



NEWSLETTER OF AHIKS



THE KOMMANDEUR

CONFLICT SIMULATION COMMENTS AND ANALYSIS

In Memoriam

*The neighing troop, the flashing blade,
The bugle's stirring blast,
The charge, the dreadful cannonade,
The din and shout, are passed;
Nor war's wild notes, nor glory's peal
Shall thrill with fierce delight
Those breasts that nevermore shall feel
The rapture of the fight.
Theodore O'Hara*

Another of our membership has passed away. It is a sad duty to report that Robert Cross died of cancer just a few weeks before Christmas. His funeral was held December 17, 1993. Bob was a member for over twenty years. His friend and fellow AHIKS member, Bill Lindow, reports that Bob played a wide variety of games. For those of you who played Bob over the years and want to send your condolences, Bob's family can be reached at 7932 8th Ave. SW, Seattle, WA 98106.

FRED WEBSTER REQUESTS RESIGNATION

Just before the K went to press, Les Deck reported that Fred Webster, member number 0001, the founder and charter member of AHIKS, has decided to retire from active wargaming due to poor eyesight. Fred created AHIKS and its twenty-nine years of gaming. There has been little time to react to this sad news. A suitable recognition of Fred's contribution to our lives will be a challenge us all. Words fail to provide a thank you equal to his gift. Until an official recognition can be made, may I say, on behalf of all of current and past membership, "Thank you Fred!"

EVEN YEAR OFFICER CORPS POSITIONS UP FOR ELECTION

The following Officer Corps positions are up for election this year: President, Secretary, Judge, and Match Coordinator. Any member may nominate themselves for any of these offices. The election will be held in Volume 29 - 6 of the K and the winners announced in Volume 30 - 1. As a cost-saving measure, only opposed posts will be on the ballot. Any member wishing to run for office should send a letter of intent to Mark Palmer and an announcement to the editor for publication in the K. Self-nominations for office will be accepted until Volume 29 - 4 goes to press.

THE FASSIO PRIZE FOR BEST ARTICLE

This issue's articles are the first entries for the 1994 Fassio prize. Enjoy these articles, but give a thought to one which just might make you AHIKS' top author in 1994. Remember, it is the best article to be published in the K in 1994 that wins the prize. Articles that are received but not published this year will be eligible in 1995, if published in that year.

LAST NOTICE: WINDS OF WAR - SE REGIONAL TOURNAMENT APRIL 8 - 10, 1994

On the weekend of April 8-10, 1994, I am once again holding the ASL "Winds of War" SE regional tournament in Winston-Salem, NC. I would like to offer our venue at the downtown Winston-Salem Best Western Regency Inn to the AHIKS membership for the southeastern regional gathering. We have always had some open gaming at this tournament, and with so many SE members situated in the North Carolina, I thought this might be a good arrangement for AHIKS.

Bryan Eshleman, a neighbor and opponent of mine, will organize some kind of tournament. For those members desiring further information, it is obtainable by sending me a SASE.

Bryan and I look forward to hearing from any SE members with suggestions on what they'd like to see offered. Space will not be a problem. Typically, "WOW" attracts up to 50 or so ASL players, who are a very tolerant bunch. In addition, we will have a dealer in new and used games who would be interested in bargaining for good, out-of-print games.

For further information please write or call:

Raymond Woloszyn
7162 Mantlewood Lane
Kernersville, NC 27284
(910) 996-5677

GEnie E-mail R.Woloszyn

Raymond Woloszyn - SE #0616

THE MAPBOARD

First of all, I would like to thank everyone who exercised their right to vote in the last election. In case you'd forgotten or didn't know, I'd previously served as Vice President and President in the middle 80's. A lot of changes have occurred in the world since I was last in the Officer Corps, and the one which has influenced the Society the most, in my opinion, is the availability of computerized gaming (either PC or game-machine based). It started with my last term of office, picked up steam during Kevin's, and is fully entrenched as I start this current term. I believe that computer gaming, and the instantaneous competition which it provides, are the highest hurdles facing any "low tech" gaming society.

The outgoing administration of AHIKS was faced with this challenge and met it well. I'll try to maintain Kevin's enthusiasm and dedication to this hobby by following his example of being present at conventions, thereby making AHIKS a "known entity" within the boardgaming world. I would also like to commend Kevin and his administration for increasing the membership roles of AHIKS. At one point during his administration there were 425 members on the books, which is the highest total I can recall. I'd worked with Kevin within AHIKS before and had found him to be dedicated to the hobby and to the Society. Good Job, Kevin!

Now, Bryan and I are faced with continuing with Kevin's fine efforts. In the past several months, I've recognized the old specters from my previous administration (and every administration since the conception of this august Society) of the need to increase membership, and the need for financial stability. Besides those, there is the "runaway train" heading towards us that just nailed our European friends in the form of the Robin Hood incident; specifically, protection of our funds. The major difference with this side of the Pond is that our concern isn't so much protecting our funds from our Treasurer, but instead providing AHIKS constitutional protection for him. A two signature check is currently the favored method to accomplish legal protection for Sid, although nothing has yet been instituted.

As I'd mentioned in a previous issue of the K, my choice of Bryan as my running mate for VP was for his experience as RD (of which I have had none), his dedication to the hobby and to AHIKS, and because of geography (we're only a few hours away from each other). We had a chance to meet for a couple of hours at a miniatures convention here in Raleigh, and we decided that he would head the By-Laws rewrite. I'm looking forward to working with Bryan, and with all of the members of the Officer Corps.

Continued from Page 1

Continuing the philosophy from where I left off some years ago, my monthly Presidential Newsletter (PNL) will be available to anyone who requests it with a SASE. Also, you may reach me over the CompuServe or Prodigy computer on-line services.

I look forward to my service to you, and commend Kevin for his efforts as my predecessor.
Mark A. Palmer - President

OPPORTUNITY FIRE

This will be a very short column. There is a great deal of information to stuff into this issue and space is at a premium.

I'd like to give a plug for Chester Hendrix's new game *Bastogne Or Bust*. Chester called to announce its availability. It promises to be a great game so give it a try. [See Chester's ad, in the Bulletin Board].

There are currently three candidates for the MSO Ratings position. As of yet, no word has arrived from Tom Hammer as to the candidate that will be taking over or if we will be going to an election.

Jim Denier - Editor

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 yearly, prorated quarterly, with a one-time initiation fee. Additional information on current rates 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.

SUBMISSIONS

AHIKS desires submissions of game-related articles, tactics and strategy, series replays, game reports, game reviews of great PBM games, book reviews, and stories of the military from the AHIKS' membership. All submissions should use tasteful language and refrain from non-AHIKS political discussion. Personal attacks on other members will not be considered for publication. [Refer such complaints to your opponent's Regional Director.] Please note that the Officer Corps columns are news items and not articles. They are published as presented. Articles may be sent in any legible format. An MS-DOS 5.25 inch diskette file with an ASCII format text is most welcome. Graphics should be in .PCX format or in pen and ink. Pen and ink graphics should be sized to a K's column width or page width. Full page or half page graphics will not be used at this time. The following game companies have granted formal permission to reproduce game related-graphics used in articles about their games: The Avalon Hill Game Company and The Gamers, Inc. Permission must be received in writing from any other company if their game graphics or related materials are going to be reproduced. Please do not submit an article for publication which has also been submitted elsewhere.

