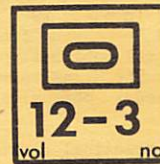




THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

In the last K, a number of interesting and important points were raised, upon which I feel it is necessary to comment, give guidance and expand where necessary.

First the Editorial and the letter from a resigning member with Pete's comments. The second paragraph of our Constitution gives the Society's aim clearly, "to facilitate the playing of wargames between mature individuals primarily by mail". As Pete said, we lay no claim to police the hobby. If we express our views nobody is bound to take any notice; if they do, so much the better. There are a number of Societies similar to ours, three in the UK alone now. In my view, we have no right to interfere with their way of doing things than they have with us. We should have friendly relationships and be helpful if asked (and practicable), but we must remain true to our traditions and customs. There is room for all and a number of our members belong to several Societies. We make no claim to "eliteness"; our age limit is purely because experience has proved that those over 21 (whatever the voting age may be) tend to be more reliable and mature than those under that age. Judging by the response to elections and other management matters, most of our members just want to play games and have no desire to get involved in politics or administration. There is no policy as regards size or growth. It is true that economically larger numbers make life easier. It is, however, far more important to keep the character and style of the Society than to count heads.

I would like to emphasise the small paragraph on the last page of the members list about the use of our address lists. Many of us have interests in the hobby outside the Society. It is important that we keep our membership of a private club/society separate from our other interests. It is unethical to use information such as address lists obtained through membership of the Society for one's own private purposes. These lists are CONFIDENTIAL for the use of members only.

Law and Order: I have two points. First, the Judge's rulings are final. If you do not like them that is just too bad!! Nobody likes to be wrong, but it is part of life. If you use the Judge, you must accept his verdict. Second, on the subject of publishing rulings, etc, your Committee will take this up and lay down a policy. If you have any views, write your RD.

With regard to the Special Notice. Your Committee will shortly examine the Central organisation in the light of current developments and future trends. But each member should be ready to hold some office or position once during his membership, so volunteer before you are volunteered!!

I duly met Ron Starnik at the President Hotel, London (England). As a result, we do not intend to make any changes to the split of functions as given in K11/5 page 7. The volume of correspondence does not warrant special arrangements, so continue to write to either of us as appropriate. In this connection, Pete has given a very useful guide on the last page of the address list.

Henry Radice

June 1977

EUROPEAN SPRING MEETING

-Dave Grantham-

The scene of the Spring Gathering was a small banquetting room in a hotel in Willerby, near Hull. Most of the regular horde turned up, but we were sad to hear that, due to an illness in the family, Harry Tucker was not able to attend as promised. Another non-arrival was Bill Howard's wife, Andrea, much to Bill's relief since he had had a slight accident on the way to Hull--though we understand that he was a bit worried about his home-coming!!?

The gaming got off to an early start with Gareth Lodge and John Evans battling it out on the Road to Richmond. Don Turnbull started an early Dungeon, VERY deadly, and I think that the people who came out of it best were the merchants in the village who sold suspicious "magical" items at vastly inflated prices. Another early starter was "Stalingrad", an old favourite of John Polle's. Both the old and new committees met on the Friday night and the change-over was completed when Robin Hood, very relieved, gave me a large box of stationery (I have never seen anyone so glad to get rid of anything in my life). Later in the evening, about midnight, the dreaded Kingmaker made its usual appearance. A strange hybrid game was played using the American board and pieces but the English rules.

Saturday morning brought the arrival of the first Continental member to attend a meeting--Jan van Reek. He brought with him a very interesting game, Fortress Rhodesia, which is a modern scenario with the Rhodesian Army trying to hold off infiltrating guerilla forces. Charles Vasey also visited on Saturday with two of his friends and they quickly roped Allan Owens into a refight of the Battle of Waterloo. Even Peter Charlton, who has said that he never plays wargames at meetings, was seen to play Soldiers with Henry Radice. At the height of the afternoon there were about 24 members and guests present at the meeting.

After their stroll about the American continent, John and Gareth proceeded to clash swords in Gaul in a game of Alesia. It was very interesting to watch as the Gauls broke the encirclement at one point and gradually expanded their line to free their leader.

Quite a few other games were played, just some being Conquistador, Starship Troopers, Plot to Assassinate Hitler, Bar Lev, 1829, Jerusalem and Normandy. No account of a Region Meeting would be complete without a mention of Slasher III. He is quite big now, having grown immensely since the meeting at Epping, not that that stopped him attempting to chew off everyone's hand when they tried to pet him. On the whole I think that everyone enjoyed themselves at the meeting; I know I did!



AVAILABLE FROM

WALTER W. BUCHANAN
RURAL ROUTE No. 3
LEBANON, INDIANA
46052

editorial



NEWSLETTER VS MAGAZINE REVISITED

Recently, one of our new members was kind enough to send in some comments on the K. In essence, he suggested that we make it a full magazine rather than just a newsletter.

Right.

It's been almost two years--and about 150 new members--since we last went over this, so it's probably time to do it again. First of all, the theoretical considerations: what objective must we gain in our publication? A PEM club requires one primary service: communication. An opinion survey in early 1976 clearly showed that the membership is interested in hearing from the officers, and there is no doubt that a central publication is required to give AHIKS a cohesive structure. The K, as currently structured, fills the bill for our primary needs: communication, information, and cohesion.

Secondly, we are stuck with some practical limitations: a magazine requires a higher volume of high-quality articles than we currently command; from past experience, we aren't likely to ever get much volume from the membership. A magazine also needs an Editor who desires to put in the extra work to make it go. Don't look at ME!!

Anyone rising to volunteer to take over for me (purpose: to "up-grade" the K) may sit down. We have had our flashes in the pan, editors who started off well, but couldn't maintain the pace. We have had editors that published chronically late. We've had editors who didn't publish at all!! In fact, AHIKS has never--in twelve publication years--had an editor who could consistently publish on time. My solution--proposed and overwhelmingly approved on the 1976 ballot--was to permanently place the K on a newsletter basis. Although I can't claim a perfect record, you will notice that when the K is late these days, it's by one or two weeks, not four months!!

Understand, no real blame can be attached to our previous editors. This is an all-volunteer outfit, and all we ask is that a person try to do his best. Such consistent failure by so many editors suggests that it is the goal of making the K a magazine that is in error, rather than the editors themselves.

Finally, who needs another magazine in this hobby?! We already have more junk in print than we can shake a stick at. The K is at least an adequate newsletter: I'll have to pass up any suggestion that we work like hell to make it a mediocre magazine!

Pete Menconi

May 27, 1977



THE KOMMANDEUR VOLUME 12 NUMBER 3 MAY 1977

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		PBM IDEAS . .	VIRGIL MUGLER 1460 Ladd Edwardsville, IL 62025

GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

Society dues are \$8.00 per year, prorated quarterly, with a one-time initiation fee of \$5.00. Additional information is available from the Secretaries or Regional Directors listed above.

Subscriptions to the KOMMANDEUR are not available to non-members, nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Inquire with the Editor or (in Europe) the European Regional Director.



