



NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE PRESIDENT'S CORNER

After a busy period, we seem, temporarily, to be fairly quiet in the Executive Committee. This is only apparent since all our energies are devoted to consideration of the draft New Constitution. Since all votes on this draft are not in yet, it would be improper of me to comment at this stage. I am, in fact, deliberately not going too deeply into the votes received to date so that I do not get a prejudiced view from the first arrivals.

Congratulations are due from all to our gallant Editor on the birth of a third boy to the household.

The accounts produced by our Treasurer in the last K continue to show us to be in a sound position. The Society owes a great debt to Joe Horne for his careful management of our finances. Whatever else we may have had to worry about during my term of office so far it has not been where the next cent was coming from.

I would like to endorse one point made by Pete in his last editorial. In general when a member has a problem, query or complaint the first person he should write to is his RD, after all that is what RD's are for mainly. So use them.

Following on from my comments on Rules Summaries and PBM. It quickly became apparent that there was a continual danger of wires getting as the two subjects i.e. Rules Summaries and PBM aids grew closer together. As a result Virgil Mugler has joined Bill Farone's Judges team.

In K13-1 under PBM, there was a slight misunderstanding over the availability of playing aids (charts etc.). Carl Benton for all practical purposes has none of these of a quality good enough to issue or even of a prototype. Please, therefore, do not write to Carl until the matter has been tied up. Sorry for the mistake.

I hope that you have all read the contribution from our new match coordinator, which gives in detail the way in which he proposes to conduct his job. It is well worth studying.

Henry Radice

May 1978



FTF

NORTHWEST MEETING

-Dave Grant-

"The 1978 NW Mini-Con I (II is planned for Vancouver, Washington, over Labor Day Weekend) came off on Memorial Day at Dave Grant's home in Marysville, just north of Seattle. Seven members and one non-member showed up to contest the action. Steve Ellis and John Caton began with Sixth Fleet (John's Russians took the Aegean and the game). Greg Hastings and Dave Zeigler took up with Squad Leader. Dave Grant and non-member Dennis Reed watched the Jordanians change history in the Battle for Jerusalem from Mod Quad II. Henry Kelley and Kurt Blanch also changed history with a handy Napoleonic victory in La Belle Alliance from NLB. Later games tackled were Sniper (John's Russians panicked him into the ground), Marengo, and War at Sea. We wound up the evening with dwindling numbers and the final four became involved in an instructional session of After The Holocaust, led by Dave Grant. Other games were on display (Greg brought many of his new ones) but time ran out and we called for a retreat before we could get into them.



THE PACIFIC THEATRE

We are happy to welcome three members to the Region:

Jim Creeger; Sacramento, Ca.
Kay MacDonald; Corvallis, Or.
Randolf Sopicki; FPO San Francisco, Ca.

and probably three more members by the time you read this!

We also have a returning member, Jim Frediani of Calistoga, Ca.

I'm noticing that a lot of new members (and information inquiries) are referred by current members. So please see if anyone you play FTF or PBM with (outside the society) might be interested in joining. It'll help us all.

Everyone enjoy your postal rate increase, and till next time.

Todd Roseman

May 22, 1978



ORIGINS 78

FOURTH ANNUAL NATIONAL WARGAMING CONVENTION

JULY 14, 15, 16, 1978

UNIVERSITY OF MICHIGAN • NORTH CAMPUS • ANN ARBOR, MICHIGAN

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editorial

Hot dog! Kids #2&3 are napping, #1 is off with the wife shopping, it's too hot to mow the lawn (thermometer says 104°), so I get to finish the Editorial! Actually, I have little to put in this time except a notice to start thinking about elections.

ELECTIONS

Consider yourselves notified. Offices up for grabs are the President (just got a note from Henry: he definitely will not run for re-election); Judge, ICRKMeister, Secretary, RD East, RD Northeast. I am not sure if we will need one or two RDs for the East Region. I believe (no one has really started to think about it yet) that we will see a continuation of the current central office holders in their positions, but it is equally certain that the two RDs will want to find replacements. In any event (as we say every year during the AHIKS officer charity drive--it being an act of charity to let an officer go back to playing wargames!) "it is not too soon to start thinking about stepping forward". No free lunches: someone has to do the work!

With only a bit of luck, this issue will be the first to use the computer-generated address list. If your address tag does not look correct, get me a note to that effect. If your tag is not computer-generated, then we have probably had "interface problems", that being a very clever way of saying that we are all screwed up!

I mentioned in the last Editorial that we have a high turnover of addresses in AHIKS. I didn't realize just how true that is until the post office started sending me the address corrections (the "ADDRESS CORRECTION REQUESTED" note on the front of the K authorizes the P.O. to send back to me--cost 25¢ each--your new address if you have moved). I think we had about 15 corrections, which is an awful lot considering that I was working from an "up-to-date" list! The corrections were due to actual address changes, not typing errors. Joe Horne has been after me to do this for some time; I can see it will make our job of keeping current much better: and it will make it harder for you guys to shake our bill collector!

Although I have not had time to research it completely, my understanding is that AHIKS could qualify as a non-profit organization. The benefit is that we could mail the K for much less than we do now, saving about \$300 per year. As I understand it, this would require that we incorporate, which may or may not be a problem, considering we have our governing council spread out over the world. Any member who could provide some quick education--particularly on the details of how to incorporate and the disadvantages of any such move--please contact me.

It would appear that I am "over the hump" in terms of the severe time-drain of new baby and new job. This issue is about 10 days ahead of the schedule of the last one.

What else.., oh yes. Per many requests, the computer will soon be able to give us address lists printed by Zip code. Probably put them in the K twice a year. And, if you think you were missed on the distribution of an issue of the K, contact me to check; at some point after printing, I send all the copies to Ron Starnik (for inclusion in the new member material), so I can either send you a copy if you were missed, or inform Ron to send it.

Pete Menconi

June 16, 1978



TREASURER

I don't have a financial report for this issue as all the expenses and income haven't been received yet for the fourth quarter of last year.

