

Kommandeur



Newsletter Of AHIKS International Wargaming Society

Conflict Simulation Comment and Analysis

October 1995

BREAKOUT: NORMANDY AT AVALONCON '95

by Mark Gutfreund - #1470

Once again I made my annual pilgrimage to Avaloncon to see friends and try my hand at the tournaments. My main endeavor this year was *BKN* and your Editor and sometime *BKN* opponent has asked me to write a review of my games. I will also try to throw in a discussion of some new tactics that I fell victim to and some possible replies to those tactics.

For those gamers who may have been out of the country the last few years, *BKN* is an area movement game by AH that follows in the tradition of *Storm over Arnhem*, *Thunder at Cassino*, and *Turning Point: Stalingrad*. Movement is by mini-turns called impulses, which gives something of the feel of simultaneous movement without all the hassle, since you can move only a small part of your forces every impulse. The fun of the game is deciding what move is the most important, as the day can end or the weather can change at any moment. Weather is critically important, since on clear days Allied air power is supreme and only on overcast days do the Germans have much counterattack potential. The Allies have a large advantage in fire-power, but are working under a fairly strict timetable in order to achieve their victory conditions.

The format this year was Swiss, 6 rounds over 2 days. This is a format I prefer: it allows me to play a game I like frequently against good competition and the better players can't be eliminated by bad die rolls in an earlier round to a less skillfull opponent. In fact a player who ultimately emerged with a 5-1 record did lose a first round match with very poor die rolls. A limitation of this format, however, is that a clear winner may not emerge if there are ties for first. This also happened as four players had 5-1 records and the winner had to be picked based on strength of opposition. There was discussion to alter things next year to a Swiss elim so a clear cut winner could result. I am completely in favor of that as long as we don't play more rounds—six was almost too much for me.

In my first round I was the Germans. Players bid for sides

THE SOUTHERN CAMPAIGN

by Alan Murphy, RD-Southeast

Hello again, folks, I hope you are all well. Whew! What a hot summer we've had on the East Coast this year. I thought I was going to melt away, but I've also had a lot of fun gaming as well. I was fortunate enough to attend both Origins and Avaloncon this year and I'd thought I'd share with you the great times I experienced.

My first observation of Origins was, "Wow, there are *lots of gamers* here." I'd say at least half of those attending were historical boardgamers, whose numbers appeared to match the

Magic card-wielding orc and dwarf hordes. There were a few costumers running around as well—just to keep things interesting, particularly some of the maidens—very nice indeed. I traveled with a buddy to Origins in Philadelphia on Friday, July 14, and met several other gaming buddies up there too.

We set ourselves up in The Gamers' room, which they shared with a new company from Germany, Moments in History. There must have been at least three dozen companies, particularly new ones, displaying their wares and I saw many wonderful up-and-coming titles. It was incredible! Let me dwell on some of the booths that caught my attention.

GMT Games had a lot of new releases. *Typhoon: The Drive on Moscow, 1941*, features probably the most accurate OOB ever on the subject, due in part to recent releases from the archives in Moscow. *Crisis: Sinai, 1973* explores Egyptian-Israeli battles during the Yom Kippur War. And for you flyboys out there, the beautifully done *8th Air Force* offers the air war over Germany. Also impressive was their three-mapper by Richard Berg titled *The Three Days of Gettysburg* or *3-DOG*. (This game is reputed to be the third edition of *Terrible Swift Sword*. —Ed.) The hyper-accurate graphics (by Rick Barber of Clash of Arms fame) detail obscure topological features such as creeks, woods, farms, homesteads, stores, etc., which I have never before seen on



The Society's Contingent at the Avaloncon Get-Together.

Front row (l-r): Ray Woloszyn, Alan Murphy, Dave Zimmerman.
Back row: Bruce Monnin, Ken Nied, Bryan Eshleman, Murray Cowles, Kevin McCarthy.

(Continued on page 5)

(Continued on page 4)

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

SOUND AND FURY

by Ken Nied, Editor



Getting this issue out the door was a definite challenge. Several months ago I had upgraded my computer by adding an 850 meg hard drive to supplement the original 200 meg drive that once seemed so incredibly large.

The K was 80% complete when, as luck would have it, the new drive crapped out. Fortunately, I had a backup copy of the K. Meawhile, I experienced the dubious pleasure reconfiguring the smaller drive, dealing with tech "support" people, laboriously reloading the operating system, publishing software, etc., from diskette— then reversing the process when the replacement drive arrived. Ugh.

You will notice that this issue has a decided Avaloncon flavor to it. Several circumstance conspired to bring this about. First, several of the attendees responded to my plea for articles by submitting convention related material. Second, conventions are one of the few occasions where Society members become more than mere signatures on a game move or disembodied voices over the phone to one another. Thanks to Alan Murphy we captured a few those moments on film and, thanks to an acquaintance of mine, we scanned the photos to disk for reproduction here. And finally, Avaloncon tournaments represent the some of the best competition our hobby has to offer. The various authors have provided those who could not attend a chance to experience the peaks and valleys of tournament play. I hope you enjoy it. Next issue we will return to our more traditional format with the continuation of Steve William's "City Free-for-All" replay.

Society Business: The Executive Committee recently cleared up some lingering issues by voting to approve two proposals. In the first action, the Society will reimburse the Multiplayer Coordinator, Tom Butcher, for expenses incurred in the production and distribution of his multiplayer update letter, *Blut und Eisen*, to AHIKS members (only). In the second action, AHIKS will establish a library of *Aide-de-Camp* templates for use by the membership. This library will contain only those templates constructed by our members; it will not stock templates purchased or available commercially. The procedures for requesting and using the templates have not been completed yet, so please don't start flooding the Match Coordinator with ADC requests. □

HOW I SPENT MY SUMMER VACATION

by Bryan D. Eshleman, President



El Presidente

"Hello, Old Friend" might have been an appropriate theme song at this year's Avaloncon. The competition was fierce as usual, but I also sensed a lot of renewal of friendships from past years. I know I certainly did— you tend to remember the tough opponents you've faced before. Avaloncon can be a bit overwhelming in that you have so many tough opponents concentrated in such a small area for such a (relatively) short

time. I wanted to see everybody, play every game, and do everything. Unfortunately, time does not permit. So, hello again to everyone I did see; I wish we could have spent more time together. Hello to all I did not happen to see; I hope to see you next year.