ELECTIONS



TOM OLESON
Judge: 1972--1976



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TREASURER

AHIKS FINANCIAL STATEMENT: 1976 YEARLY AND FOURTH QUARTER 1976

	4Q/76	1976
Starting balance	\$2,246.62	\$1,126.16
INCOME		
Dues	6.00	1,911.45
Initiation Fees	20.00	490.00
European Region	133.70	133.70
Miscellaneous	33.66	109.35
	193.36	2,644.35
EXPENSES		
President	40.00	191.36
RD East	9.60	61.08
RD Northeast	21.45	33.15
RD West	15.25	67.96
Editor	276.83	898.59
ICRKMeister	20.15	127.23
Match Coordinator	14.88	54.77
Treasurer	12.07	66.69
Judge	3.15	15.65
Archivist	1.25	3.95
Stationery	0	89.73
OObS	0	127.00
Special Projects/Monitoring	18.90	18.90
Miscellaneous	20.00	28.00
	453.53	1,784.06
Ending balance	\$1,986.45	\$1,986.45
Total postage cost	203.69	852.33
Total K printing costs	172.27	433.38

I think the above financial report fairly all speaks for itself in that we continue on a sound fiscal basis. This is particularly encouraging since the membership is now receiving six K's per year with an amazing regularity (**it even amazes me!**-pm) and the K is normally our biggest source of expenses.

For the benefit of the membership, I am going to list those war-gamers (?) who no longer are members of AHIKS. The Executive Committee dropped (at years' end) Paul Goodspeed, John Huber, Warren Sogard. Some members were kind enough to tell us they wouldn't renew: Joseph Alexander, Roger Eastep, James Frediani, Jerry Houser, Gilbert Johansen, John Michalski, J. Stephen Moss, David Orchard, Paul Yesenik. Non-replies to either notice or reminders: Douglas Arnold, Bruno Benthien, Claude Bloodgood, Fonzy Broussard, Charles Burke, Jerry Callahan, James Davis, Rene Deloffre, Brian Gavigan, Tom Gookin, Lee Graves, Dick Holcombe, Richard Mayhew, Paul Meyerholtz, Robert Moeller, Michael Mouskey Oktay Oztunali, Charles Pasco, Terry Paul, Bill Randolph, Harold Ratcliff, Theodore Rissmiller, Stephen Sanders, Tom Shaw, Glenn Simpson, Tim Slack, Mike Soloway, Richard Stephens, Dale Stupfel, Wayne Sulfridge, Paul Synwic, Chris Wagner, William Wilcockson. If any of you have games going with these ex-members and they are good opponents, please urge them to renew their membership. While we cannot prevent games with non-members, we do think you should return the ICRK as it should only be used in games with members.

Harold Horne

(K)

May 29, 1977

NORTHEAST REGION

Once upon a time, there was a movie called "All Quiet on the Western Front". The title of the column could be called "All Quiet on the Northeastern Front"! Since assuming the regional directorship, I have heard nothing from any member except for new applications. From my point of view, this is good! When there is a lack of problems, questions, etc, this means that the society is functioning well in serving its members. It also means that the membership is able to resolve any disputes either by themselves, amicably; or with the help of the Judge. In any case, I view the lack of problems as a good sign. As an aside, it also makes my job a lot easier.

No more news on Origins 77. Omar DeWitt has checked with SPI regarding the availability of a place for us to use as a hospitality room, but to date nothing definite is planned. My only suggestion at this point would be that if you are going to attend the convention, keep your eyes open for any AHIKS activity at the convention. At the last two Origins, in Baltimore, an informal dinner was held for any AHIKS members who wished to attend and according to the attendees, a good time was had by all.

Since I have been Regional Director, we have had an average of one new application a week. As of the end of April, the NE Region had 79 members. I have not listed new members in my region for a while, so here's a catch-up list: Al Hatlestad, APO 09031; Walter Kluska, South River, NJ; Raymond Kruse; Axel Ostling; Joseph Paul; Louis Wojcik (last four have addresses in the K12/2).

The following is an unsolicited advertisement for "Fire and Movement" magazine. I don't know how many of you subscribe, but if you don't, you should. It is an excellent vehicle for reviews of games, probably the best in the field. The last issue contained reviews of four games. Even though I don't have the games that were reviewed and don't really plan on purchasing them, I found the reviews thought-provoking, interesting, and very readable. In most other magazines, I would have skimmed over them. F&M is read, at least by me, from cover to cover. AHIKS members Omar DeWitt, Tom Oleson, Mark Saha, Don Turnbull, Charles Vasey, and Ralph Vickers are contributing editors. (**2¢ from ye ol ed: F&M has a unique review system. A truly expert analyst takes the game apart, and then the game designer comments on the analysis, at times defending the choices and at times acknowledging errors. A good part of the enjoyment in reading the review is seeing how well the designer squirms--moves?--under fire! In my opinion, F&M should be part of your basic "subscription library", the other two being the General and S&T. (Uh, listed in alphabetical order, there.) Look for the address elsewhere in this issue.**-pm)

John Heydt

(K)

May 26, 1977

LAW AND ORDER

New Specialists include Bruce Maston in Blitzkrieg; Tom Eller in Manassas and back-up on P-Blitz; Roy Schelper in 30Years War Quad, Brietenfield, Frigate, Lee Moves North, La Grande Armee; and Henry Kelley in Diplomacy and Origins. I feel we now have almost all bases covered. Some of the Specialists have volunteered to write some Game Analyses and collate past rulings. Some of the Analyses should be seen in the months ahead and the collated rulings will replace the cumbersome files to slim down the paper one must go through to find out what has gone before.

It may be well to emphasize a bit of philosophy which has drawn some criticism. AHIKS has a long tradition in many of the earlier AH games and one of my guiding tenets is that the answers to current questions on those games should be made as much as possible consistent with rulings handed down in the past. I feel that a considerable "split" in understanding how to play certain games will develop between "older" and "newer" members if rulings are not consistent. The consistency of rulings I view as one of my tasks as the specialists make the rulings.

Another item of philosophy is to encourage members to iron out disputes between themselves. This would seem especially valuable where the dispute could change the game in a major way. It may even be worthwhile playing two matches, one each way to get a feel for the difference a disputed rule really makes. The results of such experimentation might be worth writing up for the K and would certainly be of interest to me.

I also see it part of the Judge's job to keep track of as many published rulings as possible. I request a bit of help here in that I would appreciate receiving copies of any questions you may have had answered by the game publishers or designers. The latter two are sometimes distinct as they don't always answer the same way! One problem on this score is that the publisher may reverse his rulings on major rules as has happened with AK, S'Grad, and P-Blitz to name a few. When this happens I think it best to leave it to the opponents to decide which way they wish to play, but for official purposes would lean toward staying with earlier Judge's rulings if the game has played well over the years, unless, of course, there are compelling reasons or majority outcry to change.

Note to specialists: Copying your portions of the files appears to be an expensive and probably not worthwhile proposition. As questions come up I will make copies of related correspondence. If you wish to collate the rules or write an analysis, I will lend you the file to be returned when your list is complete, since we can then operate from the list and send the correspondence to the Archives.