PUBLICATION DEADLINES

Articles are accepted at any time and will be published as conditions allow. News items will be published, provided that the item is received in sufficient time to be typed, proofed, and pasted-up in the finalized issue. The following dates are approximate and may shift due to personal or the Society needs. The final day for which news will be accepted is:

Volume 29 - 2 [03/11/94]	Volume 29 - 6 [11/11/94]
Volume 29 - 3 [05/13/94]	Volume 30 - 1 [01/13/95]
Volume 29 - 4 [07/08/94]	Volume 30 - 2 [03/17/94]
Volume 29 - 5 [09/09/94]	

CHANGE OF ADDRESS

Send change of address notices to Les Deck, 80 Worcester Road, Stowe, VT 06672. Send the change of address notice as soon as the new address is known. Do not wait until the move has actually taken place!

UP COMING CON'S

Apr 7-10 - BayCon '94; Exeter, England; Contact Rob Mulholland, 66 Magdalen Road, Exeter EX2 4TN, United Kingdom

Jun 10-12 - PoolCon, Marshall, MO; [A House Con] Contact Vince Lutterbie, 1021 Stonehaven; Marshall, MO 65340

July 7-10 - Origins '94; San Jose Convention Center, San Jose, CA. Contact Origins '94, P.O. Box 3100, Kent, Ohio 44240 (216) 673-2117

July, ??-?? - World Dip Con IV; Birmingham, England; Contact Iain Bowen, 5 Wigginton Terrace, York, North Yorkshire YO3 7JD United Kingdom

Aug 4-7 - AVALONCON '94, Huntington Valley, MD; Contact TAHGC, 4517 Harford Rd., Baltimore, MD 21214

Aug 18-21 - GEN CON; Milwaukee, WI; Contact GEN CON Convention, POB 756, Lake Geneva, WI 53147.

GEN CON SUPPORTING CLUBS

Jon Pickens is organizing the historical board gaming events at GEN CON again this year. The convention, which drew 20,000+ last year, is scheduled for August 18-21, 1994 in Milwaukee. The con will have a freebie table again this year and a contact board. AHIKS has some old K's and recruiting posters that are aching to be made available to the gaming public. If you are planning on attending and would consider setting these materials up, contact your editor.

In the same flier that announced the table and contact board was a call for judges for this year's convention. The announcement arrived after the last K was mailed and the applications were due before this K was mailed. If you are interested in organizing and judging an event contact Jon Pickens, c/o GEN CON Convention, POB 756, Lake Geneva, WI 53147. While it is probably too late for this year's con, you'll be on the mailing list for next year.

ORIGINS DATE SET

ORIGINS '94 will be held July 7-10 at the San Jose Convention Center in San Jose, CA. For further information contact: Origins '94, P.O. Box 3100, Kent, Ohio 44240 (216) 673-2117. Thanks to Ray LaBarbera, #887 for this information.

AHIKS KOMMANDEUR

-NEWSLETTER OF-

AHIKS

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LONG RANGE RECONNAISSANCE PATROL

Your Officer Corps is out trying to gather intelligence. Here is your opportunity to painlessly send in your opinion on your likes, dislikes and ideas for the K. Please rate your preferences on a scale of 1 to 10 with '1' being great, as in 'YOU NUMBER ONE' and '10' being 'YOU NUMBER TEN!'. Copy your rating and the item number on to a postcard and mail it to Steve Ball, P.O. Box 1773, Bloomington, IL 61702. OK, here goes:

1. Regional Director Columns
2. Editor's Column
3. President's Column
4. Treasurer's Report
5. Play By E-mail/Computer Column
6. Multiplayer Column
7. Match Coordinator/Open Match
8. General Information & Deadlines
9. Mail Call
10. Up-Coming Con's
11. This Is The Military
12. The Repo Depo
13. The Bulletin Board
14. Articles like 'Rail Baron'
15. Articles like 'Red Alert! Red Alert!'
16. Articles like 'The Peasants' Revolt'
17. I'd like to see...
18. I really dislike...

2 OK, send it in!

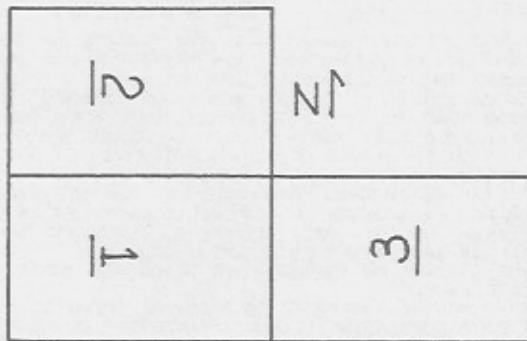
PANZERBLITZ SITUATION #13

Battle of Minsk July 2, 1944

The Russian spearhead has broken through to reach the HQ area for the 5th Panzer Division. The Russian combat units have used up 1/2 of their fuel and armaments to reach their present position of entering board #1.

The Russian commander has been informed that badly needed supplies are on their way from the eastern sector. This will allow the 2nd Guard Tank Corps to continue their attack. Will the Tank Corps reach their objective once again in the year 1994?

Map Configuration:



Rules of Play: Standard Rules w/supply.....Exhaustion of Fuel/Armaments.

Victory Conditions: Russian must score 8 points by the end of game. Each town hex on Board #2 is worth 2 points. CP unit destroyed is worth 3 points. Fortress destroyed or captured is worth 2 points.

Town Hex CONTROL: defined to have a unit within the hex or to have been the last side to have moved through the town hex.

Game Length: 16 turns

Germans setup first, Russians move first.

Russian Forces:

All units enter same hex, Q10, on Board #1 south edge

2 x Engineer

6 x SMG

6 x Truck

2 x Halftrack

1 x SU-152

2 x SU-76

10 x T-34c

Russian Resupply units and Escorts enter on the east edge of board #3. Supply / Escort units may NOT enter until game turn 2.

3 x Guards/Rifle

11 x Truck

3 x Halftrack

1 x SU-85

German Forces: Setup anywhere on board #2.

1 x 75mm AT Gun

1 x 88mm AT Gun

1 x 20(4) Quad AA Gun

1 x Engineer

6 x Rifle

3 x SMG

1 x CP

4 x Wagon

1 x Truck

1 x Halftrack

1 x Wirbelwind

1 x Metzger

2 x PzKpw IV

1 x Fort

5 x Mine (2:1)

German Recon units: Setup on board #3, not east of row R.

2 x Security

3 x SdKfz 234/4

German Off Board units: (See order of appearance).

1 x 120mm Mortar

1 x Engineer

2 x SMG

1 x Truck

1 x Halftrack

1 x Puma

1 x PzKpw VI

1 x PzKpw V

German Order of Appearance (Off Board Units) All (M) & (I) units are loaded in vehicles. All units enter the North Edge of Board #2 only.

Turn #1 - Puma unit

Turn #2 - PzKpw IV/1 SMG unit

Turn #4 - Truck/1 Mortar

Turn #6 - Halftrack/1 Engineer Unit

Turn #12 - Panther Tank/1 SMG unit

Exhaustion of fuel/armaments: Russian Units Only.

Game Turn #8 (At end of turn 8) Movement Lost - all tanks, all

tank-destroyers and SU-152.

Game Turn #9 (At end of turn 9). Fire Lost - all tanks, all tank-destroyers and SU-152.

Game Turn #11 (At end of turn 11) Movement Lost - all halftracks; Fire Lost - all infantry/engineer/smg units.

Resupply rules: Each truck from the supply convoy may supply 2 vehicular or 4 infantry/engineer/smg units.

Resupply Routine: Supply truck enters hex with combat unit. Stacking limitations apply in all resupply turns. Units may never load into supply vehicles.

Step #2 - All involved supply and combat units are inverted and considered dispersed at the end of the Russian player segment of the contact turn. They remain dispersed during the following Russian turn. (Units not being supplied need not be inverted).

Step #3 - Involved supply and combat units remain dispersed through the following Russian turn. At the end of that turn combat and supply units are re-inverted with full capabilities for the rest of the game. Supply trucks are removed from the game unless they have supply capacity left.

