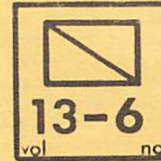


**THE KOMMANDEUR**

# NEWSLETTER OF AHIKS



## THE PRESIDENT'S CORNER

First of all, I would like to wish all members of the Society a very Merry Christmas and Happy New Year.

With this issue of the "K", you are asked to vote on two matters. First the Election of Officers for the next two years. It will be largely a new Executive since most of us have completed our term of office and a number are not standing or should not be running again. I write this without the up to date information on precisely who the candidates are. It did seem when last I heard that there in the majority of offices there was only one candidate. I feel that this is a pity and I cannot recall it being the case on such a wide scale before. While in the case of RD's, it is no bad thing for there to be a consensus in the Region to be confirmed by members of that Region, I consider that it is highly desirable for members to have a choice for the Central Offices and I am disappointed that so few candidates have come forward. I have said before that each member should be ready to serve a term in one of the offices during his membership. If it is a 'one horse race', the elections become somewhat meaningless and that is not good for the Society. However once again I do urge you all to use your vote.

Second you are invited to vote on the new Constitution. Once again we are following the practice of my predecessor by offering it to you for a clause by clause vote. The Executive has spent a long time in consideration and discussion on this revision. A revision made necessary by the increase in the number of members of the Executive brought about by the increase in the Regions. A committee of 13 trying to conduct business by post is too unwieldy to be efficient and we have suffered during my time as President from this disadvantage. Our aim has been to reduce the number involved in the routine management of the Society while maintaining the experience and contact with members of the RD's. Our discussions have been keen and the Executive has not been unanimous throughout over the precise form. The present draft has, however, been passed and is put to you for your decision. Please read it carefully and again please do vote.

The Executive has approved the establishment of the North Central Region with William Woof as RD. I have left the exact boundaries to be decided by a subcommittee of the Exec., composed of those with the best knowledge of the matter. For once I, as President, am standing back since I am in no position to judge the merits of the case. We intend to have a moratorium on any further Regional splits and to recommend to the new Exec. that a thorough examination of membership in USA by States, the growth pattern and trends be carried out, with a view to deciding on the best Regional 'set up'. The continued splitting of Regions is not conducive to good administration.

Rating System. Doubts have been expressed in the Executive about the desirability of continuing this system. When the Match Coordinator asked for your views very few replies were received. If you have any comments either way, write or contact your RD quickly. The Exec. will be voting on the matter in the New Year.

HENRY RADICE

November 1978



The Zocs Invade Epping-Part 6  
-Doug Davies-

So I set up 'Green Fields Beyond'  
A solo game to play  
But oh to fight 'mongst them brave lads  
At Eppin' far away.

The story so far The quiet peaceful town of Epping having suffered yearly assaults from the mysterious 'AHIKS people' - strange creatures with a compulsive habit of rolling dice and shouting 'You are eliminated'. You are eliminated! - send for Dr. Who, Captain Kirk, and young, handsome Doug Davies in an attempt to establish contact with the leaders of these beings. On beaming down to the centre of the infected area - a certain Treetops Hotel - our intrepid heroes are confronted by massed stacks of wargamers. Now read on.....

It was immediately apparent that AHIKS were there in force, nearly all the local chieftains and characters, such as the 'ICRKmeister', the 'RD', the Great Wizard Turnbull, and Frodo Watson, could be observed moving among the throng muttering incantations like 'Mobile CRT after game turn two' and 'Supply range is nine hexes' to their converts. We quickly seized a hostage named John Poole for interrogation, but he revealed little, but instead insisted on moving little pieces of cardboard back and forth over a sheet of paper labelled 'Chickamauga' (a common symptom among these Ahikers) and we therefore had to resort to roaming the room to study the strange habits and customs of this unknown cult at first hand.

First we encountered Bill (Gunther) Fox leading a force of three submarines against Dave Taylor's four escort commanders amid cries of 'Ping Ping', 'No contact', and to our bewilderment 'Hedgehog 'Em, Hedgehog 'Em', and we later found out that Dave Grantham had been sunk in four circumstances. Further on Don Turnbull had ensnared some six or seven disciples, including Tom Kassel, Tony Ball, and Thomas Haas, and was trying to persuade them to descent into various dungeons, from which we were told few emerged unscathed. However they all obviously enjoyed these dangerous experiences for several volunteered for more descents later in the course of the weekend. Meanwhile Frodo Watson was beating Ralph Vickers (who

# editorial

## IS IT DEMOCRACY?

As I put together the final copy of the election and ballot material for this issue, I reflected that we had not seen a really big turn-out of volunteers for office this time. In fact, running through the elections of the last five years, one comes up with a rather surprising statistic that 75% of the offices have gone to one candidate, without contest. Certainly, on the surface, this lack of competition does not seem to insure democratic elections in AHIKS.