Instead, I will list all those people who have dropped or been dropped from the society. The following ex-members essentially disappeared as we have no current address for them: Michael Hundiak, Edward Meisse, Ronald Scott, Rome Stephens, and Kenneth Thurman. William A. Clumm is in jail and was dropped. Members who were kind enough to inform us that they resign: John Allen, Gerald Clarke, Colby Duer, Alejandro Esquivel, Tim Grant, Al Hattlestad, Ted Holcombe, Robert Kreis, William Leslein, John McKeon, David Minsler,

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CENTRAL OFFICES

PRESIDENT . . . HENRY RADICE 32, Jersey Avenue Cheltenham Gloucestershire GREAT BRITAIN GL52 2SZ	ICRAMEISTER . CARL BENTON 300 N. Kansas Salina, KS 67401 (913) 823-6471
VICE PRES . . . OMAR DeWITT 547 Riverside Drive Elizabeth, NJ 07208	EDITOR . . . PETE MENCONI 4334 E Indianola Phoenix, AZ 85018 (602) 955-2889
TREASURER . . . HAROLD HORNE 8017 Pennsylvania Rd. Bloomington, MN 55438 (612) 941-3411	SECRETARY . . . RON STARNIK 13 Cottage St Old Orchard Bch ME 04064
JUDGE BILL FARONE 210 Midfield Road Bon Air, VA 23235	MATCH COORD . JOHN RATZENBERGER 500 Plaza Ct., #1-B Aberdeen, MD 21001 (301) 272-0709

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EUROPE JOHN SPENCE 19, Braidlaw Park Penicuik, Midlothian EH26 9HF SCOTLAND	WEST GEORGE CALAGE 4926 Gleneagles Dr. Houston, TX 77084
NORTHEAST . . . JOHN HEYDT 5 Hampton Ct. Neptune, NJ 07753 (201) 776-5909	PACIFIC TODD ROSEMAN 4754 Mansfield San Diego, CA 92116
EAST BOB McLAUGHLIN c/o Hickory Farms #3 Parole Plaza Annapolis, MD 21401 (301) 224-3412	

SERVICES AVAILABLE

MONITORED GAMES PACIFIC DIPLODEUR/ORIGINS WEST Larry Fong, Publisher P.O. Box 11090 Oakland, CA 94611 (see Match Coordinator column)	ARCHIVIST . . . JIM WALLACE 924 Dover Road Westville, NJ 08093
	PBM IDEAS . . . VIRGIL MUGLER 1460 Ladd Edwardsville, IL 62021

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 Secretary or (in Europe) the European Regional Director.

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



AHIKS MEMBERSHIP AS OF MAY 16, 1978: 451

Stanley Murp., Philip Polli, Charles Russell, Roge Seliga, and Carl Weaver. No replies were received to the dues notice and a follow up from the following people: Scott Bennett, Steven Brooks, James Brown, Clayton Chamberlain, Michael Cloud, James Cooper, John Curley, James Fink, Paul Georgian, Norbert Glance, Philip Huffman, Raymond Kruse, Thaddeus Kubis, Dwight Kucera, James Logajan, Rupert Lona, Patrik Mahoney, Axel Ostling, Joseph Paul, Donald Schiff, David Smith, B. Starke, Robert Swanson, Thomas Tompkins, Thomas Williams, Joseph Yorkoski, and DeWayne Young. If you are playing any people in this last group and they are reliable opponents, please urge them to send me their dues. That's a total of 50 members lost from the society during this dues paying season. This does not include those members not renewing their subscriptions in the European Region nor the two members, Charles Turner, and David Alden who resigned during the course of 1977.

Harold Horne

May 25, 1978

K

NORTHEAST REGION

The long-awaited get-together held by Omar DeWitt took place as scheduled on the weekend of April 1. Your RD was only able to make it on Saturday but there were some who spent the whole weekend in gaming. This was the largest turnout yet as some 27 people were there including 19 AHKS members. Those AHKS members in attendance other than myself and Omar included Mike Truex, Larry Ercolino, Les Deck, Wayne Schneider, Tom Holtz, Bill Perry, Joe Seliga, Woody Sullivan, Steve Curley, Walter Smith, Walter Kluska, John Grant, Bruce Feathers, Steve Haas, Chris Wendel, Jim Pyle, and Bob Windsor.

Games played, at least on Saturday, were Russian Campaign, Anzio, Mighty Fortress, Machiavelli, Chicamauga, Imperium, Squad Leader, Dauntless, Fast Carriers, Conquistador, Warlord, Panzer Leader, Victory in the Pacific, Rail Baron, and Izyium (play-test version). It was obvious that the consensus of the game playing was toward the simpler games. There were a total of 7 Russian Campaign games played during the day. In the past at these get-togethers this has not been so. There were really no "monster games" in evidence even though there was room to set one up. This may be the trend now, towards simpler games. Multi-player games were also very much in evidence which seems to be normal for get-togethers of this type. The two most popular games during the day were Russian Campaign and Machiavelli. A great time was had by all and I'm sure that the participants are looking forward to the next one.

Omar sent me a card to let me know that somebody left a copy of Fulda Gap and Panzerblitz so if you attended and are missing these games please contact Omar. If you can identify your game you can get it back. Omar also stated that he was the perfect host and lost all his games. That is going above and beyond the call of duty.

Henry Bodenstedt, a Northeast member and owner of Continental Hobbies, 84 Main St., Farmingdale, NJ 07727, told me that if AHKS members stop by his shop or want games sent mail order he will give AHKS members a 10% discount on Avalon Hill, SPI, Battline, and TSR games. Shipping and Insurance (UPS) is an additional \$2.00 and 3 or more games ordered are shipped postpaid. Incidentally, Henry was one of the original founders of AHKS.

I plan on attending Origins 78 this summer if the car and money hold out so I hope to meet some of you at the CON. Before going I'll have to work on my quick draw with my wallet. At Origins I set some sort of record by spending \$47 within 15 minutes; come to think of it maybe that's not the record.

John Heydt

May 18, 1978

K

THE BARRAGE

Spring is finally coming to our area. It's hurrying to get here before summer barrels in on us. With the advent of warm weather will come the start of the convention season. With the movement of Origins to Detroit we limited access to wargaming conventions in this area. PenCon '78, at Widener College in Chester, Pa., on June 23 thru 25 will probably be the closest to the Balto.-Washington area. For those who are close enough and like FTF gaming we will continue to have Chesapeake MiniCon's in the Annapolis area. The next will be on May 20th and probably one in June on Saturday the 24th.

I'd like to comment on a problem we're facing and which was mentioned in John Heydt's column in the last "K". This is the growth of AHKS and the present ponderous method of forming new regions. John mentioned George Young's excellent presentation and saw nothing but more complication and additional office holders. I looked at it more as a possible alternative to the present method of making changes. John may be correct but I think we both agree we need a better way. At the present time it takes from 6 months to a year to divide an oversize region into more manageable sizes. This is just too time consuming. The more I look at the problem the more I feel it should be an automatic reaction. Whenever a region reaches a predetermined size, from 90 to 100 members, the Executive Committee should be able to promptly subdivide the region and find sufficient RD's to handle the areas. The present holdup is in getting approval and voting for the change. I don't feel we should have to be concerned with this - it should just happen. The advent of our new computerized mailing list we should be able to keep a close check on region size and act accordingly.

In the same vein, this is my last year as RD and it isn't any too soon to start looking for candidates for the office of Regional Director for the Southeast Region.

This job is not that demanding or time consuming and frankly if you like this club and enjoy the services it provides you should consider volunteering. None of the officers, past or present, are compensated except by knowing they are helping to keep things going. I'm sure there are any number of you bright, energetic young men who could handle this job with one hand tied behind your back. Don't be bashful, come forward and run for office - we need you.