(**Reminder: all game questions go first to the Judge; do not send these directly to the specialist!**-pm)

Bill Farone

(K)

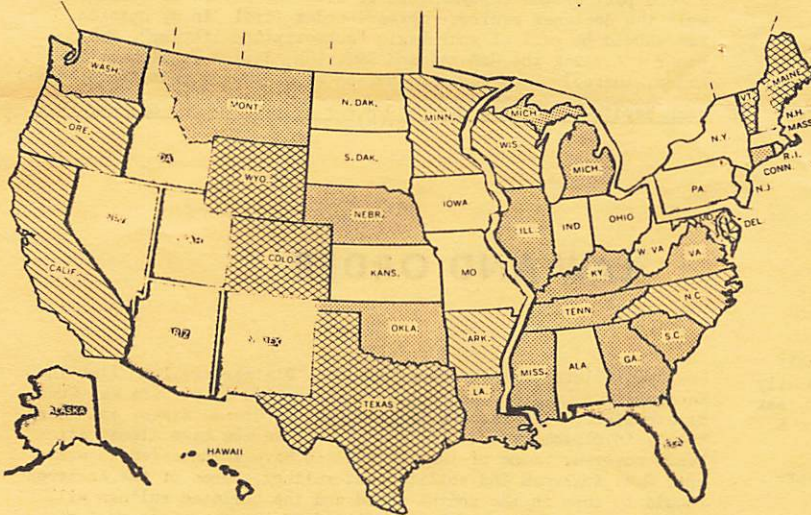
May 26, 1977

REGIONAL DIVISIONS OF AHIKS

I thought it might be timely to show our current breakdown of the world areas into AHIKS regions. Not shown is South America, which generally goes to the East region, the Pacific and Far East (specifically, Australia and Japan) which goes with the West region, the Middle East which (naturally) goes with the European region, and Russia and China, which nobody wants; Africa has thus far been handled mainly on the basis of the country of origin of the member (often, diplomats), the natives apparently more interested in other things. Does Idi play wargames?!

K

REMINDER: the west region is pushing the limit on members, and we will split it at the end of 1977; we need a new pair of RDs.



CONVENTIONS

Frankly, keeping track of these and typing them up is a bummer. I get all my info from SIGNAL magazine, published by John Mansfield. Let's put it this way: if you're interested in keeping current with the hobby, in everything from conventions, to all the amateur zines, to what the various game publishers are doing, subscribe to SIGNAL--accept no substitutes!! Address: 410-240 Brittany Dr., Ottawa, Ontario, CANADA K1K 0R7. Subs are 5/\$1 or 18/\$3, put out every two weeks like clockwork. Currently in his 118th issue. Air mail subs are available to European subscribers at 8/£ or 5 DM. John is also the prime mover in the Charles Roberts awards. Go on, subscribe.

K

Club-wise, the last two months have been very slow. This is ok by me as I have been very busy--my opponents can tell by the delay in moves. With the exception of Pete's offer and a meeting that Henry Kelley and Dave Grant are setting up, there has been no response to my requests for volunteers to set up something in this area, or anywhere else. Rather than beat a dead horse, I shall just drop it altogether. (**PHOENIX CON: June 25, Saturday, start at 7am; I sent notices all around to those I thought might come, including adjacent states. Anyone else wants in, let me know ASAP. I'll be out of town June 9-22 for those who were planning to phone. Anyone who can fly or bus or train or hitch into town, I'll pick you up wherever you land--except not Tucson or Ajo or Flag or....**pm)

NORTHWEST MINI-CON: To be held for AHIKSers and guests on Monday, September 5 (Labor Day), 1977, from about 11am to ????. Location and more info: Henry Kelley, 6721 6th Ave. NW, Seattle, WA 98117. Must pre-notify Henry if you plan to attend!

I did get a couple letters about my off-beat game reviews last time. I am in the Army Ordnance (Pete--note spelling) (**Yeah, well I wuz in the Artillery and we didnt have to no how to spel, just pull that funny string at the back!**pm) Corps and while it makes me a zero on tactics, it does give me a different perspective on equipment, etc. I intend to do more stuff like that if for no other reason than to impart a little life to all those counters we push around.

Just got Battleline's DAUNTLESS, the Pacific version of AIR FORCE. The box art is probably the best I have seen. Believe me, if you ever had even a slight urge to play tac air war games, get these two--they are the best. They are fun, realistic without being ridiculous and worth every penny. Jum Wallace has gotten the multi-Air Force off the ground with a nifty scenario and some nice commentary and involvement by the monitor (Jim). It looks like a lot of fun (providing I survive) and should continue on with more scenarios. If we get some more interest I can see a whole lot of these games getting started the the AF/D.S games making their own little cult.

In the last K, I talked about the M60A3 tank. Well I managed to pick up some added info on it (all unclassified). Initial production and testing in '78 with final decision in '79 and introduction to service after that. As I suspected, they are upgraded A1's--to the improvements I mentioned before, they will add a laser/rangefinder and a solid state ballistic computer. That makes the basic A3. They then have some other product improvements lined up--new co-ax MG, smoke grenade launcher, thermal sights (heat detection), ammo compartments, new cupola, some more sighting and stab stuff, etc.

We had a four-day FTX (**Field Training Exercise**pm) at the beginning of May that included a deliberate river crossing by raft. The Army is now equipped with the Mobile Assault Bridge (MAB) which is a large vehicle that can travel on land or water (surprisingly fast). It has a bridge section on it that is carried parallel to the hull and is then swung 90 degrees for bridging/rafting. Over short bodies of water, it can be made into a bridge with the hulls acting as pontoons. Over longer bodies, they hook 6 or 7 of them together and make a large raft. All the engines are gang-controlled, with the outer ones used for steering assistance.

For this operation there were two 6- and one 7-section rafts and they left about every two minutes. Each raft held 6-10 trucks, depending on the size of the vehicles. A deliberate river crossing is a real sight to behold. In this case we have both banks secured and the objective is to get as much stuff over to the other side in as little time as possible to support operations on the other side. All units due to raft over move into assembly areas and line up by type and size of vehicle. The Crossing Area Commander starts calling for number and size of vehicles and they move to a staging area near the crossing site where they are staged (lined up so as to fit the max in the raft) and then sent down to board the rafts. Depending on the size of the river and the number of rafts, it is possible to keep a continuous stream of vehicles moving without any perceptible gaps. As an example, my company (37 vehicles) was crossed (raft time) in 15 minutes.

The point of all this is that it is something that is not and can not be simulated in a board game. I got a hold of a couple old DAPAM's describing German operations in Russia and quite a few of the actions described concerned river operations. It is an area that the game producers have been deficient in. (**Yeah, what is the defense factor of an armor battalion all lined up on a road, bumper to bumper?***pm).

New members are Richard Piotrowski, Great Falls, MT; Rick Marks, Canoga Park, CA; Thomas Butcher, Tokyo, Japan; Lawrence Renslow, Pleasanton, CA; Don Owens, Lebanon, MO.

K

THE BARRAGE

Our response to the call for a show of hands for possible attendance at an AHKS weekend in Annapolis has drawn less than an overwhelming response, however we are going to try and get together either the weekend of September 17 or the weekend of September 24. If there are no further additions to the ranks we'll probably assemble at my house for board gaming and/or multicommmander micro-armor engagements. We can offer this inducement: Roy Schelper's lovely wife, Liz, a former Annapolis Tour guide, has offered to take any wives on a tour of Historic Annapolis. And if there are no wives, but we do need an additional player she has volunteered to fill in there. How's that for an ideal AHKS mate? She also is adept at tie-dyeing and helps Roy on the farm! (**Reminds me: since AH and SPI have come out with their T-shirts, perhaps AHKS should make one, too. "AHKS" on the front, and on the back a big hexagon with the words--appropos of an adult club--"WE DO IT IN BED". No? Well, how about a frog?*-pm)

Those of you who have indicated they wish to attend will be hearing from me and again I want to invite any interested members to come on down to Chesapeake Bay country.