Why not? Given two candidates, equally "unknown" (no prior AHIKS office, articles in the K, etc.), how do you choose between them? Can't even pick the pretty face! The election statements are often the only evidence on which to decide, which can be misleading. I guess some great BS artists could easily get elected, whether they would really put their heart in the job or not. I must conclude that multiple choice is not really much choice at all.

Actually, as things go, the situation is not too critical. Most of the central offices are filled by people who have worked for AHIKS in the past. In addition, many volunteers actually have their arms twisted by their RD (you reluctant wallflowers should be ware of those FTF meetings attended by the RD!), because the RD knows them or has played them or corresponded with them and has a good inkling of their probable performance. And, for many of the officer positions, an occasional lackluster performance by the office holder is not a devastating blow to AHIKS. One of these days, though, we may need a new Treasurer. Take a peek at our current balance and tell me how easily you will pick between two prospective Treasurers, equally unknown, on the basis of a two-paragraph election statement!

We all better hope Harold likes that job for a long time.

\*\*\*\*\*

This issue concludes my three-year stint as Editor; a "career" which has been a desperate race between the dwindling of my "free" time, and my thinking up new ways of getting someone else to do the work! Actually (you guessed already?) I've really enjoyed this job; there is something delightful in tearing open the (plain brown) wrapper from the printers and seeing this neatly printed thing in its rainbow coloring (up to that point, all I've seen is rough draft, layout sheets and sloppy glue!). I always get a kick out of sitting down and reading it for the first time. (Big revelation: I never read this stuff before getting it printed; couldn't stomach the job otherwise!) I remember how much work I used to put into the ole regional newsletters, and how very rotten it all looked after the ditto machine was done!

The next issue will be Jim Pratt's first, but I will assist him in its assembly. He's already one up on me since it's his typist that does most of the typing, anyway. Material may be sent to Jim at 1111 E. Loma Vista Dr., Tempe, AZ 85282.

And, speaking of material, I trust you will all remember that the Editor's job is much easier, much more rewarding, and much more effective if the members support him with lots of "stuff". Keep them cards and letters comin' folks!

*Merry Christmas! Pete*

**IMPORTANT:** (otherwise, why would I put it in this valuable blank space?) By the new constitution, the changeover date from old to new Executive Committees and RDs takes place "around" March 1. After reading some Officer articles, all members should be aware of the reality! Ballot count will be complete by mid-February, and the K14/1 will go out by the end of Feb. To make matters practical, therefore, continue to rely on the current office-holder until the new addresses are printed in the Feb K. Although certain functions may be shifted prior to that time, it will be handled by the current office-holder forwarding the requirements to his replacement.



THE KOMMANDEUR. VOLUME 13 NUMBER 6 DECEMBER 1978

### CENTRAL OFFICES

PRESIDENT . . . HENRY RADICE 32, Jersey Avenue Cheltenham Gloucestershire GREAT BRITAIN GL52 2SZ	ICRMEISTER . 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	EURO REP . . . BILL HOWARD SECRETARY . . . RON STARNIK 46 Clifford St. Biddeford, ME 04005
JUDGE . . . . . BILL FAHNE 210 Midfield Road Bon Air, VA 23235	MATCH COORD . . . JOHN RATZENBERGER 124 Continental Dr. Lansing, KS 66043 (913) 727-6324

### 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
	PEM IDEAS . . . VIRGIL MUGLER 1460 Ladd Edwardsville, IL 62025

### GENERAL INFORMATION

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

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



battled grimly), Lester Battersby (who fought nobly) and John Spence (who was having an off day, or so he said) at Lord of the Ring. In all three games Watson naturally took the part of the Dark Powers, a role which others who shall remain nameless said was very appropriate for him. A fiendish device called 'Code Name Sector' attracted a great deal of attention from the connoisseurs, so much so that Robin Hood who understands these complicated things, had to give it several sharp blows with his fist in order to make it continue working. Marcus Watney, Bill Howard, and a number of other adventurous souls struggled to locate the Source of the Nile, but hadn't managed to find it by lunchtime on Sunday. However they promised to keep trying until at least tea time so there's still hope.