Notes: If supply and combat units are attacked during supply routine then both units use their own defense factors for combat results. THEY MAY NEVER ATTACK.

Supply trucks are NEVER used as C-units. Supply trucks may NOT spot for combat units.

Combat units MAY USE their weapons on the TURN of contact. A supply truck unit MAY supply 1 vehicular and 2 infantry type units.

GERMAN

Position of Fortress: 2O5

Position of Mines: 2C5, 2D6 & 2E5. This closes the southern flank of Golod. This town must be held at all costs. Position of Last 2 Mines: Questionable at best. If they're placed at 2Q10 and 2S10 they don't stop the attack on Hill 132, however they will slow down the resupply units from the east. This could mean that once the town on Hill 132 has been taken, the Russian units will have to move south for resupply. This leaves the Germans with a counteroffense to recapture the town. I have placed the mines at 2P5 and 2P6, closing any western attack on the Fortress position. However, this hinders German mobility and is not a good idea in this situation. They may also serve a good purpose at 2O4, 2N6 or 2O6, etc. This cuts down eastern attacks from the hillsides against the fortress.

Heavy Artillery Positions: The big AT Gun and heavy mortar unit move to the fortress on turn 4. This covers the attack routes north, east, and west to Golod. CP Position: Keep it on the run.

Harassment Board 2: Place some units in the southwest woods of the town on Hill 132. This slows down the capture of that town. **Harassment Board 3:** Not much chance of stopping the supply units, but you might consider another unit or two over to board 3 to keep the trucks under cover for a little longer. Delaying the supply could become a very big factor.

Positions that should be held: The wood line west of fortress 2P5, etc....the woods at 2M2, 2N2 and 2N3. The woods at 2M7 and 2M8. The road and woods at 2H4 and 2H5; also 2I3 and 2I4. This, of course, will lead to a fight for control of Hill 129. It's worth the effort to keep the Russians off 129 as long as possible.

Added Plus: German units may enter ANYWHERE on north edge of board 2.

RUSSIAN

No PanzerBush: Attack, attack, resupply, and attack some more. If you don't, you lose.

Protection of Resupply Trucks: send 3 or 4 tanks east to board 3 to protect and also to resupply. They can then help in the protection of other resupply operations.

Resupply areas: The woods at 1R2, 1R3 etc....The woods at 1E3, 1F3 etc....The woods at 2D8, 2E8 etc....the town on board 3 3D5, 3D6 etc....

RUSSIAN

SU-152 can be used to capture Hill 129 and then sent to clear the woods hexes west of the Fortress.

NOTE: Russian Phases:

Phase 1 moves 1, 2, & 3;

Phase 2 moves 4, 5, & 6;

Resupply moves 4, 5, 6, 7, 8, 9, & 10

Phase 3 moves 11, 12, 13, & 14

Phase 4 moves 15 & 16 capture last points.

Joseph L. Mele - #1423

Special thanks to Andy York for typing the article. Jim, ed.

Tactical Communications

War At Sea

[Distilled information, clues, hints, expectations and opening moves.]

Here is a War at Sea opening deployment for the British. In the North Sea use (5-5-3)x2, (4-4-3)x3, (1-1-7)x2, (1-2-4), (0-2-7). In the North Atlantic use (4-4-3), (4-4-4)x3, (3-3-6), (1-1-7)x3, (0-1-6). Finally, in the South Atlantic use (4-4-3), (4-4-4)x2, (4-4-7), (3-3-6), (1-1-7)x3, (0-1-6).

The 5/3's are placed in the North Sea in order to dominate and intimidate the opponent. The 4/3's are spread around to handle exchanges. Let the German chew on the 4's; if he wants that zone, he will have get rid of these slow ships. 1/7's are spread around to be used for soak offs and to get ASW totals. The same is true of the carriers being deployed: two points each in the North and South Atlantic, and four in the North Sea. With these forces, six ASW rolls should result in one sunk and one disabled.

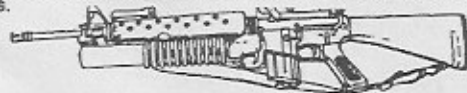
In order to challenge an area, at least four U-boats are needed. It would be wiser to save those U-boats until six or seven could be placed in the area. Always use the U-boats when there are seven available, as the excess can not be banked. They start coming back as reinforcements if taken as losses.

Ho Chi Minh Diary: Fall 1965

[The following is the first report on a Vietnam match between Steve Llewellyn as the NLF and Bill Lindow as the U.S.A./ARVN.]

The first season of the war against the Imperial Americans and their Saigon lackies, I must confess, resulted in mixed success.

Our proud 320th NVA Division, which I personally reviewed in Hanoi not six months ago, was almost totally destroyed by air attacks as it moved south to the border of South Vietnam. Before the foolish divisional commander managed to disperse his combat units in the hills north of Khe Sanh, two regiments were destroyed along with thousands of trained reserves.



That idiot division commander is now growing rice on a penal farm, and the remains of his division are hiding from U.S. bombers on the trail named after me just south of Laos.

A second division of regulars, with a more prudent commander, has advanced down the trail to the Mekong River region, but it will be at least the spring of 1966 before enough new regular replacements are mobilized to allow any serious offensive operations by the NVA.

That means the bulk of the opposition the enemy will face will be provided by our VC brothers. Fortunately, they are well placed and at full strength with 76 battalions. The largest concentration, 24 battalions, lies along Route One, the coastal highway in I Corps, and threatens the cities of Hue, Da Nang, and the vital port of Chu Lai.

Of the 12 new VC battalions we raised this month, six were allocated to this area.

Another concentration of 12 battalions is located in the western portion of the Mekong Delta. A third concentration of eight battalions lurks just north of Siagon in dense terrain the Americans call the Iron Triangle.

The remainder are scattered across the country.

Following my orders, the VC forces have spent the last six months indoctrinating peasants in the fields rather than storming fortified towns. This preserves our strength for the coming spring attacks when the U.S. air power is limited by the monsoons. Despite this strategy, 300,000 Vietnamese changed their allegiance in the past six months, so we must redouble our efforts to win their hearts and minds.

VC battalions have a standing order to disperse and cache their weapons if the American forces launch brigade-sized attacks with overwhelming artillery support, which seems to be their strategy.

But I am also closely watching the isolated villages in the mountainous country along the border with Cambodia and Laos for an opportunity to strike. Such an attack would require a large concentration to cut the roads and seize the towns. This must be done very carefully, as the U.S. use their amazing helicopters in great numbers to swiftly come to the aid of besieged garrisons.

My intelligence has now identified four American divisions in South Vietnam: the 3rd Marine Division deployed between Da Nang and Chu Lai with an armoured recon battalion and artillery detached at Khe Sanh to stiffen some ARVN troops; the 1st Marine Division which has just disembarked at Chu Lai; and the 1st Air Cavalry Division and the 101st Airborne Division which are both operating very effectively in the Mekong River Delta.

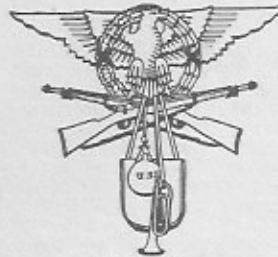
In total, the U.S. has deployed 41 Battalions which, with headquarters and support troops, means our country is occupied by more than 50,000 invaders.

In the north, the 3rd Marine Division has not ventured far from the coast but in the south the 1st Air Cavalry have not hesitated to attack our positions near the Cambodian border.

The ARVN forces are numerous, but not very effective offensively.

I must bide my patience as more forces are gathered before we can smash these invaders. I am prepared for a long war.

