

Kommandeur



Newsletter Of AHIKS International Wargaming Society

Conflict Simulation Comment and Analysis

April 1995

1994 FASSIO PRIZE WINNER:

ALAN LIBUSZOWSKI

by Ken Nied, Editor

In 1993 Mark Fassio suggested the establishment of an official AHIKS award to encourage, recognize, and reward the authors whose work we have enjoyed for so many years. Mark himself has been a prolific contributor to a multitude of *Diplomacy* zines, where he has become a respected author and established competitor in that sector of our hobby. Furthermore, Mark truly "put his money where his mouth was" by funding the prize with a monetary donation from his own pocket. The original plan was for Mark to award the prize each year according to his own criteria. Regrettably, Mark's duties as a U.N. peacekeeper in the former Soviet Union prevented him from awarding the inaugural Fassio prize and the duty fell to your Editor this year.

Judging from the high quality of 1994's articles, Mark's efforts are already bearing fruit. Series replays, strategy pieces, variants, first looks, second looks, state-of-our-hobby views—many well written and informative articles appeared in your newsletter last year. How to pick one winner from these many eligible candidates? A tough task indeed.

First off, I established some arbitrary parameters to narrow the field. To eliminate any hint of favoritism, I excluded from consideration any article by a current officer or one who served during the past year. (This removed any lingering temptation to award the prize to myself.) Unfortunately, this decision also excluded the best author, year in and year out, to grace the pages of the *K*: Steve Llewellyn. Sorry, Steve.

Next, I tried to quantify what makes an article interesting from my viewpoint. Subject matter really has very little to do with it. I've read many articles on my favorite games which are dry and uninformative. On the other hand, I've read many interesting pieces about games I didn't have the slightest interest in playing. The better articles provided a quick "hook" or "frame of reference" to entice the reader onward. They didn't presume that the reader already knew every minute rule

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**NEW BYLAWS
AND BALLOT ENCLOSED**

See ballot on page 12 of Bylaws insert.

THE BATTLE OF MIDWAY: REPLAY CONCLUSION

by Tom Hanover - #818

Conclusion of a postal match of Yaquinto's CV, gamemastered by Tom Hanover. The Imperial Japanese Navy, commanded by Vice Admiral Kenichi Tomo (Tom Becker) has the US Pacific fleet, under command of "black shoe" Rear Admiral Frederick Kraus, reeling but has yet to deliver the knockout punch. Mike Ward has just assumed command of the Japanese forces.

The Second Day: June 4th, 1942:

1110- 100mi WSW of Midway, an American task force of 3 heavy cruisers, and 5 destroyers comes across the crippled battleship HIEI and heavy cruiser MAYA. HIEI is already sinking from two previous submarine torpedo hits so cruisers NORTHAMPTON, PORTLAND and VINCENNES concentrate their fire on MAYA, quickly putting her beneath the waves. A second Japanese carrier strike, made up of 15 Vals and 33 Kates, hits Midway again, targeting American troop positions on Sand Island. The invasion forces are rapidly gaining numerical parity with the Marine defenders.

1127- Admiral Tomo, finally beginning to suspect the presence of a third American carrier but preoccupied with the ongoing invasion, orders 2 seaplane cruisers and 8 destroyers detached from the First Mobile Fleet (virtually stripping it of surface escorts) and sends them towards Midway to provide naval gunfire support. He also radios the damaged battleships YAMATO and KONGO, ordering them to change course for Midway. These vessels, laboring at half their normal speed, are the only heavy-hitting capital ships Tomo has left to effectively bombard the island. Despite the risk of losing them to an American airstrike, Tomo feels driven to make the invasion succeed using whatever means are available.

1208- On the American side, Admiral Kraus has already launched a strike from YORKTOWN, aimed at sinking the very battleships Tomo is sending to Midway, while over the atoll itself, 15 B-17s manage to put two 500lb bombs into one of the anchored IJN transports, setting it ablaze. A second strike, made up of 6 Dauntlesses, 3 Vindicators and 3 Marauder torpedo bombers, tries to equal that effort but 30 Zeros on a fighter sweep shoot them all down before they can make their attacks.

