



NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE PRESIDENT'S CORNER

The Editor mentioned in his Editorial in the K 13/3 the matter of elections. The following offices are due for election at the end of the year. While this may seem a long way off, we should be thinking of candidates. If these elections are to mean anything, it is necessary for at least two candidates to come forward for each office, so I ask you all to consider whether you are either prepared to volunteer yourself or if you know anybody who might. The offices due for election are President, Secretary, Judge, RD Europe. In the USA, the following Regions are due: East and Northeast. In addition, it is very possible that the Executive will approve the split of the East Region into Southeast and North Central. (**A point of clarification: The Exec approved the split in February, per an announcement in the President's Newsletter sent to officers; we are currently reviewing the boundaries of the split. The important note is that members may determine which region they will probably belong to by checking their address tag on this issue: "SE" indicates Southeast, "NC" is North Central. We no longer use an "E" code.***) There is a possibility that the ICRKMeister will be up for election, depending upon the vote on the new Constitution. Finally the Editor is now due for election since Pete Menconi has decided to offer himself as a candidate for President.

I, in accordance with my statement two years ago, do not intend to stand/run for a second term. I understand that Jim Pratt is a candidate for Editor. William Wolf is a candidate for the North Central Region; in the Northeast, Les Deck is running. I hope that this start will encourage others to come forward.

The new Constitution has been generally approved by the Executive. There are some sections which are a bit doubtful and are still under consideration. We are considering the timing of the vote by the membership.

Carl Benton is prepared to continue as ICRKMeister or be a candidate whichever way the decision goes.

Henry Radice July, 1978

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: Red Sun Rising, new, nb, \$8; Richtofens War, new, \$7; Punic Wars, Fall of Rome, new, nb, \$1 each; October War, new, nb, \$4.

David Grant, 3526 100th Pl N.E., Marysville, WA 98270

For sale: U-Boat, Bismark, Jutland, all fair, nb, \$20; Tactics II, fair, nb, \$5; Hitler, South Africa, Olympic, Tank, Grunt, Centurion, all fair, nb, \$2; Khalkhin-Gol, Norad, fair, nb, \$3; Nuclear War Card Game, fair, \$3; Graf Spee, Sea-Lion, Shiloh, fair, nb, \$5.

Richard Locke, 2232 Wesley Ave, Evanston, IL 60201

A reminder, same as last time: the format above, showing what "new" "fair" "poor" "nb" "wb" all mean must be used. Further, information other than that shown in the two ads above will not be included (i.e., insurance info, variants available, etc.); if it is important that other information be included, then tell me and I will simply list game names only, with the instruction to contact you for further information. This column is probably the toughest to decipher what everyone is trying to say, and it

is important before money changes hands that everyone understands what the other guy is talking about. This being the second such notice, submissions other than proper format will be returned to be re-written. I can (usually) translate what you mean, but when I start having our typist do this, she will not understand variant input!

K

ELECTIONS

The list below shows the international and US offices which will be up for grabs in December. The most important thing to note are those offices for which no candidate has stepped forward:

PRESIDENT	Pete Menconi
EDITOR	Jim Pratt
JUDGE	_____
ICRKMEISTER	Carl Benton
SECRETARY	_____
RD NORTHEAST	Les Deck, (Steve Haas?)
RD NORTH CENTRAL	William Wolf
RD SOUTH EAST	_____

Of the above vacancies, the Judge's position is the most critical, it being a very technical job. I hope one of Bill's specialists can step forward to coordinate that office.

How does one become a candidate for office? Thank you for asking. Naturally, you have to let someone--presumably an officer--know you are interested. Somewhere along the line, I have to be informed. Why? Because I type the ballot (thanks for asking, by the way). The easiest way to make sure I've been informed is to send me a short statement of candidacy for publication in the election issue. Deadline for this is going to be about November 1st (deadline for that issue will probably be about Nov. 15th, in order to permit mailing by no later than Dec 1st).

Since we have a vacancy in two semi-non-specialized offices (a new word!), it may help to define them for relatively new members who feel the urge to step forward.

Secretary: keeps the Intro booklet up to date and distributes it to new members; keeps application and information forms up to date and distributes them to the RDs; if called to do so, aid the President with other projects. The job does require some typing ability, although "polished" work can be farmed out to our typing service when required.

Regional Director: since we have one specific vacancy, I'll point out that the Southeast region includes Del, WV, KY, Tenn, Miss, and all the states southeast of these. The RD is our first line of contact for the member, and is expected to handle primarily the "what do I do now" questions of new members; as such, you need only about a year's experience in AHIKS to be effective in this job. The SE region, having just been split, has about 65 members in it, which will mean that an RD elected this year will have a relatively easy time during his term. I started off as an RD, and enjoyed it thoroughly (hope that doesn't scare anyone off!). Good easy way to get your feet wet in helping AHIKS.

K

editorial

For those who read the President's Corner first, "yes", I am resigning as Editor at the end of this year in order to run for the President job. The decision to run for President derives from two factors. First, and probably most important to me, I have both simplified the Editor's job and I have found someone willing to take it over: Jim Pratt. Second, with Henry retiring I checked with the other officers who have more than one term's experience (a qualification I think is reasonable for the President's job) and found none interested in a switch.

I was particularly happy that Jim Pratt volunteered to run for Editor: I think you will all appreciate that Editor is not a job easily transferred to a stranger. (I got it all in a single envelope and had to scratch pretty hard to get things organized.) Jim and I have met on many occasions to FTF and we live only about 10 miles--and a local phone call--away. The typist for the K actually works in Jim's office and Jim has been helping her interpret gameese into English. The printers I use have a shop near Jim's home and, of course, the computer service for address tags will remain in the Editor's locale. Jim is an Engineer for Motorola and one of his duties is to edit the ramblings of other engineers so I think he is a natural for the job.

