

NEWSLETTER OF AHIKS

THE KOMMANDEUR



THE PRESIDENT'S CORNER

As far as I was concerned, ORIGINS II was another success; I was able to see a lot of old friends and meet some new ones. I spent my time talking, looking, and buying, since I am not very interested in tournament play.

The dinner Saturday evening was enjoyed by those who could make it. Those present were Oktay Oztunali, Bill Perry, Larry Sage, Bruce Maston, Bill Hill, Bob McLaughlin, Joe Seliga, Mike Truex, Don Burkick, Joe Horne, his wife Billy Jean and son Charlie, and yours truly. We were glad to have Billy Jean and Charlie present: it gave us respectability. Our drive to the restaurant was a little faster this year, but not much. After it took us 25 minutes to get to the restaurant, but only 7 to return, we got suspicious. When cornered, guide Bob McLaughlin mumbled something about a new "No Left Turn" sign!

Other members that I had a chance to talk to included Tom Eller, Chris Wendel, Dave Turansky, Colby Duerk, Richard Berg, John Heydt, Tim Slack, and new member Joe Angiollilo.

We thought that next year, when ORIGINS III is on Staten Island, it would be good to have a kind of hospitality room for AHIKS. Members could stop by to meet each other, and we could have some information set up for those interested non-members. This, of course, depends on space availability, cost, and volunteers.

Carl Benton is now helping Gene mail out ICRKs, so you may be getting yours from him in the future. Our thanks to Carl for his help.

Thanks also go to Chuck Burke and John Alsen who are helping retype the application forms.

While we are giving kudos, special mention should go to Pete, who is doing a tremendous job with the K. Everyone I've talked to is really impressed.

Our membership is currently over 335.

Just a reminder: at the end of the year, the following offices will be vacated: President, ICRKMeister, RD East. A new office, Secretary, needs to be filled. Also, the membership will be asked to vote on Mike Truex's appointment as RD Northeast, and any member may put his name up at that time. If you would be willing to help but don't know if your experience is good enough or if you don't know what the job entails, write me and we'll talk it over.

July 28, 1976

Omar DeWitt



DOIN'S

BARBAROSSA MAGAZINE MAKES IT 50

-Fred Helfferich-

My BARBAROSSA has come out with its fiftieth issue. I am offering this issue free to all BARBAROSSA veterans (players of Games I to III who are no longer regular subscribers) if they send me a self-addressed envelope with 24¢ postage. (**Fred sent me a copy of issue 50, which also recaps the history of this game/zine. Barbarossa was/is a game designed by Paul Jameson; as its name suggests, it centers on the German invasion of Russia in WWII. It is played PBM Multicommander, with the BARBAROSSA newsletter acting as a general information source to players. The first game started in 1968, and it appears that the third game is in its final stages.**-pm) Write: 347 Knipp Rd, Houston, TX 77024.

ARCHIVIST OPENS DOORS FOR BUSINESS

-Jim Wallace-

I have finally accumulated all of the back issues from the previous editors of the K. I haven't as yet had a chance to inventory exactly what I have, but from glancing over the material, it appears I have the K from Volume 1 to present, plus several European Newsletters, AHIKS West (**sniff**-pm), and the Barrage. I hope I can find the time to go through each of the boxes and find out exactly how much of everything I have. Past editions of the K varied in appearance and format and length, depending upon the then-resources of the club and the Editor. Prices will reflect the number of pages in the issue and the availability of original copies (originals will generally cost less than copies because we don't have to pay additional funds for originals). The following list summarizes the issues currently available for sale:

VOLUME 1

#1 & #2--photocopy only, the founding year of AHIKS. 35¢ each.

VOLUME 2

#1--photocopy only, main article German advance on Arras. 45¢.

VOLUME 3

#1 & #2--originals, a year of change in leadership and growth; some issues 6 pages, some 10. 25¢ each.

VOLUME 4

#1-5--first year to make at least four issues! 4 or 6 pages in each issue. Originals. 25¢ each.

VOLUME 5

#1-4--Expanded K, each 10 to 12 pages; #3 had a naval game (Fighting Sails). Originals. 35¢ each.

VOLUME 6

#1-4--continued "magazine" format, 10 pages per issue, #4 had an "untested" game (ACW!), originals. 35¢ each.

VOLUME 7

#1, 3, 4--leaving the entire Society with the question, "what happened to #2?" 4 to 6 pages, copies. 45¢ each.

VOLUME 8

#1 & #2--8 & 6 pages. Continued rapid growth, problems in communications. Copies. 40¢ each.

VOLUME 9

#1-3--6, 8, 10 pages. #3 extremely good: had the game Hamburger Helper (a spoof). Originals. 35¢ each.

VOLUME 10

#1 & #2--8 and 4 pages. Spotty communications again. Originals. 35¢ each.

VOLUME 11

#1-4, thus far. You should all have #3, at least. 40¢ each.

Bulk orders get discounted! For any order of 5 issues or more, subtract a juicy 25%! YUMMY. EXTRY VALUE: order all issues volumes 1 thru 10, pay only \$6.00. (Suggest European members contact Henry or Alan for a consolidated order.)



LAW AND ORDER

Tom Oleson

In the last K, I listed common types of judging questions, but I forgot what is probably the most common: the semantic question. When I lived in Manhattan, I frequently passed by the "Society for General Semantics", which holds that all Mankind's problems stem from semantic misunderstandings. While that seems to me an extreme view, there is no doubt that differences of opinion over the meanings of words lead to many disputes.

Consider two of the many queries I have received which stem from a too-literal interpretation of the rules:

1. Can a panzer unit in Bulge which is entirely surrounded by Allied units with which it is "Engaged", withdraw from that engagement (by helicopter? magic carpet?) inasmuch as the rules say that "armor may withdraw from engagements"? Now, obviously, the game designer meant that armor could withdraw when permitted by the usual rules, not just be picked off the board!

2. How can a German unit in Anzio destroy an Allied port counter which is placed by the red port numbers out at sea? Here again, when the designer wrote that an Allied port is destroyed, while under construction, by being in German ZOC, he did not realize that anyone would take the symbolic placement of the port counters as identical to the exact location of the port!

Turning to internal AHIKS questions, I continue to receive comments on the question of which games to include. Commenting on one letter, I welcome all opinions, whether from newcomers or veterans, and I'm sure this goes for the other officers, too. As far as I am concerned, there is only one class of member in AHIKS.

If events allow me to attempt once more to "inflict" my judging services on the club, I think that I will take a unilateral step towards solving the game proliferation problem--from the judging standpoint--by running as judge only for Avalon Hill games. Needless to say, I hope other candidates will present themselves not only for other games, but for all games--as we have now--to allow the club to choose.