I'd like to welcome the following new members to our region - Jeff Buending, Byron Bradshaw, John Brownawell, William Brownfield, Gary Charbonneau, Jim Conrady, Lonnie Czinder, Bill Edwards, Wm. Falstick, Carl Hart, Edward Kappler, Mike Mugler, Wm. Sommers, Charles Tracey, and Bruce White. Some of these gentlemen were listed in the Barrage for last "K" which apparently didn't get to the target.

Bob McLaughlin

May 18, 1978

K

THE WESTERN FRONT

I would like to start this column off with a listing of our new members. AHKS West has had four new members since the last publication of the K which is exactly all the entries there were in the previous time period (since January). This makes a total of eight new members for this year. There has also been several inquiries about membership which I expect answers from. The new members are: Richard Logsdon, CAFB, New Mexico; Michael Walton, Dallas, Texas; Drew Bergen, Sherman, Texas; Richard A. Peguero, Houston, Texas. WELCOME TO YOU ALL.

In the last K I erroneously reported that I had sent off for a game of Austerlitz. Actually, what I was buying was Marshall Enterprises's Auerstadt. Reviews in Moves and F&M have been contradictory. Though there are some minor problems with the game it does seem that overall the game is fine. It is my understanding the same people plan to release a game on the Battle of Eylau, which should prove interesting, at Origins.

Lately I have gotten into Squad Leader which seems to be a pretty good game. Luck plays a large factor in the win-loss column, but the game is for sure a load of fun. I'd like to see a supplement for the Island of Okinawa with the same system.

During the summer (either in July or August) I would like to have a meeting in Houston for those in the district who are able to attend. I realize that the distances in the district may hamper those of you who would like to attend, but if at all possible please do so if able. It would be good to see faces from outside of the Houston area. A probable date would be the last weekend in July or the first in August. If you would please drop me a card and let me know if you would be able to attend and any suggestions would be appreciated.

George Calage

May 17, 1978



LAW AND ORDER

The last column prompted several requests for the Mar. 78 issue of the PanzerBlitz ruling summaries. Note that the Mar. 78 refers to the Blue and Grey Quad series and not to the PB summary which still has Dec. 77 as the latest edition. Questions have also come in on whether the new edition supercedes the old one. The answer, of course, is yet. That does not mean, however that the old ones are no longer useful or contain invalid rulings. Generally, new ones are issued when a significant number of new rulings have been made that will add new insights. Obvious rulings are only added when several members have asked the same "obvious" question and every effort is made to keep rulings consistent with those made in the past. Unless the designer throws us a curve or the demand is great for an overthrow of an old ruling, the new sheets will simply have more but not different rulings. Based on our current philosophy dating back to Omar DeWitt's position paper in 1975 we will make every attempt to stay as close to the designers intentions as possible yet keeping rulings consistent with those made in the past.

We have taken advantage of the issue of the new summaries to change some of the discrepancies between our rulings and those of the designers or, more accurately, the publisher. For example, in PanzerBlitz we now conform to AH rulings. In some cases (like AK) we have stuck with the AHIKS versions simply because they have stood the test of time and consultation with ardent AK players seemed to indicate these rules were preferred.

For games which are intrinsically not PBM playable we seem to run into the greatest problem because so many modifications are made by various players in an attempt to develop PBM systems. My personal philosophy is to stick with games where the designers have kept the PBM players in mind. To this end I have frequently written to AH, SPI, and GDW on lack of PBM playability of certain games or praising them for a new one that is PBM playable. I suggest the membership may wish to "lobby" in this manner if we wish to see more PBM playable games. It was my intent to issue summaries for games which were either intrinsically PBM playable or played by a sufficient number of AHIKS members to warrant the effort of a summary. One should not confuse PBM playability with "simplicity" in a game. For example, Squad Leader is PBM playable with either a little trust or a sealed envelope system for concealed units. On the other hand games with alternate fire sequence like Tobruk, are not PBM playable in a reasonable number of mailing without rules changes.

Occasionally, one of the less PBM playable games is of such interest that the "rules modifications" should be done. However, sometimes in doing this other rules are changed because someone perceives that makes a "better" game. This is usually a reflection that they are either trying to "balance" it or make it historically more accurate. These types of changes will be

treated with extreme caution simply to accept them without a lot of playtesting can create more problems and confusion than the changes were intended to overcome.

Recently, I have been in correspondence with Virgil Mugler on this issue and between us we will try and sort out some compromise on the "rules validity" of the PBM playing aids. As of now all of these aids are simply that and have no validity for any official AHIKS match. Of course, as always opponents are free to use whatever rules they like. However, when writing in for a ruling unless both opponents tell what they agreed to play they will get back an interpretation based on the rules that come with the game modified by any designer/publisher or AHIKS ruling. It will take awhile but my plan is to go through the PBM aids when I receive them and to send them off to the various Specialists for comments. Then we can see which of these to add to the summaries and which will stay as possible options. It may be possible that Virgil could dispense both the aids and the summaries if we could be certain there would be no confusion.

I would like to give a public note of thanks to Paul Person who has provided me with rulings summaries for the highest percentage of games for which he is Specialist. I am still waiting for more to come in from other Specialists and to find time to do some more myself. Of course, many games get very few questions and thus may not be worth the effort. So far I have received requests for every summary printed and have sent out over 30 for three games.

To the European Region I express concern that the summaries have not been available there. I had a difficult time determining just how they were to be handled and followed Henry's instructions as I understood them. As of several weeks ago two complete sets have gone "over the pond", one to Henry (in pieces) and one to Dave Grantham. I will be supplying updates and additional as requested by, hopefully, one person to distribute in Europe. With the volume of mail I am getting it is very difficult to keep track of which ones were sent to whom.

The latest list of Summaries is:

Anzio (Oct. 77)	Luftwaffe (Aug. 77)
Afrika Korps (Sep. 77)	PanzerBlitz (Dec. 77)
Battlefleet Mars (Dec. 77)	PanzerLeader (Feb. 78)
Blue & Grey Quad Series (Mar 78)	Patrol (Dec. 77)
Bulge (Oct. 77)	Raid (Mar. 78)
Burma (April 78)	Starship Troopers (Mar. 78)
Cobra (Mar. 78)	Waterloo (Mar. 78)
Invasion America (Oct. 77)	1815 (Mar. 78)
Island War Quad (Jan. 78)	
Bill Farone	May 23, 1978



THE SECRETARY

I'm not amongst the missing, just not very talkative recently. Add in the fact that my change of address has only been recently known to the membership and forgotten by some of the officers, my correspondence has been somewhat spotty. To those new members who have received their membership manual a bit late, I'm sorry for the inconvenience.