Steve Llewellyn - RD Canada



Mail Call

A little feedback on the new font for The Kommandeur: Great. If it allows more to be packed into the pricy pages I'm all for it. The font is smaller, but I have no trouble reading it.

—Jim Matt #1368

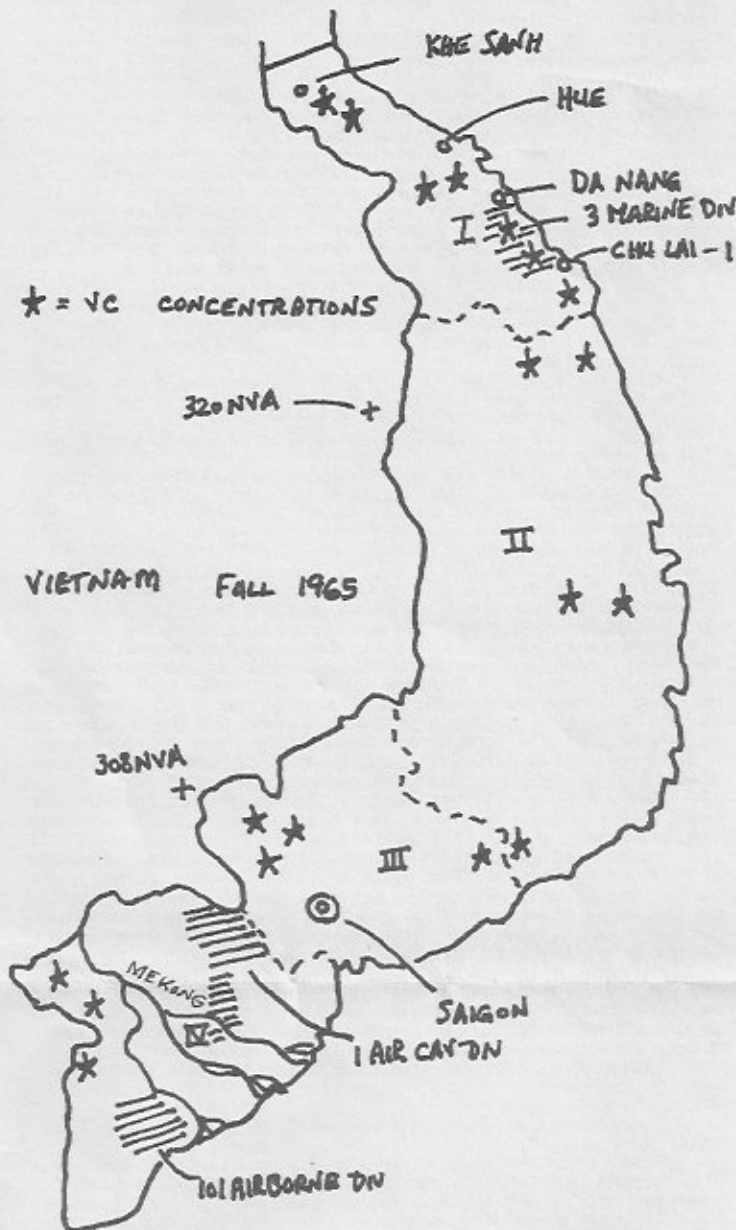
P.S. Bill Edwards and I finished our first AHKS match of Up Front on GENIE a few weeks ago.

BATTLE OF THE BULGE

TOURNAMENT PLAY

Race to Bastogne Scenario

Although no longer in print, the 1981 version of TAHGC's BATTLE OF THE BULGE game remains popular and is now beginning to bring a premium price on the collector's market. Scenario 45.0, The German Outbreak Scenario, was designed for tournament play. Unfortunately, the fourteen game turn length was found to be too time-consuming and impractical for multi-round, face-to-face, tournament play. A shorter scenario, lasting ten turns or less, was needed to make BULGE '81 an attractive event at gaming conventions.



Allied Air should be used at the start to take out the Italian cruisers. Doing so removes the threat of those ships entering the South Atlantic. After that is accomplished, start hammering the weaker Italian battleships as these will be the only available targets for a while.

The three phases of combat are Subs, Airpower, and Gun- nery. If there are U-boats remaining after ASW, they should be used to attack the carriers. If removed, they can not be used in the Air Phase which follows. In the Airpower Phase it is generally best to attack the strongest ships to damage or remove them. This is especially true if they are German. If the battle is even, try to kill any one or two defense strength ships. In the German phase attack those ships that can be killed.

In the rules folder's examples, the subs should not attack the convoy. The reason for this is the subs need a six, and then a four, five, or six for a kill. There is only an 8% chance of this, and a die roll of five returns it home safely. It would have been better if the subs had attacked the carriers in an effort to remove them. Also, the "Graf Zeppelin" should not fire on the "Duke of York." It is only a 6% kill shot. It would be better to fire on the "Repulse" as it has a 17% chance of a kill, or to fire on one of the cruisers with a 28% chance. The "Admiral Hipper" should take its shot at the "Hood" or the "Warspite" at 28%, instead of the 22% chance in the example. It is necessary to chase those Allied ships away in order to even up the odds. On "disengaging", the "Scharnhorst" is one hit away from being sunk so it should be chased by the "Repulse" and a cruiser. They can then finish it off. The object is not to trade shots and have something come back later when it could have been destroyed at the time. The "Duke of York" should fire on the "Graf Spee" in order to get hits on an undamaged German ship, and also because there is an 11% chance of a kill. Allied ships should try to kill German ships by swamping them as there are so many Brits and very few German ships. Use the carriers to chew him up before the battle, then finish off all of the cripples.

Karl David Berroth #346

I decided to design another tournament scenario and to make 19PM the cut off date. I titled it "Race to Bastogne". In most cases, the German player should be able to reach the town on or prior to 19PM. By the end of the fourth day of play, it should become evident as to whether or not the Germans are going to be able to continue a successful pursuit of a Strategic Victory Antwerp.

Coincidentally, these eight turns of play fit well into the typical three to four hours of a tournament round. Also included in the victory choices were the Baraque de Fraiture crossroads (Hex AA17) and the town of Trois Ponts. Hex AA17 was referred to as Parker's crossroads by the Americans, in honor of the officer who led a small battle group of mixed forces in its defense. This road net was of vital significance to the German offensive and was eventually overrun by lead elements of the 2nd SS Panzer Division. The bridges at Trois Ponts were the key to Kampfgruppe Peiper's easy motoring into the Ambleve Valley. Without Trois Ponts and a secure bridge Peiper was forced to search elsewhere for a crossing.

The Race to Bastogne Tournament was first introduced at the Stratigicon Los Angeles conventions in the Fall of 1990. Continual tournament play revealed a slight imbalance in favor of the Americans. Two adjustments appeared to bring the scenario into balance. The number of American combat units destroyed increased to eighteen and the victory town of Trois Ponts was changed to Stavelot. With these changes and encouragement from the local Southern California gamers, Race to Bastogne was brought to AVALONCON I in 1991. It has since been scheduled at all three AVALONCON conventions. The game's designer, Bruno Sinigaglia, participated in the 1992 tournament. It was here that the Trois Ponts/Stavelot debate began in earnest. Bruno gave high praise for the scenario, but felt that Trois Ponts was easier than Stavelot for the Germans to capture. Referee Bryan Eshelman resolved the controversy by allowing the German player to declare either town before the start of the game as his victory choice.

The Americans came up the winners in both the semi-finals and the final round of play at AVALONCON III. Although these games were closely fought and not decided until the last game turn, the consensus was that the Yanks may still have a slight edge. It is anticipated that this ever so slight imbalance will be resolved at next year's AVALONCON when the choice of either Trois Ponts or Stavelot will be secretly selected and recorded by the German player prior to the start of play. This will force the American player to aggressively defend both towns, a difficult task at best.