Turning to the related question of errata, I would like to call for volunteers who consider themselves not necessarily expert in a given game, but at least well-posted. I would send to each person a copy of all available errata. He would then type up--or write legibly--a comprehensive errata sheet, which we could then issue with each ICRK for the game in question. If necessary, we could charge enough to defray costs, and if desirable, we could offer these sheets outside the club. I have found with the 5-page Anzio addendum, which I sell at my cost of 25¢, that there is a large and appreciative audience for such material.

What do you think of this idea?

(K)

dein's

KINGMAKER BY MAIL: HERALD MAGAZINE
-Robin Hood-

Although I am running one game at the moment, and it will become the first game in Herald, the "magazine" will not appear until the first or second week of October at the earliest, as I need the time between now and then in which to drum up a reasonable number of ~~players~~ players. Having aid that, I am now seriously considering the possibility of starting up at least one international game, which will be an AH version, before October if I can. This is due in part to overtures from Nathan Mitchell, who has expressed an interest in Herald and postal Kingmaker.

There is a special offer open to all AHIKS members. The game fee for their first game in Herald will be \$1.15 (roughly \$2). The postal rules will be free on request, but only within the UK; owing to the postal charges for mailing abroad, the charge will be 25p (roughly 45¢). This offer will close on the 1st of Jan 77. Write: 103 Oxford Gardens, London W10 6NF, Great Britain.

(**Robin has sent me a copy of his "Introduction to HERALD" info sheet. Anyone who would like to have a look, drop me a note**--pm)

DNO KEEPS ROLLIN' ON

-Fred Helfferich-

Yes it can be done! The Axis July II move was one and transmitted to the Soviets in just about three weeks, and combat resolution and exploitation have followed quickly. It looks as though we are out of interminable delays and have matters shaken down to a good routine. Everybody on both sides has worked hard, but before we pat ourselves on the back, let's now try to keep it up!

A little correction to the notice in K11/3: we play without a monitor, settle all rule disputes in a friendly manner (so far) among commanders. Mike Burns is STAVKA and I am OKH, successor to Bill Heim. Also, I was with the 26th Panzer Division, not the 27th, in Italy (**oh, oh, Tom Oleson will be knocking on your door for more Anzio info!**--pm) from Spring 1944 on (before that, with HG Center in Russia).

(K)



THE KOMMANDEUR VOLUME 11 NUMBER 4 AUGUST 1976

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(K)

editorial

I would like to thank all of you who have written with comments and suggestions for the K. It's very nice to get feedback. It's also nice to get your continuing flow of material. Now then, how about sending more?! Especially game reviews.

This issue looks like it will mail just after the 15th, which is my normal target date; vacation in July set my timetable back a bit. For your future reference, you should have material for publication in my hands no later than the 1st of the month, every other month. I like to have the first 2-4 pages of the K finished by that time, which allows me to complete it over the first weekend in the publication month. This means I can usually have it back from the printer by the 10th, in the mail before the 15th. On the basis of (now) four issues, if you don't have your copy of the K by the 21st, send me a card.

Special thanks go to member Bill Kamery who has volunteered to do odd lots of typing for the K. Per my comments in the last issue (K11/3), Bill has a typewriter exactly like mine so that type differences won't show up. Continue to send material for publication to me, though.

If you are thinking of writing something for the K, but you're not sure what kind of drawings, etc., are possible to print, write me a note and I'll be glad to help. I've tested Panzerblitz and Anzio PBM sheets, and they both print fairly well. Simple line diagrams in ink or dark pencil will also do well. Sometime this year I hope to print something that will demonstrate the flexibility of printing we have. For example, I hope to finish the first year of bi-monthly Ks by printing the pictures of all out-going officers. If you can get me some pictures of a regional gathering, I would like to try publishing them as well. Of course, black and white photos only. The printing is made from a positive print, so the Polaroid-style pictures are very much suitable. If you are interested in doing something for the K that requires some drawing(s), again contact me. I am a lousy artist, but not bad with drafting.

Written material, as always, can be in almost any format, although I'd appreciate it if you'd lick that grey-pencil stub every so often to make it a bit darker. If you want to type it, feel free to use strikeovers and xxxxx's.

(K)

TREASURER

Joe Horne

AHIKS FINANCIAL REPORT FIRST QUARTER 1976

Effective balance January 1, 1976 \$ 1,126.16

INCOME

Dues	\$ 1,573.95
Initiation Fees	155.00
Miscellaneous	15.00
	<u>\$ 1,743.95</u>

EXPENSES

President	\$ 46.03
RD East	27.28
RD West	21.76
Editor	210.64
ICRKMeister	65.00
MCoordinator	24.86
Treasurer	30.02
Judge	6.00
Stationery	49.47
	<u>\$ 481.06</u>

Effective balance March 31, 1976 \$ 2,389.05

Total postage for Quarter \$ 258.66

Total K printing costs for Quarter \$ 103.43

As everyone can see, we were still in great financial shape at the end of the first quarter. The high influx of new members during the second quarter should continue to keep us on sound financial footing although all results for that quarter are not in yet. On the other hand, the increasing workload has caused the necessity for adding two more officers which should increase our expenses correspondingly. Actually, it will probably just bring our expenses more in line with our income.

This seems like a good time and place to bring up the subject of games monitoring and whether it should be paid for primarily out of the Treasury. More and more games are being published these days that require monitors. Thus, we seem to be getting to the point where the majority of the members might be interested in the service, whereas in the past only a minority of the membership was involved. If Kingmaker proves to be as popular by mail as it is in FTF sessions, the monitoring demands could increase substantially. Unfortunately, the PEM Kingmaker rules I've seen thus far leave something to be desired for the players (ie, the rules primarily help the monitor enjoy the game much more than the players). In any case, what are the feelings of the general membership on the subject of games monitoring and monitors?

All games have finally been chosen by this year's raffle winners. Nathan Mitchell chose SPI's Russian Civil War; Dave Crabtree chose AH's Chancellorsville '74; and Albert Bowie chose SPI's Spartan. The response was so great this year that I was able to talk Omar into awarding an extra (third) game.

(K)

do in's

WITE MULTI-COM STALINGRAD SCENARIO

-Sean Hayes-

(**What follows are excerpts from Sean's newsletter on the WITE game. As you will see from the accompanying flow chart, this is really set up rather well. He has also sent sample outprints from the computer (unfortunately I won't be able to get them to offset print) which are impressive. If you've been thinking of getting into one of these eastfronts, this is it!**-pm)

So far, we have three players definitely signed up for the game:

Frank Nau: the original instigator of the whole thing. In a flight of total lunacy I wrote that I would monitor WITE in a game request I sent in to Dave Turansky. Two days later (it seemed) Frank wrote and said he wanted to play.