As long as I'm on the subject of the Membership manual, I'll update all of you on its future course and past history. I intend turning our former "New Member Booklet" into a "Membership Manual." The difference being that the new booklet will be one that every member will want to keep and refer to for nearly every question which may arise. This can, and is, being done with the cooperation of the officer and the help of various volunteers.

Among the new and/or revised sections which will be added to the booklet are; a basic PBM section recently rewritten by Roy Schelper, Rulings Summaries from the Judge's office, and the ratings explanation which John Ratzenberger wrote in K 13-2.

Some new sections which will probably be added are; details on storage cabinets for, in progress, PBM games, various PBM aids and/or variants culled from past K's and member suggestions, and brief summaries of the various officers and the duties which go along with them.

Old sections which will remain and be updated as needed are; brief history of AHIKS, how to use the ICRK, list of which officers to go to on various issues, AHIKS constitution, grid coordinates for games without them, membership list, and the hex grid sheet for questions to the judge.

New and newly revised sections will be published as an insert to the K. This will of course only apply to sections of general interest to the membership. Sections which are directed more to the new member (AHIKS History,) will only be revised in the newly mailed booklets.

Older members who have never received or simply discarded their "New Member Booklets," DO NOT WRITE TO ME ASKING FOR ONE. I will simply not be able to handle a couple hundred such requests. In addition these booklets now cost the Society in excess of \$3.00 each including mailing costs. Remember what I said earlier, many of the new sections will appear in future issues of the K.

One final comment on the "Membership Manual," in its earlier forms put out and initiated by Omar DeWitt, some of the sections which will now be "New" were at one time part of the booklet and later dropped. Adding some of these sections back into the booklet will hopefully reduce some of the officer work load. If the majority of the commonly asked questions are answered in the manual, there will be no need to bother the officers over these questions, thus improving services. For example, if 50% of the membership asks the same question of an officer every month, then he would be answering 5 such questions per month for a membership of 100. But if our continued growth puts us at 1000 members in the next few years, this same officer will be answering 50 of these queries each month! That is the basic reason behind a "Membership Manual."

The Society will soon be voting on a New Constitution. Along with this very important vote we will be asking you to vote on a logo which can be used to identify our Society on its various forms and letters. Among the criterion for judging these ideas should be; is it distinctive, (not a copy of someone elses logo,) does it give an idea of what AHIKS is, does the Society name stand out or is it just a part of the background, and is it relatively easy to reproduce? A logo which is cluttered, has fancy and hard to draw designs may not select on impulse. Carefully look over each of the designs before making your selection.

After a two issues of silence, I sure have rambled on! Have a nice summer, I know I will. My present residence is a couple blocks from the beach, so if my next correspondence with any of you includes a few grains of sand, you'll know where I've been.

Ron Starnik

May 25, 1978

(K)

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".

I would like to add a note here on the Swappe Shoppe. Because many people continue to use it, and people apparently are buying games through it, we certainly will keep it. Up to now, I have been typing it because some of the submissions for inclusion have been worded rather esoterically. In the future, please format your submission to the Shoppe in roughly the same format and language that you see below. In this way, you will minimize the "translation" required by me when I turn it over to the typist. It will also be important that you continue to include your name and address on each submission, which will save me the time of doing it. Up to now, you have been very good on this (everyone puts name and address on the card), so all I want to do is reinforce the current behavior!

For sale: Dispatcher (AH), fair.

Richard Locke, 2232 Wesley Ave, Evanston, IL 60201

For Sale: France 40 (S&T), Fred the Great, Battle of Nations, Chinese farm, Mukden, South Africa, Dixie, Lost Battles, Combined Arms, Plot to Assassinate Hitler, new, nb, \$2 each, or 3 for \$5, or all 10 for \$15. Stalingrad, \$7; North Africa Quad, \$8 wb; Viking, \$5; all new. Combat Command & Tac Game 3; Wolfpack & Operation Olympic; all fair, nb, \$3 each or all for \$5.

Albert Bowie, Box 5261, APO New York 09012

For Sale: Luftwaffe, new, wb, \$8; Richtofen's War, new, nb, \$8; Blitzkrieg, fair, nb, \$5.

Brent Enfield, 2021 S. Washington, Wichita, KS 67213

For Sale: 1914, Jutland, Blitzkrieg, Battle of Britain, all fair.

Joe Pelliccia, 4225 Hickory Ave, Apt. A, Baltimore, MD 21211

Parting shot: take the advice of a (former) salesman and put down all the info about your offering. If you tell the prospective buyer everything he needs to know, you'll probably get a better response. In answer to one man's inquiry, this service is provided at no charge, although the Editor does accept a sales commission if sent in small, unmarked bills; amounts of less than \$100: don't bother!

(K)

DOIN'S

(**I have been sitting on this letter for a couple of months, trying to figure out how to properly present it. This letter has kicked off a small debate in the Exec on how to handle Honorary members, which will probably disappoint the author of the letter, because he has said to me on a couple of occasions that he disagrees with the whole concept of honorary membership! Nevertheless, the letter is interesting because of the author's experience and perspective: he is Fred Webster, (with Henry Bodenstedt) founder of AHIKS and its first President, from 1966 through 1969.**-pm)

It is with sadness that I announce that I will not be renewing my AHIKS membership. This decision is made because of increasing demands upon my time that leave little time for PBM activity.

In looking back upon the history of the organization that Henry Bodenstedt and I founded over a decade ago, I can choose this as about the best possible time to leave. The Society has reached respectability and stability. The problems that it faces are positive problems: how to handle growth and expansion. And, for the first time, the Society is truly an international one, with our first non-US President.

During my membership in AHIKS, I have met some truly marvelous people --Henry Bodenstedt, Omar DeWitt, Ted and Dick Holcombe, Tom Oleson, Pete Menconi, the late Wayne Harris, among others-- and crossed swords with people that I came to know via our PBM games.

So, while I am leaving AHIKS, in a sense I can never leave it, for it has been part of my life.

Best wishes,
Fred

(**To those of us who like stories with happy endings, take heart! Fred will continue receiving the K and, should he want it, any other service AHIKS can give in return for his invaluable help for so many years.**-pm)

(K)

REVIEWS

AIR ASSAULT ON CRETE

-Virgil Mugler

One of Avalon Hill's spring releases is titled Air Assault on Crete. Packaged in the standard 8x11x2 Bookcase box, Air Assault actually contains two separate games - one on the drop onto Crete and one on the hypothetical drop onto Malta. You will get three 22x8 mounted mapboards for Crete, a single 22x8 mounted

mapboard for Malta, about 300 1/2" square die-cut cardboard counters (British - red; Fallschirmjaeger - gray; Italians - light green; Maltese/Greeks - ochre; Luftwaffe - dark blue; Aeria Regina - white on light gray; Wehrmacht - light blue; Indicator markers - yellow and gray); two 8x11 heavy-stock organization cards; one 8x11 heavy-stock CRT/Game Charts card; and a 24-page rules booklet of which 12 pages are used for the rules, one page for a German Battalion Substitution Chart, one page for the Terrain Effects Chart, and 8 pages for Historical Notes and Tactical Briefings.