Then came the climatic moment of the weekend - the arrival of the supreme AHIKS leader who bounded into the room to be greeted with reverant cries from minions of 'Good Ole Slasher'. He was a short pug like being of obviously superior intelligence from the rest for he didn't have to push these little pieces of cardboard around and he was served by his personal servant, one 'Henry', who was attached to him by a silver chain. He attempted to communicate by establishing a Vulcan mind lock on my left leg but a series of excruciating pains forced our contact to be terminated before any useful information could be transferred.

Several strange customs were observed whilst we were in attendance - the ceremony of buying useless pieces of numbered paper from Pete Charlton who cheerfully said the proceeds were for a good cause as he proceeded towards the bar. This ritual was later completed when Mrs. Ralph Vickers drew a piece of paper out of a bin identical to one held by Ian Daghish - what this entitled them to do we are not sure. Other peculiar cases such as Bob Stuart carefully spreading a mound of salt over his cornflakes were completely unfathomable - one theory holding that it might have been to guard against cramp as he had been engaged in a protracted session of Squad Leader against Tony Jones.

All this activity and excitement had hidden an ominous development - a feeling of happy contentment and enjoyment had slowly spread through our intrepid band of explorers. The dreadful truth suddenly flashed into my mind - we were possessed by the AHIKS bug! We didn't even have time for a strangled cry of 'Good grief Rickenbacker' and we were gone....

What will happen to our heroes? Are they forever consigned to be slaves to the AHIKS concept of postal boardgaming? Will it only end when the world falls to AHIKS? Don't miss ZOCS INVADE EPPING - PART 7 - in this magazine next spring!!!



## OPINIONS

(\*\*The following opinion was submitted with the instruction that no editing on it be performed, and I hereby certify that such is the case.--PM\*\*)

**BOE JOHNSON (11/8):** Once again we have a new constitution proposed. It seems to me that this is getting out of hand. Every time a president steps down we are asked to accept a new constitution. I believe that we as members should say stop! Let us take some time to come up with the next one, if there need be a next one. Why these rules? What are the alternatives? Let's discuss the issues, there need not be such a rush.

It may help to know a little history. Part of the tale relates to the Honorary Membership. The first Honorary Memberships were devised by presidential edict (Richard Holcombe at the time). It was questioned as to what this meant and was agreed by the officers of that time that such Honorary Members paid no dues and received the Kommandeur only. When one H.M. decided to begin playing games, some of us felt he should therefore pay dues. This was not to be the case however. Shortly thereafter I became acting president (while Editor as well). I knew I was not going to stay in office due to personal needs, and I wanted to legitimize the H.M. and bring the constitution up to date. I tried to move too fast in too short a time and it failed on a tie vote. For a while we operated virtually by the original and the proposed constitution simultaneously. Thereafter we, as a club, approved two divergent constitutions, one after the other.

Now we have a new attempt. One of the items reinstates full lifetime services free for Honorary Members. Several questions come to my mind on this issue alone. Do the Honorary Members elected earlier but whose five year period ended (as per the present constitution) going to get lifetime H.M. which they were once elected to get? Do the H.M. elected to the five year period going to get lifetime H.M.? Has anyone considered this question? Going even further - do we need Honorary Memberships at full services? at partial services? Might there not be some other method of showing recognition for past services, etc.?

I know that I personally felt very honored when the membership elected me an Honorary Member. I felt the years I put in various offices was truly appreciated. I also felt a little sad at the five year rule because it seemed to depreciate the earlier recognition. I never particularly agreed with the free services, I still don't. I don't mind paying the dues - they are well worth the cost. I also feel officers could pay dues, but that is another issue.

To return to my central point. Let us consider what we wish to do carefully and with plenty of time. Let us demand an explanation of why and how. I strongly urge all members to vote no to the new constitution, but request it to be kept open section by section, even if it takes two years or more. One thing we can count on - AHIKS will go on; by sheer inertia, if necessary - as long as someone will act as the ICRKmeister.