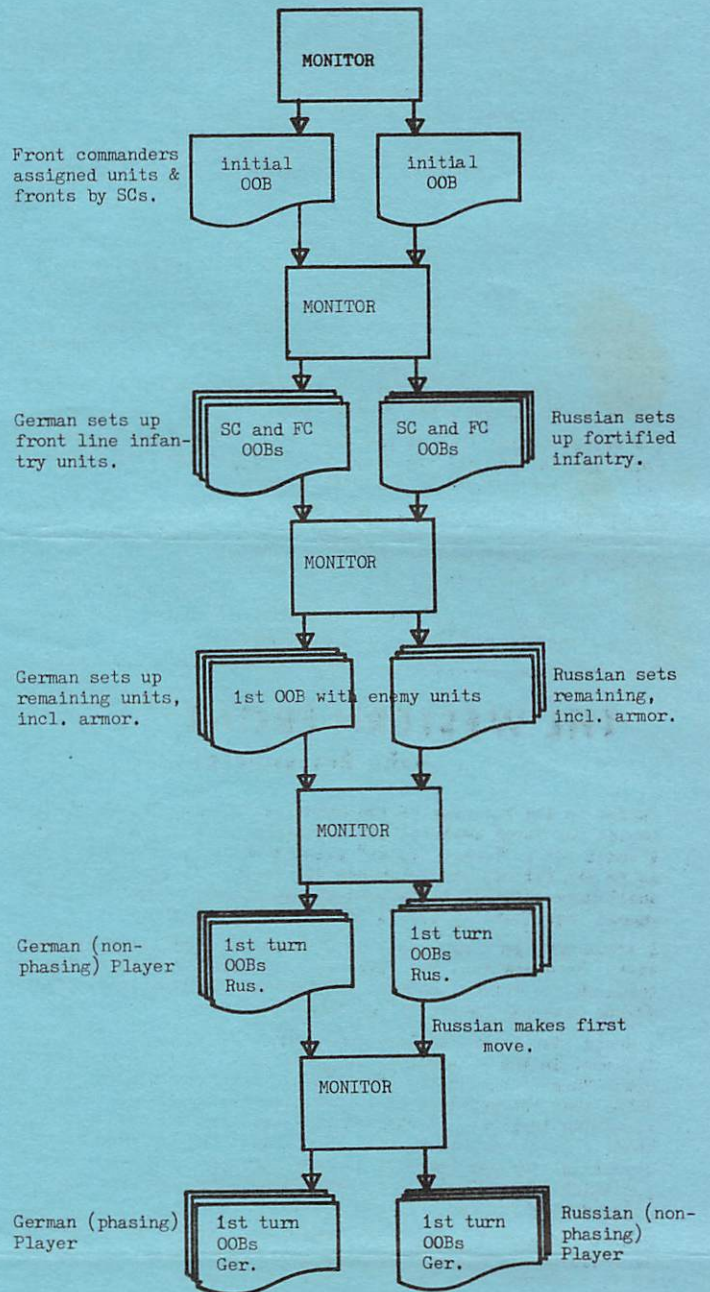
Stephen Haas: Steve wrote soon after the second blurb appeared in the K. So far, he is the only one that has said that he would even remotely consider the idea of being a Supreme Commander.

Friedrich Helfferich: believe it or not, Fred is an actual veteran of the original WITE, the one where the players were on the 1.9 meter scale. I am going to try to get him to tell us about some of his experiences on the Eastern Front.

We need five more players. I have some inquiries pending, nothing definite as of yet.

The initial OOBs are ready to be sent out if anyone wants to volunteer to be a supreme commander. Speaking of which, I wish someone, anyone, would write me and tell me why they don't want to be SC! Maybe I could help clear up some misunderstandings everyone

has about it. This game has been set up for the most part with the SC in mind. The front commanders (FC) really don't have a whole lot to say about the overall campaign, just their front.



The final system check-out was finished today, and the programs look good. In some of the tests I ran, I deliberately mixed up the fronts with different front commanders. What a mess! All I can say is, everyone better stay within his front boundaries or they'll be sorry. One of the things I added was a short message to the front commanders from their supreme commander. It prints right on top of the current allotment of air and rail points for the turn. (Another thing that was added after looking at the reports.)

The current plan for the initial setup is to run two pre-start turns in which the setup takes place. On each OOB the units that have been assigned to him, but not yet set up print at the bottom of their list. The first mailing will be to the Russian SC who will allot the units among his FCs. Concurrently, the German SC gets his initial OOB. When both come back and get entered onto the master file, another run is made and sent to the Russian FCs to set up the fortified units. Then the Germans get one to set up the infantry, and so on until we're ready to go.

If anyone wants to do some pre-start "maneuvers" to help get used to the system, write and we'll set it up. Ask what side you want to play when you do.

RANDOM SHOTS

Henry Radice

It is with great regret that I start these notes with the announcement of the death of Leslie Pimley, who died of a brain haemorrhage at the end of May. Peter Charlton attended the funeral and I have written to his widow on behalf of the Region. Leslie was 30 with a wife and six year old daughter. Although he had only been a member of AHIKS for a year, he had been a wargamer for a number of years. He had suffered from heart trouble all his life and had been very ill recently, being frequently in and out of hospital.

With four new members since our last edition, we have reached the magic (why it should be I don't know) figure of 70 in the region. At Hale we discussed the composition of the European Region's Committee for next year. By general acclaim the following volunteers (?!?) for the seats of power were agreed: R.D. John Spence, Secretary Robin Brown, Treasurer Peter Charlton, ICRK-Meister either Andy Davidson or David Grantham. Since the whole of the Committee will be changing over, the actual dates will be staggered with the Secretary and Treasurer changing at the end of the year and RD and ICRKM in the Spring.

Tom Kassel writes that he has been sent to New York on business (some people have all the luck) (**all bad?**-pm) for 6-8 weeks, but this might extend to 6 months or more.

My own retirement from the Army occurred without a hitch so far, the gratuity and final pay arrived on time and my fingers are crossed that the pension comes as smoothly! In view of my new job, I hardly feel as though I have retired and I still have to wear uniform with a smart little brass R on the shoulder at intervals. I now await any lurking skeletons to emerge from cupboards, which I thought had been closed long ago.

(K)

THE WESTERN FRONT

John Ratzenberger

Thanks to the interest of the crew from Norman, OK, we shall be having our first regional mini-gathering on 13-15 Aug in Norman. I shall put a "Boomer Sooner" sticker on my truck before I go so as to win friends and influence die rolls. It appears that we shall have about 10-12 members and an unknown number of local gamers there, and it should be quite a bit of fun.

I stuck pins in a map and then studied the population distribution. It seems that the three best centers out here in the hinterlands are Norman, Phoenix and Denver. California-Washington-Oregon have any number of equidistant places to choose from.