With the publication of K13-3, last issue, I have put out 15 Ks; I think that beats the previous record-holder by one. Reflecting on the changes wrought in the K, I've identified four major changes to it which I think will help future Editors. First was a philosophical change: the K went from "magazine" to newsletter. This meant we did not have to "pump" for high-quality articles every issue; it also meant that the officers had a platform to report to the members (those that wanted to, anyway!), and the members had more of an outlet for opinions, ideas, etc.

I have also tried--successfully--to "automate" the physical job of pasting up the sheets for printing. All the tags, headers, officer addresses, etc., have been made so that they can either be used over again or have been multi-printed so that I simply use the copies on each issue. It eliminates the "art" work in each issue: big time saver.

Third, I started hiring out the assembly and mailing functions for each issue. Originally, I had the printer do it, but he has to charge \$8 an hour, which was running us \$50 an issue (and I don't have the 6-7 hours per issue to do it anymore). Now, I've found a couple of kids down the street to do it for a flat \$25 per issue ("flat rate": they do the election issue, envelopes and all, for the same rate!).

Finally, the typing is (largely--except for the stuff I forget to send!) done professionally. This is the biggest time-saver of all, it taking about 10-15 hours per issue for a non-professional to do it.

What's the bottom line? I thought a cost-comparison would be interesting:

	TOTAL COST	PERCENT OF TOTAL	COST PER MEMBER
PRINTING	\$120 (72)	44% (65%)	27¢ (28¢)
POSTAGE	72 (39)	26 (35)	16 (15)
TYPING	45	17	10
ASSEMBLY	25	9	5
ADDRESS TAGS	10	4	2
	\$272 (111)		60¢ (43)

The numbers in parentheses are for K11/3, exactly two years prior to the other data (drawn from K13/3). In the cost per member data you can see that the increased economies of scale have helped offset inflation, for printing and postage. If the idea of having AHIKS get non-profit status pans out, the postage savings will bring the total issue cost per member to 50¢ (hence my interest!).

My mention of this subject (non-profit status) last issue brought the desired response. My thanks to Larry Cheatham who sent a very complete info packet. It turns out incorporation is not a requirement. As I read it, any officer can apply on behalf of an organization, and AHIKS fits right into the criteria for an NPO. Our income is less than \$10,000 per year so we won't have to worry about annual income statements. We would be permitted to mail the K at a rate of 2.6¢ per member (US only) which is a bundle of savings. I'll put out one more call to all of you: anyone who can think of some reason why this action would be ill-advised, please let us know. In the absence of any such advice, I plan to make a formal submission to the Exec on the idea. (By the way, to get the savings in mail, you have to pre-sort in order of Zip code--one of the reasons a computerized address service can be a big help.)

Pete Menconi



August 4, 1978



THE KOMMANDEUR VOLUME 13 NUMBER 4 AUGUST 1978

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

REGIONAL DIRECTORS

EUROPE . . . JOHN SPENCE 8, Hunterfield Road Gorebridge, Midlothian EH23 4TR, 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 62002

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 AUGUST 1, 1978: 465

3049948 311
THE BARAGE

AHIKS CONSTITUTION

It has been a long time since AHIKS has had the luxury of publishing a proposed Constitution prior to the membership vote (I think the last time was 1971). Members with comments are welcome to send them to the Opinions column.

1978 PROPOSED CONSTITUTION: (note: this is still draft, not final)

1. The name of this organization shall be AHIKS (Avalon Hill International Kriegspiel Society). The "Avalon Hill" is in recognition of the pioneering efforts of the Avalon Hill Company in the field of wargaming.

ii. The purpose of AHIKS shall be to facilitate the palying of wargames between mature individuals, primarily by mail.

I. MEMBERSHIP

A. Accepting members into the Society is the responsibility of the Regional Director, who will use guidelines set down by the Executive Committee.

- 1. There is no restriction because of race, sex, religion or political conviction.
- 2. Membership will be terminated because of:
 - a. Nonpayment of dues by the date specified by the Treasurer.
 - b. Extreme discourtesy.

B. Honorary membership

- 1. Honorary membership can be awarded to any person for meritorious service to the Society.
- 2. Nomination can be by any Society member.
- 3. Appointment is by 2/3 majority of both Committees.
- 4. Approval is by majority of voting Society members.
- 5. The Honorary Membership comprises free services for 5 years.
- 6. No more than one such Membership can be awarded in any one year.

C. Voting procedures

- 1. All the ballots must be returned by the date printed on the ballot. Ballots received postmarked after that date will be voided.
- 2. Regional Directors and/or other Regional Officers are elected by members of their regions only.
- 3. All other elected officers are elected by a majority of all voting members.

II. EXECUTIVE COMMITTEE

A. Members

- 1. President
- 2. Secretary
- 3. Treasurer
- 4. Editor
- 5. Judge
- 6. European Regional Representative
 - a. Selected by European Region Committee
- 7. Match Services (ICRKM Meister)

B. Voting procedures

- 1. Appointments and proposals to be approved by at least 4 members.
- 2. Any member of the Exec may call for a vote on a proposal or appointment.
- 3. Official notice of a vote to be in the Presidential newsletter.
- 4. A vote must be returned to the President, or designated officer, within 30 days after the postmarked date of the PNL (45 days for votes which require trans-oceanic mail).
- 5. Votes received later than prescribed will be considered abstention.

C. Vacancies in the Executive Committee

- 1. If the Presidential office becomes vacant before the end of the term, the Vice President will take over as President for the remainder of the term.
- 2. A replacement for other offices on the Exec will be appointed by the President and approved by at least 3 other Exec officers.
- 3. The replacement will finish out the balance of the term remaining.

D. Terms of office

- 1. The President, Secretary, Judge and European Representative will be open for election in November and December of years ending in 0,2,4,6,8.
- 2. The Treasurer, Editor and Match Services posts will be open for election in November and December of years ending in 1,3,5,7,9.
- 3. The former office holder will turn over his post to the newly elected officer on a date specified in the edition of the K which announces the election results; normally this should be March 1st.