As mentioned before, Air Assault concerns itself with two separate subjects: (1) the historical invasion of the Mediterranean Island of Crete in May 1941, and (2) an hypothetical invasion of the isle of Malta based on the Italian Operazione C3 which had been projected for summer or fall of 1942. As a set, the two games share basically the same rules although two pages of rules are devoted to specific modifications for the play of Malta and also share a few of the same units. Thus, a turn in each game represents six hours of reality while the map scale is 1.6 kilometers per hex. Crete can last up to 28 turns, while Malta can continue through 24 turns although each game can end much sooner if one side attains its victory conditions.

If you can suppress your body's natural reactions to the worst box-art in AH history, you will experience a definite feeling of deja vu as you examine the box's contents. Perhaps this is because the components are so traditionally Avalon Hill - it's like a return trip to the early 60's. The unit counters are marked in the standard manner but the plethora of different types and nationalities make for a colorful mixture. The maps are quite drab and uninspired even if they are quite utilitarian. The three sections of the Crete map fit together in a staggered manner so as to form the northern coast of Crete from Georgeopolis in the west to Heraklion on the east and extending about 16 kilometers inland. The Crete map represents the entire island. Again contributing to deja vu, both maps use the traditional method of grid-coordinates rather than individually labelling each hex.

The rules also leave one with the feeling that he's read them before even if they are well-done, easily understood, and apparently unambiguous. But then they should be since the concepts have been in use for most of the last two decades. The rules are divided into three principle sections: (1) the basic rules; (2) advanced rules; (3) a section of modifications necessary to play Malta. About the only really "new" rule is that dealing with para drops and this is done quite well by utilizing a drift chart and die modification due to the presence of enemy units or AA. There is also a degree of unit specialization with AA units, coastal batteries, and artillery capable of ranged fire; armored units subject to break-down and which affect combat by die modifications; and aircraft units able to fly three different types of missions. The use of inverted units and decoys is a definite necessity for the Commonwealth player in either game. Options available include Truck units, a coastal steamer for sea movement, the HMS York, and the 42 Field Co., Royal Engineers.

Overall, I must admit to mixed feelings about this set. As is the case with most main stream AH products, these two are primarily games rather than simulations and as such play quite well. Of the two, Crete is probably the better since Malta appears to me to be rather heavily skewed toward the British because they need only defend about half the island and because of the vast amount of AA which they possess. Crete is a different story, however; it is apparently less susceptible to stereotyped play than is Malta and each decision made is usually of crucial importance. In both, an operational plan thought out before play begins is an absolute necessity for the Axis. All in all then, I enjoy playing Crete (Malta to a lesser extent) but somehow feel something is missing; perhaps I just expected too much.

As one would expect because of its emphasis on tradition, PBM of Air Assault should prove quite simple. The sequence of play is basically move-combat but on those turns when airborne assaults, air landings, or sea landings are attempted, extra mailings would be required.

Also, chits would be needed for the use of decoys and hidden set-up, etc. But this is a small price to pay when compared to the convolutions required to PBM most other games being released today.

Solitaire play can also be enjoyable even though it sacrifices the element of surprise because the player of necessity is aware of the placement of AA units. But trying to develop the "perfect" allotment of para units to each drop zone on Crete should provide the same entertainment as working out the German defense of Europe in D-Day, or the initial attack in Bulge.

So, when all is said and done, I would recommend Air Assault for game-players and for PBM. For those looking primarily for historical lessons, the recommendation is to look elsewhere. But because the games are suitable for PBM and solitaire, they probably should not be passed up by those limited to this form of play. Also, it does provide a nostalgic trip into our hobby's short past. Air Assault On Crete is available for \$12 from Avalon Hill Game Co., 4517 Harford Road, Baltimore, Maryland. 21214

K

MALTA

-Jim Frediani-

Malta uses basically the same rules as Crete, and even uses some of the same counters. The defenders set-up (and play) inverted unless they fire or are spotted. The German player has to pre-select his seaborne invasion site. He may para-drop anywhere he chooses. Both games I've played (one Commonwealth, one Axis) have ended on turn 6 with a Commonwealth victory due to Airborne point losses. A bit mechanical, it does force the Axis player to utilize more acceptable airborne tactics (i.e. land en masse, and have ground support). The Axis player has a ton of reinforcements, and in a full drawn-out game is likely to exterminate the entire Commonwealth mix. But it's fun for the Commonwealth too! In both my games the Commonwealth player won early on points by going after the parachutists. And with some flexibility in hidden deployment, AA and Coastal Defense "traps" may be set (both of mine worked rather well!). Malta, in my opinion, is not only a worthy companion game to Crete, but practically makes the package worthwhile in itself! With a multitude of variable set-ups, invasion sites, and drop zones, Malta may well be on its way to becoming another Africa Korps or Stalingrad-type classic!

K

WAR OF THE RING

-Virgil Mugler-

This particular game report requires a modicum of preamble, given the nature of the game under inspection. My gaming preferences - although not strong - have always tended toward the American Civil War and aerial warfare, but perhaps I was most certain in my dislike of fantasy subjects. Last December however, a student in one of my Introduction to Sociology classes piqued my interest with some well-chosen examples drawn from Tolkien's Lord of the Rings trilogy. Thereupon, the "happy" coincidence of a Christmas gift of the complete trilogy and a two-week bout with the infamous bug gave me the time and inclination to join Frodo and the Fellowship as they sought to counter the Dark Lord and his minions. In a word, I - like thousands before me - was hooked. And now what to my wandering eyes should appear but an ad for SPI's simulation of the trilogy which they called War of the Rings. So, gentle reader, remember that what follows has been written from the viewpoint of the recent convert and should be judged accordingly.

My copy of War of the Rings arrived in the usual SPI 12x15x1 plastic box with storage compartments. Contained in this were two map sections which combine to form a 35x34 heavy-paper game map (blue, red, gold, green, and brown, on manila); 400 back-printed, 1/2" square cardboard counters (Elves - yellow on green; Dwarves - black on yellow-green; Fellowship - black on yellow; Rohan - black on light blue; Gondor - blue

on white; Westernesse Allies - white on blue; Hand Orcs - grey on dull red; Saruman's Men - red on grey; Eye Orcs and Trolls - orange on black; Sauron's Men - black on orange; Smeagol - orange on yellow); 112 2x5 plastic playing cards (Magic cards, Character cards, Events cards, and Search cards); a 28-page 8½x11 rules booklet; two 8½x11 sheets of Charts and Tables; two 8½x11 Endurance Level Charts; and two 3/8" cube dice.