I would like to see us have one planned get-together each quarter--not in the same place, but rotating. There is nothing to preclude a couple at the same time in far-flung places. The point being that the services of this office are available to help get something together. I can and will print up the invites, mail them, collect responses, etc. The only thing you need is to have someone at the meeting site to make arrangements, etc. What do you think of this? Would an area like to try and get something going during Dec/Jan? Let me know.

Now to unpleasant things. My "Where the hell is this guy?" mail is building up, and I am getting a little tired of writing people to find out why they haven't responded to a move in 2-6 months, and so on. It takes 1-2 minutes to fill out a postcard to let your opponent know your move will be unusually delayed, why and when he can expect it. This is just pure and simple courtesy. It is one of the very reasons that most of us joined AHIKS--to get away from that sort of thing. If you don't like the game, request to cancel it: don't leave the other guy hanging!

My rough guideline in my own gaming is that I send a follow-up postcard to an opponent if I have not heard from him in a month. There is a possibility that a move got lost in the mail, and he is sitting wondering why I haven't answered. If I don't get a response within two weeks, I figure the guy needs some prodding and I write his RD to let him know. There are usually two results: the guy was delinquent for some reason, but gets back in the swing of things; or he doesn't answer anything, in which case a vote of the Exec, after considering the facts, drops him from the club.

So, if you are delinquent, get some notice out to your opponent to either cancel the match, or let him know when you will start back up, or offer him the option to cancel if he can't abide your slowness. If you have late opponents, send a follow-up; if they don't respond, write me and let me know the details. I'll take care of it from there. Don't return your ICRK for the match until the officers have taken a shot at getting things squared away. The same thing goes for questionable playing practices, although the solutions get a little more nebulous in these cases.

Let's keep our hobby FUN!!!!

(K)

NORTHEAST REGION

-Mike Truex-

Has it been two months already? I guess time flies faster during the summer months, what with vacations, conventions and such. My apologies to all I owe correspondence, as my new position has me working weeks of the 70-hour variety, and I have been short of time to reply.

The region has taken in four new members during the last two months with a few more prospects in the wings. Though the growth rate is not large, it is steady and encouraging.

Origins II was, as expected, bigger and better. I enjoyed meeting a number of the AHIKSers there, though I'm sure I missed many more than I met. Next year should be a treat for our region, as plans for the 1977 version of Origins are to have it at Wagner College on Staten Island, NY. Hopefully, we will be able to schedule a meeting of AHIKS at Origins III, with a view toward an annual meeting at this event. You'll be hearing more about this in the future.

The RD Northeast position will be going on the ballot this year, and I hope some of you will consider running for the job. My present intentions are to run for the position; however, I would like to see you folks given a choice in the voting. If you're interested in the RD position, let someone know about it so that your name can be on the ballot this fall.

As you can see, this column has no particular name as yet. I have been underwhelmed with suggestions to date, but haven't given up. I have decided to give it another two months--then you will have to like what I choose. Are AHIKSers really that apathetic? I know you must have some opinions, so let's hear from you! (** I might comment here that the large-block titles are only made up when the author has chosen a final title for his column. I mount the letters on white plastic so that they can be used over and over. The process is enough of a pain that I ask for a final decision before doing it. No slight to Mike or the Region is intended by the typed heading.**-pm)

(K)

OPINIONS

EUROPE NEEDS YOU!

-Mark Saha-

Probably the most worthwhile project in the board wargaming hobby is the effort by Walter Luc Haas of Switzerland to introduce and foster the hobby's growth in continental Europe. His efforts have centered around the English language newsletter Europa (E) and its German counterpart Joker. And, he writes in Signal #99, the goals he saw for the first two years are largely realized: many continental players have "discovered" each other through E (much as U.S. players did via early issues of the General); AH and SPI games are now available in Europe with German language instructions; and the first continental wargame clubs have been founded.

Nonetheless, Walter continues to appeal to U.S. gamers for assistance. The reasons are twofold. First, news from America about the new game releases is desperately needed for Europa. These games are much more expensive when ordered from Europe, and so they appreciate as much information/opinions/reviews by American players--and as soon as possible--to help decide whether a new release is worth buying at international prices. Second, the U.S. has logged the most playing time--eighteen years--in board wargaming, so strategic/tactical advice from U.S. players writing on their favorite games is especially appreciated. If you have at least one favorite game, why not share your experience with Europe? This is the only way Europeans can hope to bridge the Grogard Gap and bring their play up to par quickly. (I hope this statement won't offend some of Europe's crack players, who can beat most anybody/anywhere hands down!)

Finally, this doesn't mean Europa is of no interest to U.S. readers. Most board games published are set in Europe, so players there have some most interesting comments about AH/SPI's grasp of history and geography! Also, AH and SPI keep up a fairly regular communication with Europa. So there is plenty there of interest. Nonetheless, Walter is concerned--and I am concerned--that only a small "core" of U.S. players contribute (mostly Jack Greene, Tom Oleson, Richard Berg, and myself). Europa needs variety. And, if you have at least one good game--or like to comment on new games--what you have to say will be deeply appreciated by an eager audience in Europe.

Send all letters, reviews, comments to Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland.

(K)

MIKE BONKOWSKI(6/1): On Tom Oleson's comment about not including some of the F&S games, why not include them? They use some of the same game systems that "non-wargames" use and most of them are based on the hex-grid system. From what I can see of his definition of "wargame", you would have to eliminate any battles which did not actually take place such as Mech War 77, or Oil War. Maybe a partial solution to the problem would be for members to donate some games to the club so they can be used for reference purposes. That would at least eliminate Tom's objection to buying the games. Why limit the society? (**As an interim solution, this may be very good for those few games Tom does not possess. Of course, many questions on rules are not just a matter of rules wording, but also involve and require some knowledge of the board terrain, unit mix, etc. Perhaps it would be worthwhile to publish a list of "rules not on file" which the members--all of you--could send to Tom if you have a copy. Another thing that would help Tom, I think, is for anyone writing with a question to reference (perhaps page and paragraph numbers) applicable rules to support your viewpoint on the rules question.**-pm)

Under "new services", how about a game swap column for games you may get tired of or decide you don't need? (**I believe Mike has in mind a "game library" from which members can borrow--see the Ideas section, elsewhere in this issue.**-pm)

(K)

AHKS RATINGS

Dave Turansky

Claude Bloodgood has volunteered to take over the ratings system. In order to allow for the necessary information exchange and the finalization of initial ratings, this change will not become effective until October 1.

After September 1, any member entering the rating system will come in at a rating of 1200, so be sure to get your request to be rated in to me soon. If your listed record is incorrect, let me know what you think it should be. After September 15, initial ratings will be fixed, and if you do not tell me otherwise by this date I will assume that your record is correct.

Face to face games can be rated provided both players agree to play for ratings and send the rater a letter to that effect. The letter should be signed by both players.