On Wednesday evening of the convention we held our annual AHIKS FTF meeting. The main topics of discussion were: funding for the multiplayer newsletter, *Blut und Eisen*, possible reduction of dues and other membership fees, starting a library of *Aide de Camp* templates, and, finally, the desperate need for articles publication in the K. The first three items are up for discussion and vote by the members of the Executive Committee. I hope we can report more by the time this is published. This year's meeting was not especially well attended. I know more AHIKS members were at Avaloncon. I really want to urge all of you who attend the convention to come to the meeting. The get-together is an open forum, not very formal, and offers a chance to express your views to several members of the Officer Corps and to initiate discussion on topics of interest to you. If possible, please take advantage of the opportunity next time around.

My convention experience was pretty much oriented towards one game this year, *Breakout: Normandy*. Maybe it's the size of the counters, but I have never been so completely taken by one game since, well, ... *Victory in the Pacific*. And that was a long time ago. I've played a lot of good games in the meantime, but nothing has captured my soul like *BKN*. It's a good thing, too. My tournament games took a roller coaster ride I won't soon forget.

Those of you who play *BKN* or other games using earlier versions of that system know the wild swings of fortune that can take place due to the dice rolls. With both players throwing two dice for combat, some unexpected results can actually become the norm. I played six games in the tournament. The first four games were totally lopsided. In the first two (which we won't spend a lot of time discussing) my Allied forces impaled themselves on the beach defenses. In both games my opponents rolled "snake eyes" for interdiction of my two regiments amphibiously assaulting Utah Beach. I was ready to scream. Being mentally prepared (fatalistic is more like it), I was able to overcome these disasters and further decimate my chances of winning by rolling weather changes early in the turn, thereby aiding my opponents even more. I struggled on in those first two games— some things even went right for me. In the end it was too little, too late.

I said it was a roller coaster ride and it was. The next two games were short and sweet. I was the Allies again in both games and the Midas Touch was mine. Everything I tried worked. The beach landings went well and enabled me to gamble a bit on my second wave follow-up attacks. I was able to capture Area 16, Bretteville, on June 6 in both games. This puts a lot of early heat on the German player. In game three Bayeux and Balleroy were isolated due to Allied control of all the surrounding areas, and my opponent threw in the towel after the June 8 turn. My game four opponent was AHIKS' own Jeff Martin. Jeff won last year's *Russian Campaign* Avaloncon tournament and is an excellent *Bulge '81* player. Jeff gave way

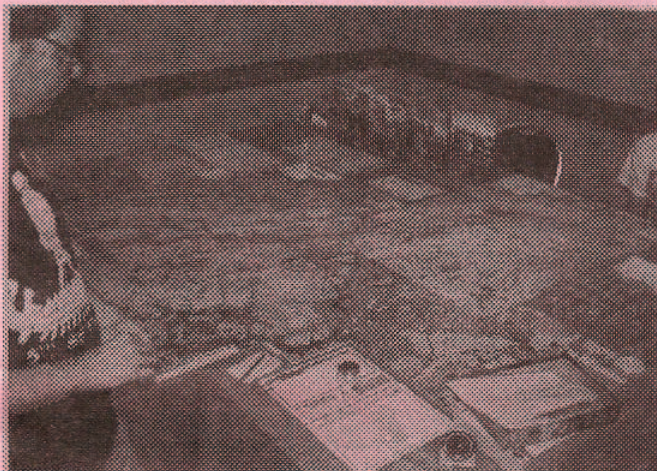
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SUMMER VACATION (Continued from page 3)

after the June 9 turn. Foret de Cerisy was a German island in an Allied sea.

My remaining two games of the tournament were nothing like the first four. They were both hard fought, close matches. I was able to win one of them but fell short on the other. *BKN* is an exciting game, full of the unexpected, with lots of room for personal creativity during play. These factors create an unmistakable siren's call for me. Hopefully, TAHGC or someone will follow up on the success of this latest version of the system and create another blockbuster of a game.

Well, that was my Summer of Fun. I hope to see each of you next year. □



Here Come the Roads to Stonewall Jackson's Valley

Alan Murphy applies the finishing touches to his setup of all four game maps from the GREAT CAMPAIGNS OF THE AMERICAN CIVIL WAR series. We played the "Battle for Washington" scenario using only the lower portion of the map at the far right.

SOUTHERN CAMPAIGN (Continued from page 1)

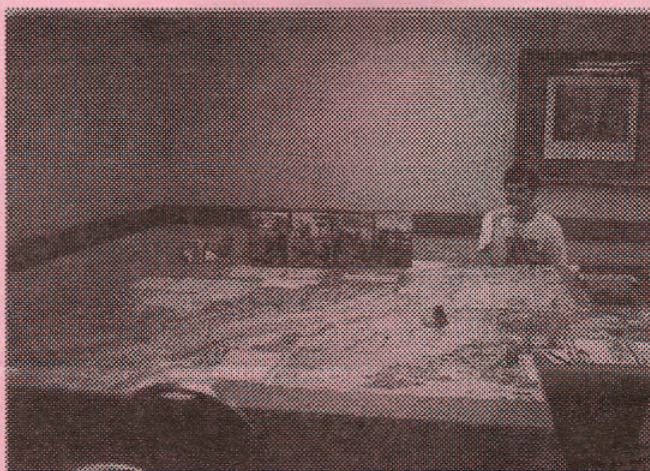
previous presentations of this battle. The color scheme for the elevations is very eye-appealing and, along with the counters, very inspiring.

Avalanche Games, a new company, displayed a particularly attractive game titled *Red Parachutes* on one of my personal favorite WWII subjects, the Soviet Offensive of 1943. *RP* features the Dnepr River crossings and the historically bungled air drop at Kanev, hence the title. Strangely enough, however, I have yet to see this game at any retail outlets since the convention. Although the game is visually appealing, I've heard that it has set-up problems, so you'll need the errata.

The previously mentioned Moments in History group turned out to be—for a bunch of Germans—pretty nice guys. I met several of them in their open gaming room. They displayed their newest WWII game on the 1944 battle of Aachen, *Piercing the Reich*. Despite its butt-ugly maps, I've heard nothing but good comments on this game. I'd really like to see this company do well because I can verify, having played several great matches of their *Ring of Fire*, that they put out one

hell of a fun game. But I think they need to find a capable printer as well as a decent cartographer.