III. GENERAL COMMITTEE

A. Permanent members

- 1. All Regional Directors (except European RD, when he is on the Exec, in which case another European officer will be designated by the European Committee)

B. Other members

- 1. Any person designated by the Exec, engaged in helping the Exec or RDs to maintain services to the Society.
- 2. Election to the G.C.

a. Appointment by the President and approved by at least 4 members of the Exec

b. The Exec may designate certain new posts to be filled by general election of all Society members, or by Regional members for Regional posts. A plurality of votes cast is sufficient for election to the post.

C. Official list of General Committee members

- 1. The official list of G.C. members will be printed in every edition of the Society newsletter.
- 2. In case of vacancy of one of the posts on the G.C., the post will be listed in the newsletter as vacant, until filled.

D. Duties of the Genral Committee

- 1. The G.C. will vote on the removal of officers or Society members.
- 2. Vote in conjunction with the Exec on issues so designated in this Constitution.
- 3. Perform duties a prescribed by the Exec.
- 4. Approve rates of dues and initiation fees proposed by the Exec.
- 5. Set Regional boundaries.

E. Voting procedures

- 1. Removal of officers or members requires a 2/3 majority of the General Committee.
- 2. The official notice of a G.C. vote will be in the PNL.
- 3. Votes must be returned in 30 days (45 for trans-oceanic mailings).
- 4. Votes received later than the prescribed time will bean abstention.

F. Vacancies on the General Committee

- 1. The Exec is responsible for maintaining the services of a vacated post on the G.C., until a replacement is found.
- 2. The term of office on the G.C. shall not exceed two years unless reelected or reappointed.

IV. VICE PRESIDENT

- A. Appointed by the President
- B. Must be a former member of the Executive.
- C. Approval of 4 of the remaining 6 Exec members.
- D. The VP has no specific duties, except to take over the Presidency should the need arise.
- E. The VP will vote as a member of the G.C. unless he is required to fill a post on the Exec.
- F. The VP term of office expires the same time as the Presidential term of office.

V. BUSINESS REQUIRING APPROVAL OF BOTH COMMITTEES AND/OR SOCIETY MEMBERS

- A. Single expenditures by the Society between and including \$200 and \$500 (US currency).
 - 1. This does not include expenditures directly associated with publication and distribution of the Society newsletter.
 - 2. A majority of each Committee is required for approval.
- B. Expenditures between and including \$500.01 and \$1000 (US)
 - 1. A 2/3 majority of each Committee is required for approval.
- C. Tie votes
 - 1. When General Election for posts on either Committee (excluding Regional sub-officers), results in a tie, the result will be decided by the Executive Committee.
 - 2. If the Executive Committee's vote is indecisive, a special election will be required.
- D. Any changes to yearly dues and initiation fees are subject to a year end vote by a majority of voting Society members.
- E. Both Committees must vote to remove officers or members.

VI. AMENDMENTS TO THIS CONSTITUTION

- A. Maybe originated by any Society member.
- B. Initial approval by 2/3 majority of all Committee members combined.
- C. Final approval by a majority of voting Society members.

VII. EFFECT OF THIS CONSTITUTION

- A. This Constitution will void any previous Constitutions and will take effect if approved by a majority of voting Society members.
- B. Effective date of this Constitution if approved is November 1st, 1978.

Please note that this is a draft copy; there are some minor corrections and word-shuffling still due out. Per Henry's comment in his column, the timing of presentation for vote is under discussion, the options being either the October or December K (if the latter, the date in VII.B will probably be February 1, 1979).

LAW AND ORDER

It is time for the decision of whether to run again for the Office of Judge. In looking over the past year and a half I see a significant change in the Judge's mail. In the past the mail was virtually all requests for rulings while now it is virtually all requests for rulings summaries. As a matter of fact ruling requests have dropped to about one a week with about five requests for summaries in the same period. Hopefully, this is a sign of more problems getting resolved before they start. As far as the time involved for the Judge goes, whether one sends out a summary or sends the ruling off to the specialist requires about the same effort. The real problem is in the organization and set up to be able to find everything, have the summaries typed, reprinted, mailed out, etc.

I feel that two years is enough in this kind of position because the replies cannot be put off. The answers take precedence over my gaming time as my opponents have found out. Time is the usual precious commodity. On that basis I would prefer not to run for office again.

This position is not one I would recommend for everyone. If you have a need to be loved this is definitely the wrong slot for you. If you think you can design games better than the designers you can also get into trouble. However, if you can read and understand haphazard English and have a desire for detail, keeping records and researching previous rulings, you might enjoy the Judge's position.

No new ruling summaries this time mostly due to summer vacation among the Specialists I presume. I would also like to mention that postage is paid by AHIKS on mailing out rulings summaries so you may keep your stamps for your moves. Please do give the name and address of your opponent if you wish him to receive a copy also.

Have you noticed that the pace of game "failures" or "withdrawals" is starting to accelerate? A lot of them are not worth reprinting so the publishers are either redoing them or simply dropping them. As a matter of fact the rate of failure may be approaching or surpassing the rate of addition. I guess that is true stability and maturity in a way. At some point we have to realize that opponents and rulings for the "dead ones" will be hard to come by and it becomes questionable as to whether those games are really part of the hobby any longer. For example, the square grid version of Gettysburg was never popular to start off with and now is a true relic. When was the last time you played Guadalcanal, Combat Command or the original Bastogne? At some point the accumulated rulings on these games probably should go off to Archives to await the inevitable archeologists of wargaming history. I have only received one request to do a ruling summary on games other than those listed. Does that prove we guessed right on the ones we did or simply that players of the other games are "self policing"? In any event I would appreciate your opinions as to what ruling summaries to encourage. Possibly the RD's have a feel for this question.