1245- Two IJN heavy cruisers, TONE and CHIKUMA, plus eight destroyers arrive off Midway and begin their bombardment. Over head, 18 Val dive bombers from the converted carrier JUNYO and light carrier HOSHO add to the din as they plunge down from 12,000ft to drop their bombs on

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AHIKS KOMMANDEUR
Vol. 30 #2 April 1995

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CHANGE OF ADDRESS

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GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about 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. Direct inquiries to the Editor or the European Regional Director.

SUBMISSIONS

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. Personal attacks on other members will not be published. (Refer game-related complaints concerning other members to your RD.) All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space availability. Please do not submit an article for publication which has also been submitted elsewhere.

While articles may be submitted in any legible format, the most convenient method is by IBM-compatible computer file in ASCII or DOS text format on either 3½ or 5¼ in. disk or as an ASCII file uploaded via CompuServe. Graphics should be in either .CGM or .PCX format or in pen and ink sized to the width of one K column or less. The Avalon Hill Game Company and The Gamers, Inc., have granted formal permission to reproduce game-related graphics in articles about their games. Permission must be received in writing from any other company to use their graphics or game-related materials in the K.

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. The following are current production deadlines and are subject to change according to the Society's needs:

Volume 30-3	5/12/95	Volume 30-6	11/10/95
Volume 30-4	7/14/95	Volume 31-1	1/13/96
Volume 30-5	9/15/95	Volume 31-2	3/15/96 □

SOUND AND FURY

by Ken Nied, Editor



New Officers: As many of you noted, a few vacancies appeared in the ranks of the Officer Corps last issue. It was extremely encouraging to find not one, but several, members stepping forward to volunteer to fill these positions. Many times in the past, such vacancies have

remained open while the President begged for help. Not so this time. In fact, we had more volunteers than positions available.

With Mark Palmer's resignation and Bryan Eshleman's ascension to the presidency, the VP position became vacant too. Bryan has since chosen veteran AHIKSer Bill Lindow as his replacement. Bill will be familiar to many members from his past service as VP and Judge. To replace Dave Rod as Multiplayer Coordinator, Tom Butcher was the natural choice, since he is already publishing an AHIKS 'zine covering multiplayer games. Finally, Bob Herbst has stepped forward to relieve Chris Hyland as Unit Counter Pool caretaker. On behalf of the Corps and the entire membership: Thank You, Men.

Why Do We Need New Bylaws, Anyway?

A valid question, given that the proposed Bylaws occupy the majority of this issue's space, and the answer is twofold. First, the current constitution, while seemingly straightforward, is seriously ambiguous on many major issues. And second, the Society has simply outgrown the present document, last revised in January, 1980.

The catalyst for the Bylaws was a pair of financial problems, namely, the European region's loss of its treasury due to theft by its Treasurer and our own cash flow problems in mid-1993. The Officer Corps found that there was nothing in our current Constitution to prevent an incident similar to Europe's from happening here. We also found that the lack of a budgeting procedure together with poorly defined areas of responsibility created a situation ripe for financial disaster. The enclosed Bylaws provides a solid framework for financial operation and more clearly defines the rights and responsibilities of both officers and members.

What's New: For the first time the duties and responsibilities of each elected officer is clearly and expressly defined. Before an individual is elected to office and entrusted with Society money, you, the member, have the right to know what that individual is expected to do while in office. You should also have the opportunity to throw that individual out of office if he fails to perform the required duties. The Bylaws spell out in great detail what each officer is expected to do and provide a specific procedure for removal if the officer does not live up to his responsibilities.

Step-by-step procedures for adjudication of complaints, expulsion of members, and readmittance are now specified.

The status of AHIKS-Europe has been clarified as a separate-but-equal branch the Society. As such, the RD-Europe will no longer serve on the Executive Committee.

The election timeframe has been modified considerably. The current procedure is to elect half of the Officer Corps one year and the other half the next year. Since most candidates run unopposed, holding an election every year was almost

universally considered a waste of time and effort. Under the Bylaws all officers would stand for election every four years.

A detailed budgeting procedure is now specified.

A mechanism for interpretation of ambiguities is now included.

What Hasn't Changed: The services offered by AHIKS will remain the same.

The membership must still approve any increase in dues or amendment(s) to the Bylaws.

What Didn't Make It: The Corps considered several other ideas that failed to generate enough support, including provisional membership for first-year members and making the VP an elected, rather than appointed, officer.