I'd like to encourage the "old timers" in our club to come forth and have a match with a new member. Frequently you can get an opponent for one of the old "classics", the kind we've forgotten were so much fun to play (sometimes the quest for realism doesn't result in a very playable game, does it?). I recently volunteered to play a set of Budge with new member Pat Richards. It's been some years since I've played this one and while he is pinning my ears back, I still think this is one of the all-time great, Playable games. Now if I can just hold out until the 22nd when those reinforcements are to arrive....

I would like to welcome the following new members: Harry Buchanan, Huntsville, AL; Walter Compton, Rio de Janeiro, Brazil; John McArdle, Itasca, IL; Thomas Paul, Ebsenburg, PA; Charles Ryan, Hunter AFB, GA; John Thomas, Lexington, GA; William Wolf, West Milton, OH.

Bob McLaughlin

May 24, 1977

INTRO AND OUTRO

It seems but yesterday that I read the last of "Causerie" and, a couple of months later, read the first of a long line of "Random Shots". However that was three years ago and now, with a lot of water under the bridge, it is my turn to don gown, gloves and mask for the operation of introducing the latest issue of our Newsletter and pouring out a few of the Society's happenings for your appraisal.

I believe we all agree that the Committee that has steered us through the last three years has done a superlative job in leading the Society from strength to strength and I thank them all on your behalf for their time and hard work. I hope that the new volunteers (chosen in the true AHKS fashion of course!) may aspire to their high standards. Congratulations are also due to Henry Radice on attaining his present office of President with such an overwhelming vote behind him: whilst he may have many attachments to this Sceptered Isle, I know he will perform his new duties for the betterment of the whole Society on the four continents we now cover (since we have added Iran to our list).

The last three years have been busy ones for the hobby--particularly this side of the Atlantic--and they have produced a profound change in the situation of the Society. Thus, whilst we sadly saw the demise of "Albion" in January 1975, a number of Journals have sprung up over the intervening two years to cater for European interests in board gaming--a recent list in "Fire and Movement" (#4) gave three whose names have crossed the Atlantic (Phoenix, Europa and Perfidious Albion) though there are many more. These reflect the large increase in numbers of people interested in board war games over here and means that there is a much greater chance of obtaining a face to face opponent to the possible detriment of postal play. Add to this the fact that there is one other club that already caters for PBM gaming (NGC) and another on the way (UK Wargamers) and you can see that we no longer have the cosy individual niche that we used to have.

However I continue to feel that we have a unique service to offer in that we emphasise the quality and fun of gaming without going overboard on contests and ratings--though this facility is available through the US. Add the unique flavour of postal gaming against mature opponents more likely to stay the course than most plus our years of organisational experience and I come up confident that the Society will continue to flourish. I will do my best as your new RD to ensure that we continue to prosper though I emphasise that your help will always be welcome and needed. As already mentioned, I have inherited a well organised machine, so I see little need for change in the near future unless circumstances alter alarmingly.

After that little homily (not to be a habit I hasten to add) on to some news. The Spring Meeting in Hull is over--very successfully too, with thanks to Dave Grantham. It was grand to see such a presentable turn out, to have both old favourites and new games appear over the weekend and to get up to date with all the Society news. A full report on the meeting will be found elsewhere in this issue but may I add here that Slasher III left his individual mark on this, his second meeting, in no uncertain terms--no chair leg as has been the wont of his predecessors but just a pen and half a car (at least!!). It was particularly gratifying to have one of our Continental members to get across for the meeting--Jan Van Reek--and I hope that he enjoyed himself and found the trek worthwhile.

The Committee decided, in view of the poor response to the circular on the Autumn meeting plus the fact that the few votes cast were just in favour of Epping, that we will repair back to Tree-tops Hotel on the weekend of 28th-30th October to make it Epping V. More information will follow later in the summer.

We continue to add to our list of members--with those listed below, our total creeps up to 80: Sellick Davies, Isfahan, Iran; Stephen James Brophy, Horsham, West Sussex; William (Bill) Black, Swanland, Nr. Ferriby, N. Humberside.

John Spence

May 15, 1977

NUTS AND BOLTS

the icrkmeister

Things continue busy. I am finding the time however to play a few games. I have fooling around with Highway to the Reich, and am finding it a very enjoyable game.

I am thinking about rewriting the computer program for the ICRKs. Before I start the rewrite, however, I would like your ideas on changes you think would be useful, such as being able to produce 0-9 as well as 1-6 ICRKs, or being able to include more than 2 ICRKs in a set for multi-player games, or changes in wording, etc. Send me your ideas and suggestions.

(**I am not sure how you currently select the random numbers, but it would be interesting, on each ICRK sheet, to total all the column totals. The more astute in AHKS have by now figured out that a perfectly random 200-digit ICRK should total 700. All you have to do is total up your ICRK (the 20 numbers at the bottom of the columns), and you will quickly see how far off you are. If your ICRK is 900, you've got a lot of 4's, 5's and 6's. If you have a 900, send it to me and I'll challenge Tom Oleson to a game of Anzio! You might have the program engage some kind of check of the total: it should then reject any ICRK that falls outside some limits--statisticians please!--which I suspect would be somewhere between 650-750. A better solution would be to load a perfect distribution into a matrix and then scramble the access order to the matrix for each new ICRK, producing an inexhaustible supply of perfectly balanced ICRKs. Depends on the programming language, of course. Computer-ites please step forward. Perhaps some of you didn't know it, but in the "auld" days, ICRKs were made by the officers all rolling the die 200 times for each ICRK, then the ICRKmeister cutting up these masters to produce a number of combinations by changing the letters at the top of each ICRK. Another large part of his job, then, was to insure that no one ever got an ICRK from the same master twice, for fear that he might recognize the pattern--although if you think about it, it would take a phenomenal memory. That is the reason that you never used the last two columns--whichever letters they were--so that no one ever had revealed to him the entire ICRK. Computer mucho better.**-pm)

Carl Benton

May 25, 1977

LUFTWAFFE RULES ANALYSIS

-Bill Farone-

This game is one of the few in which virtually all of the rulings originate with Avalon Hill. The collection of rules that appeared as the AHKS data sheet covered most of the AH rulings through June, 1972. A complete list of Generals with LW rulings: Jul-Aug 71 (V8,#2); Mar-Apr 72 (V8,#6); May-Jun 72 (V9,#1); Jul-Aug 72 (V9,#2); Sep-Oct 72 (V9,#3); Jan-Feb 73 (V9,#5); Jul-Aug 73 (V10,#2); Nov-Dec 73 (V10,#4); Jul-Aug 74 (V11,#2). Apparently not many questions have come up in recent times. It should be noted that some of the rulings given indirectly answer questions other than that asked. For example, the question of whether defenders can return fire in the same combat portion (before losses are extracted) is answered negatively by the answer to how combat is resolved in the Jul-Aug 73 issue. That issue contains a feature article on LW, also. The major item to check with your opponent in this game after the variant and game level (Basic, Advanced, Tournament) have been selected concerns the close escort rules and how to handle the direct route mission planning requirements.

THE SECRETARY

I have returned from England, where I met Henry Radice and his white Bulldog, Slasher III, at my hotel in London. My trip there was quite enjoyable, but for two minor problems; it rained on my brother's wedding day and it was BLOODY COLD there, (not normal for this time of year, I was told!). Besides the normal sights in London, I visited the "Guards Museum" near Buckingham Palace. It probably isn't listed in any guide books, but it only takes a about 1-1½ hours to view. This Museum is a history of the Guards Regiments in the British Army, and has many dioramas and military paraphernalia. (**Henry, I'll give you equal time to beat the drum of your Regiment, too!**-pm)

I have only heard from three members on OOB and introductory booklet suggestions. It is nice to see we have so many completely satisfied members! Forrest Jerome has written up a PEM procedure for SPI's Arnhem game, which is printed elsewhere in this issue. He has also made up OOB sheets for both Arnhem and AH's Russian Campaign, which will be available from Carl Benton.