I have been enjoying playing Squad Leader pbm. Have so far played Scenarios 1, 3 and 4 that way. It plays quite easily despite the large number of mailings per turn. Since there are only a few turns per game it does not take any longer, and is usually shorter, than some of the classics like AK and S'grad. Plain paper does fine for the OOB and attack sheets providing one uses a little common sense and spells things out clearly. So far it does not appear necessary to change anything designed into the game in order to play pbm.

Bill Farone

July 20, 1978

(K)

THE BARRAGE

A portion of this report will be in the form of an open letter to Henry Radice who inquired about the revised Conflict games which GDW has produced. Henry knows I'm an admirer of John Hill and his extremely playable games and that I had picked up some of these revisions. In answer to your query regarding their relative value of I can only relate my experience, Henry.

Back in December of 1977 GDW mailed out an announcement to the effect that new Conflict game revisions of Overlord, Kasserine Pass, Fall of Tobruk and Bay Lev were available, for a limited time, at a 20% discount. Canny Scot that I am I immediately fired off an order for three of these; the fourth having just been ordered from another source. In due time the games arrived and I rushed home to see what magic had been wrought on those fine games. Imagine my disappointment to discover three of the games had boards so badly warped they were unusable and the 4th, obtained from another source, had the mapboards from another game entirely.

I wrote to Frank Chadwick in January and requested new reasonably flat mapboards. I did suggest that if all their boards were badly warped he could just send me the map sheets and I'd be happy to mount them myself. To date I have had no answer to my letter. I have been busy but I shall try one more letter, this time by registered mail, with a returned receipt, and if I don't get a response within a reasonable period of time then I'll go to the U.S. Postal Inspector's Office and file a complaint. You see, Henry, in this country if you advertise something by mail and don't deliver usable merchandise you can be subjected to an inordinate amount of bureaucratic harassment. I feel certain it will be far easier for GDW to come across with boards for my games than to get entangled in mountain of paper work with our government. Until then I can't give you an answer-my games are unplayable!

We had another enjoyable gaming session in Annapolis on the 24th of June. Seven members and one quest were here and I must report I was soundly trounced twice at Dieppe, Simulations Canada's excellent new game. Malta, Victory in the Pacific, and even PanzerBlitz were among the games played.

Our next gaming session will be on Saturday the 26th of August. Any gamers in the area are welcome to come. I'll try and send notices to those who might be interested. If you don't receive one it is probably because I've sent them in the past and never received any response so I assume you are not interested in FTF. I'm not trying to exclude anyone so come along if you wish. Just call and let me know you're interested.

We have two new members to welcome this time - Hunter Woodberg of Decatur, Alabama and Ron Gherman of Marion, Ohio.

Bob McLaughlin

July 20, 1978

(K)

NUTS AND BOLTS

the icrkmeister

I will be standing for re-election as ICRKMeister. I will continue to serve you to the best of my ability, which will get better as this computer conversion progresses.

By the way, ever since I joined AHIKS I have viewed the name "ICRKMeister" with some distaste. I have been trying to think of a substitute, but haven't thought of anything better. If any of you can think of a better name, I would appreciate hearing it.

I am still receiving ICRK's for cancelled and finished matches. Remember, under the new procedures these are to be sent to John Ratzenberger.

Carl Benton

July 14, 1978

(K)

TREASURER

AHIKS FOURTH QUARTER AND ANNUAL 1977 FINANCIAL REPORT

Effective balance at beginning of quarter \$3772.99
 (year \$1986.45)

INCOME	QUARTER	ANNUAL
Dues	\$ 41.00	\$2,600.02
Initiation Fees	100.00	690.00
European Region	119.30	143.30
Miscellaneous	61.27	233.62
	<u>\$321.57</u>	<u>\$3,666.94</u>

EXPENSES

President	5.94	92.43
RD East	17.26	75.48
RD Northeast	13.00	57.43
RD West	-----	30.50
Secretary	55.14	157.65
Editor	574.26	1,372.93
ICRKmeister	44.54	171.15
Match Coordinator	10.00	19.03
Treasurer	14.86	83.38
Judge	17.91	48.65
Archivist	-----	2.10
Stationery	-----	59.80
OOB's	20.81	93.02
Special Projects/Monitoring	71.50	71.50
Miscellaneous	-----	69.00
	<u>\$845.22</u>	<u>\$2,404.05</u>

Effective balance at end of year (quarter) \$3,249.34
 Total Postage: quarter \$360.61 year \$1,058.45
 Total Printing: quarter \$377.59 year 890.94

I finally decided to make some assumptions about outstanding expenses for last year and finalize the fourth quarter and annual financial report for 1977 included above. Any expenses that deviate from these assumptions will be charged in 1978.

The society continues to be in sound financial shape which should continue for at least three or four more years eventhough inflation and the postal service increases continue their attempt at degrading our financial position. Most officers were under their budget and all would have been under if I had analyzed some expenses and put them under Stationery or even Special Projects where they probably belonged.

Visited GLASC III (LA) and the Wargame Society's 1st annual Wargame Convention (in Fresno) over the 4th of July weekend, and must say I was most impressed by the Fresno thing. GLASC seemed to be drawing quite well (I spent Saturday only there) as far as crowds were concerned, but something seemed to be lacking in the "atmosphere" department. (Of course, to we northern Californians, LA seems like a different world anyway-). A really poor showing of board games was evident at the Fresno Convention. This was a shame, since the "Society" (Wargamer, not AHIKS) had gone to such lengths to provide space for anticipated gamers who never showed. There were hundreds of square feet just lying there vacant. Perhaps part of the problem was suspicion on the part of hardcore boardgamers that this was going to be a miniatures-oriented convention. As it turned out, it was - but there were some great people there. Next year should be even better.

Harold Horne

July 26, 1978

(K)

INTRO and OUTRO

Without any doubt at all this issue of the European Newsletter will be late!! Our move went off very smoothly after three weeks of apparent continuous packing but since then I have discovered the 'joys' of cement making, pointing, painting, safaris into the depths of my wilderness (garden) etc, etc....! I hope you will accept these small delays for a while whilst I get things straight - it should last only to the end of the summer?? I remind you that a move means a new address, I am still getting Society mail forwarded from Penicuik with a resulting delay.

