why bother with the election? Gives the officers some idea of how the membership thinks they're doing. Evidently most of us are satisfied with how the society is being run.

Difference between Bulk and 1st Class mailing of the 'K' is that 1st Class mailing is (usually) faster and (somewhat) more likely to get thru, but costs considerably more.

The Postal Service is dropping the Zip + 4 system, so the question of our switching to it is moot.

Perhaps we could offer the option (at a higher dues fee, of course) of having your 'K' mailed First Class.

AHIKS has purchased Don Eisan a 20 MB hard disk to use for the membership list, ratings, etc. Price, \$667.53. Terms of the arrangement are currently being debated. Don originally offered us a \$500 share in the system, but it was decided best for AHIKS to pick up the entire bill to simplify ownership.

Dues, amount and deadline, are an evolving question. An official vote a few years ago raised the amount to \$12/yr. A combination of official policy and, "it's wrong, but it's in official print now" led to a \$2 discount deadline being set for, first 15 Feb, and now 30 March. Amount of '87 dues will likely be reduced, probably to \$10, with a \$2 discount for payments before 1 January.

Sid Jolly, Treasurer.

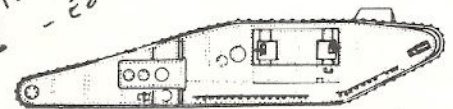
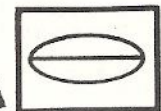
3/1/86



Secret Hidden Note: A new People's Army is

BALLLES!!

being formed - stay tuned for further details! - Ed



TRADING POST

FOR SALE: Most of the issues of MOVES and S&T (with games). Also, some choice games. Send SASE to: Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208

THE MAP BOARD

How did I become appointed as your Vice-President? I can say it in two letters; however, since I wrote them to John Burt, they are now his property.

I really don't know "why me". I suppose it all started when I wrote to John volunteering as MSO, since I have availability to a hard disk and computer meeting the requirements set forth in the K 21-1 'SOAPBOX'. I wasn't surprised to find that my offer was not quite refused, but not accepted either (lucky YOU! I was made an offer I could have refused! As you can see though, all my limbs and vital organs are still attached and functioning - ample testimony that I too, accepted my fate. Ed). After all, who am I to be so audacious, as a junior member of the Society with only 2 cancelled checks for dues behind me, a virtually less - than - unknown, to make such an offer?

So, I wrote back to JDB offering my help in any way, as I was tired of using the services offered by the Society without being able to contribute anything; and now I'm your V.P. Desperately trying to fill the shoes of Omar Dewitt who, as near as I can determine, has served the Society in almost every way since its inception in 1966. Repeating the same words I said to myself after having my wife accept my proposal of marriage 12 years ago, I say again; "What the Hell am I doing?!"

John gave me few days to think about accepting (did he ask you if you had any favorite racing horses like he did me? Ed.) and, after discovering that the duties of Vice President (as specified in the AHKS Constitution Section IV, Paragraph C.) state essentially that the V.P. has no duties but to wait for the Prez to kick off, I figured that this was the ideal position for me: harmless. Uhhnnn... there isn't a revised Constitution in the works is there?

In all seriousness, I intend to be more than just a vulture waiting to pounce on the Presidency if the vacancy arises, as the AHKS constitution implies. Since the Winter of 1984 (when I applied for membership in the Society), I have enjoyed knowing that I could have an opponent to almost any game at almost any time. Although I am apprehensive in accepting the post of V.P., I eagerly look forward to serving you, the membership, in any way.

Mark A Palmer

BULL RUN - STRATEGIC DECISIONS

In AH's game BULL RUN, the burden of attack lies with the Union, yet it does not enjoy a numerical advantage. The CSA begins dispersed from from one end to the other, trying to defend a number of strategic objectives. The only hope for a Union victory is a concentration of force. Choose your avenue of attack, deploy with a 3-1+ superiority in that sector, then kill CSA units faster than they can be replaced.

Splitting the Union army into only two forces considerably eases command control problems. Strong forces should be left at Centerville to guard against CSA attack, or, failing that, open a second front to keep the pressure on. Leave one active leader at Centerville for the defence. He'll be needed to coordinate the defence or to get the second assault going. For the second assault, send back another active leader for the primary assault forces.