Of the many games I have participated in and witnessed, the battle for Parker's crossroads has provided the most dramatic results. I have personally lost two full strength SS panzer divisions advancing into this hex against the expert play of Dan Tierney. The crossroads does not provide a doubled defense, and the Allies can easily use the road net to draw upon reinforcements for a surrounded counterattack. At AVALONCON III, John B. Grant Jr. conducted a brilliant Blitz attack against American units in Houffalize, resulting in the Peiper unit advancing after combat into hex AA17. In return, John's opponent was able to muster a 3-1 surrounded counterattack resulting in Peiper's destruction. I now lamentably refer to the crossroads as the black hole.

The Battle of the Bulge '81 race to Bastogne Tournament Scenario is the results of several years of playtesting and fine tuning. It provides for a nail-biting, hard-fought game that should go down to the wire. I hope to see it offered someday in AREA PBM ladder play. If you can't wait until then, come to next year's AVALONCON convention and give it a try.



BATTLE OF THE BULGE TOURNAMENT Race to Bastogne Scenario

1. This is a single elimination tournament, i.e. you must win your game to advance to the next round of play.

2. The game to be played is TAHGC'S BATTLE OF THE BULGE '81, Second Edition, Advanced Game, with Optional Rule 36.0 in effect.

3. If no sudden death victory occurs, the game ends at the conclusion of the American 19PM turn.

4. Sudden death victory for the German player occurs immediately if the German player occupies a Liege hex, or exits 3 mechanized class units off the mapboard from any road hex containing a German cross or from road hex AA1 or DD1.

5. If no sudden death victory occurs, the German player wins by accomplishing four of the following:

- Capture Bastogne
- Capture the Baraque de Fraiture crossroads (hex AA17)
- Capture Trois Ponts/Stavelot
- Capture Spa
- Capture Neufchateau
- Capture a Fuel Dump
- Eliminate 18 or more Allied combat units
- Have lost 3 or fewer Mechanized or Artillery class units

Special Note: The German player must choose Trois Ponts or Stavelot before the start of the game. It should be recorded on a piece of scrap paper, and the Allied player should not be informed of the choice. The German player needn't take either objective to win, but only the one chosen will count toward victory. Note that the fuel dump at Stavelot is a separate objective.

6. Capture is defined as occupying the hex at the end of the American 19PM turn, regardless of supply status.

7. The American player wins if the German player is unable to win by either method above.

8. The GM/Judge reserves the right to adjudicate any game at the end of the time limit. If you feel that your opponent is taking an

unnecessary amount of time to complete his move, please contact the GM.

Randy Heller - #1007

Special thanks to Andy York for typing this article, Jim ed.

THE WESTERN FRONT

Greetings, and welcome to the new year!! I hope that your holidays were as special, and enjoyable, as mine were. Let's hope that 1994 continues the promise that the holiday gives to us all.

I'd like to welcome the first new recruit in the Western Region. Bob Herbert is a computer coordinator from Oak Grove, Missouri. I met him during the 1992 DipCon (National Diplomacy Convention) in Kansas City, over the English Channel (I was England to his France). It was a memorable game, and the start of a friendship. Besides Dip, Bob enjoys Third Reich, 1776, Bull Run, Civil War, and Empire in Arms.

Joining Bob as a newcomer to AHIKS is Patrick Walker. He hails from Little Rock where he works as a Professor at the University of Arkansas Medical School. He's been gaming since 1962 (Gettysburg) and has a wide range of gaming experience. His current interests are in the Civil War period, with Terrible Swift Sword (TSR version), Chickamauga, Pea Ridge, and the SPI Blue and Gray Quads.

Our last inductee is Mike Rowles from Minnesota. He enjoys the Air Force/Dauntless series and is a gamemaster, as well as a player. He also enjoys Wings and Wooden Ships and Iron Men.

Again, best wishes to all of our members for a super 1994!!!

W. Andrew York - RD West

NEWS FROM THE N.E.R.D.

First, please welcome three new members this time: Ronald Mormile, Robert Morss and Keith Becker. Keith is actually in the North Central Region, so I'll leave his introduction to John Kreuz. Ronald Mormile is rejoining the Society after an absence of some years. Ronald is an engineer living in Naugatuck, Connecticut. He asked for PBM assignments in Napoleon at Waterloo, Cemetery Hill, and Borodino. Robert Morss hails from Greenwich, Connecticut, and is self-employed as a piano technician. Robert started gaming in the 1960's, and now has time for PBM. He has asked for a match in either Russian Campaign or Napoleon's Last Battles.

Now to report on my latest enthusiasm in PBM play. I have met the future, and it is ADC. That stands for Aide de Camp, a computer program for wargamers developed and sold by Scott Hamilton of HPS Simulations, P.O. Box 3245, Santa Clara, CA 95055. Yes, this is a plug. As will become evident in reading this, I am eagerly awaiting more of you joining the brave new world of ADC and E-mail gaming.

ADC is a well thought out program for IBM-compatible computers that permits the map and units of any board game to be reproduced on a computer screen, for play by mailing diskettes or by E-mail (or solitaire). There are an increasing number of games being converted by players, and in the case of at least The Gamers, by the game publishers with help from players. For those games not available, the software provides an easy to use, albeit time intensive, method of creating the map and counters on a pixel-by-pixel level. This permits extremely detailed maps and counters in full color (subject to some memory limits).

I have so far converted three games, and have several more done by others. Happily, I can report that it is possible to make maps very faithful to the board game, at three different player-determined scales or "zoom levels". This system permits detailed combat and movement to be handled at larger scales, with the smallest scale providing an overall view comprising all or most of the mapboard on a single computer screen. It is definitely possible to play a board game without setting up the actual map and counters.

Units also can be created in very detailed symbols in three different scales suitable for each chosen map scale. The main limitation is computer memory—the system can be overloaded by attempting to create a unique symbol for every unit in a large board game. However, monster games can still be placed on the computer and played quite successfully, by creating fewer symbols, such as one symbol for infantry units with similar values. ADC permits the symbols to be differentiated by unit class (with a class name which appears on the screen whenever the cursor is the hex, plus six different values) and by individual unit identification, with six additional numerical values. This is more than enough to make every unit unique.

How do you play a game with this? Easily. I'm currently playing The Gamers' Austerlitz by E-mail, using GENie as the mail box. Austerlitz uses a sequence of play that would ordinarily require multiple mailings, including close combat attacks taking place within the movement phase. These attacks are similar to the overrun combat used in many other games, and it is often important to know the results before further movement. While in the past I have used conditional orders or separate mailings to handle this type of mechanic, ADC offers a far easier method. The program records the movement of units on the on-screen map (no laborious writing, no recording errors!) and provides routines to select units for combat and roll the dice, all without leaving the on-screen map. A method for adding comments is built into the system, so all needed text can be recorded along with the move and combat rolls. The die rolling is handled by the computer, generating the necessary rolls (you tell it how many rolls with what kind of die—6-sided, 10-sided, etc.). You immediately obtain your combat result and continue your move. When finished, the file containing the recorded move is uploaded by modem (or could be mailed on a diskette) to the other player, or to an E-mail service such as GENie.

The other player loads the file into ADC, goes to his game, and the recorded move is played back, step-by-step, including moves, die rolls, text comments, etc., all on the on-screen map. No dealing with written unit locations, bad handwriting, unrecorded moves/locations, or any of the other banes of PBM existence. The

replay is then cleared, if desired, and the opposing player does his part of the turn in the same fashion.