Bruce Maston, George Calage and Stephen Hass have volunteered to be of assistance to the Society as either potential officers or for whatever they can do to be of help. Virgil Mugler and Roy Schelper both volunteered to run the PEM Ideas service. Pete says the "award" went to the first letter received, Virgil's. Pete will also begin listing in the K those games that have been "worked over" with PEM in mind, and copies of the suggestions will soon be available from Virgil (**I'd guess you can put in your back-orders now!**-pm). The Executive Committee thanks them for their offer of assistance and hopes that others will also come forth.

Ron Starnik

May 27, 1977

AHIKS RATINGS

Dave Turansky

TOP TEN

2040 Ken Mills	1665 Tom Oleson
1955 Don Burdick	1650 Mel Yarwood
1850 John Popolis	1600 Ron Teleucky
1735 Joe Drummond	1560 Dan McClure
1685 Tom Eller	1560 Bruce Maston

ALL OTHERS

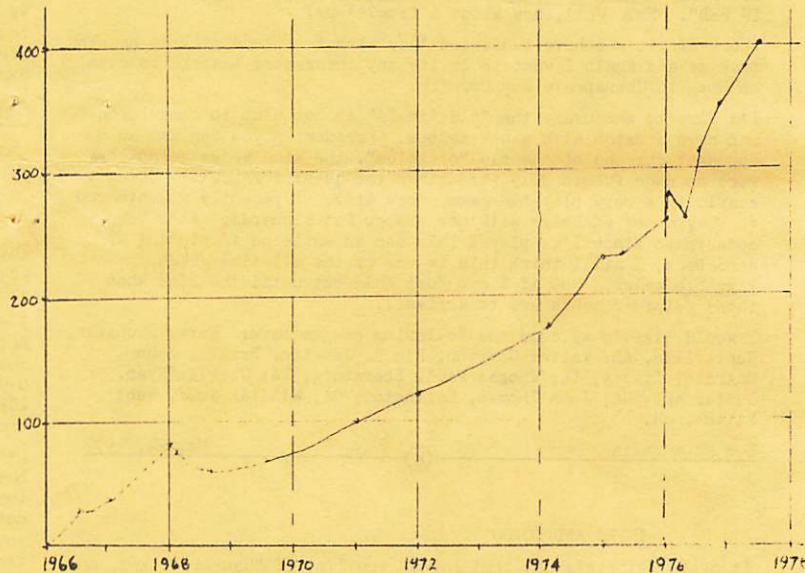
1060 J. Alsen	1200 E. Hattlestad	1200 J. Pierce
1370 E. Anderson	1200 F. Helfferich	1200 R. Piotrowski
1300 T. Becker	1490 J. Heydt	1200 R. Pippus
1200 A. Beckner	1200 M. Hicks	1200 D. Plank
1250 C. Benton	1200 G. Hill	1200 S. Powlesland
1370 R. Berg	1360 W. B. Hill	1150 J. Ratzenberger
1320 W. Bless	1200 C. Hoover	1200 P. Richards
1200 C. Bizwell	1500 W. Hopkins	1200 T. Roseman
1200 D. Blewer	1200 J. Hruby	1200 C. Russell
1200 T. Bourne	1200 C. Hundertmark	1200 C. Ryan
1200 L. Bowie	1200 M. Hunt	1200 L. Sage
1350 S. Brooks	1200 G. Hynson	1240 W. Seanlan
1200 J. R. Brown	1200 R. Jarvis	1200 R. Schelper
1200 J. Burnett	1200 K. Kelley	1230 D. Schiff
1200 J. Burt	1230 R. Kinsella	1200 M. Scott
1200 J. Butitta	1200 W. Kluska	1200 R. Scott
1200 G. Calage	1060 R. Laubenstein	1270 R. Segarra
1340 D. Carraway	1200 W. Leslein	1275 R. Shea
1275 J. Caton	1200 P. Licause	1220 D. Smith
1200 C. Chamberlain	1200 R. Locke	1295 R. Starnik
1200 J. Chastain	1200 J. Logajan	1200 A. Straub
1200 K. Craig	1200 J. Long	1200 R. Swanson
890 R. Cross	1340 R. Marchal	1200 T. Swenson
1440 S. Curley	1050 P. Martin	970 R. Sylvia
1200 S. DeStefano	1200 J. Matt	1200 J. Thomas
1140 J. Dough	1050 J. McAmis	1200 T. Thorsen
1200 C. Egli	1200 J. McArdale	1260 K. Thurman
1200 B. Enfield	1200 K. McCarthy	1200 B. Townsend
1485 L. Ercolino	1200 J. McCormick	1200 P. Truesdell
1200 W. Farone	1245 R. McLaughlin	1200 M. Truex
1200 B. Feathers	1200 E. Meisse	1420 D. Turansky
1200 R. Flynn	1200 P. Menconi	1200 V. Vitkauskas
1200 R. Fortier	1200 C. Merrow	1200 R. Wehler
1200 B. Foster	1200 J. Moon	1200 R. Whelan
1200 T. Fowler	1200 D. Moore	1200 T. Williams
1200 W. Fox	1200 J. Mueller	1200 R. Windsor
1200 K. Frederick	1200 F. Nau	1200 R. Winslow

1370 W. Garman	1490 L. Newburg	1200 L. Wojcik
1200 C. Gendril	1200 W. Newell	1200 W. Wolf
1320 D. Grant	1200 N. Nicholson	1200 C. Woodfall
1080 T. Grant	1200 W. Nuffer	1200 D. Young
1200 R. Greenwell	1200 T. Paul	1200 T. Zadek
1100 S. Haas	1455 S. Peluso	1200 D. Ziegler
1200 D. Harris		

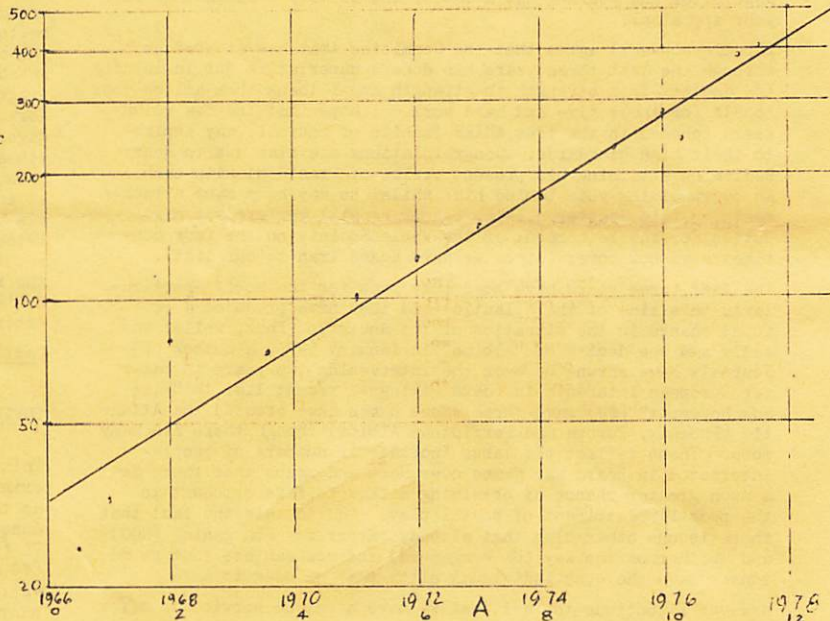
MEMBERSHIP CONTINUES TO RISE

-Pete Menconi-

About a year ago, I started charting AHIKS membership. Although the early years' data is harder to determine, the graph below shows a rather phenomenal growth since 1974.