5

The discount service is now off the ground but one small problem has arisen -- Games Centre has been asking for membership cards and as you may have twigged -- there ain't any!! However I have now supplied them with a list of our names and feel that reference to this list should suffice in future.

I must echo a couple of points from the 'K' here; firstly the new Membership manual discussed by Ron Starnik in the "Secretary" section. As mentioned by Bill in the Secretaria, the new members have not had the Introductory Booklet as in the past and this would appear to be associated with the current revision in progress. Whilst we will try to supply some sort of photocopy of the old booklet to new members we will update this stopgap once the new "bigger and better" version is produced. I advocate patience to all those involved.

The second point (under Law and Order) from the 'K' is the rules summaries. I am pleased to report that I have been in contact with Bill Farone since the 'K' went to press and I believe we have sorted out a regular system whereby you will be able to get them through Dave Grantham as they come out. Dave should have stocks of those mentioned in the 'K' at a nominal fee to cover production and postage.

Continuing on like little Sir Echo I now draw your attention to Pete Menconi's Editorial and the warning of elections to come. Whilst it is not on the list my own post of RD comes up for election at the end of this year and I must intimate that I do not wish to stand again -- larger older premises are remarkably voracious of precious time! If any of you would like to do your bit for the Society and the hobby then I would be very happy to hear from you -- long hours of rewarding work guaranteed!!

It is easy to forget that we are part of an international society and with the intention of pushing this part of our activities I draw your attention to Dave Grantham's list of games open in the States -- it would be nice if we could all be involved in at least one 'International' game.

Turning to the Social page I hear that a minor AHIKS convention is to be held in France in August -- more specifically some of our members are off on a 'Richard Sharp trip to France' including Bill Howard, Pete Charlton, Charles Vasey and Allan Ovens and I cannot see that crew coming back without looking at a hex or two in the meantime. I also understand from Bill Orr that his local wargaming society is having an open day on September the 3rd and was wondering whether any AHIKS member would like to drop in -- contact him is you so desire.

There are a few subscriptions still due; I would ask that these be paid as soon as possible before Peter Charlton has an ulcer trying to balance his books. For those who have been recalcitrant a reminder is enclosed.

John Spence

June 15, 1978

(K)

THE PACIFIC THEATRE

Three more members for the Pacific:

Wally Zenktelen; Bellevue Heights, Australia
 Robert Cato; Rohnert Park, CA.
 Dennis Watson; Vancouver, WA.

Glasc III wargaming con was held at CSU Northridge over July 1 and 2. I had a chance to play a number of games new to me, and meet a lot of gamers (but nobody from AHIKS!). For those of you who enjoy beer and pretzel games (a la Nuclear War), Cosmic Encounter is the game for you. You can't help but think of it as hokey but you'll end up playing it for hours.

Todd Roseman

July 20, 1978

(K)

NORTHEAST REGION

Your travelling RD attended Origins this year and has just returned from his sojourn. I didn't see to many AHIKS people that I knew, but did manage to see a few, namely Omar DeWitt, Richard Berg, Steve List and Randy Pippus. I'm sure there were many more there from our region. I would have to say that his year's Origins was the best ever. The only complaints that I had were the lack of air conditioning in the building, the price of food, and Avalon Hill's failure to get out some of their games by convention time. My 16 year old son managed to enter the Cosmic Encounter tournament and was knocked out in the first round (a Heydt heredity trait) and my 6 year old got into a game of Rail Baron and did quite well even though he couldn't travel on his own railroads out of the North Central and Plains regions. Maybe he can clear the family name of its losing reputation. My wife, who acts rather bemused at these conventions, managed to get in some games of "Black Box" with me and managed to win her share (she wasn't born a Heydt!). All in all, it was a very successful convention and I'm sure very enjoyable to the participants. We're looking forward to the next one in Philadelphia.

I received a post card from Les Deck regarding my comments in the last K about the upcoming election in December. He has graciously volunteered to throw his hat in the ring for election as RD. As of this writing we have two candidates for this coveted post, the other being Steve Haas. I had written Steve and told him what the duties of RD were about 3-4 months ago and haven't heard from him since that time so I must assume that he is still interested in the position and my comments didn't scare him off. If anyone else would like to run, please let me know.

No further news on the split of our region. I did tell Les Deck on the phone that I believed that one person could still handle the RD activities of the region even with the present numbers of members (110 approximately), but with the present growth of AHIKS within a year or two the region should be split. At the present time we have been more concerned with getting the new constitution firmed up so the members can have a look at it.

I would also like to thank those regional members who have responded to my letters regarding complaints with their opponents. Your response has been prompt and has been appreciated. Most of the complaints really revolve around misunderstandings between opponents. However, from the lack of complaints, I would have to surmise that the vast majority of you are really having no problems, and the problems that you may have are being resolved mutually. For the number of matches that are taking place, the number of complaints is surprisingly small considering that most wargamers are probably frustrated lawyers!

John Heydt

(K)

July 20, 1978

THE WESTERN FRONT

This issue of the 'K' and this subsequent column are coming at a bad time in a respect. I had hoped we could have news on a 'regional' meeting for this issue. The date of the upcoming meeting is to be on the weekend of July 28-29. At this point only a half dozen members have indicated they can attend. Only one member of AHIKS has responded from outside the state of Texas, and he (Bob Davidson) is from Alabama. At any rate those of you who cannot attend, I hope that you all will contact those members of AHIKS around you who you can play face to face if at all possible.

The new members of the district are Joe Mele 35 Mariners Cove, Osage Beach MO. 65065, Larry Burris, 1020 S. Santa Fe, Salina, KS. 67401, and Don Eisan, 12115 Snow White Drive, Dallas, Texas 75234. We welcome each of you to AHIKS!!!