Overall Philosophy: A major consideration in crafting the Bylaws was to make them practical and workable. A lot of what you will find in the document is formalization of current procedure, like the collection of Canadian dues. Other areas attempt to provide the flexibility to cope with changing situations. To that end you will see much wording similar to "as the Executive Committee directs." The reasoning here is that we elect the Exec Comm to govern the Society; they should be the ones to work out the everyday details.

The Officer Corps feels the Bylaws are a definite improvement over the existing document and urges your approval. □

RETURN FIRE

Letters to the Editor

Opinions expressed in this column are those of the individual author and do not necessarily represent the opinions of the Editor, Officer Corps, or membership at large of AHIKS.



I just got my copy today of issue 30-1. Kudos to Tom Hanover for his replay of the CV match. I just loved the article! There is no better way of playing many games, especially WWII carrier actions, than a blind refereed match. When I was active in a gaming club in California, my favorite memories were being involved in blind *Flat Top* matches, both as a player and a referee. Such a match would be one of the few things that would get me to play face-to-face again.

Reading the turn synopses was just hilarious! *Not* because of the players' actions, but because I've been there in the same situation. You search and search for the enemy's fleet, and the first time your scout plane finds a fishing trawler, you pound your fist on the table, yell "Launch!", sending every plane plus your crop dusters into the attack. I have personally sent up full launches of air formations which fly out and find nothing but open ocean over the supposed fleet!

Just one minor quibble, on the 2nd day at 0526 the famous quote from the battle of Midway, "There is no need for a second attack," is attributed incorrectly. The pilot who sent this message was Joichi Tomonaga. I only point this out as during the battle Tomonaga displayed heroism which is rarely found in combat. For the full story see *Miracle at Midway* by Gordon Prange.

Great piece. I just wish a full series replay could have been given, with maps and American and Japanese commentary. I can't wait to see the second part! —Chris Hyland, #1234 □

CV REPLAY (Continued from page 1)

the Marine positions. Col. Ichiki's men outnumber the defenders for the first time.

1320- Squarely facing the possibility of losing Midway and with it, the battle, Admiral Kraus makes a desperate bid to retrieve the situation. First, he despatches the cruisers VINCENNES, PORTLAND and NORTHAMPTON with five destroyers towards Midway to directly attack the Japanese transports and disrupt the landing operations. Then he strips his flagship YORKTOWN of her escorts (heavy cruiser ASTORIA and six destroyers) and sends them north to intercept and sink a retreating pair of damaged IJN cruisers. What Kraus does not know is that the "retreating" cruisers are actually steaming NW to rendezvous with the carriers JUNYO and HOSHO, escorted by two powerful battleships and six destroyers. A daunting prospect for the small American task force to take on.

1337- The Marines on Midway endure two separate air attacks by Japanese carrier planes and continued bombardment from the ten enemy cruisers and destroyers circling the tiny atoll. Col. Ichiki can now count 2600 men safely ashore while the Americans are down to 1500 combatants. Provided the Japanese can keep up continuous airstrikes against the Marine positions, they should eventually prevail (despite appalling losses). But the strain is beginning to tell on the carrier pilots as the day wears on.

1405- With most of his transports unloaded, Rear Admiral Tanaka signals Tomo that he is sending eleven of them north, out of harm's way; three are left behind with troops still on board. Shortly afterward, a strike from YORKTOWN (27 Dauntless dive bombers) arrives and quickly sinks two of the remaining transports.

1439- A Catalina search plane sights the IJN carriers JUNYO and HOSHO, just 100mi NNE of YORKTOWN. Admiral Kraus orders his cruisers to reverse course when he learns the enemy carriers are accompanied by two battleships.

1446- The second American cruiser group reaches Midway and immediately engages the Japanese bombardment force. Despite being outnumbered, the Americans give as good as they get, badly damaging the cruisers CHIKUMA and TONE while losing one destroyer and suffering torpedo damage to heavy cruiser VINCENNES, slowing her to half speed.

1458- Unable to sustain their air and naval bombardment of Midway, Japanese troop casualties again begin to mount. Ominously so, for there are no more reinforcements available to make up further losses. Realizing the invasion is becoming a doomed effort, Admiral Tomo reluctantly orders his carrier planes armed with anti-ship ordnance to deal with the American surface ships rather than HE bombs for land targets.