Spearhead Games, another new company, featured fellow Washingtonian Peter Perla's *Bloodiest Day/Bloodiest Battle*, an area movement game on the battle of Antietam. The game sports a very natural looking hand-painted map and a game system similar in play to AH's popular *Storm over Arnhem* series. Still, I thought that its price of \$35 was a bit steep, considering that the overall size and number of components were more comparable to a magazine game. Basically you're paying an additional \$18 for the box. I wonder if Spearhead, being a new company, should have offered a zip-lock version of the game instead. I would have bought the game if it had been more reasonably priced, but ended up borrowing my



Paul Nied surveys the completed map layout from the north. Below Paul's elbow are the two maps from *The Roads to Gettysburg*. Beneath those and at the far right (above the angle) are the two maps from *Here Come the Rebels*. Closest to the camera at the center are the two maps from *Stonewall Jackson's Way*. Running diagonally from top center to lower left are the three maps from *Stonewall in the Valley*. The completed mapset attracted a great deal of interest and favorable comment from passersby.

friend's copy instead.

The Gamers had their new Operational Combat Series game, *Tunisia*, on display. I understand that if you want to break into this monster-scale game series (5 mile hexes, half-week turns, battalion through division unit sizes) gradually, this is the game to get, due in part to its low-counter density in the beginning setups.

The most unique booth at the con sold high-quality T-shirts emblazoned with the names and symbols of famous (or infamous) WWII divisions: the US 28th Infantry, Fallschirmjagers (paratroopers), Green Devils, Das Reich, Totenkopf, and 5th SS "Wiking" divisions. I can just see myself now, driving in the downtown Washington rush hour, wearing one of those shirts; but I really plan on wearing it only to conventions such as Avaloncon.

Meanwhile, Avaloncon. Although I was able to attend only on the Wednesday through Thursday morning, I heard that the convention was very well attended and successful.

(Continued next page)

SOUTHERN CAMPAIGN (Continued from page 4)

(One of the staff members at the Hunt Valley Inn informed me that Avaloncon was by far the largest convention they host every year.) This year I had the opportunity of attending the AHKS get-together, held appropriately in the bar lounge, and met several fellow members for the first time. Quite a motley crew, I tell you, though the "Dateless Wonders" is more like it. (See the group photo on the front page.) That's me wearing my "Wiking" T-shirt there and at the left.

While the meeting focused primarily on issues concerning the Society, the financial condition of Avalon Hill also dominated the conversation. Seems that the Boys on the Hill may be seeking a buyout within the upcoming year. I know one thing: that AH's demise, if it happens, will not be the "1930's Crash" of the hobby, as was predicted when SPI folded. I think that the other, smaller companies will quickly seize the moment and fill any void left in AH's wake. It would be a major loss to the hobby if Avaloncon were discontinued, though. I understand there is a drive underway which seeks to continue the convention for at least the next year. If so, I would fully support the effort, because seeing Avaloncon disappear would really suck.

As announced beforehand, I was able to set up all four existing games in the *Great Campaigns of the American Civil War* series (the *Stonewall Jackson's Way* series). It took me about two hours and six tables to set up. It looked great! (See for yourself on the previous page.) Editor Ken Nied and myself did get in our proposed game of "The Battle for Washington," as promised in issue 30-4, and my cartoon on page 10 describes the match in graphic detail. I also got into a grueling campaign game of *Stonewall in the Valley*, which turned out to be an all-night/all-morning affair. But I had a great time. I mean, sleep is for wimps, huh guys? Healthy, well-adjusted wimps, but wimps nevertheless. I even got to talk with Joe Balkoski, the series designer, who expressed some concern about continuation of his series in the light of the AH crisis. But Joe shared some very interesting background on the map development of the series.

Overall, the convention was great fun and I had a very good time indeed. (Marty Roecker, I missed ya there this year!) I'll be looking for you around Xmas time. Until then, happy hunting. □

BREAKOUT: NORMANDY (Continued from page 1)

with the higher bid getting the Allies. I think the Germans may have a slight advantage in the game, so I tended to bid on the lower end; consequently I had the Germans in 5 of the 6 contests.

In the first game things never went well for the Allies. They had terrible naval and air bombardments and none of the invasions really did much better. The turning point came on the 3rd impulse of the June 7 turn. My opponent rolled a 3 (with 2 dice) changing the weather to overcast and also losing his battle. He flipped the Advantage for a reroll and again had a 3. The chances of that happening are 1 in 324. My two powerful panzer divisions could now roll freely into the already weakened Allies. A number of regiments hit Sword

and the 12SS/25 hit Juno, killing three units. I elected to prolong the day and this worked to the good, since the day lasted until the 8th impulse and I was able to garner 8 supply per depot. On the next impulse Pz Lehr hit a spent armor unit in Bretteville, pushing that unit back. I now contested Sword with the British badly hurt and completely controlled Juno and Bretteville. On June 8th, there was another change to overcast and another panzer unit swept into Merville where there were three D2 airborne units. They were eliminated and I moved the sunset marker to +3 on this occasion. At this point the Allied commander resigned. Everything went my way this game.

One moral of this story is the British need to contest Caen as soon as possible. In this particular case the British never really had an opportunity to do so. The main reason is that it shields Juno and Sword from counterattack on the second and subsequent days from the panzers, especially 12SS. This also becomes critical later in the game, since the Allies cannot get VP's for an area unless it has supply, and no beach that is contested can provide supply outside itself. Thus the Germans don't have to win a beach, they only have to contest it in order to deny it supply. Caen is a dagger pointed at Sword and Juno as long as it remains uncontested.

I think another thing this game demonstrates is the utter importance of at least some luck early in the game for the Allies. In half the games I played, the Allies were pretty much defeated by early poor die rolls. During the invasion sequence all the Allies can do is sit back and hope that the large number of die rolls will even out enough to get a toe hold. On the other hand, Ron Fedin came out as 5-1 and he played the Allies every time. It would be interesting to see how the Allies and Germans fared throughout the entire tournament.