## TREASURER

### AHIKS 2Q78 Financial Report

Effective Balance at Beginning of Quarter		5734.24
<u>Income</u>	<u>Quarter</u>	<u>First Half</u>
Dues	248.00	2885.50
Initiation Fees	115.00	255.00
Miscellaneous	109.61	344.83
	<u>472.61</u>	<u>3485.33</u>
<u>Expenses</u>		
President/VP	14.77	14.77
RD East	10.05	28.60
RD Northeast	15.00	15.00
RD Pacific	7.50	14.50
RD West	1.00	2.00
Secretary	48.08	125.25
Editor	823.19	1104.90
ICRKmeister	60.20	95.80
Match Coordinator	3.65	24.54
Treasurer	20.73	40.91
Judge	20.28	58.30
Archivist	103.57	107.38
Stationery	-----	23.89
Miscellaneous	71.50	71.50
	<u>1199.52</u>	<u>1727.34</u>
Effective Balance at End of Quarter		5007.33
Total Postage Costs		336.19
Total Printing Costs		353.31

Well, we're rolling into the holiday time of year and this also means dues paying time. It's really hard to believe that this year is almost over! I'm really not ready for winter and the dues plus ballot processing. (Of course, up here winter comes early but it seems like this is earlier every year. Then, too, dues processing is heavier each year that I serve as Treasurer.) Already I've received dues from three members - and I wasn't ready!

A ballot is included with each dues notice. Please be sure to vote when you send in your dues. There are quite a few candidates running this time which is a healthy sign. Also, please consider the constitution carefully. We are trying to lay a basis for a more workable committee arrangement that will give us enough flexibility to operate for many years to come. If you don't believe it will work, please let us know. Don't blindly endorse it as the membership has in the past.

Harold Horne

November 25, 1978



## INTRO and OUTRO

This should have been written a week ago but I was torn between my 'duty' and a meeting I had heard of just outside London - Epping VI won! However I can excuse this tardiness by pointing out that I can report on the meeting whilst it is still newsworthy and bring you the various affairs of state discussed by your committee at the get together! More of Epping anon.

As is the norm now I have a number of disconnected subjects to bring up so, after sticking a pin in my list, let us kick off with my comments in the last issue - the importance of the bi-annual meetings and whether special membership facilities should be supplied to those who drop out of the PBM gaming but want to keep up with them alone. Only one member designed to reply (many thanks Charles) and little enthusiasm was raised at Epping for this sort of thing. A fair criticism raised was that special rates for "social" members would lead to problems with organization, what facilities they would be allowed and the matter was shelved. But with respect to get together I repeat the offer made this time last year of the committee's experience and the Newsletter pages to advertise and organize any mini meetings that members may be interested in. We would be very interested in hearing of any mini cons that take place - they are the spice of life to a small society such as ours.

It transpires from our committee meeting at Epping that the Society continues to run without any major problems raising their heads. After a flat period in the middle of the year the membership numbers are beginning to rise again and at the time of writing the numbers stand at 85 with a number of new applicants still in the pipeline. I thought, during the 'dead' phase, that the apparent lack of new applicants might well reflect a turning away from PBM by present gamers but the Phoenix advertisement suggests that it is our relatively low profile that has led to this state of affairs - the demand seems to be there to be tapped!

Epping itself was the success I hoped. The large upstairs room made a great difference with space to spread ourselves. Possibly as a result of this a number of multicommander games sprang up rather than just one as has been the case in the past. I got involved in a game of 'Operation Crusader' with Tom Kassel as rules purveyor and guide and have to admit to really enjoying a simov game for the first time ever - for a change the problems of plotting moves one turn ahead lead to magnificent military disasters rather than just headaches - artillery can be quite deadly (oops - not quite the right terminology, its like saying a poison is nearly lethal!) against tanks who are not expecting enemy units to be dug in their path. I cannot admit to being on my best form as far as 'War of the Ring' is concerned - when was the last time you heard of the Fellowship being wiped out within 10 hexes of Rivendell!!!