As implied above, this is an "historical" simulation of the War of the Rings, Shire Reckoning 1418-1419, which marked the closing period of Middle Earth's Third Age. Actually, there are three versions of the game: the Character game for those with no previous gaming experience and which establishes the framework which regulates the other two versions; The Campaign game which is closest to the standard two-player wargame most AHKSers have known and loved/hated; and the Three-Player game which makes provision for an independent Saruman player. A complete turn always represents the passage of a week of "real" time and 20 turns always make up a game although each game can end sooner should the One Ring reach Barad-Dur or be cast into the Crack of Doom, or if Sauron achieves a military victory. I've found playing time to run under four hours in each version of the game given experienced players.

The graphics are consistently outstanding. From the cover-sheet depiction of Gandalf the Gray giving battle to Balrog in the Tunnels of Moria to the character renditions on the reverse side of the playing cards, the illustrations are top-notch. Unit counters have the usual strength - movement numbers along with a symbol indicating its type. Those units which start the game are back-printed with their starting hex while those full-strength units that enter as reinforcements are backprinted with an "R". The remainder of the unit counters are of the "change" variety and are printed on both sides.

The map represents the area of Middle Earth shown in the maps accompanying the books and has the conventional hex-grid overlay. The map is divided into irregular provinces (The Shire, Bree-land, East Emmet, etc.) which are of importance during the Search Phase. Twenty types of terrain important to movement and/or combat are represented on the map. In addition, the mapsheet contains the Terrain Key, Turn Record Track, Shadow Points Indicator, and places for the Search Cards, Event Cards, Magic Cards, and the Servants of Sauron. Even while maintaining its usual SPI functional utility, the color scheme is quite pleasing and in pleasant contrast to the usual SPI drab.

The rules maintain this favorable impression. They are well-done, simple, and quite clean with a minimum of interpretation required. In addition, excellent historical summaries of the characters and events from Tolkien's trilogy are scattered throughout. The Character game rules make up the bulk of the booklet and are obviously slanted toward the non-wargamer, an effort which has succeeded quite nobly, yet at no lessening of interest for the experienced. As the name implies, this version concerns itself with the individual characters, each represented on the map by a counter and by a Character Card which shows that character's properties (Combat, Morale, Endurance, ability to remove the Ring once having used it, Capture/Escape abilities, and Sorcery). The Fellowship player controls Gandalf (Gray and White), Aragorn, Boromir, Frodo, Sam, Merry, Pippin, Gimli, and Legolas against the opponent's nine Nazgul, Mouth of Sauron, and Saruman. Smeagol/Gollum can change sides from turn-to-turn as determined by a skewed die-roll. Four "Servants of Sauron" (Balrog, Renegade Troll, Shelob, Barrow Wight) and two "Frightening Rumors" are distributed randomly and secretly among the boxes on the mapsheet which correspond with certain hexes on the map. Ten Magic Cards representing such as eleven rope, Mithril armor, and Galadriel's light are handled in an identical manner. The three Palantiri are placed at known locations and the Ring begins the game in Frodo's possession.

The Fellowship starts at Rivendell and are normally inverted. Sauron's limited ability to do only so much during a given time span is represented by the clever use of Shadow Points which vary randomly from turn-to-turn. Every activity which Sauron undertakes

costs a certain number of Shadow Points and he must calculate his actions quite carefully or he will find that he has discovered the Ring Bearer and can do nothing about it. Since Sauron can only attack or capture those Characters which have been located through the Search procedure involving the use of Search Cards and the Search Table, he finds that most of his resources are devoted toward tracking down the Ring rather than marching on Citadel. But since Sauron can always elect to seek a military victory by conquering Minas Tirith, Dol Amroth, and Helm's Deep, a great number of strategies are open to each side resulting in a wide variety of playing experiences from game to game. Yet another source of variety is the Event Card which represents an occurrence such as "Boromir Attempts To Seize the Ring", "Eagles", "Orcs in State of Battle Frenzy", etc. Each player can hold up to three of these can play them at any time.

Individual Combat can occur any time opposing Characters occupy the same hex and one or both desire a fight. Unspotted Fellowship Characters can always avoid combat as can the Ring Bearer in most situations by putting on the Ring. Combat is resolved by comparing the sum of a Character's Combat and Morale values less his wounds to that of his opponent, obtaining a Combat Differential, and rolling a die for each combatant. Some Characters can use Sorcery instead of the more mundane weapons. Combat results are in terms of wounds received and given which are then marked off the Character's Endurance Level. Of course, some Characters cannot be "killed" normally but keep reappearing until dispatched with a magical weapon such as "Sting".

The Campaign game introduces more Characters, Event Cards, and the use of armies. As such, this version is probably most familiar to gamers. Some Characters are able to lead armies and affect the die roll of combat involving his army. Yet individual combat is still possible. Victory Conditions remain the same except that a Military Victory is made more difficult.

The Three-Player game adds provision for an independent Saruman player. Here, the rules as they appear in the rules-booklet are only adequate at best. Instead, the rules published in Moves #37 appear to be mandatory for enjoyment of this version. In either case, Saruman has a tough row to hoe if he expects to win.

Probably by now, I need not mention that this game plays well in all of its versions. It more than succeeds in reflecting the flavor of Tolkien's trilogy and as such is an absolute must for anyone who enjoyed the books. But more than this, War of the Rings just may be the true interface game bridging the gap between "family games" and "simulations". For instance, my wife found this game quite enjoyable (she's played five times!) and has absorbed some standard wargaming principles more or less painlessly. Although certainly not as simplistic, the Character game is not far removed from the typical Parker Brothers game. And from there it is but a short step to the Campaign game. Finally, it appears to me that this game would prove enjoyable even to those who haven't read the books because of the summations presented throughout the rules. But I must admit that I can't conceive of anyone enjoying this game and not wanting to read the trilogy.

Unfortunately, into each life some rain must fall and the life of a gamer is no exception. Two-player PBM of this game does not appear to be easily accomplished because of the use of Magic Cards, Friends of Sauron, etc. A monitored game would seem to be the best chance for PBM. Equally, solitaire proves to be generally unrewarding although useful for following events as you read or reread Tolkien's works.

So, War of the Rings is an excellent FTF game - perhaps a momentous game in terms of the hobby's development - and certainly worth its price if only for the graphics. But for the purposes of many AHKSers, this game might as well not exist since PBM and/or solitaire is so difficult. So with these major qualifications, I strongly recommend War of the Rings to Tolkien fans, fantasy freaks, and those interested in finding out who-in-hell this dude Frodo is. This game sells separately for \$15 and is available from Simulation Publications, Inc., 44 East 23rd St., New York, New York. 10010.

pbm

WAR AT SEA PBM

-Joe Pelliccia-

Playing Avalon Hill's War At Sea by mail is quite easy and takes only three or four exchanges for even a heavy turn of combat. Given two conscientious players, a game can be completed in about a year - good time for any PBM game.