Strategically, it is easier to consider both CSA and Union deployment on a sector basis. The three I will consider are 1) Union Mills (CSA right); 2) Mitchell's Ford to Cub Run (the CSA center); 3) Cub Run to Sudley Fords (the CSA left).

At Union Mills, the CSA has Holmes and Ewell to defend three crossings. The terrain is excellent for defence and if both brigades start behind the fords, the Union will have little hope of achieving a crossing until the area is reinforced. However, the CSA will often deploy Ewell in front of the fords as it is easier to move him up for an assault on Centerville.

The Union should examine Union Mills closely. If Ewell can be caught and killed quickly, it is probably worth the while to attack there. The Union will probably be able to get across the run before the CSA can reinforce; once the Union is on the ridge behind Union Mills, there will be little hope of dislodging them.

Assign three brigades and an artillery stack to kill Ewell and force the fords. The rest of the Union should attack the CSA center to tie up units and reinforce Union Mills as necessary. Another gambit is to attack the two CSA flanks, as the left is easier than the center, but this dangerously splits the Union forces and if ANYTHING goes wrong, the game is probably over. If Ewell begins in front of the Fords, he should be adjacent to them so he can slip back across, with the cavalry and another unit far forward to keep the Union from catching Ewell on the first turn.

If there is to be a CSA assault on C'ville it will probably come from the center, sector 2. Longstreet, Bonham and Kershaw can begin in front of the fords; they are strong enough to prevent the Union from mauling them on turn 1. Jackson, Jones and Early can reinforce the center once it is active, cross at Mitchell's Ford and attack C'ville from the right, or reinforce some other threatened sector. Because of the "freeze" limitations Jackson will usually be dispatched to the left flank while the other brigades try for C'ville once they've been unfrozen. A more conservative CSA player might start with all units behind the fords, making them impregnable. This would leave three brigades free for other sectors and still leave an awesome force in the center. This would mean NO threat to C'ville, as once the Union deploys in front of the fords the CSA will be hard put to cross.

I have considered a Union strategy of bringing their full force to bear on the strong CSA forces in the center, but I doubt this would work. I suspect one would kill 5 or 6 regiments and the rest would slip away to join the already strong forces behind the fords. The Union would then be forced to march off to easier crossings and would then find the CSA left shorn up, Sudley unavailable and the dead regiment rallied. Generally a Union assault on the center should come late in the game when it has been stripped of defenders. With no threat to the C'ville defenders into action. By then, however, the time limitation will force them to be only effective against the center.

The CSA starts with only TWO brigades on their left and two more available to reinforce by turn 3. They have to cover five fords and a bridge with only Cocke and Evans. If the Union crosses at Sudley, Evans will have to screen, leaving Cocke with 4 fords to cover. The cavalry should be sent far forward to limit Union deployment. The abatises should be used to interdict the thoroughway and block Stone Bridge.

If the CSA has deployed Cocke and Evans in front of the fords, the Union should concentrate against them and wipe them out while they're backed against the Run. Otherwise, Sudley's Ford will be needed to flank the position.

Because there are two fords to be crossed at Sudley, it makes for a slow Union advance with real command control problems. No more than four brigades and an artillery stack should deploy between Poplar Ford and Island Ford. The rest should be left at C'ville. If the Sudley Fords are used it is probably wise not to unfreeze the CSA until absolutely necessary - that gives the flanking maneuver the greatest chance for success.

In all cases, at least four brigades should be left at or near C'ville and two of them should be STRONG brigades. In conjunction with that, these forces should mobilize to reinforce the main assault or create a second battle as soon as it is apparent that there is little threat to C'ville. NEVER leave C'ville completely naked - it is very embarrassing to lose because a cavalry company slipped past.