1970	D. Burdick	1200:	J. Alsen	J. McAmis
1955	K. Mills		E. Anderson	D. McClure
1850	J. Popolis		R. Berg	R. McLaughlin
1790	T. Eller		B. Benthien	P. Manis
1735	J. Drummond		W. Biess	R. Marchal
1565	B. Maston		C. Bloodgood	R. Mayhew
1500	W. Hopkins		T. Bourne	D. Moore
1445	P. Menconi		L. Bowie	F. Nau
1435	M. Yarwood		W. Carraway	L. Newbury
1395	L. Ercolino		R. Cross	T. Oleson
1350	C. Benton		J. Dough	S. Peluso
	S. Brooks		T. Grant	L. Sage
	D. Turansky		R. Greenwell	W. Scanlan
1300	T. Becker		S. Haas	R. Shea
	J. Ratzenberger		S. Hayes	R. Starnik
1275	J. Caton		J. Heydt	R. Sylvia
	R. Teleucky		W. B. Hill	K. Thurman
			R. Jarvis	B. Townsend
			R. Kinsella	P. Truesdell
			W. Leslein	M. Truex

(K)

IDEAS

DROPPING "FIRE INITIATION DOCTRINE" IN TOBRUK

-Mark Saha--

Many players quickly come to dislike the Fire Initiation Doctrine in Tobruk because it does, indeed, impose a restriction upon player options that does not exist in the hardware at his disposal. Of course, dropping FID is no problem--the designers actually prefer you do so. FID is simply a substitute for the AMMO Rule, which requires book keeping but restores player freedom of action with a built-in natural penalty (running out of ammo!).

Unfortunately, the Firefights, which are most suited for breaking into PBM Tobruk, still need FID, since these games are too short for ammo to be a problem. However, a Limited Ammo can be used here which is even more interesting:

1. Do not use Fire Initiation Doctrine.
2. Before the start of the game, each player secretly rolls a single die for each AFV or weapon (the Grant has two weapons) in his command. Each die roll is multiplied by 10, and gives the number of rounds that particular weapon has remaining at the time of this firefight. Thus, each player at start knows only the ammo

5

in each of his own AFVs, and that his opponents' have a minimum of 10 rounds and maximum of 60 rounds in various AFVs.
3. If "Duel of the Best", a separate die roll for each PzIIIj will determine APCR in terms of ROF. Thus, "1" = one ROF, 2 = 2, 3 = 3, "4" = 4 ROF, "5 & 6" = NONE. These are Acquired ROFs, which translate into the number of APCR individual shells in each PzIIIj to be used as the German player wishes (ie, for Initial or Acquired fire).

This system introduces "bluff" into the game, but--also--some amount of luck. It will be much more realistic, but the games MAY not always be as interesting. A player who has been skunked on ammo may simply pull off the board for a draw or low/marginal defeat--quite realistic. On the other hand, he may have been bluffed off the board by an opponent with even less ammo! A player who lavishly unloads his ammo at you in this scenario probably has a lot--or hardly any at all!

DEALING WITH THE DEADBEAT

-David Knepper-

I am writing to you in response to the opinion expressed by Mel Yarwood in K11/3. I, too, made the error of subscribing to SDC's Conflict magazine. Likewise, I received nothing in the way of tangible merchandise form SDC for my money. Therefore, it was with great joy that I received the same type of credit voucher from SDC, and with equal recklessness and abandon, I also included a check in excess of the amount of the credit, with the same result: no merchandise, no refund.

By Feb. 1976, I had reached the end of my patience, and in a last effort to get my money back or the merchandise, filed a complaint against SDC with the US Post Office. Lo and behold, the next thing I received was a letter from Dana Lombardy, the President of SDC. His letter was followed by a shipment of part of my order, and a (free?) copy of Jerusalem. Incredibly, only 20 months after I had subscribed to Conflict magazine, I had finally received an equivalent amount of merchandise for my subscription money.

As a further note to this type of problem, I and my AHKSer neighbor Eric Abbott have been unable to get any satisfaction from Rand Game Associates, concerning our membership in the Rand Military Simulations Society; RGA still has not provided me with the free game that comes with the membership in the society. At this time, I am preparing to file a complaint against RGA, as they have ignored three written inquiries that I have sent over the past five months. So, possibly, AHKS should be warned about RGA, too!

PANZER LEADER TERRAIN

-Mark Saha-

For all its stunning beauty, AH's Panzer Leader board can raise some annoying terrain problems, especially in PBM play with various opponents. The rules book, page 4, V-A-1, states that "A hex is considered to be of a given terrain type if all or any part of it contains that terrain feature." Are we to assume, then, that hex C-N-1 is "woods" because it contains a bare nick of green ink?

Fortunately, there is a simple formula for determining woods hexes in PL:

1. Any hex is a woods hex if at least one hex side is a woods hex side. Thus, even D-M-7 is a woods hex.
2. A hex is NOT a woods hex if it does not have at least one woods hex side. Thus, the example of C-N-1 above is not woods.
3. There is only one exception to this formula. The pair of hexes C-U-5 and C-U-6 contain "significant" woods although neither is bounded by a woods hex side. I would consider these two hexes to be woods.

Players who agree to these simple guidelines will avoid many potential woods interpretation difficulties.

COLORING THE COUNTERS

-Jim Frediani-

Something which I've always found useful is to color or mark in some fashion the back sides of all counters before punching out. It saves a lot of time if you ever decide to try hidden movement in a game without it. You also might decide to differentiate between mechanized and non-mechanized units so that it is not more of a hindrance to you than to your foe! Also, for games like WITE/WITW, I suggest blank counters for the Germans be marked "24-5" (4 divs) and "18-5" (3 divs). This reduces stacks and saves one a great deal of pain trying to remember in what stack that all-important 3-8 is hiding!

(**My own favorite method is to color the edge of the counter, so that the color will show up even in a stack of counters. This can be very helpful when you're looking for your armor or artillery placement on the board.**-pm)

GAME POOL/LIBRARY

-Dave Turansky-

In the European Region there is a games pool in which members donate games and may check them out on loan from the Secretary for a deposit of £ 1.50. After postage is deducted, the remainder of

IDEAS (cont)

the deposit is returned when the borrower returns the game. Although I realize that this could be a problem with a larger membership in the USA, I think that this would be an excellent service of the Regions. There are many members, I'm sure, who have games that they no longer want and do not care about trying to recoup a couple of dollars on a resale.

Who would handle this? Perhaps an interested member could step in. Possibly the Archivist? A new officer? It will take someone to step forward and do it.

We have the funds to offer more services and at any rate we could not lose since games would be donated freely and deposits would be confiscated on unreturned games. I would suggest a deposit of \$5.00.