1. Allied player sends his set-up and moves U.S. and Russian ships according to the ICRK's listed in the Axis player's last letter of the preceding turn.
2. Axis player responds with his set-up and airstrikes. In those areas where no airstrikes are possible or in which there are no carriers or submarines, the Axis player lists his first round of surface combat.
3. Allied player resolves Axis airstrikes and surface combat if any. He then lists his own airstrikes and ASW. In areas where neither ASW nor airstrikes are possible, the Allied player lists his first round of surface combat.
4. Axis player resolves Allied airstrikes, ASW, and any Round 1 surface combat. Axis player lists surface combat by area and round. This could possibly change the rule which states that the Allies fire first but since fire is assumed to be simultaneous anyway, the effect of such a change is minimal.
5. When combat is over, convoys are ported, POC calculated, and control flags listed. The Axis player must also include ICRK's for the appropriate U.S. and Soviet ships.

(K)

PANZERGRUPPE GUDERIAN PBM

-David Berroth, Wm. Kamery, Virgil Mugler-

OOB

Russian units should be recorded by unit type (Mechanized or Rifle) and nothing more until that unit's actual strength is discovered. At that time, the unit's historical designation and combat strength can be filled in. German units should be listed by historical designation. A good method for keeping track of a unit's current combat strength is to list all of that unit's possible strengths on the OOB and cross them off as losses are taken. For example: 252 Inf: 9-4-2-1.

Untried Units

The value of Russian Untried units can be discovered by using a matrix like this:

		First ICRK Result									
		1	2	3	4	5	6	7	8	9	0
Mechanized	Even	2	6	1	8	8	5	4	4	8	4
	Odd	7	0	3	0	5	4	3	3	5	0
Rifle	1	*	0-0	2-4	1-1	4-4	1-3	3-5	3-4	0-0	3-4
	2	2-2	*	2-1	0-1	9-8	5-5	3-3	4-3	0-0	6-5
S	3	2-6	1-5	*	2-2	1-4	2-3	1-1	4-6	4-4	5-8
	4	2-4	1-2	5-8	*	6-6	1-1	7-6	3-7	1-3	3-3
e I	5	8-8	3-3	5-5	3-5	*	2-3	0-0	5-5	3-4	1-3
	6	4-5	4-7	7-7	2-3	4-5	*	2-5	2-2	3-8	2-3
o R	7	1-3	6-7	2-5	3-5	4-5	4-5	*	2-5	2-1	3-4
	8	6-8	4-5	2-4	5-8	0-0	2-4	0-0	*	2-4	3-4
n K	9	5-4	0-0	1-3	8-8	0-0	3-4	*	*	*	*
	0	*	*	*	*	*	*	*	*	*	*

The values in the table represent the combat factor(s) of each Russian unit. By using the Decimal ICRK method in the 12:3 K and the multiple die-roll method in the 12:5 K, either side can promptly discover the value of an untried unit. As each value is used, cross it out. Whenever the result is * or if the unit has already been used, throw out both ICRK results and use the next set of two and so on until a value is chosen. Note that this original matrix can be "collapsed" as units

are used. For example, when only 36 infantry units remain, the players can agree on a 6x6 table; when down to ten, assign a digit from 0 through 9 to each, etc.

For example, say that the German is overrunning an Untried Russian unit. He opens the proper starting ICRK chit and determines that the first combination is "4,7". But let us further suppose that this particular combination yields a value that has already been used. Then the German would repeat the decimal procedure and come up with a new combination in this case, assume this to be "8,6". If the unit being overrun is a Rifle unit, its value is 2-2; if the unit is Mechanized, its value is "4". The players then give this unit an historical designation which corresponds to the known strength and enter this on the OOB.

Untried units are resolved immediately before the action that they are involved in. For instance, an untried unit involved in an overrun is resolved just before the OR is resolved; those involved in combat, just before their particular battle. In situations of ambiguity, resolve untried units in alpha-numeric order (infantry before mechanized, hex number).

As Russian units are eliminated, list them under "Dead-Pile". Once all of the units in the initial matrix have been used (remember, the mechanized matrix is separate from the infantry matrix), a new matrix is constructed from this "Dead-Pile" and a new "Dead-Pile" list begun so that the process can be repeated if needed.

Overruns

Each player lists a starting ICRK for first and second phase OR's and seals it in a small envelope (chit). Again the multiple die-roll method of the 12:5 K is to be used. The phasing player then lists his attempted OR's, opens the appropriate chit, and resolves each OR in alpha-numeric sequence. If no OR's are attempted, the chit must be returned unopened. If the players feel this gives the phasing player too much latitude, an OR chit can be sent for each unit. If the chit is opened, there must be an attempted OR.

Combat

Each player lists a starting ICRK for combat and seals it as above. After listing all his battles in the intended sequence, the phasing player opens the appropriate chit and resolves the battles. A list of those units which will stand fast should also be included with the combat chit. Should the players wish to minimize the dependency on trust, the attacker can list each battle along with an ICRK. The defender then resolves each battle and informs the attacker of the results.

Sequence

Mailing A - Beginning the game

German sends: air interdiction hexes
two ICRK's for Army Movement (5.21)
ICRK for Provisional Reinforcements (14.1)

Mailing B - Russian Player-Turn

List movement (noting rail movement) and Overruns
Execute Overruns and report results
List combat in order desired; resolve combat noting advanced and retreats
List Interdiction if any
Send Untried Unit chit
Send First Overrun chit
Send Combat chit which also contains list of units to stand fast
Send Second Overrun chit

Mailing C - German Player-Turn

List movement and Overruns
Execute Overruns and report results
List combat in order desired; resolve combat noting advances and retreats
List Mechanized Movement and Overruns; resolve Overruns
List Interdiction hexes
Send Untried Unit chit
Send Overrun chit
Send Combat chit which also contains list of units to stand fast
Send Provisional Reinforcement ICRK
List Victory Points

(K)

FROM THE MATCH COORDINATOR

Well, things are rolling along quite smoothly in the matching business - y'all keep those cards and letters coming!

First problem coming up is my moving - I am going to disappear for about a month and it would be best if you could hold your match requests, etc from 19 July to 15 August as I haven't the faintest idea where I will be. You can still send stuff to my current address and the Post Office will (hopefully) forward it to my parents house (they better at 15¢ a letter!!). Anyway until 19 July, my address will remain the same. From 15 August, my address will be 124 Continental Drive, Lansing, KS (I don't know the zip). But keep an eye on K 13-4 just in case everything falls thru or something.

I didn't get a lot of comment on my article in K 13-2, so I'll assume everybody is fairly happy with procedures. Remember, if you have any bitches or suggestions, please write me - I'm doing this job for you.

I'm at the point in matching where I think I can handle matching by AREA members also, but I don't think all AREA members show it on their requests - or else we have less than I think. Anyway, I'd like to initiate another data collection effort. Would all AREA members please send me their AREA number and current rating on a postcard. Then I can add this to my member file and try to match accordingly.