I got a copy of "The Green Fields Beyond" the other day. Basically, I am a WWI fanatic, and am glad to see a game of this quality on the subject. It has renewed my interest in Soldiers, WWI (folio), and the WWI (module) which I own. I'm looking forward to the quad games on WWI (S.P.I.) and of course would be interested in a WWI grand tactical game.

You all take care.

George Calage

(K)

August 1, 1978

pbm

SIMULTANEOUS MOVEMENT

-Derek Lenard

I have always had a feeling that SPI's simultaneous movement games should be easy to PBM without having to resort to a monitor or a three-way system. Once the si-move and combat plots have been made, there is no player interaction. Hence, one of the players can resolve the turn - provided that there are strict rules for obtaining the required die rolls. The following method was developed using Desert War as a model, but can be readily adapted to other games.

After deciding on situation, player sides, etc., both players agree on a date to simultaneously mail their first movement and combat plot. Let us assume that Player A will resolve the first turn.

1. On the same date, Player A and Player B mail each other a copy of their first turn. Player B includes a single ICRK selection as per Lenard's multiple die-roll method which appeared in the 12:5 K.
2. Using die rolls as required, Player A resolves the turn, phase by phase.
 - a. Panic Phase: determine Allied first.
 - b. Fire Combat: resolve combat in order of ascending unit number, again Allied before Axis.
 - c. Paniced Movement Plot: determine plots for paniced units, in order of ascending unit number, Allied before Axis.
 - d. Movement Execution Phase: move all units according to their plots. Resolve opportunity fire, "H" fire, and collisions as they occur.
 - e. Disruption Removal Phase: Ho-hum! Rolls are obtained in order of ascending unit number, Allied before Axis.
3. Player A sends Player B the final results of Turn 1. He also sends a date for the simultaneous mailing of Turn 2.
4. The Players send each other Turn 2 on that date. This time Player A includes an ICRK selection and Player B resolves Turn 2.

Indirect Fire is handled through use of a sealed chit system. For example, on Turn 3, Player A sends a sealed chit for Turn 4 IF. Player B signs the chit and returns it. Player A sends it back with his Turn 4 to be opened by Player B.

(K)

PBM: BATTLEWORTHINESS

-Walter Compton-

For PBM, the following system works well as a substitute for numerous die rolls and the retreat and disruption results which tend to slow down some games. Although it is too cumbersome for FTF, for PBM it gives the phasing player an exact idea of what his units are up against and how his units will do in combat.

Each unit must have a number of boxes assigned to it on a roster pad. I normally use twelve. These are designated as the Battleworthiness or BW factor. The CRT and movement penalties in the game must then be converted into numbers of boxes lost; for instance, attacker's strength minus defender's strength equals the boxes lost to the defender; or each side loses two boxes at 1-1 odds; or each time the full movement allowance is used a box is lost; etc. Each game has to be tailored to fit the BW system. You can incorporate retreats in the box losses.

Whenever a unit loses one or more boxes in a turn or phase, the unit must be checked to see if it is eliminated. I use the formula that the total boxes remaining to the unit, plus one, must be greater than or equal to a certain number (I use 8 for most games).

The phasing player can resolve the BW immediately with ICRKs from his opponent. You have to play around to adjust the system to each game, but even factors such as supply and sub-unit combinations can be included.

(K)

TWO-PLAYER MIDWAY PBM
-Stan Hilinski-

9	19	10	17	24	
1	14	20	7	6	
21	22	2	15	25	Turn 6-17
13	4	5	11	3	Turn 7-3
8	18	23	12	16	Turn 8-17

Here is yet another PBM system for Avalon Hill's Midway. This system, however, has several fundamental advantages over any other system:

- No monitor is required;
- The game can be played in its entirety with only one sealed chit;
- All turns (except combat turns) can be done with a single exchange of letters;
- An absolute minimum of player honesty is required.

This system is the result of nearly four years of work (off and on) and has seen many versions and many people who have tried to get the bugs out. Note that the technique used for concealing movement could be applied to other games such as Coral Sea and Jutland. Although a few rules had to be modified, the flavor of the original game is retained.

I. Start

Before the game begins, each player makes two copies of the setup sheet. One copy is sent to the opposing player who signs it and returns it unopened. They are then exchanged at the end of the game for verification.

II. Setup Sheet

- Draw a five-by-five square grid and randomly number the squares from one through twenty-five.
- For each turn in the game, pick a number from one through twenty-five and write each choice along with the turn number on the setup sheet.
- Write down the starting locations of all Task Forces. The Japanese player should also write down the starting locations in which he plans to place later appearing forces. Unlike the regular game, the US player may place his TF anywhere in the H or I column. If either player rearranges his TF's in anything but the historical groupings, he must also indicate this on the setup sheet.

III. The Play Sequence

- Japanese player initiates combat if possible and if desired.
- Japanese player readies aircraft, replies to US searches, and conducts any other operations.
- Japanese player calls out searches.
- Japanese player moves.
- US player repeats steps A through D. The US player may move only two zones on Turn One. This completes one Game-Turn.
- The Japanese player moves first.

IV Task Forces (TF's)

Task Forces may combine or break down any time during the game. If combining, they are treated as one. If they break down into TF's different than previously designated, then either a sealed envelope containing a list of the new groupings must be sent to the opposing player to be signed, or the units must be placed on board in full view of the opponent.

V. Movement

In order to maintain secrecy, TF movement is first translated into code before it is entered on the turn sheet. The 5x5 grid on the setup sheet corresponds to the 5x5 region surrounding each TF with the center grid representing the zone occupied by the TF. The following procedure is used for each TF the owning player has in each turn of the game. Add the number from the setup sheet grid which corresponds to the zone the TF moved to and the number chosen previously for that turn, also appearing on the setup sheet. If the sum is greater than 25, then subtract 25. Enter this numeric code on the turn sheet next to the TF's identification. You may label TF's in any convenient manner provided that movement is kept consistent. Do not write the actual area and zones on the turn sheet but keep track of them on a separate piece of paper. Example:

TF-A moves two zones to the immediate right (2 to 25) on Turn 6. The numeric code for TF-A is 25 + 17 = 42 - 25 = 17. Record "17" next to TF-A's position on Turn 6.