Mike Kaulbars

PACIFIC THEATER

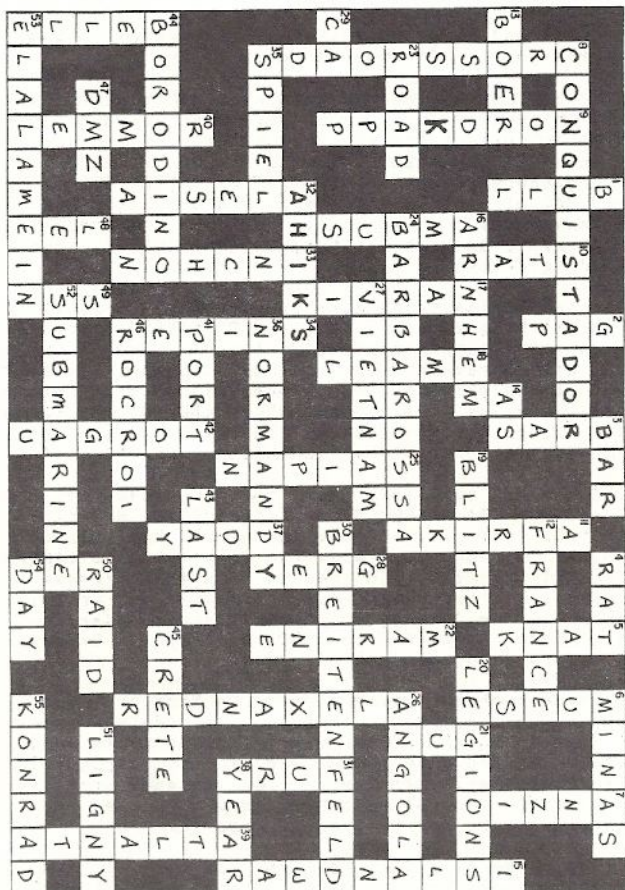
We have a new member in AHIKS and an old member who has become a resident of the Pacific Theater. The transferee to our region is David Hull who hails from Chicago. David has taken up residence in the Bagdad Bay, San Francisco. He is interested in FTF play and if any of you locals want to challenge David to a game or two he can be reached at 415-776-8380.

The new member to AHIKS is Keith Poulter, who is a designer and developer of 3W games, and a publisher of WARGAMER magazine. Who ever draws Keith in a match game better make sure they get a handicap if he designed the game. Keith has been playing board wargames since 1975, publishing them since 1977, and developing games since 1980. This is quite a transition in five years. Some of his design/development credits include: Forward to Richmond (dev), Napoleon at Austerlitz (design), Lawrence of Arabia (dev), Clash of Steel (design), and more.

Keith enjoys strategic/operational level games, from say a single Civil War Battle with regiment sized counters up to the whole Eastern Front 1941-45 at the army corps level. No "mano y mano" for Keith. His favorite historical periods include WWII, Civil War, and Napoleonic periods.

Keith hails from UK where he was once a British Intelligence officer and a political science teacher [your editor resisted a number of juicy puns linking these two professions only at an extreme cost of self control]. He has been in training all his life to design wargames. He moved to CA in 1983. Like most of our new members Keith is joining AHIKS to receive our editorial marvel the "K" [plaudits cheerfully accepted. ed], and to make contact with a serious group of players. His current work schedule does not permit him much pbm time at present; however, he expects things to lighten up later in the year so he can devote some time to playing.

Chuck Leath



DOING IT BY THE BOOK

Now and then it is necessary to generate die rolls without the aid of dice or an ICRK. Most gamers will immediately suggest either honour rolls or the stock market, both of which have problems which is why the ICRK was introduced in the first place. There is a third alternative, which surprisingly few gamers are aware of, namely the phone book. I can not recall where I first encountered this idea, but I know that it isn't my own.

First one chooses a page of the phone book; let us suppose that I have chosen the page with the Smith's.

Smith John A 828-0128
Smith John B 725-8973
Smith John C 829-2366
Smith John D 725-0582
Smith John E 231-0798
Smith John F 828-8144
Smith John G 725-7920
Smith John H 829-1212

What I have in front of me is ten columns (use both pages) of 80 - 100 numbers each, potentially 1000 die rolls. I now choose four consecutive phone numbers as a 'fingerprint' which I send to my opponent so that he can verify my rolls after the game is over. In the example above I might choose John D to G and send my opponent the following.