That should be the last special effort - from now on, I'm going to include all my data collection stuff (and updates) with the annual ballot/dues effort.

Odds & Ends:

Harry Buchanan, 10015 Dunbarton Dr., Huntsville, AL., 35803, is interested in a pbm method for Victory in the Pacific - anybody got one, or interested in working with him on one - contact Harry.

Ralph Vickers will be moving to Portland, OR. from Spain this fall and is interested in meeting with people from the OR, WA, north CA area both on a ftf and pbm basis. He'd like to get a couple pbm matches started with people from these areas now, just to get to know them. I didn't have anything in file open so I'm looking for a couple volunteers - mostly SPI games. How about sending a list of what you'd like to play to him at (it's a long one) Ralph Vickers, Edificio Jupiter, Apto 10-8, Avda. Santos Rein, Los Boliches, Malaga, Spain.

Oops! Almost forgot - I need a bit of help from the members. My gaming collection is fairly small and I only stick with a few. Thus I have problems sorting out a lot of games that seem like they are best played 3-way or multi or with a monitor. I get a lot of requests that do not indicate this, but it seems to me from what I have read/heard that the game would play better that way rather than 2-way. How about some of you doing some volunteer work for me and digging back into your knowledge and providing me with some lists of titles and categories they fall into? Specifically, try and fit them like this:

- a. Can be 2-way, but best with monitor/3-way (same thing)

- b. 3-way/monitor only.
- c. Multi-player (implies monitor) - include recommended number of players.

With this info, I might be able to do a better job of matching and helping with coordinating "big" games.

OPEN NEW MEMBER MATCH REQUESTS:

Bridge Too Far, Chickamauga, Moscow Campaign, Wacht am Rhein.

3-WAY/MULTI MATCH REQUESTS:

After the Holocaust, Battlefleet Mars, EnGarde, Invasion America, (3), Kingmaker (3), Patrol, Russian Civil War, Sorcerer, Squad Leader (2), Terrible Swift Sword (2), Third Reich (3), War Between the States, War in the East, War in Europe (2), War in the West (2), World War III. (Numbers in paren show # of requests).

OPEN MATCH REQUESTS:

1815, African Campaign, Air War, Alexander the Great, Ancient Conquest, Antietam, Battle for Germany, Battle of Nations, Brietenfeld, Cobra, Crimean War Quad, D-Day, D-Day 77, Frederick the Great, Frigate, Fulda Gap, Izyum, Legion, Napoleon at War Quad, Narvik, NATO, October War, Oil War, Overload (new ed), PanzerBlitz, PanzerGruppe Guderian, Prestags, Punic Wars, Raid, Revolt in the East, Rifle & Saber, Russian Campaign, Siege of Constantinople, Sinai, South Africa, Starship Trooper, Stonewall, Their Finest Hour, USN, Victory in the Pacific, War at Sea, Winter War, Wooden Ships & Iron Men.

GAMEMASTER/MONITOR VOLUNTEERS:

I'm leaving this one blank this time as my request for an up-date in 13-2 went largely unanswered. Come on, guys, give me a little help!!

Above requests current as of 28 May 78 - if you mailed your requests by about 23-24 May, they should be in the list or already filled.

RATINGS: as of 28 May 78, all 1300 or above.

2060 K Mills	1600 R Teleucky	1360 B Farone
1955 D Burdick	1570 D Knepper	W B Hill
1870 T Oleson	1550 D Grant	1350 S Brooks
1850 J Popolis	1480 C Hoover	1345 D Turansky
1840 T Eller	1450 D Wetzelberger	1340 J Hruby
1740 M Yarwood	1425 F Helferrich	F Jerome
1735 J Drummond	1400 D Dempsey	J Malaska
1705 L Newbury	1390 C Benton	R Marchal
1650 S Curley	L Deck	D McClure
B Matson	1370 E Anderson	D Schiff
1635 S Peluso	G Gardner	1330 R Scoll
1630 J Dough	B Garman	1320 C Egli
H Hopkins	M Perna	1305 D Ziegler
B Townsend	1365 J Mueller	1300 T Becker
		R Segarra

Oops (again) - I just remembered that I haven't run my rating file against the newest member list, so there may be some non-members on here - I'll take care of that next time.

Ⓚ

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) (IF AVAILABLE)

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

I DESIRE TO BE CARRIED ON PUBLISHED AHKS 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 MC, TOO.

bulletin board

Before I forget, this column is intended for all sorts of miscellaneous messages, including personal notes (births, marriages, divorces--if you insist--or whatever). Notice: the slash mark on the Ed's typewriter no longer works, undoubtedly the result of his missing the 100,000-word maintenance check! Mike Richter, Apt 31-D, Univ. Vlg., Starkville, MS 39759, has rubber stamps for a variety of symbols (see his Swappe Shoppe note in K13-1) such as PBlitz counters and terrain features. Due to response, he is dropping the price for regular stamps to \$1.50, terrain stamps to \$2.50. Also has added ones for Japanese, Italian Artillery, infantry and armour, M26 Pershing, Comet, Archer, M40, etc. Send him an SSAE for samples. And if anyone sues you for copyright infringement, don't call me! Greg Hastings still searcheth for one or two players in his multi-commander Terrible Swift Sword, currently on its third turn. He's got 10 players, all in the action, and can fit in some more. You can contact Greg at 2650 14W #3, Seattle WA 98119, or write Brian Laidlaw, 4 Inglewood Court, Morton West, Carlisle, CA2 6JT, United Kingdom. Another couple of interesting items from Mike Richter (address above): 1) he is looking for To&E charts for US, UN, Korean and Chinese forces during the Korean War, as well as the US Marines in WWII. 2) He wants 4-6 players for a PLeader-style macro game. 3) He is attempting to compile all the variations on the rules, scenarios and counters for PBlitz-Leader. Omar DeWitt will be at Origins: any other members (question mark--it's on the same key as the slash!). There is some sort of display of wargaming publications, and I suppose I'll send something, probably this issue. At our current (continuing) growth rate, we don't really need to push advertising, but it never hurts to take advantage of a free offer!

(K)



NEXT ISSUE

I forgot to mention it earlier, but anyone who ordered back issues of the K should have received them by now. If you feel you did not get something, contact Joe Horne (address on p. 2), who can verify your order from the dues forms.

Continuing a long tradition, I have once again printed everything submitted for publication (this answers the question, "how long is the K supposed to be" with "as long as you want"). In other words, no backlog. Now, you're not going to let me get away with that, are you!!! Deadline August 1.

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ANIKS KOMMANDEUR
Pete Menconi, Editor
4334 E. Indianola Ave.
Phoenix, Arizona 85018



FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED

BRUCE MASTON MD
1155 STRATFORD ROAD
SCHENECTADY NY 12308

NE