VI. Operations

- CAP**
Decide what percentage of fighters you wish to fly CAP and then pick any two ICRK's from your sheet (columns A through D) whose sum equals that number. Record the selections - not the results - under CAP on your turn sheet. (See Table A)
- If an enemy air attack is possible in the next combat phase, you may "clear the decks" of non-CAP, readied aircraft. Decide what percentage of aircraft remaining (non-CAP) you wish to escape, and follow the procedure outlined under VI-A. Escaping aircraft (including fighters) may not participate in carrier defense as they are assumed to have left the area. They may, however, be used as part of an assault group in the next friendly combat phase.
- Aircraft which fly under VI-A or VI-B return to their ships in the next friendly operations phase. No report of these operations need be revealed including starting and returning zones. Of course, players may ignore VI-A and VI-B anytime they wish.
- Table A**
0% = 7 20% = 3 40% = 5 60% = 9 80% = 11 100% = 8
10% = 2 30% = 4 50% = 6 70% = 10 90% = 12
% = percentage of aircraft involved (rounded up)
- The same ICRK selections may be repeated as often as desired.
- Any other operations, such as transferring planes between ships, may simply be written longhand and included with the turn sheet.

VII Combat

Both air-to-sea and sea-to-sea combat suspend the normal play sequence.

IMPORTANT: All defending TF's are retreated to the positions they occupied at the time of the attacker's last search until combat is complete. Any planes on deck ready to fly plus any planes which "cleared the decks" in the last turn may participate in the attack. Planes return to base during the operations phase, and the attacker must tell the area (not zone as in the rules!) from which the planes came and to which they returned.

- Attacker announces attack, zone attacked, any number and type of attackers.
- Defender computes fighter combat odds, chooses ICRK (not columns A through D) and places ships on battle board assuming Japanese side of the board is the ship's bow.
- Attacker resolves fighter combat, sets up planes, and lists attacks. (No ICRK's are listed nor are odds computed.)
- Defender assigns flak, computes the odds, and chooses a starting ICRK from a column other than columns A through D.
- Attacker resolves combat in order listed and reveals the area of the planes' base. Thus it takes five mailings (Three - attacker; two - defender) to complete a combat phase.
- Sea-to-sea combat is similar in that the defending player's last movement instructions are postponed until the end of combat. Follow the procedure outlined in the rule book.

VIII Night Turns

The Japanese player must reply to US searches on his first night turn of any night sequence. (He is replying to US searches made during daylight hours.)

REVIEWS

CODE NAME: SECTOR

-Pete Menconi-

IX. Optional Procedures

- Players may create TF's containing zero ships provided that this is noted on a sealed chit (see IV) and that they conduct no searches.
- Allow both players to conduct attacks during the first night turn of a night sequence. Moreover, extend the game one turn. Only attacks may be made in this extra turn. Additionally, the Japanese must reply to US searches in this turn and he may conduct defensive operations. (The reasoning here is that players are actually attacking units in their positions of the previous day turn.)
- Instead of choosing random numbers for each turn (see setup sheet, II-B), players may substitute the following table:

Table B.

	1	2	3	4	5	6
First	3	13	14	15	16	17
ICRK	4	19	20	21	22	23
	5	25	1	2	3	4
	6	6	7	8	9	10
		1	2	3	4	5

Second ICRK

Each turn the moving player picks two ICRK selections and consults Table B to obtain the "Turn Code" which is added to the "Grid Code" as explained in Section V, Movement. Players may choose a different ICRK pair for each TF as they wish, and ICRK selections may be repeated. Players may wish to extend the "columns for coding" from A through D to encompass more columns.

(K)

IDEAS

Just a quick note to pass on an idea that may be useful. I use 3" x 5" ziplock bags to sort my counters. They cost less than 1¢ a piece and are transparent so labels can be read as well as being able to check out the units easily. For me the plus comes in storage, I can buy the "Z package" from SPI and be able to store them fairly flat (even games such as TSS). They also come in various other sizes and 4" x 6" is occasionally useful for strength counters and such.

Greg Hastings

July 20, 1978

(K)

Computer technology (or at least calculator technology) has finally come to wargaming for the "masses". As a first effort, it isn't bad, but I think many of us will find that it is aimed more for the 10-14 year old market than for adult wargamers.

The basic play is for four destroyers (commanded by 1-4 players) to hunt down and kill one submarine. The board is a square grid, in which ships are positioned on the intersection of grid lines, rather than inside the squares. The grid lines are numbered, and thus the "computer" (a hand-held calculator type of display, buttons and functioning) keeps track of everything by keeping grid coordinates in memory and simply subtracting and adding to the grid numbers when movement occurs: note that the plastic display grid shows ship locations only by the players writing on it with crayon (it is not lit by the computer). Output from computer memory occurs on signal from the player by pushing display buttons. The computer will display your destroyer's location (4-digit code), direction (a compass rose with 8 lights), speed (1-10), and range to the sub.

When the game is started (switch button "on"), the sub is randomly located out on the board, and the four destroyers are started at fixed locations on the perimeter of the board. Each destroyer commander then reads out his location, direction and his distance from the sub; he then sets his speed and new direction (which can be changed at will: you can spin 180° at full speed and go zero to 10 in one leap!), then he hits the "go" button, and can read out new location of his ship and new range to the sub; if within two squares of the sub, he can take a shot at it. If he shoots, the computer will tell him if he hit or missed; if he missed, it tells him how many "levels" he missed by (the sub runs at three possible levels of depth). This ends the destroyer's turn, and the next player hits a button to bring the data for his ship's location, etc., up into display; at the same time, the computer moves the sub one square (horizontal only: the sub never changes depth). Each destroyer moves, searches and can shoot in turn; the winner is the destroyer player who hits the sub.