FINGERPRINT 725-0582
231-0798
828-8144
725-7920

Once both players have selected their own page and sent the fingerprint play begins. To get your die roll simply pick a column and roll as you would for an ICRK. Assume up to 60 rows/ column, as some columns are shorter than others. When your opponent "rolls" go to the indicated column and roll. Starting from the right find the first digit between 1 and 6 inclusive. Use only the first four digits, do not use the three digit community codes (preceding the hyphen). If a given number does not include a digit between 1 and 6 (such as Smith John E above) default to the number immediately below (Smith John F).

In the example above; if my opponent had eight attacks and called for (1,1), (1,2), (1,#)...(1,8), his die rolls would be 2,3,6,2,4,4,2,2. Note that the number for John F is used twice, once because it was called for and once because the number for Smith John E had no digit from 1 to 6. Once the game is over I remove or photocopy that page(s) of the phone book and mail them to my opponent with the fingerprint clearly indicated. He may then verify any or all of my rolls.

One little added note, always verify at least a couple of any opponents die rolling, be it with stocks, phone book or ICRK. If you can honestly say that you always check as a matter of principle then you will not cause offence when you WANT to check if all seven 3:1s really did AE.

I have not checked the randomness of the phone book with statistics, but I know that one game of TRC gave an average German rolls of 3.506 compared to an expected average of 3.5 (n=60), that's good enough for me.

MIKE KAULBARS

NORTHEAST PASSAGE

Hello everybody. My name is Tom Hastings and I'm the new RD for the Northeast region. I agreed to take over for Keith Murray. A little background on me is in order.

I'm 23, single and have been a wargamer for 10 years. I enjoy both ftf (horrors) and pbm. I would say that right now that about 80% of my gaming is pbm due to difficulties of finding time to play ftf. I will play almost any game although my favorites are tactical and operational level games on the Russian front and naval games. My all time favorite game is Panzerblitz, followed by Flat Top and the Assault series.

Other things that may be of interest. I work for West End Games as a glorified go-fer, have been a member of AHIKS for five years and love going to conventions. (That's usually where I do most of my ftf gaming).

I also would like to welcome a new member to the Northeast this month. His name is Scott Carl Rogan. He is 29, works as a programmer, and lives in Ronkonkoma, NY. At present he is only interested in pbm. He owns 30 games, with his favorites including NATO, BB-81, TRC, and 3R. Welcome aboard Scott and the best of luck in your gaming.

Finally, if any of the members have any ideas or suggestions please feel free to write me. Later on this year or early next year I'd like to organize a gaming weekend and would like to know how the membership feels about it. Also if any members plan on attending this year's Alanticon in NJ and would like to get together for some gaming or just to talk, drop me a line.

Tom Hastings

THE MATCH COORDINATOR

I. A. Welcome all recently joined members - good to have you with us. Have fun and good gaming.

B. I have presented in this column information that I feel will assist our membership and avoid problems that might create an atmosphere of confusion; I strongly urge each to take a moment to read this column for helpful hints.

C. As much as I would like to fill all requests (within reason) the one I cannot oblige you is requesting to be issued ICRKs and OOBs for yourselves and *NON-MEMBERS!* This cannot 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 that your non-member friend join our organization.

D. A NEW MEMBER GUIDE will be issued to each new member from our Secretary. This will explain away many of the questions that might arise. In the event that you continue to have questions, you are free to contact your Regional Director, opponent or me to resolve your problem. Check the index for Officer addresses. In the event that you have not received your NHG, write to our Secretary.

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 # 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 # listed at the top right hand corner of the address label on his K-Zine.

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 nor accepted for any reason. Each member is responsible for the return of the assigned control numbered random die roll sheet called the ICRK to the MC after completion of the match. The TOP portion of the ICRK should be detached and completed where required in order to receive proper rating and be credited for the return of the ICRK. Although members can request A.R.E.A. rated matches, AHIKS is not obligated to report any

A.R.E.A. matches to Avalon Hill, this is the responsibility of the member. Members have the right not to have their rating published in the K-Zine. A request for non-publication should be sent to me.