Another interesting effect is gained using semi-log paper:

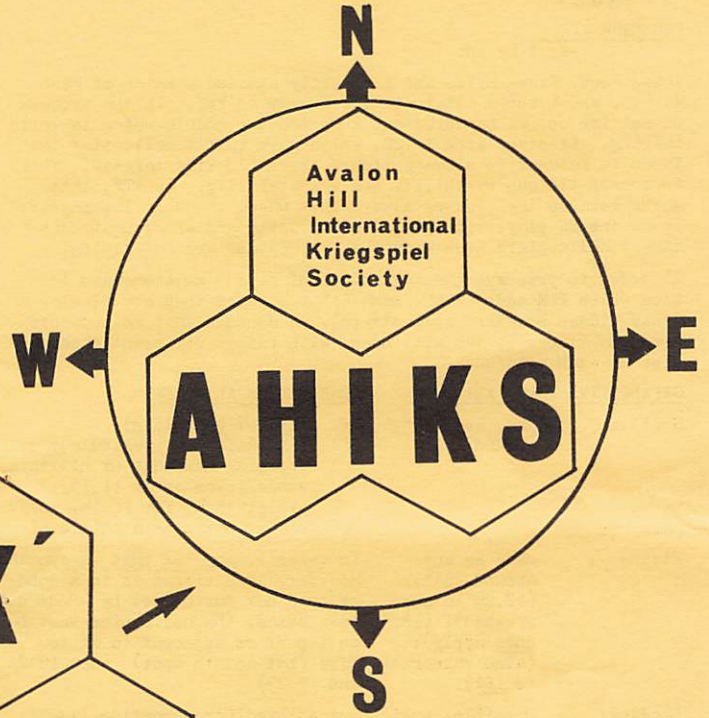


Yup, exponential growth. In fact, membership can be easily (hah!) calculated from the equation $M = 2.8A^2 + 30$, presuming (of course) that the current rate continues. Some sample projections: 500 members in 1979; 1,000 in 1982; 10,000 in 1993!

We'll see.

AND NOW SOME MORE LOGOS

Last issue we ran an entire page of logo suggestions, and it appears that they have had the desired effect of bringing forth more ideas. I have a friend who is a super commercial artist; I think I will ask her to review the ideas we've seen thus far and comment, or even add to them. I'd still like to see more suggestions from all of you, or at least your reactions to them. If you have an idea, draw it out as best you can, and I can have one of our artist-members make it up better for you. Again, this issue, I will save any possible embarrassment or undue influence by omitting the author/artists' names.



IDEAS

PBM IDEAS PROJECT

-Virgil Mugler-

Over the last several years, members have developed quite a few methods for dealing with games that were not specifically designed for PBM. Often, the development of these methods have absorbed a lot of time and playtesting to achieve practicality. The purpose of the PBM Ideas project is to make these ideas available to the members, fostering PBM play in a wider array of games, at a reduced "development time" cost. In some cases, OOB sheets or other special aids have been specifically designed. The ICRKmeister already sends you an OOB tailored to a game, if such has been devised, but some of the aids which are available are not automatically distributed. I'll be contacting the ICRKmeister to coordinate this, and in a future column list those games with specific OOBs; we'd really like to see more development of both PBM methods and OOBs by AHIKS members. Each of the games listed below has been analysed for PBM play, usually in an article for the K. Games with an asterisk* also have some play aids. You can get these by sending me a card or letter, listing the games you want to see. SSAFE not required.

After the Holocaust*, American Civil War, American Revolution*, Battle of Britain, Guadalcanal, Island War*, La Grande Armee, Mech War '77*, Modern Battles Quad*, North Africa Quad*, Tobruk, USN, Westwall Quad*; hidden movement games in general.

There have also been some articles on ideas easing PBM play in general, which will be sent automatically with each request. The initial requests will be filled within about a month, as we come up to speed; future requests within about a week.

(K)

ICRK CONVERTER FOR DECIMAL CRTs

-Ralph Vickers-

(**I am ashamed to say I got this from Ralph in December of 1976. In the rush of getting the K out, going on vacation ,etc, I must have put it in the wrong file. Good idea, here, though. Ralph says it has already been seen by the Euro Region. Holding out on us, eh?!**-pm)

ICRK

ROLL	USE	ICRK	USE	ICRK	USE	ICRK	USE	ICRK	USE	ICRK	USE
1&1	- X	1&2	- 1	1&3	- 2	1&4	- 3	1&5	- 4	1&6	- 5
2&1	- 6	2&2	- X	2&3	- 7	2&4	- 8	2&5	- 9	2&6	- 10
3&1	- 1	3&2	- 2	3&3	- X	3&4	- 3	3&5	- 4	3&6	- 5
4&1	- 6	4&2	- 7	4&3	- 8	4&4	- X	4&5	- 9	4&6	- 10
5&1	- 1	5&2	- 2	5&3	- 3	5&4	- 4	5&5	- X	5&6	- 5
6&1	- 6	6&2	- 7	6&3	- 8	6&4	- 9	6&5	- 10	6&6	- X

To use the ICRK Converter for decimated CRTs, the only difference in the normal procedure you have to follow is to stipulate two ICRKs for each attack instead of the normal one. Example: attacker stipulates ICRKs J-4,5. Defender consults his ICRK sheet: J-4 is 2, J-5 is 4. Therefore the ICRK result is 2&4, which converts to 8. Important: when the attacker's stipulated selection is a double (ie, two 1's or two 2's, etc), count this as a single number (ie, two 1's would be used as one 1, two 2's as one 2), and consult a "reserve" ICRK for the second digit. Another way to accomplish this system, is to list all your attacks, and then tell the defender which is the first ICRK selection. From there, he simply pulls in ICRKs in alpha-numeric sequence until all the battles are resolved. Whenever a single battle gets a "double" result, just pick up the immediately following ICRK to complete the pair. (**Excellent! Until such time--if ever--we can develop a 10-digit ICRK, this seems to me to be a very workable solution, giving statistically balanced results while not using too many ICRKs.**-pm)

(K)

ideas

PBM MECH WAR 77

-Paul Person-

Jesse Moon, Steve Ellis and I recently started a match of Mech War '77, which turns out to be quite easy to PBM. In the process of setting up, we hammered out a helicopter module which is worth sharing. It stems from 18.22, which says that a helicopter that fires is assumed to elevate itself above blocking terrain. This increases its own visibility and vulnerability. In FTF, this works because the players always know where the unit is, anyway. Thus, the US player can target enemy units and enemy units can target helicopters even when the helicopters are not firing.