In the second round I faced Bill Edwards, the eventual winner in the tournament. He bid very low for the Allies, so I ended up with them. The tremendous good fortune I had with the dice in the first round reversed itself in this game. My naval and air bombardments went terribly and all 4 German units on Omaha remained fresh. I was then mauled by the interdiction die rolls and only 2 units ended up invading Omaha, an 8-10 battle. Of course I was smashed. Only using the Advantage prevented all my units from becoming D2 on a later bombardment. Most of the units on Sword were also disrupted. To add insult to injury he rolled the magic 6 for the St. Mere-Eglise-Montebourg bridge and the entire German army on the Cotentin peninsula started its migration toward it. I tried a low odds attack with my fresh paratroopers to see if I could clear it before the hordes of Germans arrived but it too failed.

I valiantly tried to play on, but his artillery pounded me so that Sword remained contested up to the eighth of June and I was barely able to get off the beaches anywhere. When the ninth and overcast weather came along, Caen had remained uncontested (see above). To prevent Sword (which was contested and had no fresh units) from being obliterated, I made a low odds attack into Caen without artillery prep from Juno. This also failed and the 12SS rolled into Sword and creamed me. I had already played on longer than I probably should have (but you come to play, right, not just roll over and play dead) and I surrendered. True, I never had the dice rolls, but Bill, like most excellent players, never gave me a chance to get back on my feet when he had me down.

(Continued on page 6)

BREAKOUT: NORMANDY (Continued from page 5)

What is the optimum Allied response when the Germans hit the jackpot with a 6 on the St. Mere-Eglise/Montebourg bridge? I think that as long as the Germans only have the CA Martin in St. Mere-Eglise, my initial response is correct, i.e. attempting a low odds attack with the two fresh paratrooper units and hope to clear the area before any Germans can move in. If the Germans have already been able to get at least one other infantry unit in, the odds of clearing the area are so low that it is probably not worth the impulse. Clearing is important, of course, since then any German intrusion into St. Mere becomes a mandatory assault, and, with their paucity of good offensive units, not worth it for them.

Failing this low odds attack, I would take the 90th and move it offshore in the regroup phase and then move it to Omaha Approach for the next reinforcing phase in the hope that it can do more good elsewhere. I would still land the corps artillery at Utah. I think the only hope for taking St. Mere-Eglise in the game will be that the pressure from the other American units will force the German to move units away from St. Mere and possibly open up some attack possibilities for the 4th division and various paratroopers. This is probably a long shot though.

The long term consequences for the Allies are that they will lose the VP for St. Mere. The assault on Carentan, usually a necessity for an Allied win, will be much more difficult, since it will be able to be assaulted from one direction only.

Of course, another Allied move, if they have it, is to use the Advantage for a reroll on the German bridge seizure attempt. If it is relatively late in the day and it is unlikely the Germans are going to get more attempts, this seems to me a viable option and the one I'm leaning the most strongly towards at the present.

In the third game I was once again the krauts. My opponent in this case had fairly good Allied landings and he was able to take Tilly and contest Caumont and Caen on the second day. My memories of the rest of this game are a bit hazy, but I do know that the Allies spent quite a bit of time with the British to the neglect of Omaha such that he did not clear it until the 9th, even though he probably could have done so fairly easily if he had tried so earlier. Likewise not much happened off Utah. Consequently he was not able to amass many VP's by the 11th and so surrendered then. I think that, had he allowed the Americans to do more, this could have been a much closer contest.

The second day of competition dawned finding me with a 2-1 record and my bid again got me the Germans. This turned out to be the shortest game of *BKN* I have ever played, 45 minutes in a tournament that allowed 5 hours per game. The Allies had very poor die rolls on their bombardments and landings and lost the Advantage to no great effect. On the second day there was a very early change in weather the Allied player could do nothing about. My 12SS Pz could roll into Sword and Merville and at this point the Allied player threw in the towel. It is always a little unsatisfying to win with such a short game that was so heavily dependent on luck, but it did provide an opportunity to get in some open gaming with friends that would not have been possible otherwise.

In the fifth match I was up against a very competent Allied commander; yes, I had the same old, same old guys. This was

by far the most exciting match of the tournament for me and therefore the most fun. On the second day the Allies directed murderous naval and air bombardments against Caen, forcing me to send reinforcing units of the 12SS directly into the teeth of Allied air interdiction.

Thus began a titantic struggle for Caen. If the Allies take it, victory is almost a certainty. Unfortunately, the converse is not true for the Germans, since holding it only means you will have a chance to fight them off elsewhere. The downside of such an effort by the Allies is that attempting to take it can draw so many resources and impulses that, if you don't end up taking it, you have probably lost, through neglecting the other parts of the board. This is really what happened in our game. Consequently, I don't think it is worth it for the Allies to try to take Caen unless they can do it early and relatively cheaply.

The battle for Caen stretched out over 4 days, from the 7th to the 10th. A great many of my quality units, including the 12SS, were sucked into the Caen battlefield and spat out again as D1 and D2 units that I had no hope of refitting. It seemed I was constantly shuffling the D2 units out and bringing fresh ones in. Finally on the 10th came the climax. He made several more good bombardments and I was running out of reserves. He made one more heavy attack on Caen and took it. At this juncture I played the Advantage for a reroll. This time I had a high roll and he was low, such that he lost the battle and the day ended at the same time. Caen survived.

The next day was the 11th and the 17SS Pz were arriving. On my first impulse I could run them into Caen to reinforce if necessary. My opponent tried for a few more impulses, then surrendered. A tremendously exciting game that came down to one big die roll.

This brings us to the final round. Don Greenwood was 5-0 and five other people including myself were 4-1. So if Greenwood would lose in the final round, everyone else would have a shot at the championship.

In the last round I faced Ron Fedin, who had the Allies all through the tournament. Ron has had a lot of experience with *Turning Point: Stalingrad*, in fact winning that tournament at AvalonCon '94, and he put that experience to good use in *BKN*, because he was by far the best Allied commander I had come up against. Yes, I lost, but to a superior player and I learned a few tricks along the way.

Let me discuss some of Ron's tactics during the invasion turn. First, at St. Mere-Eglise, his paratroopers do not seize the St. Mere/Carentan bridge, but the other three only, leaving two units fresh, per usual. What are the obvious benefits of this move? He doesn't have to worry about the Germans blowing the St. Mere/Utah Beach bridge nor trying to snatch it from the Germans, thereby negating the nasty +3 defensive DRM for assaulting across the enemy-held bridge in flooded terrain.