G. The MATCH REQUEST FORM is the only vital link between the MC and the members that allow 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 by commas. If there are two games with the same name made by different companies, then indicate which company's game you desire to play; in other words- be detailed. I do not have at my disposal all of the games that have been published nor do I have knowledge of the companies that have produced them, therefore any information that you can render to me on your request that will assist me in securing your request is greatly desired and appreciated (eg. AH Co; Need double die ICRK; etc.). Please use the codes that are indicated to avoid confusion.

G. An initial match will be assigned a new member upon receipt of his data sheet from the Regional Director. Every effort will be made to assign a match that the new member has requested, and if at all possible with an experienced member who will assist the new member in the mechanics of our system. In the event that a game is not available; the MC will assign a match that is listed on the data sheet, in the order of listing so that the new member may begin to enjoy PBM without delay. RD's: insure NMs know this.

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

J. In the event one receives the wrong ICRK, do not panic, just give me a call for the address of your opponent and keep the ICRK. It becomes his, and his becomes yours. It doesn't require new issue.

K. If any member has the opponent on the fence and is only in need of ICRKs or OOBs, then have only *ONE* agree to contact the MC for them. Please include your opponents' code number, name and address; the same as if you were preparing the MATCH REQUEST FORM. NOTE: the MSO officer is not the person to contact or send in any type of request to; send all requests for anything to do with matches, OOBs or ICRKs to me, thus avoiding delays.

L. I aim to please and make your gaming as enjoyable as possible, therefore, I have PRE-PRINTED OOBs available to you in limited quantities. I am in need of members who will prepare OOBs for the Society. Interested members can prepare them on our 8x11 or 8x14 standard forms, keeping at a minimum the number of sheets used; however, be sure to include the entire forces used in the game for both sides, including reinforcements.

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 War in Europe; #11 Anzio; #12 Longest Day (Scenario #1); #13 Cobra; #14 Blitzkrieg; #15 Chick/Shilo; #16 Cemetery Hill/Antietam; #17 Midway; #18 Luftwaffe; #19 Air Assault on Crete; #20 Panzer Arme Africa; #21 Panzergruppe Guderian; #22 Napoleon's Last Battles; #23 Bull Run. Others are being prepared; can you help!?

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

O. Those members who desire to play multi-player matches are advised to contact our MULTIPLAYER COORDINATOR OFFICER. See officer index.

P. 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 reasons for joining AHIKS. To find good, reliable opponents. Fine! But just don't let it die there; if you come across an opponent who fails to respond to your several inquiries and you have taken every recourse open to you possible, then make the complaint to the RD. He will then determine the required actions to either resolve the matter favorably, or request his expulsion from the Society.

Q. 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 your experience on to them, it will help to expand our base.

R. It has been my intention to give the membership the best possible service that I can provide, but I need your help. Without it I can accomplish little or nothing. The best service is based on you keeping me informed of any changes to your address or phone number.

S. It is not the practice or policy of this Society that any monies be rendered for any services which are provided within the organization, or by any individual member. The only monies requested are annual dues! Have you sent it in?!

T. Any member who desires to be inactive and still maintain their membership with the Society is privileged to do so; the only requirement is that they maintain their good standing by having their dues paid up.

SPECIAL NOTICE! If you have not paid your 1986 dues, be sure to send your \$12 to Sid Jolly 731 G Street #E6 Chula Vista, CA 92010. Service will be suspended until dues are paid or I am notified by the Treasurer that dues have been recieved.