In order to preserve the advantages of hidden movement and location which PBM adds to the game (**it appears they are playing a 3-way hidden movement system**-pm), we decided that helicopters could be at one of two altitudes, with rather different capabilities at each altitude:

CAPABILITY	LOW ALTITUDE	OBSERVATION ALTITUDE
Spotting	same as any ground unit	IF: any hex (spotting) DF: any clear hex, regardless of blocking hexsides or hilltops; woods/towns as in 11.13/.14, except that, for 11.14, intervening hexes need not be clear.
Firing	same as any ground unit; (18.24 is suppressed); (18.32 does apply); (also vulnerable to IF!).	In general, any hex that is spotted. However, if a target is in a woods or town hex surrounded by woods or town hexes, the helicopter must be on top of or adjacent to it to fire (but not to spot) (see 18.22 and 18.23)
Loading/ Unloading	Possible; must move off after unloading.	not allowed (transporting itself is allowed, of course)

In general, at low altitude a helicopter acts like a ground unit. At high altitude it can see farther and fire to a greater distance. The altitude is included in the turn by putting "(low)" or "(obs)" on the line used for each chopper. Vulnerability is reciprocal; helicopters that are LOW are visible only to units that could see them if they were ground units; those at OBS level can be seen from anywhere and fired on from any unit with sufficient range.

I would appreciate hearing from anyone with experience of helicopters in a combat/combat support role, especially if their experience differs from these capabilities. I would be especially interested in what happens if a helicopter blocks a road (by landing on it) in front of enemy armor: of course, it's demolished, but does it slow down the armor any? (** only long enough to pick up a few souvenirs and quit laughing about those crazy fools in the whirleybird!**-pm)

Moves has had several articles and Footnotes on this game: 1975: Aug & Oct; 1976: Apr(2), June(2); 1977: Feb. The errata list in the Feb 77 Moves lists no errata for this game, doubtless a result of an excellent and highly enjoyable design.



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 and AH plastic segmented compartment); prices should be "postage included".

For Sale: a variety of books and magazines, including SPI's Game Design and S&T Supplement. Write for details.

Bob Fowler, 1339 Meadowlands Dr. E., #301, Ottawa Ont., K2E 7B4, CANADA

For sale: Kingmaker, War In The East, Modern Battles Quad, Island war Quad, all new, wb, \$8, 12, 9, 9, respectively; Combined arms, Dixie, Plot to Assassinate Hitler, Revolt in the East, East is Red, all fair, nb, \$2 each or 3/\$5.

Steve Curley, 165 St. Marks Pl., #13K, St. George, NY 10301

For sale: Mint copy of JP with the game Leningrad, best offer within 30 of the publication date of this issue of the K.

Mike Bonkowski, 16647 SW Rosa Rd, Beaverton, OR 97005

For sale: Philmar Kingmaker, new, \$8.

John Dough, 26 Mary St, Lodi, NJ 07644

For sale: France 1940 (AH), new; 1914, fair; Jutland with latest rules and with scenarios, new; all best offer.

Ron Starnik, 420 E. Ridgewood Dr., Cleveland, OH 44131



ARCHIVES AVAILABILITY LISTING

-Jim Wallace-

I believe it's been almost a year since we last listed the various AHIKS publications that I have in stock for members who would like to see some of the past history of the Society. We have a complete back listing of the Kommandeur (see below), plus issues of the regional newsletters from those years in which the regional directors were also responsible for publishing: The European Region Newsletter (Europe), The Barrage (East region), AHIKS WEST (West region). Anyone interested in the regional publications, contact me and we can talk price, but it will probably be about 40¢ per issue. Prices for issues of the K are shown below, and reflect the availability of original copies (vs photocopies), since the originals cost us less to send. The editor of the K is listed after each volume.

VOLUME 1 (Henry Bodenstedt)

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

VOLUME 2 (Hank Greensfelder)

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

VOLUME 3 (Henry Bodenstedt)

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

VOLUME 4 (Bob Johnson)

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

VOLUME 5 (Bob Johnson)

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

VOLUME 6 (Bob Johnson)

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

VOLUME 7 (Ed Mohrman)

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

VOLUME 8 (Ed Mohrman)

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

VOLUME 9 (Richard Berg) (THE FROG)

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

VOLUME 10 (Richard Berg)

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

VOLUME 11 (Pete Menconi)

#1-6--first year of the bi-monthly newsletter KK, 6-10 pages each. Probably the most regular publication schedule yet achieved. Originals. 35¢ each.

VOLUME 12 (Pete Menconi)

#1-3 thus far. Issue #1 has, for the first time ever, photographs of the officers retiring from the previous year. Originals. 35¢ each.

Bulk orders will receive a discount; any order of 5 issues or more, subtract 10%; if you want a complete set from Volume 1 through Volume 11, the cost is only \$9; through Volume 10, \$7.50; through Volume 9, \$6.50. We pay postage.



PBM ARNHEM SPECIAL CONSIDERATIONS

-Forrest Jerome-

Most of the contemporarily-placed SPI Quad games share several features that require real-time interaction; that is, they demand an immediate reaction to a specific action. Two of these common features are pursuit-type advance after combat and Final Protective Fire. Arnhem contains a third, optional destruction of Canal and Railroad bridges. These features do not adapt well to PBM and can cause unwarranted and unwanted paperwork.

Naturally, every pair of AHIKS opponents are free to make mutually acceptable rules accommodations for any game and ARNHEN is no exception to this. However, here are some suggestions on how to deal with these problems.

Advance After Combat: The attacker indicates which units he wishes to advance and how far. In doing this, he weighs all the possible retreat options of the defender to avoid advancing into trouble because of a clever retreat by the defender. This may seem to be inhibiting, but the number of times you will advance more than two hexes are limited. Defender advances are executed and recorded as the defender resolves combat.

(**Pursue and Destroy Magazine has agreed to an exchange of advertisements with the K.**-pm)

PURSUE AND DESTROY is a 68-page, offset printed magazine of digest size that is devoted to the history and wargaming fields. We were conceived in 1975, and have been providing quality content and information to wargamers since. Our pages contain many articles dealing with varied topics that are of interest to wargamers and historians alike.

We provide for the reader of each issue articles covering the areas of land, sea, and air combat in both historical views and wargame related views. We have many game reviews in each issue along with strategy articles and game-replay articles. We have regular sections that cover such things as land and sea miniatures, Nuclear Destruction, Diplomacy, Space and Science Fiction

material, Fantasy gaming, book reviews, tactical problems and solutions, profiles of units, equipment, and the branches of service of all nations...and much more.

Besides all of these interesting features that are offered in each issue.... P&D is a forum for wargamers and historians. We offer our pages to our readers: if anyone of them have articles for publication we make sure that they have their chance to be heard in the hobby. We are not like other "in-house" publications. We welcome openly and encourage anyone to contribute.

If you are interested...send a check or money order to: FIRST ECHELON PUBLICATIONS, INC., c/o Donald B. Johnson, 5840-1B Belltowne Blvd., Columbus, OH 43213. One year for 6 issues is \$8.50. A sample copy sells for \$1.75.



FROM THE MATCH COORDINATOR

Dave Turansky

I am bushed! Working my tail off, little free time. Bruce Maston has expressed a desire to succeed me. I will not run for re-election. I am quite delinquent in my moves and would like to return to the hobby once more. I prefer to stay to year's end out of sheer stubbornness, but it will be a load off my mind when the end of the year hits!!

I have been receiving quite a few letters from members on various subjects. If you have any problems, please write to your RD: that is his department. I have so little free time that I respond to the most urgent letters as quickly as possible. The less urgent letters are piled high gathering dust. Will I ever get a day off?

Many requests for information on ratings. AHIKS does not have anything in its formal literature concerning ratings. I conceived the idea in December, 1975, and wrote to Omar DeWitt (then President). He liked it and thought it might interest enough of the membership to make it worthwhile.