The downside of course is that the St. Mere/Carentan bridge is in German control and they can move units across it to reinforce St. Mere. There's the rub! Most of the German units are too far away to come in easily and you may want to be careful about committing the 6FS or the 100 Pz into St. Mere. If they are blown out, you may have nothing to protect the path into Carentan!

At the time yours truly just did not recognize at all the implications of this tactic, viz. that the bridge was mine to move

(Continued next page)

BREAKOUT: NORMANDY (Continued from page 6)

troops across or blow up. I went two entire days ignoring it until it was too late. I can only blame it on battle fatigue, the newness of the tactic, or stupidity (choose one). I also had a late weather change on the first day, so I could have run all three FLAK units at Cherbourg into Carentan, but I didn't.

What should have been my response? First I would have tried to move the three units in areas 47 and 48 into 45, hoping they would pass their interdiction dr's and then from 45 regroup into Carentan, where they and others can move into St. Mere on the first impulse of June 7. All this assumes that CA Martin is still around, but the probability of losing it completely on the first day is low. I would only attempt to blow the bridge if the loss of St. Mere seems imminent with no hope of reinforcement, since blowing it ends any chance of reinforcement. If the weather changes the first day, you can do what I failed to do and activate Cherbourg. After regroup, you should have a nice little force to move into St. Mere. While Ron's strategy is interesting, I still favor the "standard" approach, since it gives the Germans less opportunities to get into St. Mere and cause big trouble.

Ron showed some other wrinkles. At Omaha he invaded with only one regiment from the 1st div with both 29th regiments and the Rangers in support. Given the possibility of interdiction, divisional integrity is chancy and this approach allows a little more punch in the follow-up attacks. While it might depend on how my bombardments went, I like this idea.

He also attacked the CA at Merville with one paratrooper before he decided if the other should take the Orne River bridge (completely legal). If the CA in Merville is blown away, he keeps the other unit fresh and does not take the bridge. This pins the Pz Grenadier unit in Troarn, since that fresh para can move there without too much worry of a German counter-attack. The Pz Gren unit will only be able to get to Caen as spent the next day. The Orne bridge is not too great a worry since it will fall automatically once Sword falls.

Another of Ron's interesting moves (carried out as a follow up to the initial landings) was to activate the armored unit at Juno, land, take Douvres, then attack the weakened CA at Sword. In the regroup phase, he put both armored units from Sword and Juno, the 3rd inf div, one commando, and two regiments from 3Ca inf into Douvres. With artillery support and div integrity, that's 17 factors pointing at Caen without having to use the Advantage to declare a double impulse. He then proceeded to blast Caen and flip all four fresh units there. My only recourse was to bring in 12SS to save the city. Of course, he did not bring everybody but only enough to be sure to contest. However, I needed to commit a few more units to make sure it would hold. After I made that commitment, he then proceeded to use those units left over in Douvres effectively elsewhere. That really is the essence of Allied tactics: make the German commit forces to prevent an area from falling, then hit at the weakest point elsewhere with overwhelming force.

The key move of the game came on June 9th. Carentan had been contested and I was scrambling to get units ready to reinforce there before the day ended. To do that, I could not attempt to blow the Grandcamp/Isigny bridge. I felt safe since I had a fresh unit there. Ron came across the bridge and

attacked my unit without artillery prep, a sneaky Allied tactic if I ever saw one. My unit was overrun, but the Big Red One had no MP's left. It was at this point that I noticed the gaping hole in my lines. The unit I had had in St. Lo I had moved up on an earlier impulse and, with Carentan contested, I had no unit in Catz. In hindsight I should have tried to blow all three Isigny bridges (a 1 in 8 shot) and then pray the day would end. Instead I tried to bring Pz Lehr in from Zone D in the daylight. My guys were shot to pieces and nobody even came close to St. Lo. Ron ran a regiment of the 2nd into St. Lo and another into Catz and I was pretty much done for. The weather changed, but all my Panzers had been committed. I hammered the 1st div in Isigny with artillery and counterattacked with one inf regiment, but it was too little, too late. I was steamrolled by the Allied juggernaut. Ron had played a great game and I deserved this loss, but hopefully learned a few lessons as well.

Well, there it is. I ended up 4 and 2 and in 6th place in a field of 48; I lost to the eventual champion and to another 5-1 player, so I'm very happy I was so fortunate. I obviously think *BKN* is a terrific game and hope that both myself and the tournament are around next year. □

YOU HAVE TO— IT'S IN THE RULES

by Ken Nied, Editor

ISRAELI TANK RECOVERY

Dice	Turn 5+
...	...
12	5*

* On this result, to get all five steps, the Israeli player must serenade the Egyptian player with his best rendition of *Hava Nagila* (some humming or whistling will suffice). If unwilling to do so, the result becomes a "3" instead.

EGYPTIAN TANK STEPS AVAIL

If the Egyptian Player is going to insist on hearing *Hava Nagila* on the max Israeli Tank Recovery Table result (see that table's notes), then he MUST do the following: Each use of a Tank replacement step must be accompanied by a throaty "Allah Akbar" (God is great) from the Egyptian Player. (Fair is fair).

Reprinted verbatim from the mapsheet of *Yom Kippur* by The Gamers, Inc. □

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.

1484 - Gene Gordon Slaten □

AHIKS ONLINE

by Bruce Monnin, PBEM Coordinator



About four months ago I promised that I would soon be updating my records of all AHIKS members involved with PBEM. Well, the time has finally arrived, probably shortly after you receive this issue of the *K*. I should have completed this earlier, but I got very involved with Avaloncon. As soon as I finish writing the article on Avaloncon for the *GENERAL* and the *BOARDGAMER*, I will complete the PBEM update and report the results here.

It is still unknown how many AHIKS members were crowned champions at Avaloncon this year, but I did notice that Randy Heller and Kevin McCarthy once again did their jobs and upheld the honor of AHIKS. The AHIKS-Europe boys also did well, finishing second in the team tournament behind championships by Herbert Gratz and Nicholas Frydas.

The main event online has been the increase in AHIKS members reporting in from America Online. While AHIKS seemed to be missing there previously, it is now building up quite a large contingent. □

THE MULTIPLAYER SCENE

By Tom Butcher, Multiplayer Coordinator



Though GM Joey Sabin has yet to confirm it, I believe a 6-handed game of *Terrible Swift Sword* is about to get off the starting blocks. Walt Compton's homemade Civil War game is going along well; I have received several favorable comments. Also, in my *Blut und Eisen*, we have begun a 5-handed game of *Third Reich*, with a guest GM, Alan Libuszowski, a 3R veteran.