***A couple of comments before anyone rushes in. Nathan Mitchell's experience with our materials coop program shows that our coordinator on a games library will need plenty of storage space and easy access to mailing materials. Could we do the same thing through our Swap Shop in the K? Anyone willing to do so could list free games in which the recipient would pay the postage. This might be much easier to administer.**-pm)

LA GRANDE ARMEE PBM -Bob Wen-

The only real problem in adapting La Grande Armee to PBM is the use of the Forced March tables. Any game which requires die rolling during the movement phase means paperwork for the PBM gamer. However, in IGA, this problem is alleviated somewhat in that the French do most of the forced marching, so only one side need be concerned with extra paperwork. Nevertheless, with a little patience and organization, playing IGA by mail can be an enjoyable experience.

Movement: Two columns on the OOB sheet are needed to record movement each turn; one for normal movement, the other for FM. If a unit used FM Supply, record the unit's final position in the first column and write "FMS" in the second column. To use the FM tables, the phasing player lists his FM on a sheet of paper. For each unit attempting a FM, he indicates the starting hex, the hex to which the unit is FM, and ICRK selections for the first and second die rolls. The player also includes information such as a YES or NO for an "op" result, combination of units after FM is completed, disposition of units should the target hex be occupied by disrupted units, etc. The unit's final position is recorded in the second column of the OOB sheet.

Combat: For each attack listed, the phasing player sends a sealed chit containing his ICRK selection. If the defender elects to retreat before combat, he returns the chit unopened to the attacker. If he opts to accept combat, he opens the chit and resolves the attack.

Unit Status: A colored dot next to the unit's location indicates just when a unit was disrupted. A sample color code could be red for disruption due to retreat before combat, blue for normal combat, green for FM. This is an easy way to determine when a unit becomes undisrupted. For combination and breakdown of units, draw an arrow pointing up or down next to the unit's location. If FM is involved, it might be better to list combinations and breakdowns on a separate sheet of paper as explained under Movement.

Conclusion: This PBM system can also be used for SPI's 1812 (hex) and Leipzig. For 1812, you only need to include an ICRK selection for attrition. However, in Leipzig the Recon Rule presents a most formidable barrier to easy PBM. I feel that the extra amount of paperwork involved is not worth the trouble of using this rule. Therefore, to play Leipzig by mail, use one of the summer scenarios. You can also try playing the spring scenarios without the Recon Rule, but I have found that this allows the French to roll right over the Allies early in the game.

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AHIKSER DESIGNS GAME

AHIKS member Richard Zalud of Kenosha, WI, has designed a Custer's Last Stand wargame which has just been placed on the market for sale by Battleline Publications. The game simulates Gen. Custer's last battle on June 25, 1876, against the Sioux on the banks of the Little Big Horn. It is attractively boxed with a full color reproduction of Anheiser-Busch's famous painting of the battle.

Included in the game are a 22 X 28 inch color map, extra thick unit counters that depict Indian tribes and their chiefs, U.S. Army units including the 7th Cavalry and relief columns, scouts, runners, officers, pack trains and Gatling guns. Special victory conditions recreate the actual battle situation. The cost of the game is \$9.00 postpaid. It can be ordered from Battleline Publications Inc., Box 1379, Douglasville, GA 30133.

CONVENTIONS (info courtesy Signal newsletter, Box 830, CFPO 5056, Bellville, Ontario, CANADA; Box 830, CFPO 5056, 757 Baden Baden 1, FRG); addresses below are for info inquiry only.

SEP 2-6: Kansas City, MO; World SF Con; will include gaming; Mid-AmericaCon, Box 221, Kansas City, MO 64141.

SEP 4-5: San Jose, CA; Gen-Con West; 1148 San Carlos, CA 94070.

SEP 11-12: Frankfurt, W. Germany; games and gamers only (ie, no salesmen will joggle your elbow) planned by Walter Luc Haas; Bremer Str. 2-6, D-6236 Eschborn, BRD.

SWAPPE SHOPPE

NEW: never used, or only used 1-2 times; **FAIR:** all pieces included, board has no defects, not unduly worn; **POOR:** less than fair; **wb/nb:** with box/no box (SPI segmented compartments); prices should be "postage included".

For sale: Legion, Chariot, Viking, new, wb, \$5.50; Afrika Korps, fair, \$4; NAW expansion kit, new, nb, \$1.50; Combined Arms, East is Red, WWI, Wolfpack, new, nb, \$2.50.

Larry Ercolino, 214 Hillside Dr, Shark River Hills, Neptune, NJ 07753

For sale: Rommel, North Afrika, Shiloh, Sea Lion, Indo-China, Graf Spee, Bataan, Novad, Minuteman, Khalhkin-Gol, Tac 3, Lost Battles, Combat Command, Flying Circus, Dixie, KampfPanzer, Tank, Olympic, write for details.

Richard Locke, 2232 Wesley Avenue, Evanston, IL 60201

For sale: recordings of the following movie sound tracks: Patton, Seven Days in May, The Enemy Below, Battle of the Bulge, Failsafe, The Missiles of October, The Guns of Navarone, Castle Keep, 12 O'Clock High, Kelley's Heroes, The War Lover, etc., write for details.

Jim Wallace, 924 Dover Rd, Westville, NJ 08093

For sale: Anzio 69, n, \$20; GCanal, n, \$12; 3d Reich, n, \$8; Desert Fox, n, nb, \$7; WWII, Sniper, RSWS, n, nb, \$6; Spitfire, El Alamein, Hannibal, n, nb, \$5; 1944, Rommel, n, nb, \$3.

Charles Maylen, 312 Capistrano Dr, Modesto, CA 95351

For sale: Barbarossa, WWII, Ardennes Offensive, n, wb, \$4.50, all three for \$10; Fall of Rome, Armageddon, Stalingrad, France 40, Kampf Panzer, Tank, East is Red, Combined Arms, Centurian, WWI, Moscow, Grunt, Lost Battles, Operation Olympic, Scrimmage, Tac3, n, nb, \$1.50 each min two per order, \$15 for all 16.

Bob McLaughlin, #3 Parole Plaza, Annapolis, MD 21401

REVIEWS

PUBLICATIONS AVAILABLE

We'll give this a try for a couple of issues. Without even pretending to be an exhaustive list, I hope it will serve to inform. I don't get all these pubs regularly, and I am sure there are many in print that I've never heard of, so send us a review if you get one not listed below.

THE AH GENERAL, V12, #6, 4517 Harford Rd, Baltimore, MD 21214, 6/\$7.50. Civil War, S'Grad, Weather, Series Replay of Wooden Ships & Iron Men. If you don't subscribe, you should.