At this point, anyone entering the ratings system comes in at a 1200 rating. Adjustments are determined by Win/Loss results turned in to the ICRKMeister who summarizes and sends results to me. I am using Avalon Hill's AREA ratings chart for games between two rated members. An unrated (ie, not in the system) player is arbitrarily assigned a rating of 1400. Should the second game in a set not be completed, 1/2 of the normal credit for one game is added/subtracted from a player's rating. Otherwise the full listed credit is added/subtracted for each game of the set. The number of points your rating increases or decreases is dependant upon your rating and that of your opponent (for those unfamiliar with the AREA system).

Return all completed ICRKs to Carl Benton. Please list the date the set was completed (**Carl, another suggestion for your rewrite of the program!**-pm).

Anyone interested in a mini-convention down south this summer, please write to Bob Davidson, Box 3165, Tuscaloosa, AL 35401. Possible sites include New Orleans, Houston, Atlanta and Tuscaloosa, depending upon who will volunteer to host the thing.

To all of you new members who wonder why it takes so long to get into play; your initial requests are first sent by you to your RD who sends them to me. Someone must want the same game you do in order for you to get a match. There are so many games out nowa-

days it becomes that much harder to match even the more popular titles. When you do get a match, I send the information to the ICRKMeister who supplies you with an ICRK. In order to get you a game for the first time, four separate letters must be mailed --a very time consuming process. On top of that, the officers are like everyone else: job, wife, kids, bills (at least I don't have the wife and kids part, yet). I have no time left for gaming at all, little time for club correspondence and ratings and, hopefully, 90% of my AHIKS-budgeted time to matching requests. Thanks to my opponents who are living through my dry spell!!

We need more officers. Please write to the President or the Secretary to volunteer some of your time to administering the Society.

OPEN GAMES: Airforce, Antietam, Ardennes Offensive, Bastogne (Westwall Quad), Battle of Britain, Borodino, Chattanooga, Chickamauga, DNO (Taifun), Dreadnought, Frederick the Great, La Grande Arme, Musket & Pike, NATO, Panzerarmee Afrika, 1776, Shenandoah, Tobruk, Viking/Legion/Phalanx, Wagram, War at Sea, Waterloo, WWII, Wurzburg.

OPEN TO NEW MEMBERS ONLY: AK, Borodino, D-Day, Lutzen, Manassas, Russian Campaign, Sixth Fleet, Stalingrad.

OVERSEAS REQUESTS: Breakout & Pursuit, Breitenfeld, Cemetery Hill, Panzerarmee Afrika, Panzergruppe Guderian, Panzerleader, Soldiers.

3-WAY GAMES: (1 player needed): Desert War, Firefight, Mech War 77, Sniper; (2 players needed): Fast Carriers, Starforce, Wacht am Rhein, War in Europe (scenario).

MONITORS AVAILABLE:

PACIFIC DIPLITUDEUR/ORIGINS WEST, Larry Fong, PO Box 11090, Oakland, CA 94611. AHIKS' own multi-com/monitored/etc. publication; available for cost of postage to AHIKS members. Anyone wishing to monitor a game through PD/OW should write to Larry. Openings in Frigate, Sorcerer, Outreach and Airforce.

SSG Paul S. Person, 539-44-9110, HQ Co., USAG, Box 2723, Vint Hill Farms Station, Varrenton, VA 22186: Invasion America; Paul will be working within PD/OW.

Stephen Haas, Box 639, Livingston Manor, NY 12758: Napoleon's Last Battles (campaign game).

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) (IF AVAILABLE)
A WILL PLAY AREA OPPONENT (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.

FPF: Three methods: 1. (trust your opponent) The defender executes the opponents's move and before resolving combat (and without peeking at the ICRK) applies and records FPF and/or available Ground Support. Combat is then resolved and recorded. 2. (trust the Postal Service) When the attacker, or phasing player, is ready to post his move he somehow signals his opponent (via pre-arranged signal) who then mails his FPF after recording it for use when his opponent's orders arrive. Ideally, these items cross in the mail. This method requires some degree of analysis and anticipation by the defender. Good Luck! 3. A third alternative is a combination of the first two. The attacking player sends his orders with moves and attacks listed but no ICRK. The defender executes the move, allocates FPF and returns the move. The attacker then fills in the ICRK selection and sends it back for combat resolution. Secure but time consuming. (**It has been my consistent experience in AHKS that you can trust your opponent. I'd suggest method 1, with the attacker sealing up his ICRK selections in a separate, small envelope inside the regular mail. Defender makes his allocations, and then opens the envelope to resolve.**-pm)

Bridges: Yech! It is almost impossible to retain this feature as intended. Any suggestions as to how to handle this would be appreciated. Here is one way this might be done. The German player indicates with an asterik which bridges he would attempt to blow next turn, in the space provided on the OOB. In his turn, the Allied player may cross any of these bridges, but must indicate on a special sheet which units crossed which bridges and the order of the column. He then makes ICRK selections for the bridges. The German player, as he executes the move, resolves the bridge "combats". If the bridge survives, the moves across that bridge stand. If not, the column stacks up behind the bridge and any combat involving those units is correspondingly adjusted. Stricter adherence to the spirit of the rule would be to require the Allied player to leave one unit at the bridge when crossing. The Allied player must also indicate and select ICRKs for any bridges moved adjacent to but not crossed. A second, more clerical, method would be for the German player to include with his move a separate sealed envelope for each unblown, un-crossed bridge. In the envelope would be an indication on whether to attempt destruction or not and an ICRK if affirmative. As the Allied player made his move he would open the envelopes as and if he encountered them. The Allied player would then return all envelopes, opened and unopened, with his move. To repeat: Yech!!

ERRATA: Note that in the free deployment scenario, the German unit Brdf (2-2-7) is omitted from the German set up. This is unconfirmed, but the set up for this unit should probably read "any hex between the Waal and the Maas and east of the Waal-Maas Canal".

REVIEWS

You'll note that we don't have any reviews this issue. That's probably because I don't have any in my "for publication" file! I could use some quicky shots on the new (and not-so-new) games. For most of us, it is a continuous, hard series of choices as to which games to buy--and I defy anyone to claim they have not gotten burned over a loser that ate money and time before you knew enough to throw it away. Reviews help shape those choices, and help save waste time and money. I've prepared a short guide for writing reviews; naturally, I can edit and English it for you!

Include the following:

- Name, publisher, subject, price.
- Approximate historical setting (briefly: participants, dates, outcome).
- Scale: physical size of mapboard, unit size (company, regiment, etc), approximate number of counters in play.
- Your subjective evaluation; the best test of a game's worth is to ask yourself if you would have purchased the game if you knew then what you know now about it.
- How easily does it play by mail?

NEXT ISSUE

K12/4 deadline for material is August 1; should mail by August 15. In addition to the officer columns, we'll have an article on PBM "programmed play" for those of me who can't remember how the game is played between mailings. Possibly reviews of After the Holocaust, Mech War 77, Starship Troopers. Possibly. I'd appreciate updates on the three monitored/multi-com "biggies" that were started last year: WITE, DNO, TSS. You were all kind enough to send reports, but the delay due to election materials has probably made them obsolete. Perhaps we will have also finished passing around your ballot comments for ~~WITE~~ analysis, and I can print the results. Perhaps none of this will happen and I will publish the long-threatened post card K! Enjoy the summer.



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