Otherwise, as far as I know at least, things are more or less marking time. Kevin Burns (La Kasa Inoue 105, Iwahara 144-3, Minami-Ashigara, Kanagawa-ken, Japan 250-01) has written asking for players for two *Diplomacy* variants, The 30 Years' War (need 7) and Indianomacy (also need 7), along with *Quebec Libre* (SIM Canada— need 5). He also has a long-standing request on file for *Canadian Civil War* (SPI). Ron Brooker (PO Box 4124, Wallingford, CT 06492-1474) has written asking for a multiplayer game of *Civil War* (VG), and from Joey Sabin (820 S. Oakes St., Tacoma, WA 98405-2726— TEL 206-305-0366) there is a now long-standing request for multiplayer games of *Pacific War* (VG— will also GM), *Perryville* (Gamers), *Embrace an Angry Wind* (Gamers), *Thunder at the Crossroads* (Gamers), *Civil War* (VG— Ron Brooker makes two players), or *Devil's Den* (AH).

In our search for TSS players, Steve Williams suggested and put into practice the idea of going through old *K* issues looking for players requesting opponents. I'm afraid I got rid of my old *K*'s two years ago when I moved here from Japan (along with a lot of other things I would now like to have kept), but for anyone looking for a multiplayer game, this may be a quicker method than advertising or at least an effective complement. □

"NEW STUFF" FOR SALE

by Jim Mueller - #451

Ten years ago I decided to clean out my closet of old games and game-related materials. Recently I finally got around to doing it. Even I was surprised at what I found!

I don't really remember when I first started playing "war games" (it was two words then)— in the '60s, I guess. My AHIKS member number is 451, and I was playing for quite a few years before I joined. I played the "classics" before they were classics (when they were the only game in town!). I was around when TAHGC was just Avalon Hill. Matter of fact, I remember when it was just The Avalon Hill Company (you didn't need the word "game" - you knew what AH made)!

I have had the distinct pleasure of becoming acquainted with some of the most interesting, intelligent, and "good" people in the world through my pbm communications and my AHIKS affiliation (I was RD-NC for a couple of years back when). I attended two early Origins conventions where I had the opportunity to meet many of my pbm opponents. They were even more interesting in person, although certainly no easier to defeat ftf than they were pbm (after a couple hundred games, I think I am about one win over .500; which indicates an honest, if rather stupid, player).

Now, being old and set in my ways, I have finally decided that all those games I bought over the years so that I could learn "new stuff" are simply not going to be used, and I may as well try to palm them off on some other "conflict simulator person."

As you'll be able to discern from my list, my tastes never changed much from what I started out playing. I never could get into "role playing" games, perhaps because I "role played" as a U.S. Marine enlisted man for 20 years. Tactical-level games also did not appeal to me, again perhaps because of my background. Having experienced "up close and personal" what it was like in the bush, I simply could not bring myself to determine the outcome of close combat by performing such mental gyrations as "Since the angle of the dangle exceeds the thickness of his upper plate except for a three inch strip on the lower left quadrant (at a three-hex range), therefore 'he' (take your pick) loses!" Give me a good old "There goes an entire corps of Panzers (an 8-8-6 to boot!) just because I rolled a '6' at 1:1." Now that's realism!

I'm not getting out of gaming entirely. As a matter of fact, I've been inactive for too long and need to get back into it. As far as I can tell, the games I like to play are rated "2" or "3" on a complexity scale of "100," meaning someone has determined that the only people who would be interested in these games are me and first-year Head Start students. But I'm still keeping five dog-eared, coffee-stained classics (Midway, D-Day, Waterloo, Afrika Korps, and Stalingrad) to play with some of my old friends. The rest of the new stuff I'm willing to offer up to see if anyone wants it.

GAMES

Before my detailed list, I want to lay out some basic caveats which cover all of the games:

I bought these games to play, even if I did not end up playing them! They were not left in their pristine state as they

(Continued next page)

"STUFF FOR SALE" (Continued from page 8)

would have been had I purchased them for investment purposes. These games have traveled all around the country with me and have been shoved in different drawers and closet shelves from coast to coast. Some of them show it.

Before you think "All he's offering is junk!" I should tell you that I am by nature a "neatnik" and that, coupled with my Marine Corps training (Marines are taught to be very careful with what they have since they can never be sure they will be stationed next to a U.S. Army unit that they can steal new stuff from) means my rating of "average" condition might be someone else's "excellent."

Unless otherwise stated, there are no broken corners or holes in any boxes. If I say a part is in "mint" condition, it is! If I say "near mint," I mean there might be a small rub or scrape on the part mentioned. If I say "weathered," I mean some rubs and scrapes (R&S) on the outside of the box and perhaps marks where tape held the lid on.

So, here are the games— for those of you who collect, I have included the number from the box, which may mean something to investment hunters.

Rail Baron (GA295). Leisure Time Games, AH, 1977. All mapboards, instructions, and game parts are in excellent condition. Some weathering.

Napoleon's Last Battles Quad (HNL-1031). SPI, 1976. Unplayed. Mapboards and instructions in mint condition; counters unpunched. Some weathering.

Samurai (8941). Heritage Models, Inc., 1979. Unplayed. Heavy stock mapsheet (not hard-backed). Map, instructions, etc., in mint; counters unpunched. Minor R&S.

Fortress Europa (828). AH, 1980. Unplayed. All mapboards, oobs, instructions in mint; counters unpunched. Minor R&S.

Gettysburg (501). AH, 1977. Unplayed. All mapboards, oobs, instructions in mint; counters unpunched. Minor R&S.

Anzio (704). AH, 1969, 1974. Unplayed. Mapboards, oobs, instructions, etc., in mint; counters unpunched. This is the edition in the red, white, and green (Italian flag motif) box. Near mint box.

Victory in the Pacific (715). AH, 1977. Mapboard, oobs, instructions all mint. Counters have been punched but are otherwise in mint. Paper coming loose on the inside of the box, (it came that way); outside near mint.