MOVES, #26, 44 E. 23d St., NY, NY 10010, 6/\$8. Secondary articles include Fast Carriers, SPI on Friday Nite, Oil War, Mech War 77, all overshadowed by Richard Berg's "Basic Wargaming Library". Richard started the Library while Editor of the K. Newest list includes 37: Musket and Pike, Soldiers, Manassas, Frigate, Wooden Ships and Iron Men, Panzer 44, Mech War 77, Panzerblitz, La Bataille de la Moskowa, Sniper!, Borodino, Chickamauga, Quebec 1759, Kasserine Pass, Arnhem, Lee Moves North, La Grande Armee, The Moscow Campaign, PanzerArmee Afrika, Ardennes Offensive, Crimea, Desert Fox, Sinai, Fred the Great, Narvik, Anzio II, Fast Carriers, DNO/UNO, USN, The Russian Campaign, Chaco, Stellar Conquest, American Civil War, Third Reich, Diplomacy, Kingmaker; publications: S&T, The General, Moves, Campaign/Panzerfaust, Jagdpanther, Space-Gamer, Europa.

EUROPA, 12/13, Postfach 7, CH-4024 Basel 24, Switzerland. More forum than magazine, "E" is a cross-sampling of everything that is happening in the hobby. Cost is difficult to calculate, but you get about a year's worth for \$5 or so. Good reading.

FIRE & MOVEMENT, #1, Box 820, La Puente, CA 91747, 6/\$8. A new publication, the first issue is impressive. An in-depth look at AH's Tobruk by Mark Saha is excellent. Also Von Manstein, Chaco, Mech War 77, Rommel, miscellaneous.

SIGNAL, #99, Box 830, CFPO 5056, Belleville, Ontario, Canada, European address also available, 6/\$1. Excellent newsletter for the hobby. A lot of input here from the game publishers as to what they're doing, planning, etc. At the price, THE best value for your money that the hobby offers!

REVIEWS (cont)

PERSUE AND DESTROY, V2, #1, 10018 Carswell, El Paso, TX 79908, 6/\$7.50. WWI fighters, Battle of Hastings, Trafalgar, tactics, Battle of Dogger Bank, uniforms, Diplomacy, Nuclear Destruction, Lensman. More than amateur, a little less than professional. Excellent artwork.

NEWS FROM BREE, #17, 7 Cambridge Rd, Beaconsfield, Bucks HP9 1HW, United Kingdom, free (but you have to pay the postage, in advance). I'm not sure if this is the 17th issue, or "17" is part of the title. Concentrates on SF and fantasy games, which makes for some interesting artwork. US sub would cost about 30¢ per issue.

LOU ZOCCHI CATALOGUE, #4, 7604C Newton Dr, Biloxi, MS 39532, 1/\$1. If you are interested in seeing what obscure games, as well as the better-known ones, are available, you might get this catalog. "More than 200 games inside" is what it says (no, I didn't count).

PANZERFAUST/CAMPAIGN, #73, Box 896, Fallbrook, CA 92028, 1yr/\$6. Articles to cover the hobby, six times per year. I do not have a copy of the magazine, but have heard several people mention it favorably. Part of the "deal" is access to a wide range of games at discount.

PUBLISHERS CENTRAL BUREAU, 1 Champion Ave, Avenel, NJ 07131, free. Offers, at greatly reduced prices, the books that the publishers

can't unload elsewhere. Typically, they are special-interest titles (military, gaming, "how to cook the African ant", etc.), but every so often you find one that's right up your alley, at a substantial savings. Price is right.

ORIGINS WEST/PACIFIC DIPLODEUR, published by AHIKSers Larry Fong and Henry Kelley, cost is postage for members. Monitors games of Origins, Diplomacy, with some efforts devoted to Wolfpack. It appears regular publication is almost a reality. Larry says he'd like to expand the games played as the publication schedule continues to improve. Box 11090, Oakland, CA 94611.

QUENDI KHAZAD DUM, #11, RR 1, Amesville, OH 45711, 5/\$2.50. Published by AHIKSer William Clumm, monitors games of...well, almost anything from tictactoe to Third Reich. No game fees for members.

As I said, not an exhaustive list. As publications cross my desk, or people send in reviews (such as the above), I will print them in the K. I do not plan to run the same magazines every issue of the K, but perhaps once every three or four issues.

The above listing was prepared for K11/3 in June 76, but I simply ran out of space in that issue. Here are some additions. You should note that in most cases, additional issues have since been printed, but I will not bother updating what has already been done since the idea is just to give you a feel for what the magazine content includes.

FROM THE MATCH COORDINATOR

Dave Turansky

A very busy month for me. Notice that I have a new address. I will be there for about a month until I find a place of my own, same city. Please send your correspondence to this new address.

Had the opportunity to visit Walter Biess (Lake Charles, LA), and came away with a defeat as the Americans in Arnhem. It seemed to me that the Germans had the edge, although first impressions are often inaccurate. It played fairly well ftf, but there would seem to be some added difficulty in pbm due to the advance after combat rules in the Westwall quad.

I was delighted to meet so many AHIKSers at Origins II. The convention itself seemed to be a huge success. My condolences to Dr. Bruce Maston for his incorrect diagnosis of winning strategy in Waterloo.

There seems to be an upswing in non-responding opponents. This is the worst sin that can be committed in AHIKS. If you have run out of time, etc., and you must end a set, let your opponent know. Don't leave the poor guy hanging in midair. If someone stops replying with no explanation, write your RD and tell him about it. Naturally, you should always send a tracer out to your opponent since the Post Office loses an occasional letter (bet you didn't know that!).

In the first six months of '76, I was able to match the following number of sets: Jan = 15, Feb = 24, Mar = 41, Apr = 33, May = 29, Jun = 20; TOTAL = 162! July has 35 to go with a couple of days to go at this writing.

If you want in on a multiplayer game, write to the person listed under MONITORS AVAILABLE. He will tell you the house rules and the fees required, etc. It does cost a little money to monitor a game, and in most cases the gamemaster will require a small fee or some stamps to help him cover his costs.

Don't forget to send your changes of address to the Treasurer!

OPEN GAMES: American Revolution, Antietam, Anzio Beachhead, Arnhem, Battle for Germany, Breitenfeld, Bulge, Chaco, Chancellorsville, Chariot, Chattanooga, Crimea, D-Day, Dreadnought, 1815, Franco-Prussian, Jena-Auerstadt, Korea, Lost Battles, Narvik, Panzerarmee Afrika, Panzerblitz, Punic Wars, Revolt in the East,

Seelowe, 1776, Shiloh, Sinai, Sixth Fleet, Soldiers, Stalingrad, Third Reich, Tobruk, Turning Point, U-Boat, Wagram, Waterloo, Wooden Ships & Iron Men, WW III.