This is a program that everyone with limited space, cats, kids or other menaces to board games can use even if not playing an opponent by E-mail. Set up the game on the computer and it is available for solitary play without need for storage space or fear of upsets (though memory and power surges are now an issue). Moreover, you can save different moves at will, permitting different responses to a situation to be tested without resetting the board.

Obviously, I am enthused by the ADC revolution I foresee in PBM. You still need the paper game—and you need a relatively fast IBM-compatible computer (386 and up is sufficient; 286 may work) with a color monitor. Once more games are placed on the system, that time-intensive effort will be obviated for most (though

it's kind of fun). Anyone who has or acquires the hardware and plays by mail should seriously consider this product. Hopefully AHKS will shortly start listing matches using ADC, and provide a clearinghouse for games placed on the system.

John Grant - RD NE

[Thank you for this great review of our gaming future. One clarification needs to be made for those who are ready to buy ADC. An ad for Aide De Camp states that "an IBM compatible computer, with at least 500K free conventional RAM (additional RAM may be required for large games), VGA display, and a hard disk. A mouse is optional." For those of the membership who are not "gearheads", the limiting factor is a VGA color system. The older 286 EGA color systems will not be able to use ADC. SVGA and newer color systems, I believe, should work. It looks like it is time to upgrade my system. Jim - Editor.]

THE UNIT COUNTER POOL

Here's the latest UCP again.

For those folks who are new, the UCP is an assortment of counter sheets from various games which I have collected. There are a few of my own, but most counter sheets have been donated from fellow AHKSers. If you've lost a counter or two from one of your games, the UCP is here to help. There is no fee for the service, but I do ask if you have any extra countersheets lying around unused, please send them to me. So you can easily see this is a whole lot cheaper than sending \$4 to your favorite game company for a new counter sheet. By providing unused counters, the UCP can grow and offer another benefit to society members.

The following games are in the UCP:

Afrika Korps
Air Assault on Crete
Anzio
Barbarossa (TSR)
Battle of the Bulge '81 & '91
Blitzkrieg, 1941
Case White (Polish, Soviet counters)
The Civil War
Flat Top (no marker counters)
France, 1940
Fortress Europa
Gulf Strike: Desert Storm expansion kit
Hell's Highway (German)
Moscow '41
NATO, Nukes, and Nazis
1944 (3W)
Objective: Schmidt (German)
Panzerkrieg
Russian Campaign
1776
Stalingrad
Submarine
Tactics II
Third Reich
To the Green Fields Beyond
Tobruk
Tomorrow the World
Triumph of the Will
Turning Point: Stalingrad (Soviet)
Typhoon (Soviet)
Victory in the Pacific
War at Sea

extra counters from 25-2 & 26-3 of The General

*** denotes new additions to the UCP.

Whenever making a request, include the following:

* SASE (Self-Addressed STAMPED Envelope)

* Membership #

* Complete description of the counter (A sketch of the unit would be most helpful, along with the color).

There is a need for counters for the following games. If you have counters for these games, please contact me. Also, if you have a need for counters for a particular game, send a note to me and I'll put it in the next column. Games looking for counters are:

Bismarck
Brandy Station (Rand)
Descent on Crete (SPI)
1815: The Waterloo Campaign (GDW)
Fortress Europa (need naval counter I don't have in my set).
Chris Hyland - UPC

ACROSS THE PACIFIC

I hope everyone had a Merry Christmas and a Happy New Year. The new print size for the K has allowed much more to be put in each issue. But, like many of you, I will have to wear glasses to read it. Luckily I am just now getting my first pair, old age is catching up to all of us.

We have a new member to add to our ranks. He is Les Anderson from Santa Clara. Les has never PBMed before. He has been out of wargaming for 10 years while attending college, and the

Army. Les is a computer artist and imaging technician and loves his job. Les stated his reason for joining AHKS better than I have ever heard. "Good opponents- opponents that really take time to learn a gaming system in detail and who do not take victory or loss as a personal statement of net worth- are hard to find and AHKS is apparently comprised of dedicated adult gamers who value the game in it's own right over its outcome most of the time." Wish I said that.

A second new member that is returning to AHKS after being out in the cold for the last 6 years is C. John Hammett. John hails from Douglas City, CA which is only 87 miles from me. That's close; we plan to get together for some FTF gaming. John has a beautiful wife and four children, he works for Trinity County Road Dept and is interested in WW II games mainly. Gentlemen, welcome aboard.

The Joe Hurby Memorial Award goes to Ray LaBarbera. Ray has put a posting in America On Line which has resulted in Les Anderson joining and another person about to. Great job, Ray.

There are some very good books out on current politics now, but I'll keep away from these just to keep things on an even keel. So the one I am recommending is "FATSO, Football When Men Were Really Men" by All Pro Art Donovan. It covers the era of middle 50's to mid 60's. It is just great and so funny, you'll get a side ache from laughing.

I also have two reviews on computer games. The first is "The Perfect General" by Quantum. It is a tactical game using generic armored vehicles. It plays fairly well, but you must cycle through every unit each turn, and that can be a waste at times. They use hypothetical situations using different types of terrain. They do not take into account the facing of the vehicles and infantry can hardly ever kill a AFV. The graphics are pretty good but the computer opponent does not play very well. Overall, I would say it is only average at best.

The second game is "Railroad Tycoon" by Micro Prose. The graphics on it are really neat. You build your train company from scratch by laying track, building stations, building trains and scheduling them. You also have stocks and bonds along with an economy that goes from boom to panic. I really enjoyed this game.

Take care and good gaming.

Frederick Kraus - RD Pacific

THE MULTIPLAYER REPORT

Richard Tucker has resigned as multiplayer guru, having done this Society a great service by reviving the position a few years back, and having coordinated AHKS multiplayer activity since that time. Many thanks, Richard, for your good work!

For some reason, I volunteered to take over after Richard stepped down. I don't know what gets into me sometimes. And for some reason, the powers that be said OK.

Anyway, here I am, for better or worse, and here are the important things you should know:

1. IF YOU WOULD LIKE TO SERVE AS GAMEDMASTER FOR AN AHKS-SPONSORED MULTIPLAYER GAME, PLEASE CONTACT ME. My address is 836 Keswick Drive, Iowa City, IA 52246. I will run announcements about your game in the K and try to send interested players your way until you have enough to get started.

2. IF YOU WOULD LIKE TO PLAY IN ONE OF THE AHKS-SPONSORED MULTIPLAYER GAMES LISTED BELOW, PLEASE CONTACT ME. My address is 836 Keswick Drive, Iowa City, IA 52246. I will tell the GM that you want to sign on, and the GM will contact you as soon as your game is ready to start. Maybe sooner.

OK, that's everything that's important. You can quit reading now unless you don't have anything better to do.

For those of you who don't have anything better to do, here are some ramblings with which to while away the time:

GAME-IN-PROGRESS REPORT — A quick peek into the current AHKS multiplayer "Air Force/Dauntless" scenario, dubbed "the Raid on Hokai" — just to give you an idea of what's going on:

A small convoy of Japanese cargo ships rests at anchor in the obscure port of Hokai. The convoy carries the Emperor's private stock of sake and its destruction would constitute a major blow to Japanese morale.

But look! Coming in low over the horizon are American warplanes — B-25 "Mitchell" bombers, escorted by P-51 "Mustang" fighters, to be precise—intent upon diluting the Emperor's spirits with the waters of Hokai harbor. Japanese pilots, in their Ki-84 "Frank" fighters, rush to defend the vulnerable brew—and the battle is on!

As of this writing, we have five players taking part in "The Raid on Hokai", each flying four planes. On the American side: Bob Best, Joe Harkins, and Mark Palmer; for the Japanese: Kevin Kelley and Bill Lindow. Yours truly is the GM. Turn 3 is just about resolved, and the tracers are already flying fast and furious.