1522- The IJN battleships YAMATO and KONGO arrive off Midway and commence bombarding Sand Island, using up their few remaining HE shells. YORKTOWN recovers her 27 Dauntlesses from the transport strike. She remains undetected as the Japanese have failed to make any systematic reconnaissance effort this day.

1638- Admiral Kraus again orders TF 5 (CA ASTORIA and 5DDs) northward, this time to pursue a retreating IJN task force composed of two damaged heavy cruisers, 2 destroyers and a seaplane tender. A surface battle is sure to ensue as the

American ships overtake the slower IJN vessels. Around Midway, YAMATO and KONGO begin withdrawing NW, leaving the 1700 remaining Japanese Marines to a forlorn fate. Admiral Tomo, meanwhile, is overseeing the launch of 60 Kate torpedo planes and 18 Zero fighters from the decks of his carriers. Their target is an American cruiser force, 40mi SE of Midway. On board the carrier JUNYO, Rear Admiral Kakuta belatedly launches a late-afternoon search effort using Val dive bombers. He is quickly rewarded when one of them sights YORKTOWN just 140mi SSW of his own two carriers.

1733- Admiral Tomo's first strike at the retreating American cruisers, a flight of 9 Vals, scores one bomb hit on VINCENNES that smashes through her midships deck, wrecks two boilers, starts several fires, and slews the ship to a halt. JUNYO and HOSHO's small torpedo plane strike finds YORKTOWN but fails to score any hits. Farther north, the American heavy cruiser ASTORIA and six destroyers intercept their intended target, torpedoing and sinking seaplane tender KIMIKAWA, crippling heavy cruiser TAKAO with a pair of torpedos and sinking two destroyers with gunfire; losing only the DD HAMMANN. Heavy cruiser NACHI, accompanied by a smoke-laying destroyer, manages to limp away unscathed.

1803- The last hour before nightfall. Rear Admiral Kakuta on JUNYO and Admiral Kraus on YORKTOWN launch simultaneous strikes against each others carriers (now only 100mi apart).

1847- Kakuta's strike of 7 Kates and 2 Vals arrives first but manages only a single torpedo hit on YORKTOWN. Kraus' 22 Dauntlesses find Kakuta's two carriers and make their divebombing runs. Unopposed by Zeros, they plummet down on JUNYO, putting three 1000lb bombs through her flight deck in quick succession. A tremendous explosion suddenly rocks the big carrier; one of the bombs has touched off the bomb stowage magazine. An adjutant to Rear Admiral Kakuta later described the event:

"In a single moment, the entire aft end of the ship disappeared in a boiling cloud of smoke and flame. All of us on the bridge were violently thrown to the deck; already we could feel JUNYO settling rapidly by the stern. Rear Admiral Kakuta had both his legs broken by the force of the explosion and we moved to take him off the bridge but he angrily waved us off and ordered us to leave him behind. Reluctantly we scrambled down a ladder to the flight deck and made our way to the bow."

1855- As Kraus' pilots are putting an end to JUNYO, Tomo's are giving the USN cruisers 80mi SE of Midway a rough handling too. VINCENNES is hit by two more bombs and starts sinking; PORTLAND takes one bomb and four torpedos and sinks only minutes later; finally, NORTHAMPTON is hit with three torpedos but timely counterflooding saves the ship. The last ship to be sunk this day is the crippled IJN heavy cruiser TAKAO by 8-inch gunfire from ASTORIA.

2115- Admiral Tomo, now convinced that at least one and possibly several American carriers are in the vicinity, orders a general withdrawal. The invasion has failed and his forces are

(Continued next page)

CV REPLAY (Continued from page 4)

in disarray. During the night, the IJN fleet slowly steams NW, putting as much distance between it and Midway as possible.

2345- On Midway, near midnight, Colonel Ichiki leads a final banzai charge, losing 800 of the 1150 men remaining in his command. With all hope of victory gone, he wraps himself in a regimental flag and commits seppuku. Those surviving the charge, most of whom are wounded, are captured shortly after dawn as Colonel Shannon's Marines mop up isolated pockets of resistance.