OPEN TO NEW MEMBERS ONLY: Afrika Korps, Antietam, Austerlitz, Battle for Germany, Battle of Wilderness, Cemetary Hill, Chickamauga, DNO/UNT (**you're kidding**-pm), Lutzen, Manassas, Mech War 77, Modern Battles quad, NATO, Shiloh, Third Reich, WWI.

3-WAY GAMES: (two players needed): Desert War, Starforce.

MONITORS AVAILABLE:

William Clumm, Entwood, RR #1, Amesville, OH 45711: Quendi Khazad Dum, subs 11/\$5. Game openings in La Bataille de la Moskowa, Ancient Conquest, Diplomacy (and Diplo variants), Invasion America, Lensman, Kingmaker, Russian Civil War, Starforce, Starprobe, Stellar Conquest, Starlord, Strategy I, Triplanetary, WW III.

Steve Curley, 165 St. Marks Pl, # 13K, St. George, S.I., NY 10301: Firefight, Mech War 77, Sniper.

Sean Hayes, 2426 Woodacres Rd, Atlanta, GA 30345: War in the EAST, Stalingrad scenario. Computerized OOB's to aid in recording moves. This is going to be a good one. Write Sean for details.

Larry Fong, PO Box 11090, Oakland, CA 94611 and Henry Kelley, 6721 6th Ave. NW, Seattle, WA 98117: Origins West/Pacific Diplodeur, subs 1/13¢. Game openings in Origins of WWII, Third Reich (write to Larry) and Kingmaker, Diplomacy (write to Henry). Other games will open depending on requests.

Dan McClure, 3825 E. Sycamore, Pasadena, CA 91107: Terrible Swift Sword is nearly ready to start. There are still some positions open for corps which will be arriving at different intervals throughout the battle. Also, standbys and alternates are needed. Please send Dan an SSAE to speed correspondence.

Peter Dale, 3577 Derry Rd. E., #809, Mississauga, Ontario, Canada, I4T 1B3: (not member of AHIKS) Battleplan subs 12/\$3 plus game fees. Game openings in Diplomacy, Third Reich, Origins of WWII, Kingmaker, Starlord, Imperialism, Richtofen's War, WS&IM, Ancient Conquest.

SET REQUEST FORM

USE THE FOLLOWING LETTER CODE. INSERT ANY ORDER, AS MANY LETTERS AS APPLY IN PARENTHESES FOLLOWING EACH GAME REQUEST.

N WILL PLAY NEW MEMBER (LIST NUMBER OF MONTHS THIS IS TO APPLY) M MULTIPLAYER GAME REQUEST
E WILL PLAY EUROPEAN OPPONENT (IF AVAILABLE) G WILLING TO GAMEMASTER F DESIRE FAST GAME ONLY (FOUR DAY REPLY)
A WILL PLAY AREA OPPONENT (IF AVAILABLE) R DESIRE TO BE RATED ON THIS SET (IF AVAILABLE)

- 1) _____
- 2) _____
- 3) _____

I DESIRE TO BE CARRIED ON PUBLISHED AHIKS RATING LISTS (CHECK IF APPLICABLE)

SEND THIS FORM TO THE MATCH COORDINATOR IF YOU NEED AN OPPONENT. ALREADY GOT A TURKEY LINED UP? SEND IT TO THE IRCKMEISTER.

REVIEWS (cont)

S&T #57, (see MOVES, above, for address), 6/\$14. Articles are the Smolensk Campaign, NATO-Soviet Tactical Air Doctrine, Invasion America, Russian Civil War, Briefings, Outgoing Mail. Game in this issue is Panzergruppe Guderian (Smolensk, 41). S&T, as always, has no peers when it comes to blending history with simulation.

OUTPOSTS, (see Conflict Simulations Society, elsewhere in this issue). Official journal of CSS. Articles on 1914, Si-Move, Cambrai, Verdun PBM, Kriegspiel, Jutland, Panzerleader, Russian Trilogy, More PBlitz scenarios, Sniper, Panzerblock, France 40, 1914 variants, Gaming News, Contest, Want Ads, etc. I guess I'd summarize by saying that Outposts is what the K could be if I wasn't such a lazy ---. Issue #6.

THE SPARTAN, Box 989, Bellflower, CA 90706, \$9 per year. Articles on Waterloo, Game Review section, Warlock, Panzerblitz, Photos of miniatures, House-to House. Game in this issue is Banzai!Blitz! Subscription form says four issues per year. Issue #10.

JAGDPANTHER, V4, #13, Box 3565, Amarillo, TX 79106, 4/\$9. Looks like a variant heaven, "This issue includes 44 articles, on 42 games published by 8 companies...25 different authors." Also: "No part of this or any other page may be reproduced without the written permission of the publishers." Does AHKS have liability insurance, Omar? Game in the issue is Leningrad. Looks well done.

FIRE & MOVEMENT, #2. I had to mention this again, partly prompted by their second issue. F&M may deserve a ranking second only to S&T and The General. Since F&M does not publish games, but is edited and published so professionally, it may well occupy a unique position in our hobby in that it has no axe to grind or product to push (other than its own fine informational content). Of all the publications I've seen, the ones I subscribe to are the AH General, SPI S&T and Moves, John Mansfield's Signal, Europa, and ...Fire & Movement. These six publications are unique in my mind in that when I sit down to read them, I read them cover to cover.

THE CONFLICT SIMULATION SOCIETY

(**CSS has submitted the following information for AHKSers who may be interested in this organization. CSS has been kind enough to run a similar blurb about AHKS in their newsletter. It will be future policy for us to mention clubs or publications that provide us similar exposure.**-pm)

The Conflict Simulation Society, c/o Mike Stephens, 2 Desmond Run, Sicklerville, NJ 08081. When over 200 wargamers from around the country involve themselves in the operation of a wargame society, you can bet that the results are amazing. Using our club journal, Outposts, as a forum for our ideas, we have developed a considerable amount of activities to help make the pursuit of our hobby more enjoyable. With such opportunities as article writing, game design, playtesting, contest design, graphics production, etc., each of our members can become as involved in the production of Outposts as he desires. In addition, Outposts provides the latest news in the wargaming field, the latest club news and personal activities, contests, want ads, one or two PBM articles providing the PBM system and PBM sheets, information on military facts and feats, and of course a collection of articles on games by just about anyone. Send for our brochure or mail in \$1.50 for a sample copy of Outposts. Membership in the CSS costs \$5.00 per year and includes a subscription (one year, four issues) to Outposts.

K

NEXT ISSUE

Material for publication must reach me by October 1 at the latest. I'd like to see more game reviews, although (as always) I don't mind a reduced work load. The next issue will also be mailed a bit more "on time". Give some thought to our annual "election scramble" in AHKS. It would be great to have some details ironed out a little in advance of our last-second rush. Write Omar if (in a moment of weakness) you feel a volunteer arising within you. The pay isn't so hot, but the job security is terrific!

K



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