Each turn, each player sends me movement orders for his planes and general combat instructions, along with a SASE and any "radio chatter" he cares to share with the rest of us, just for the fun of it. I resolve simultaneous movement and combat and send each player back a report on what took place (along with the "radio chatter"). We try to move ahead at the pace of one turn every three weeks or so.

There's probably still room for more players if you'd like to join us. Drop me a line.

NOTE TO CURRENT GM'S—I'd be happy to hear about what's going on in your multiplayer action. If you send me a game-in-progress report, I'll include it in a future column.

AHKS member W. Andrew York publishes a multiplayer 'zine entitled "Rambling Way" and was kind enough to send me a sample copy. Looks like he's got quite a few "Diplomacy" games going and new ones starting. He also publishes political commentary, "Scattergory" contests, and items of general interest.

"Rambling Way" is not exclusively for AHKS members, but I did notice several AHKS names on its pages. If you'd like to check it out, contact Andrew. His address can be found in the Officer's Directory on page 2.

TRIVIA QUESTION—What did the letters "OW/PD" stand for (as they related to AHKS multiplayer gaming)?
Dave Rod, MPC

COMPUTER CORNER

[This is reprinted with permission from THE DESPATCH, AHIKS Europe's Newsletter. Computer Corner is Mike Davies' regular column on computers and gaming.]

Firstly, let me apologize for not bringing you the intended review of Pacific War. This will be the subject of a later piece. Those of you that actually read this column will remember that I moaned on about Avalon Hill in my first discourse because they had effectively scuppered the marketing of a third party game aid programme for Advanced Squad Leader (ASL). Well, they recently released their own version, imaginatively titled ASL GAP, for the PC, it having been available on the Apple for a good number of years.

While the GAP does not contain the contents of every chart and table on the QRDC, it does perform the functions of the QRDC providing you with the majority of the existing data, plus information from the later chapters which the original ASL QRDC lacks. In other words, Avalon Hill seem to be saying that they put off releasing the programme until they had issued all the rules.

The programme presents information related to the results of your actions and keeps track of where you are in the game. The GAP does not judge LOS nor teach you how to play, but does help you understand how ASL rules work by observing how GAP executes and resolves them. It walks you through common ASL activities and prompts you with information regarding obscure rules and situations often forgotten in the heat of battle. You might still spend [time] digging through the ASL rulebook, but the GAP speeds the process as rules references are used liberally throughout.

Some may feel that the GAP is not comprehensive enough. For example, it will give the MC results of an attack vs personnel, but leaves to you the calculation of whether the target unit, given its morale level and any applicable leader DRM, passes or fails that MC. Apparently, this approach was a conscious decision in order to keep the required input to a minimum. I am led to believe that other GAPs (successfully suppressed by Avalon Hill) took this approach and proved it somewhat cumbersome.

Well, that said, how does the thing work?

Using the GAP is simple. After answering a few questions about your attack, the GAP rolls hypothetical dice and gives you the result. For example, the IFT asks for the FP and DRM. The programme then finds the result on the IFT (or the IFT if you prefer) and displays it on the screen. But with every DR may come a plethora of information covering special cases which the GAP also displays. Some of this information is stored for later reference, such as the value the coloured die of the last To Hit attempt for ROF purposes. As special cases are presented, the appropriate rules references are given.

In order to test out the GAP I replayed Aachen's Fall (as amended in the General) solitaire. This is a nice little scenario with a handful of MMCs and SMCs as well as bazookas, PF and a nice 'big gun', WP et al. I have to say that the programme performed admirably, enhancing my enjoyment of the game immensely as I doubt if I have ever played a scenario without missing or being totally unaware of particular rules before. My goodness, it even lets you know when you have run out of WP or HE! Sufficient to say that it has got me leafing through my back issues of the General to search out scenarios to play, instead of leafing through the rule book, searching for rules governing creeping barrages while totally missing a sniper check!

For ASL die-hards who also have access to a computer this programme is mandatory.

Over and out...

Mike Davies - AHIKS Europe

[Mike can be reached on CompuServe 100015,3372]. Ed.]

BULLETIN BOARD

FOR SALE: HO 1/87 Scale Models. WWII resin cast. Send for model list to: Paul Helsner, P.O. Box 6187, Lakewood, CA 90714-6187

FOR SALE: Air Force (TAHGC; Unpunched) - \$8; B-17 (TAHGC, fair condition) - \$4; Suez 73 (GDW, unpunched) - \$8; Air War (TSR, unpunched) - \$8; Across Suez (SPI, unpunched) - \$4; Suez to Golan-Mech War 2 (SPI, unpunched) - \$8; October War (SPI, unpunched) - \$2; Fast Attack Boats (Yaquinto, good condition) - \$3; Dogfight (Milton Bradley, fair condition) - \$9; Rolling Thunder (Commando Wargames, excellent condition) - \$9. All prices include postage. Send m.o. or check to Bill Retoff, RR2 Box 2, Ellsworth, IL 61737

FOR SALE: Thunder At Cassino, punched; Napoleon At Bay, unpunched; Battle For Normandy (Attactix), unpunched; Attack in the Ardennes (GDW), punched; McPherson's Ridge (Task Force Games), unpunched; The Great Patriotic War (GDW), punched; St. Lo (West End), punched; and Junta (West End), unpunched. All games are \$12 each shipping included. Jim Denier, 745 Edenwood Drive, Roselle, IL 60172.

WANTED DESPERATELY: The following SPI games: War in Europe, Wacht Am Rhein, War In the Pacific, Highway To The Reich, Terrible Swift Sword, Glean of Bayonets, War In The East, War in the West, Descent on Crete, Operation Typhoon, and Bloody April. Contact C. John Hammett, P.O.Box 358, Douglas City, CA 96024 or call (916) 623-3245.

FOR SALE OR TRADE: What have you got? I prefer trading [see the presiding "Wanted Listing"]. FGA Games all brand new in shrinkwrap and Zip-Locks! War For The Motherland \$15.00; Defiant Holland, \$10.00; Bastogne, \$7.50; Kasserine, \$7.50; Ramagen, \$7.50. All prices include shipping. Remember that I like to trade. So send your list and offer to C. John Hammett, P.O.Box 358, Douglas City, CA 96024 or call (916) 623-3245.

FOR SALE: TAHGC's Victory in the Pacific, Dragon Pass, Panzergruppe Guderian.

AND WANTED: The General issues Vol. 23-3,4,5, & 6 and Vol. 24-1. Nick Sebrell #1196, P.O. Box 1966, New London, CT. 06320 (203) 848-9431

WANTED TO BUY: USN & Terrible Swift Sword; Bill Scanlan, 14 Cherry Ct. Swampscott, MA 01907-1706.

FOR SALE: BASTOGNE OR BUST is finally ready. \$25.00 postpaid will get you the ultimate Bulge game. Write Chester Hendrix, 1054 Lewis Oak Road, Gridley, CA 95948.

THE REPO DEPOT COMBAT READY

As of this mailing: 366.

TAPS

0336 Robert Cross Deceased 12/93 Seattle, WA

REPLACEMENTS

New Member Code Numbers

1437 Robert Smith
1438 Robert Morss
1439 Gary T. Anderson
1440 Keith A. Becker
1441 Richard A. Wallace

POW's RETURNED TO ACTIVE DUTY

0380 Robert E. Laubenstien Jr.

KIA's

Dropped From Active Rolls: All Services Ceased.