DEBRIEFING

After a poor start on the first day, the American player, Fred Kraus, ended the second with a narrow victory over his Japanese opponent, Tom Becker. With persistence of effort, and aided by his opponent's mistakes, Fred was able to snatch a victory from seemingly inevitable defeat.

Fred's initial plan, splitting his three carriers into two widely separated task groups, was risky in that he was already heavily outnumbered by Tom's eight carriers. It left each group weakened and liable to being overwhelmed early. Fred was counting on Tom finding YORKTOWN first and moving eastward to attack it, thereby leaving the transports vulnerable to strikes by HORNET and ENTERPRISE coming up from the south.

When this failed to happen, Fred should have concentrated on engaging either the approaching Japanese carriers or the transports. Instead he launched strikes against two closer and easier targets, underestimating both the range at which the Japanese could strike at his carriers and the time it would take to recover and rearm his own planes (remember that both players were inexperienced with the game).

Tom Becker, on the other hand, played a flawless first day. He moved his carriers SW, giving his reconnaissance planes time to fan out and putting him in a central position to meet an American threat from NE or SE. When he did find two of the U.S. carriers he immediately launched powerful strikes against them, taking advantage of the longer range of his planes. He also kept an adequate number of fighters over his transports, protecting them from the few American planes that managed to attack them.

On the second day, the timely arrival of Fred's five battleships off Midway proved a nasty surprise and helped thwart any chance of a successful invasion. Though all five were eventually lost, they effectively deprived the Japanese of their big-gun ships by engaging them in a lengthy and costly surface duel; this left the Japanese Marines bereft of heavy fire support later on, just when they needed it most, struggling at water's edge to gain a foothold on Midway.

The need for this support was not at first evident to Tom, who concentrated instead on knocking out Midway's airfield with his carrier planes. But the game's invasion mechanics and combat tables are such that unless the Japanese player suppresses the American ground units with airstrikes or naval bombardment at the outset of the landing, his troops will suffer tremendous losses.

Tom also fell victim to complacency, convinced he'd sunk the only two American carriers present the day before. Thus he felt it unnecessary to send out recon planes on the second day, preferring to use every available plane against Midway. When

Mike Ward took over the IJN forces at 1100hrs, he strove hard to make the invasion succeed but, when it became evident it was a losing effort, he rightfully turned his attention back to the American navy, hoping to sink enough ships to make up for American possession of Midway at game's end.

But it was too late. By the time he found the third American carrier, YORKTOWN, Mike's heavy carriers were too distant to strike at it before nightfall; only JUNYO and HOSHO were nearby and their small air groups were incapable of inflicting fatal damage. This, coupled with Fred's sinking of JUNYO, tipped the game in the American player's favor.

I wish to thank all three players for an excellent and memorable contest. Despite being new to the game, they grappled admirably well with the complexities of the system and waged a battle whose outcome hung in the balance to the very last turn. □

FASSIO PRIZE (Continued from page 1)

variation or every nuance of setup; their authors took the time and effort to make explain a little bit about the game mechanics and the strategic decisions involved to the reader.

Finally, good articles back up their main points with examples of play, historical references, visual analogies, etc. They don't just state, "Gee, what a neat game."

Based on these criteria (and in spite of the fact that he didn't look me up at Avaloncon), the inaugural Fassio prize goes to Alan Libuszowski for his *Opening Strategies for Korean War*. Alan's article had all of the above prerequisites and more. Although I have never played *Korean War* and can't even remember seeing it played, Alan took the time to make me, the reader, familiar the basic mechanics and strategic scope of the game. His comparison of the Korean peninsula to the state of Florida gave the reader a visual guideline for his description of the ebb and flow of the action. As a strategy article, *Korean War* was of genuine interest to all players of the game, experts and novices alike, and covered both the North Korean and the South Korean/UN player's options. In short it was just the type of article we like to see in the *K*.

The downside to awarding the Fassio prize to one person is that many equally worthy articles must be bypassed. Charlie John's replay of *War and Peace*. Kev Reid's search philosophy for *Flat Top*. Herman Bingham's and Mike West's new *Panzer Blitz* situations. Jean Jodoin's look into the future of wargaming. Steve Llewellyn's *three* articles. All valid competitors for the top prize.

Let's hope Mark will have the same dilemma in 1996. □

REINFORCEMENTS (New Members) -

12.1.2 - Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on turn of entrance.