Status Pro Football (9250). AH, 1987. 5th Edition Rules, 1988 teams. Unplayed. Game board, rules, parts in mint. Team/player "counters" have been punched and separated by teams (rubber bands included free). Box is near mint.

Battle of the Bulge (722). AH, 1981. Unplayed. (I had the earlier edition, which I played extensively and then threw away at some point— bad move!). Mapboards, instructions, etc., in mint except both oob cards have had the misprints or missing units corrected in ink. Counters in mint except they have been punched, marked on the back as to entry hex or time, and are separated into 4x4-cell plastic counter boxes (which used to be sold by AH for just that purpose). Time record cards seem to be from the earlier edition since they indicate I lost 7 out of 9 games played, and I never lost playing this edition (meaning I never played this edition). Minor R&S.

Panzergruppe Guderian (854). AH, 1984. Unplayed.

Mapboards, player aid cards, instructions all mint. Counters have been punched, otherwise they are mint. Box near mint.

The Russian Campaign (718). AH, 1977. Second Edition. Unplayed. Mapboard, instructions, etc., in mint. Counters have been punched, marked on the back as to entry hex or time, and are in 3x4 plastic trays. Box is almost mint.

Blitzkrieg (700). AH, 1965, 1975. Here's an oldie for you! Counters have been punched and some are marked on the back, but are in excellent condition otherwise. Almost every hex on the board has been marked with its coordinate (i.e., LLL40, KKK39, JJJ38, etc.), otherwise the board is in excellent shape. The time record card indicates only one game which lasted seven moves (I remember my opponent and I played ftf until nearly 4:00 a.m., discussing and cross-checking every rule in ultra-detail until we finally agreed as to what it meant. By then there was no time left to play!). Box is near mint.

Guadalcanal (701). AH, 1966. Here's one that rarely comes on the market. Mapboard is in excellent shape except it is in two pieces and I think it originally was in one piece. Counters have been punched and are marked on the back with the time of entry. Box has tape marks on the bottom and one broken corner on the top. Everything else can really be considered "excellent." It even includes the original little booklet titled "Leathernecks Illustrated" by Colonel Donald L. Dickson, U.S.M.C. (Ret.)!

Now to the magazines.

THE AVALON HILL GENERAL

Again, general caveats pertaining to all:

As with the games, I bought these magazines to read, not for investment purposes. The back page "Opponents Wanted" feature might be marked with the date or other info if I wrote to a prospect. Likewise, the "Opponent Wanted" mail-in coupon from inside might be missing.

Almost all of the earlier volumes were kept in the Avalon Hill *GENERAL* hard-back red and black vinyl-covered binders. Although this helped keep them in great shape, there are, in almost every issue, rust marks in the center caused by the spring steel insert rod.

While I cannot be certain, I will say that most if not all of any inserts which came with the issues are not there! If I played that game, I took the insert out and used it. If I knew I would never play the game, I discarded the insert. I know—"spilt milk over the dam" and other adages— too bad, too late!

Unless otherwise listed, these are all complete volumes (six issues in each). The first seven volumes each come already in the binder (with one extra spring wire in each).

Available are volumes 12 (1975-76); 13 (1976-77); 14 (1977-78); 15 (1978-79); 16 (1979-80); 17 (1980-81); 18 (1981-82); 19 (1982-83); 20 (1983-84); 21 (1984-85); 22 (1985-86); and 23 (1986-87). By then the hobby (and the *GENERAL*) were going in directions I did not want to follow, so I left it (or it left me, take your pick).

Also available: Volume 11, Number 5 (January-February 1975). If you attach this issue in front of Volume 12, you will have an unbroken history of the *GENERAL* from January 1975 through April 1987!

In addition, the oldest issue I have: Volume 5, Number 3 (September-October 1968), 16 pages. Pictures of some very

(Continued next page)

"STUFF" FOR SALE *(Continued from page 9)*

young members of the "Spartan Neutral League" (now over a quarter century older) on the cover and a large photo coverage section all about Origins II on the inside. "\$1.00 per issue, Full Year \$4.98." Ah, those were the days!

I'll take offers up until I receive issue 30-6. On that day I will contact (mail or phone, your choice) the high bidder to see if we can arrange delivery and payment. At some point someone will have to trust someone else. I just hope the current membership of AHIKS is as it always has been.

If you wish to make me an offer for any or all of what is mentioned in this article, please remember that I won't get all the funds you send— some will go to buying wrappings, envelopes, or boxes and a not insignificant sum will go to the U.S. Postal Service (some of these items are pretty heavy, considering), so make your offer accordingly. Just for general information, I won't be calling up the high and second-high bidders to see if I can squeeze another buck out. I also won't consider any of those "I'll bid \$1.00 more than any other bid," letters. Poor business practice, but that's the way I've decided to throw the die. So make your first shot your best shot, Gridley!

If you have any specific questions ("Is the XXX insert in issue 3 of volume 22?") drop me a line. I will try to answer any and all inquiries. Hope to hear from you (and especially from any old friends) whether you are interested in my new stuff or not. Jim Mueller, 14903 Hummel Rd., #24, Brook Park, OH 44142-2036, (216) 267-3630. □

TREASURER'S REPORT: Jul - Aug '95
by Sid Jolly, Treasurer 9/12/95



July - August 1995

<u>Starting Balance:</u>	\$4,164.86	
<u>Income:</u>	\$ 16.00	(Dues)
	99.76	(Editor - Advance Refund)
	<u>\$ 115.76</u>	(Total)
<u>Expenses:</u>	\$ 550.00	(Nied - K 30-4 Advance)
	66.06	(Deck - June MC)
	59.20	(Deck - July MC)
	9.60	(2nd Quarter - Treasurer)
	0.00	(Service Charges)
	<u>(\$ 684.86)</u>	(Total)
<u>Final Balance:</u>	\$3,595.76	
Savings Acct.:	\$2,727.00	(as of 6/30/95)
Canadian Acct.:	\$73.23 Cdn.	(as of 9/3/95)

Advance paid for 1996: 647, 1051, 1253, 1376, 1403, 1406, 1431.

Advance paid for 1997: 647, 1403

Subscriptions expire: 697, 8005, 8011 □

Cardboard Encounters

by Alan Murphy



Alan Murphy and Ken Nied (the "Siskel & Ebert" of AHIKS) go head to head in "The Battle for Washington." Both players are having fun. As you can see, Ken, particularly, is having fun.