II. OPEN REQUEST MATCH:

Air Force (NM Only), Air Assault On Crete (1011), Alexander the Great (975), Antietam (1046), Anzio (336), Anzio [desires opponent under 1450] (854), American Civil War [SPI] (336), Armor (1119), Assault On Leningrad (926), BULGE-65 (933), Bulge-81 (32), Chancellorsville [74ed] (305), Chickanauga (1046), Circus Maximus (1102), Close Assault [YAQ] (511), Cross of Iron (1117), Custer's LVCH (326), CV (959), D-Day 77 (885), Devil's Den (253), Divine Right (216), Empires of the Middle Ages (1116)*, Fast Attack Boats (326), Fortress Europa (32), Frederick the Great (511), GI Anvil [AdvSLK] (888), Great Redoubt (1116)*, Guns of August (136), Gunslinger [Multi] (251)*, Hell's Highway (826), Jackson At the Crossroads (238), Kursk (1011), LaGrand Arme (511), Machiavelli (216), Modern Battles Quad (305), Napoleon at Bay (1116)*, Napoleon's Last Battles (967), Operation Konrad (369), Operation Market Garden (253), PanzerBlitz (596), PRESTAGS (817), Rifle and Saber (511), Russian Front [AREA] (519), South Mountain [WE] (253), Speed Circuit [Multi] (251)*, Squad Leader [Adv: 1st Sit] (262), Stalingrad (1014), Stars and Bars (253), Stellar Conquest [Will GM Multi] (519), Struggle of Nations (1116)*, Task Force (1028), Up Scope (1074), Victory in the Pacific (1121)*, War At Sea (1121)*, Waterloo (885).

III. NEW MEMBER CODE #:

W. Nixon	1122
G. Stone	1123
W. Durocher	1124
K. Poulter	1125
S. Rogan	1126

In the event you do not know your code number, contact me.

Les Deck, MC 4/1/86

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MATCH REQUEST FORM

CODE# _____ PHONE# _____ DATE _____

NAME _____

ADDRESS _____

TO REQUEST MATCHES: USE THIS FORMAT —
 INSERT ON THE NUMBERED LINES THE GAME TITLE(S).
 INCLUDE THE LETTER CODES (IN PARENTHESIS) LISTED
 BELOW THAT APPLY. IF YOU PLACE MORE THAN ONE GAME A
 LINE, YOU WILL BE MATCHED WITH THE FIRST OPPONENT
 AVAILABLE WITH ONE OF THOSE GAMES AND ANY OTHERS
 ON THAT LINE WILL BE IGNORED.

USE THESE LETTER CODES TO ASSIST MC

- (A) DESIRE A.R.E.A. OPPONENT (IF AVAILABLE)
- (F) DESIRE FAST OPPONENT (7 DAY REPLY) (IF AVAILABLE)
- (G) WILL GAME MASTER THIS GAME WITH # _____ PLAYERS.
- (M) DESIRE MULTI-PLAYER MATCH: # _____ PLAYERS DESIRED.
- (N) WILL PLAY NEW MEMBER.
- (O) WILL PLAY OPPONENTS OUTSIDE USA/CAN.
- (X) ICRKS (CHECK ONE) NEED: 1-6 1-10 2-12 OTHER (SPECIFY _____)
- (Y) NEED PREPRINTED OOB #'s _____ (INSERT OOB # OR GAME TITLE)
- (Z) NEED CONTINUATION ICRK FOR PRESENT TITLE _____ & ICRK # _____

1. _____
2. _____
3. _____

*() MY ADDRESS/PHONE HAS CHANGED. ATTACH NEW INFORMATION AND SEND TO MC, SECTY. AND TREAS.



TWEEZERS! At last! If you've ever wondered what the secret of not moving (or destroying) all adjacent stacks because your fingers won't fit BETWEEN the stacks- you've finally discovered the answer! You may have (jealously) noticed your friends who own tweezers and wondered which of their medical friends they bummed them off of. Well, your intrepid Editor has discovered a source for some 4 1/2" tweezers that will make playing those games with high, adjacent counter density a joy to play again. Personally, I have gotten to the point where I can't play WITHOUT them (my FTF opponents refer to this as being spoiled, but I know sour grapes when I see them! And I always notice that they want to get their hands on them as soon as MY turn is through!). The hard sell is this - \$8 postpaid to your doorstep will solve your problems! Send today, don't delay, adhye etc., ad nauseum. Chester E. Hendrix, 1054 Lewis Oak Road, Gridley CA 95948