1480 - Robert Rutherford

1481 - Bryan G. Cook

1482 - C. Flint Web □

AHIKS ONLINE

by Bruce Monnin, PBEM Coordinator



A brief flurry of online activity occurred in February, as three more AHIKS members checked in from America OnLine, as well as three new members from the Internet, bringing the total number of AHIKS members available online to close to sixty. If you're looking for a PBEM contest, the odds are better than ever that we can match you up with another opponent. Although the list of potential games requested by AHIKS members keeps growing, I do have outstanding match requests for the following games (current through 3/11):

Across Five Aprils	Bulge '81
Bulge '91	Blitzkrieg
Blue & Gray Quad	Blue & Gray Quad II
Breakout: Normandy	Civil War
Cobra	Destroyer Captain
Fortress Europa	Hell's Highway
Invasion of Malta	Napoleon at War Quad
Napoleon at Waterloo	Napoleon's Last Battles Qd
Road to Richmond	Royal Navy
Russian Campaign	Russian Front
World War I	

On another subject, last year I volunteered to organize AHIKS members going to Avaloncon. If you are going Avaloncon and are looking for roommates, team members, rides, etc., or just want to send a message to all your fellow AHIKS members going to the big convention, send me a note. I'll get a short newsletter out to everyone who is interested. Maybe we can have an AHIKS team or two put together, much like AHIKS Europe did last year. Considering all the previous championships won by AHIKS members, such a team should do quite well.

My unofficial research into the 1994 Avaloncon tournament shows that AHIKS once again took home a number of championship plaques. Here's how 1994 compared to previous years:

Year	Tournaments	AHIKS Champs	AHIKS (%)
1991	46	6	13
1992	59	4	7
1993	74	12	16
1994	78	6	8
Total	257	28	11%

The 28 AHIKS championships were won by 17 different AHIKS members, with former President Kevin McCarthy leading the charge with four plaques and Randy Heller right behind with three. Come on out and give these guys a hand. □

PACIFIC THEATER

by Frederick Kraus, RD-Pacific



The winter storms and earthquakes continue to roll into California mixed in with a few sunny days. Sort of like the old "Good News/Bad News" bit. That pretty well sums up this issue's column.

First the good news: we have two new members to welcome. Bob Rutherford of Monterey Bay, CA, is a computer software developer— great job. Bob has been gaming since 1964 (at age ten playing *Tactics II* and *Blitzkrieg*). His current favorites are *Advanced Civilization*, *Diplomacy*, and *Stellar Conquest*. Our second new member is Brad Martin. I listed Brad last because that seems to be his luck— somehow I overlooked getting his introduction into the *K* several months back. Brad lives in Willetton, Australia (one of those crazy "Aussies"). Brad cut his teeth on SPI games, but after their collapse, Brad graduated from college. He now favors more "historically accurate" games such as *Trial of Strength*, *Russian Campaign*, *Civil War Battles*, and *Napoleon at Austerlitz*. A bloody warm down under welcome to both of you!

Now for the bad news: I have another complaint for failure to respond. Damn, these are very disheartening for a player, especially when you have been playing for some time and just beginning to see your strategy bloom. The offending member is on his way out and the door will hit him in the ass.

We have also had a tremendous drop in membership. The loss is just astounding to me. I don't get it. Is the computer age spelling the end to the boardgame age?

Finally, the Perpetual Fund has not received any donations, not one. Someone once told me that gamers are cheap. Maybe he was right.

On to better stuff. *Witness to Appomattox* by Richard Wheeler is a truly great book. It is written using eyewitness accounts from privates to generals. A must for all Civil War buffs. Wheeler also wrote *Sword Over Richmond* and *Witness to Gettysburg*.

Thanks to Mark Palmer for his stint as President. Mark, we hardly knew ya. Good luck to Bryan Eshleman as our new President, a tough job in this day and age.