OPEN MATCH REQUESTS 9/6/95

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.*

Special Game Notes:

If members arrange a match between themselves, be sure that only ONE of the members submits a match request form to the MC.

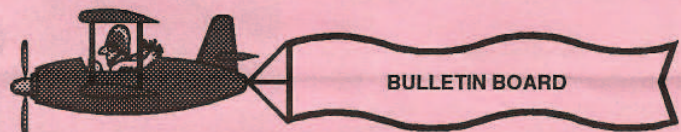
Please, Please: Use the Match Request Form on the back page when requesting matches and fully complete the form. Doing so will assist me in filling your request faster and correctly. I do not know the needs for every conceivable game and filling out the MRF completely will greatly help me send you the required items. Thanks.

Game	Mem #	Member
1776	711	Leonard
Advanced Civilization (AH)	1480	Rutherford
Advanced Squad Leader	1293	Wood
Air Force (AH)	1251	Snarski
Anzio (Basic, 2ed or 4ed) (AH)	1427	Walsh
Ardennes (Gamers)	1483	Rubin
Blitzkrieg (AH)	1307	Welage
Bloody Roads South (Gamers)	1365	Sabin
Blue & Gray Quad I (SPI)	305	Klitzke
Bobby Lee (Columbia)	1345	Scarborough
Breakout: Normandy	1431	McFarland
Bulge 65 (Email) (AH)	1455	Andriakos
Bulge 81 (AH)	36	Yarwood
Bulge 91 (AH)	1430	Warnick
Bull Run (AH)	1252	Brooker
Civil War (VG)	1252	Brooker
Devil's Den (AH)	711	Leonard
Embrace an Angry Wind (Gamers)	1365	Sabin
Flat Top (AH/BL)	1386	Martin
Fortress Europa (AH)	305	Klitzke
Gettysburg 77 (AH)	1473	Passacantando
Gettysburg 88 (AH)	1383	Hugh
Gondor (SPI)	1406	Williams, S.
Guderian's Blitzkrieg (Gamers)	9027	Richwell (Norway)
Guns of August (AH)	711	Leonard
Kanev (WWW)	711	Leonard
Little Round Top	711	Leonard
Modern Battle Quad - (SPI)	1438	Morss
Jerusalem		
Golan		
Napoleon's First Battle (DG)	305	Klitzke
Napoleon at War (SPI)	36	Yarwood
No Better Place to Die (Gamers)	1365	Sabin
Panzer Blitz (AH)	1423	Mele
Panzergruppe Guderian (AH)	1437	Smith, R.
Panzer Krieg (AH)	711	Leonard
Roads to Gettysburg (AH)	1431	McFarland
Squad Leader (AH)	711	Leonard
Stalingrad '63 (AH)	1014	Hugh
Star Fleet Battles	1481	Cook
Stellar Conquest '82 (Metagaming)	1480	Rutherford
Tigers Are Burning (WWW)	711	Leonard
Turning Point: Stalingrad (AH)	988	Lindow
USN (SPI)	275	Scanlan

Victory in the Pacific (AH)	1108	Roksiowicz
Watch on Rhine (SPI)	1406	Williams, S.
Waterloo (AH)	1185	Ringhoffer
Wooden Ships & Iron Men (AH)	711	Leonard
Yom Kippur War (Gamers)	1483	Rubin

Gamemasters (Have volunteered to GM the following games):

1397	John Schwartz	3rd Reich; ETO/PTO '90
1406	Steven Williams	COD; COI; GI
1418	Mark Milke	World in Flames; Civil War; Empires In Arms
1422	Herman Bingham	Panzer Leader, WS&IM
1430	Paul Warnick	Adv. 3rd Reich
1431	David McFarland	Pacific War; TRC; RF
1433	Alan Libuszowski	Korean War; 1914
1443	Les Anderson	Thunder at Crossroads; Adv. 3rd Reich; Civil War
1444	Paul Walker	TSS; Chickamauga; Pea Ridge; Blue/ Gray
1446	Mike Rowles	AF/D
1447	Jeff Spurlock	EIA; W&P; Adv. 3rd Reich
1450	Robert Ehmke	Harpoon
1463	Brad Martin	EIA; Britannica; Pax Britannica
1465	Robert Brown	TRC
1480	Robert Rutherford	Stellar Conquest, Adv. Civ; Fifth Frontier; Diplomacy; Supremacy □



Games for the Asking: Need to clean out the game closet! Free games to AHIKS members only (please include \$3 each for postage). Complete and in good condition: Patton's Best, Victory in the Pacific, Russian Campaign, Storm over Arnhem, Struggle of Nations, Battle for Italy, Hundred Days Battles, France 1944 (VG), Carrier (VG), Tokyo Express (VG), Druid (WE). Robert Morss, 20 Fairfield Road, Greenwich, CT 06830.

Games for Sale: All games listed are in essentially *mint* condition, most with unpunched (U) counters, and all sell for \$10 each. Include \$3 for postage per order. Silver Bayonet (GMT), Cross of Iron (AH)(U), Crescendo of Doom (AH)(U), G.I. Anvil of Victory (AH)(U), Third Reich, 3rd Ed. (AH), Kingmaker (AH)(U), Arctic Storm (GMT). Martin Svensson, 103 Paddington Way NE, Leesburg, VA, 22075, (703) 771-9761.

COMMAND Magazine at 20% Off: Steve Williams, #1406, has arranged a deal with the publishers of *COMMAND* magazine. If 10 or more AHIKS members subscribe to the magazine *as a group*, the publishers will knock 20% off the subscription rate. The special subscription rates (which includes one complete game per issue) would be: two-year, \$96 (reg. \$120); one-year, \$56 (reg. \$70). Steve has one sample copy of the magazine which interested members may circulate among themselves. To obtain the special rate, or for more information, contact: Steve Williams, 442 Stanley St., New Britain, CT, 06051, (203) 223-1663. □

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

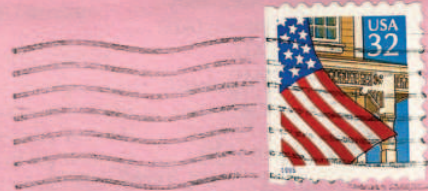
1. _____
2. _____
3. _____

AHIKS



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FIRST CLASS MAIL