0826 Thomas Ten Eyck
0875 Bruce Z Geryk
0964 Dan Mulhollen
1037 Charles Chapman
1063 Ken Martin
1215 Richard Phelps
1229 Charles J. Sorbello
1275 David O. Dernier
1411 Kurt Robinson
1419 Jim Millard

MIA's

Moved Without A Forwarding Address

Anyone having knowledge of the whereabouts of these members, please contact Les Deck and Sid Jolly.
None this issue.

NOVEMBER '93 TREASURER'S REPORT

12/08/93

Starting Balance:	\$1,979.47.02	
Income:	\$1,861.00 (Dues)	
	\$10.00 (Overpayments)	
	=====	
	\$1,871.00 (Total)	
Expenses:	\$608.79 (Denier - K28-5)	
	\$90.23 (Deck - Oct MC)	
	\$77.81 (Jolly - Renewal notices)	
	\$40.04 (Credit used)	
	\$12.94 (Service Charges)	
	=====	
	(\$829.81) (Total)	
Final Balance:	\$3,020.66	
Savings Account:	\$166.00	
Canadian Account:	CN\$80.35	

DECEMBER '93 TREASURER'S REPORT

1/18/94

Starting Balance:	\$3,020.66	
Income:	\$2,030.00 (Dues)	
	\$29.00 (Overpayments)	
	=====	
	\$2,059.00 (Total)	
Expenses:	\$410.60 (Denier - K28-6)	
	\$101.22 (Deck - Nov MC)	
	\$22.00 (Dues & Credit Refund)	
	\$8.84 (Service Charge)	
	=====	
	(\$542.66) (Total)	
Final Balance:	\$4,537.00	
Savings Account:	\$168.35	
Canadian Account:	CN\$409.43	

	Tentative 1994 Dues Schedule	
K Only	\$12.00	October - December \$5.00
January - March	\$20.00	Initiation Fee \$8.00
April - June	\$15.00	Reinstatement Fee \$6.00
July - September	\$10.00	

Dues are due as of January 15th of each year. Payments postmarked after that date will require the reinstatement fee. Overpayments will be credited unless a refund is requested. Make out checks and money orders to, "AHIKS". Send payments c/o Sid Jolly; 6061 Nancy Drive, La Mesa, CA 91942. (619) 462-9409. Canadian members, please pay via a \$US money order c/o Sid Jolly, or a \$Can check for the equivalent c/o the Canadian RD, Steve Llewellyn; 178 Biggs St, Fredericton, N.B., Canada E3B-6J6.

K subscription-only memberships are also available, for \$12 per year or the \$Can equivalent.

Overpayment credits, as of 11/09/93:	Total \$141.00	
0002 \$2,	0804 \$10,	1196 \$2,
0028 \$2,	0874 \$2,	1198 \$3,
0177 \$2,	0916 \$4,	1208 \$1,
0217 \$7,	1070 \$2,	1219 \$1,
0236 \$8,	1135 \$2,	1221 \$2,
0380 \$2,	1138 \$4,	1222 \$1,
0614 \$4,	1146 \$8,	1224 \$4,
0649 \$2,	1172 \$6,	1227 \$1,
0735 \$2,	1178 \$8,	1253 \$4,
0794 \$2,	1192 \$9	1238 \$2,
0797 \$2,		8005 \$5

Paid for 1994: 273 Members

GENERAL MEMOS FROM THE MC

A.R.E.A. MEMBERS: AHIKS is not responsible for any matches which are played under AREA. This is solely the responsibility of TAHGC. AHIKS will only provide opponents who are AREA members and who desire to be matched with the game requested. Ratings for AREA matches can and will be rated with AHIKS also.

OPEN MATCH REQUESTS

SPECIAL NOTE: Members should report to MC any corrections or additions to the following, in order to insure that duplication of matches are not made, as well as to increase efficiency of service. A further request is made that only one member agree to request ICRKS when one has opponents available, PLEASE use the MATCH REQUEST FORM PROVIDED, properly prepared using the KEY as a guide. Remember to send all ICRKS sheets after completion of matches to MSO Ratings for rating. IF YOU HAVE MOVED OR ARE PREPARING TO MOVE BE SURE TO INFORM THE MC OF THAT CHANGE INCLUDING YOUR NEW TELEPHONE NUMBER.



The following list of games and opponents are available in the European Area. If interested contact MC European Area:

GAME	OPONENT
Kadiash (S&T)	Marzio Foggetti
Gulf War (VG)	Paul Chambers
Bulge'81	Robert Beattie
PGG	Rhett Richwell
VITP	Mike Richardson
WITP (IBM PC)	Paul Ayres (Choose 1)
2nd Front (IBM PC)	Paul Ayres **
Republic Of Rome	Paul Barrett (Choose 1)
Kremlin	Paul Barrett **
Civilization	Paul Barrett **
Blue/Gray	Tony Cherrett
WS&IM	Tony Cherrett
ADV. Civilization	Adolfo Coelho
Diplomacy	Adolfo Coelho
Merchant of Venus	Adolfo Coelho
Fire in the East	Dave Marsden
World in Flames	Dave Marsden
Civil War (VG)	Jonas Nordstrom
Flattop	Jonas Nordstrom
A Gleam of Bayonets (TSR)	Jonas Nordstrom
Terrible Swift Sword (TSR)	Jonas Nordstrom
Submarine	Derek Baskett
Starfleet Battles	Derek Baskett

KEY: Game Title, Game Co., Code#, (Member)

GAME #	CO #	CODE #	MEMBER #
1776	AH	1418	Milke
1830	AH	1185	Ringhoffer
Air Assault on Crete	AH	1396	Broom
Arab-Israel Wars		1418	Milke
Barbarians	YAQ	1521	Sanarski
Balkan Front	GRD	1426	DeVita (Italy)
Bulge'81 3rd Ed.	AH	1399	Falling
Cassino	SPI	0986	Shirley
Cedar Mountain	S&T	1365	Sabin
Cemetery Hill	SPI	0237	Mormile
Civilization		1185	Ringhoffer
First Blood	AHIKS	1251	Sanarski
Fortress Europa		1436	Seadale
Fury in the West		1098	Broom
Gettysburg-88	AH	1383	Hugh R.
Gunslinger	AH	1396	Broom
NATO DIV COMDR	SPI	0275	Scanlan
Operation Pegasus	TFG	1234	Hyland
Pacific War		1431	McFarland
Pleasant Hill	S&T	1365	Sabin
Port Arthur	XTR	1345	Scarborough
Seelowe	SPI	0357	Klitzke
Sideshow	3W	1234	Hyland
Siege of Constantinople	SPI	1234	Hyland
Squad Leader Basic	AH	1441	Wallace
Squad Leader ADV Only	AH	1293	Wood
Stalingrad	AH	0770	Hendrix
Stalingrad Pocket	GAMRS	0262	Teleucky
Starship Troopers	AH	1050	Stewart
Storm Over Arnheim	AH	1363	Dilbeck
Terrible Swift Sword		0275	Scanlan
The Russian Campaign	AH	1441	Wallace
Thunder at Cassino	AH	1382	Massey
Trial of Strength	PG	1426	DeVoita (Italy)
Tobruk		1418	Milke
USN		0275	Scanlan
Victory in Normandy	SPI	1409	Kernan
Victory in the Pacific		0916	Dandy (Aust)
Vietnam (campaign)		0988	Lindow
Wacht am Rhein	SPI	1426	DeVita (Italy)
War in the Falklands	MAYFAIR	1251	Sanarski
War For The Union	S&T	1391	Brandon
Warsaw Rising	COA	1251	Sanarski
Western Desert	GRD	1426	DeVita(Italy)
When Eagles Fight	XTR	1345	Scarborough
Winter War	GRD	1426	DeVita (Italy)

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MATCH REQUEST FORM

NAME _____ CODE # _____ PHONE # _____ DATE _____
 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.