Good gaming. Keep in touch. □

TREASURER'S REPORT: Feb '95

by Sid Jolly, Treasurer 3/10/95



February 1995

<u>Starting Balance:</u>	\$6,208.19	
<u>Income:</u>	\$ 311.00	(Dues)
	400.00	(Xfer from Canadian Acct)
	2.00	(Overpayments)
	17.00	(Editor Expense Refund)
	<hr/>	
	\$ 730.00	(Total)
<u>Expenses:</u>	\$ 1,500.00	(Xfer to Savings)
	87.46	(Deck - Jan MC)
	20.00	(95 Dues Refund)
	6.00	(Credit Used)
	2.70	(Credit Refund)
	<hr/>	
	(\$ 1,616.16)	(Total)
<u>Final Balance:</u>	\$5,322.03	
Savings Acct.:	\$2,691.38	(as of 3/9/95)
Canadian Acct.:	\$297.88 Cdn.	(as of 3/3/95) □

OPEN MATCH REQUESTS 1/10/95

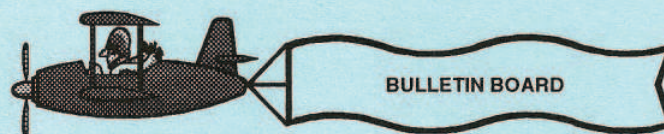
by Les Deck, Match Coordinator

Members should report to the MC any corrections, additions, and/or deletions to the following list to insure that match requests are not duplicated as well as to increase efficiency of service. A further request is made that only one member agree to request ICRKs when one has an opponent available. Please use the Match Request Form on the back page, properly prepared using the Key as a guide. Remember to send the top half of all ICRK sheets for completed matches to the MSO-Ratings. If you have moved or are preparing to move, be sure to inform the MC of that change including your new telephone number.

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

Game	Mem #	Member
3rd Fleet (VG)	21	Cosmas
Advanced Civilization (AH)	1480	Rutherford
Advanced Squad Leader	1293	Wood
Air Assault on Crete (AH)	1336	Martin
Armageddon	299	Bowie
Anzio, Advanced (AH)	988	Lindow
" "	9323	Bayliss (UK)
Balkan Front (GRD)	1426	De Vita (Italy)
Bloody Roads South (Gamers)	1365	Sabin
Bulge 65 (AH)	1455	Andriakos
Bulge 91 (AH)	1430	Warnick
Bull Run (AH)	1473	Passacantando
Civil War (VG)	1252	Brooker
D-Day 91 (AH)	1324	Kaye
Diplomacy (AH)	1185	Ringhoffer
Embrace an Angry Wind (Gamers)	1365	Sabin
First Blood	1262	Marcone
Gettysburg 77 (AH)	1473	Passacantando
Gettysburg 88 (AH)	1383	Hugh
Guns of August (AH)	1386	Martin
In Their Quiet Fields (Gamers)	1289	Menig
Ironsides	216	Schoenberger
Korean War (VG)	1434	Amato
Long Lance (3W)	748	Grills
Mississippi Banzai	216	Schoenberger
Modern Battle Quad - (SPI)	1438	Morss
Napoleon at Leipzig	1355	Jehlen
Napoleon at Waterloo '79 (SPI)	1438	Morss
No Better Place to Die (Gamers)	1365	Sabin
Pacific War (VG)	1431	McFarland
Pacific War (VG)	470	Thornsen
Panzer Armee Afrika (AH)	216	Schoenberger
Panzer Blitz (AH)	997	Rogers
Panzergruppe Guderian (AH)	1448	Lugn
Panzer Leader (AH)	997	Rogers
Roads to Gettysburg (AH)	1431	McFarland
Russian Front (AH)	1086	Mitchell
Squad Leader (AH)	1150	Stewart
Stalingrad '63 (AH)	1014	Hugh
Stalingrad Pocket (Gamers)	1455	Andriakos
Stellar Conquest '82 (Metagaming)	1480	Rutherford
Storm over Arnhem (AH)	1363	Dilbeck
Third Reich, Advanced	1477	Fortin
Thunder at the Crossroads (Gamers)	1365	Sabin
Trireme	299	Bowie
Turning Point: Stalingrad (AH)	988	Lindow
USN (SPI)	275	Scanlan

Victory in the Pacific (AH)	299	Bowie
War and Peace (AH)	1447	Spurlock
War at Sea (AH)	1427	Walsh
War in the Pacific (SPI)	275	Scanlon
Waterloo (AH)	1185	Ringhoffer
World in Flames (ADC)	1086	Mitchell □



Wanted to Buy/Sell/Trade: Buy: Descent Upon Crete. Trade: Unpunched Shenandoah with photocopied rules. For Sale: Shenandoah (\$50), Gettysburg 58 & 60 (\$50), Gettysburg 61 & 64 (\$50). All four for \$75 plus \$10 postage. Stuart Schoenberger, PO Box 510, Jamaica, NY 11435-0510. (W) (718) 262-3189; (H) (516) 221-3976.