FOR SALE: Boxed unless *, good to excellent cond. \$1 shipping per boxed game and .50 bagged. **SPI:** LORD OF THE RINGS \$9; FULDA GAP \$10; PANZERGRUPPE GUDERIAN \$6; KAISER'S BATTLE \$4; NATO DIV COMMANDER \$18. **TSR/S&T:** CENTRAL COMMAND * unpunched \$5. **AH:** STRUGGLE OF NATIONS \$12; 1776 \$6. **GDV:** INVASION :EARTH \$4; FIRE & STEEL (miniatures rules) \$4; AVALANCHE * (mounted boards) \$12. **OTHERS:** Battline/ DAUNTLESS \$8; Yaquinto/ RED STORM \$5, THIN RED LINE \$7, BATTLE \$2; WWW/ CLASH OF STEEL * \$5, DARK CRUSADE \$5; VG/ PAX BRITANNICA \$11; OSG * ARCOLA \$2; Taskforce/ STARFIRE I * \$3, STARFIRE III (EMPIRE) * \$3; QD/ GRANT MOVES SOUTH (unpunched) \$7; SSG/ SALAMANCA * \$5; Strife/ SEIGE OF PORT ARTHUR * \$4; Ultimate/ STONE'S RIVER * \$1; 100 NEBELWERFER SMOKE SCREENS \$5. I will take the highest bidder on games not already sold. Bill Haggart, 1206 Gavin Dr., Marysville CA 95901

FOR SALE (prices include shipping): **VG-** PACIFIC WAR unpunched \$33; **SIXTH FLEET** unpunched \$23; **SPI-** MIDDLE EARTH (3 games in one box, rare) mint \$33; **TAHGC-** AIR FORCE unpunched \$13; **BISHARK** mint \$10; **GUNSLINGER** mint \$13; **Yaquinto's WINGS** unpunched \$18; **STAR FLEET BATTLES** w/ expansion #1, unpunched \$13. Also note below- **ATTENTION!** Would Ralph Vickers and any other members interested in using computers within AHII please contact me- Cecil J. Hammett, Box 358, Douglas City CA 96024

SECON '86 - July 25-27. Sponsored by Atlanticon and the Knoxville Game Board. SECON will feature board gaming, miniatures and role playing. A dealer's area and seminars will also be included. The con will be held in Knoxville, TN in the World's Fair Holiday Inn on the World's Fair site. For information write: Atlanticon '86; P.O. Box 15405; Baltimore MD 21220.

WANTED: **SPI's WOLFPACK.** Also Escort and U-Boat commanders for a multi-player game of "Strategic Submarine." Bill Lindow; 12038 Hornsilver Mtn Rd; Littleton CO 80127

FOR SALE: Prices include postage. Games marked (*) are unpunched - all others in excellent condition. **CAESAR/ALESIA** \$7; **LILLE** \$6; **PRIVATEERS & GENTLEMEN** \$6; **BONAPARTE IN ITALY** * \$25; **STRUGGLE OF NATIONS** * \$14; **NAPOLEON AT BAY** * \$11; **BULL RUN** \$8; **FURY IN THE WEST** \$7; **PAX BRITANNICA** \$12; **THEIR FINEST HOUR** * \$14; **CAMPAIGN FOR NORTH AFRICA** * \$60; **DESCENT ON CRETE** \$12; **OPERATION CRUSADER** \$18; **PACIFIC WAR** * \$25; **FLAT TOP** * \$14; **RUSSIAN FRONT** \$11; **STREETS OF STALINGRAD** \$30; **D-DAY** \$7; **THIRD WORLD WAR** \$9; **SYSTEM 7** (All 14 sets unpunched except British, Prussians and Spanish-punched and sorted in plastic counter trays: two copies of Austrian Line II set: rules included) sold as a complete set only, \$75; **S&T nos.** 35**, 42**, 44*, 61*, 64, 65, 66, 67*, 68, 69**, 71, 72, 73, 75**, 76, 77, 78, 81, 82, 83, 84, 85**, 104 (Issues marked * have counters punched; issues marked ** lack game; all others complete with unpunched game) sold as complete set only \$55; **AH GENERAL** - vol.20 #4 thru vol.22 #4 \$12; **F&M 39-45** \$7. Gary Charbonneau, 4309 Sheffield Drive, Bloomington IN 47401

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