The game is fascinating at first, but I got quickly bored. You soon get to the point where you know the trick to the game. The sub moves in straight lines, one square per phase, never changes depth. Within about four to six moves of the sub, by taking a series of ranges on it from different destroyer positions, you triangulate it and know its heading. From there, your first shot at it is always on level one. If you miss, the computer tells you "1" (sub's on 2) or "2" (sub's on 3). Therefore, you always know that two shots will kill.

I never got a chance to play with other opponents, and that may make the difference. Also, some "software" rules about how quickly you can change speed and direction might help. Essentially, though, my opinion of its worth is confirmed by the fact that the kid down the street and his friends love the thing, while it puts me to sleep. At \$44, that's an expensive sleeping pill (usually, I just read an old issue of the K!). I nevertheless hope Parker Bros. sells a batch of them, because it will cause more firms to produce better versions. Maybe the \$44 wasn't a waste? Ouch!

(K)



Mike Richter has written to say that the stamps offered in the past couple of Ks will no longer be available.////// Bob Zeit, 1128 Seagull Lane, Cherry Hill, NJ 08003, writes: I am interested in starting a PBM Dungeons and Dragons, and would like to be contacted by anyone interested in participating and by anyone having any experience in PBM D&D.////// AHKS member (and--ta-daa! --new editor of FIRE & MOVEMENT) Fred Helfferich announces that the PBM DNO game has ended in a complete German victory on the Dec I, 1941 turn. The capture of Moscow capped a rapid and well-executed campaign that had already seen penetrations well past Moscow, airborne capture of Stalingrad, and the destruction of most of the remaining Soviet air force. Congratulations to all participants for sticking with it; and good luck on the new game just started!//////

OPINIONS

OPINIONS is a column available to any member desiring to sound off on whatever he likes--connected with AHKS! (I don't care to get into political editing!) This used to appear more often in the K (ie, people used to send more opinions than they have in the last year or so), so I thought I might remind everyone that it is your soapbox. Comments may be sent in anonymously (please do identify them as meant for this column).

FROM THE MATCH COORDINATOR

Service has been a little slow this last few weeks, not so much because of the impending move, but a rather full social calendar. Anyway, I'll be back in business after 15 August at the below address:

124 Continental Dr.
Lansing, KS. 66043

All officers, members and opponents may consider the change official and permanent as of that date (Hey, George-I'm back!!!).

Anyway, a couple quick points from letters received -

If you drop out of AHIKS and then come back, you go back in the ratings at 1200. At this time I have no plans to keep an old member file.

I've gotten a few closed out ICRK's back where one (or both) opponents have made nice comments about the other guy and his playing. Although I do nothing with them, it sure is nice to see that sort of thing - much better than the bitches which are more common.

I've got a couple complaints that I matched some guys in two or more sets (different games). It can, unfortunately, happen, as my match records are kept on 3x5 cards in game sequence. Thus the best I can (easily) do is make sure I don't give the same guys the same match in the same game. Until I find a better way (other than manual cross-referencing), it would help if you would list members you don't want matches with (i.e., those you are already matched with).

Received a couple questions about my request for AREA numbers and ratings - I am not going to keep up-to-date AREA ratings, only ball-park figures, probably up-dated one a year by survey. Or I may drop the whole thing as I've only had five people respond to my request from last time.

New Members - the part of the ICRKMeister Data Sheet where you listed the games you owned is info for the society only, I don't make matches by it. Therefore don't write me each time you get a new game, unless you are making a formal match request.

OK, fellows - when one finishes a match, one is supposed to send the top half of the ICRK back to me, so all records can be closed out. As I have over 50 unmatched top-halves now, there are over 50 delinquent top-halves out there some where. This is screwing up my records and the ICRKMeister and the issuing of ICRK's, so let's all dig out the old things and get them in here ASAP. Next step is nasty letters to the RD's of offenders. This is as big a shambles as trying to collect dues.

As I'm about to pack the old typing machine, there will be no ratings this time - no changes of significance anyway. Also, almost no list of available GM's as response has remained at it's typical poor level. You might note the large number of multiplayer requests - next time, I'll publish a list of who is interested also.

New Member Requests: Anzio, Blitzkrieg, Luftwaffe, Melee, PanzerLeader, Strategy I, War in the Pacific.

3-Way/Multi Requests: After the Holocaust(4), AirWar(2), Battle Fleet Mars, Bridge Too Far, Conquistador, EnGarde, Fast Carriers, Flat Top, Invasion America(2), Kingmaker(6), Patrol(2), Russian Civil War(2), Sniper(2), Sorcerer(2), Terrible Swift Sword(2), 3rd Reich, Wacht Am Rhein(2), War Between the States, War in the East(2), War in Europe(2), War in the West(2), World War III.

Open Matches: Alexander, American Civil War, American Revolution, Ancient Conquest, Antietam, Bull Run, Cobra, Crimean War Quad, D-Day 77, Fred the Great, Fulda Gap, Green Fields Beyond, Lee Moves North, Legion, Modern Battles Quad II, Narvik, North Africa Quad, October War, Oil War, Panzer Armee Afrika, PanzerBlitz, Prestags, Punic Wars, Rafia, Raid, Revolt in the East, Rifle & Saber, Siege of Constantinople, Shiloh, Sinai, South Africa, Stalingrad, Submarine, Their Finest Hour, USN, Waterloo, War at Sea, West Wall Quad, Winter War, World War II.

Monitors: After the Holocaust: contact Pete Menconi, 4334 E. Indianola, Phoenix, AZ. 85018 (602) 955-2889

Match requests current as of 24 July 1978.

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 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 MC, TOO.

NEXT ISSUE

Well, let's see. The cupboard is bare for next issue, except for a very interesting report on the TSS game Dan McClure has been running for the past two years: first day in the game is done! Deadline for material is October 1st. See you there!

(K)



10



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