Games for the Asking: I have been forced to clean out my attic and have a collection of old games looking for a new home. I haven't played most of these in almost fifteen years. They were on their way to the trash bin when I decided to offer them to the membership. All are complete. Some are in good shape, while others have quite a few miles on them but are still playable. If you are interested in any of these, drop me a card and I will attempt to ship them to you. It may be a few days or weeks depending on when I can allocate a few dollars to it. If you include \$5 for each title, I will ship it UPS in a day or two.

Titles available: A Mighty Fortress SPI, Afrika Korps AH, After the Holocaust SPI, Blitzkrieg AH, Bull Run AH, Chancellorsville AH, Civilization AH, Conquistador SPI, Dreadnought SPI, Drive on Stalingrad SPI, Empires of the Middle Ages SPI, Fortress Europa AH, Frederick the Great AH, Fury in the West AH, Gettysburg '64 AH, Gettysburg '88 AH, Kingmaker AH, Luftwaffe AH, Napoleon at Bay AH, Napoleon at Leipzig OSG, Napoleon's Last Battles SPI, Pax Britannica VG, Rommel & Tunisia OSG, Russian Civil War SPI, Stalingrad AH, Battle of the Bulge '65 AH, Battle of the Bulge '81 AH, The Crimean War SPI, The Crusades SPI, The Great War in the East SPI, The Peloponnesian War VG, The Russian Campaign AH, Up Front & Banzai AH, Victory in the Pacific AH, War at Sea AH, Waterloo AH. Questions, comments, or inquiries to: Tom Thornsen, 113 Glensummer Road, Holbrook, NY, 11741.

Games for Sale: Unpunched SPI "flat trays." Trays have no cracks or yellowing and are in "original" packaging.

War in the East 2nd Ed \$150, Blue & Gray II Quad \$135, The Conquerors \$120, Crimean War Quad \$115, Thirty Years War Quad \$225, Island War Quad \$90, Modern Battles I Quad \$60, Modern Battles II Quad \$75, Napoleon at War Quad \$75, Napoleon's Last Battles Quad \$55, West Wall Quad \$65, North Africa Quad \$60, Objective Moscow \$100, La Grande Armee \$55, Sniper \$22, Panzer Armee Africa \$35, Desert War \$25, Frigate \$23, Fulda Gap \$25, Napoleon at Waterloo \$20, Global War \$45, Red Sun Rising \$70, Winter War \$60, The Ardennes Offensive \$35, WW II \$35, Kampfpanzer \$20, Panzergruppe Guderian \$30, Red Star/White Star 1st Ed \$45. Also: Shenandoah Battleline unpun \$105, Battles for the Ardennes Quad SPI original shrink box \$50, Operation Typhoon SPI box unpun \$90, NATO Division Commander SPI box unpun \$70. For full game list send SASE to: Steven G. Williams, 442 Stanley St., New Britain, CT, 06051. □

MATCH REQUEST FORM

Name _____ Member # _____ Phone Number _____ Date _____

Address _____

To Request Matches Use This Format:

Insert the game title(s) on the numbered lines. Include any letter codes (in parentheses) listed below that apply. If you place more than one game on a line, you will be matched with the first opponent available for one of those games and any other requests on that line will be ignored.

Change of Address Effective _____

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

- [A] Desire A.R.E.A. Opponent (If Available)
- [G] Will Game Master This Game With # _____ Players
- [N] Will Play New Member
- [X] ICRKs Needed (Check One): 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 # _____
- [F] Desire Fast Opponent (7 Day Reply) (If Available)
- [M] Desire Multiplayer Match With # _____ Players Desired
- [O] Will Play Opponents Outside USA/Canada

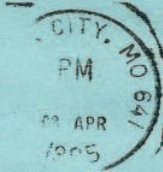
1. _____
2. _____
3. _____

AHIKS



International Wargaming Society

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