Back to business. After the customary AHIKS pilgrimage in search of a candidate to take over as RD in the coming year I found a willing volunteer in Dave Taylor (at least he was a volunteer in the usual AHIKS manner - you will ....!). Dave has been a member since 1971 and has managed to maintain an interest in the running of the society throughout that time and has continued to submit material to the Newsletter - valour beyond the usual call of duty to my mind and worthy of the weighty RD mantle I think! For the first time in many years when Dave was proposed at Epping he had to compete against another contender in that it was suggested that Charles Vasey be approached to see whether he was interested in the post - with Charles' deep commitment to wargaming it was felt that he might be interested in the post. A vote on the subject gave the nomination to Dave and, since the numbers voting surpassed the numbers that usually vote postally, he thus becomes the next RD. As things stand at the moment Dave should take over at the start of next year but for administrative reasons (a heavy duplicator amongst them) we will not complete the hand over until the Spring meeting. I would suggest that you continue to contact me with problems until the end of the year and that between January and March Dave is contacted for membership problems but I will continue to run the Newsletter for the first two issues of 1979.

The rest of the present committee have kindly agreed to continue on into the coming year so change of RD should not be the upheaval it was last time where the whole committee did a swap over.

Dave Grantham has really got ICRK production well organized now. In fact he feels so confident in his production line that he is willing to extend the scope of ICRK's supplied. Not only will he run up ICRK's for other sets of numbers e.g. two dice as for Squad Leader, numbers 1-36 or decimal, but will supply sheets of numbers for those of you playing solo games and not wanting to go to the extent of rolling dice after dice! If you want any of these "specials" contact Dave Grantham direct.

Lastly, the Spring Get Together. We had a plethora of choices again and after some discussion at Epping by the members we decided to go back to Hale next year. The Ashley Hotel has confirmed our booking for the weekend of the 23rd. - 25th. March, get it down in your diaries, on your wall or wherever you keep those important dates.

The next Newsletter is due out at the end of December. However with Christmas already in sight I would ask you to send any stuff for the Newsletter to me by the end of the second week of December - unless you are quite happy to see the Newsletter become a pale imitation of the "K" I would ask for a few snippets of news and reviews from you...please!

John Spence

November 15, 1978

(K)

## LAW AND ORDER

Questions have reduced to a trickle and I have more time for my games. Most of my correspondence continues to be rulings requests. The list of current rulings:

Afrika Korps	9/77	Luftwaffe	8/77
Anzio	10/77	October War	8/77
Bulge	10/77	PanzerBlitz	12/77
Battlefleet Mars	12/77	Panzer Leader	2/78
Blue&Grey Quads	4/78	Patrol	9/77
Burma	4/77	Plot to Ass. Hitler	3/78
Cobra	3/78	Raid	3/78
Siege of Constant.	8/78	South Africa	9/78
1815	3/78	Squad Leader	6/78
Invasion: America	10/77	Starship Troopers	3/78
Island War	4/78	Waterloo	3/78

When time permits I hope to do an update of the above. Some of them (e.g., Squad Leader) do not contain the published rulings found in the second edition rules manual or in the accompanying "gamettes" (e.g., Cross of Iron). Others contain all published rulings known. In all cases they include all AHIKS rulings as of the date given on the rulings summary.

There has been considerable discussion, at least in the Exec, concerning the AHIKS rating system. Without further belaboring the point, I will just note that most of the real problems (where one player gets upset enough to write back and forth several times or complain to his RD) are related to a hotly contested rated game. It would appear that unrated games have players who are better losers!

If you have written to SPI or AH lately for a rules clarification, a copy for the AHIKS files would be a welcome present for our Christmas stocking!

Bill Farone

December 1, 1979

(K)

## NORTHCENTRAL REGION

The North Central region is now official. I have received the membership from Bob McLaughlin and we have 57 original members. As far as I know the Region is composed of Ohio, Indiana, Illinois, Michigan, and Wisconsin. This is not official but since that is where the members reside I assume that's the Region.

At the time of writing (11-28-78) I have been an RD for approximately two (2) weeks and have received one (1) request for information. There has been no other Regional activity so I'll close by asking for suggestions for a name for this column. If you have any suggestions or just want to say Hi drop me a line.

William Wolf

November 28, 1978

(K)

## THE BARRAGE

It has been a real pleasure to serve our Society for the past two years. It has enabled me to have a much better insight into the operation of such an organization. This is not a simple thing to run successfully. We are provided with a volunteer technical service which allows us to enjoy a pastime which has given much pleasure to many people for quite a few years. This is the only club I am aware of which has survived this long in wargaming. The position of RD, which I have held, is not remotely comparable to the offices and duties to which I am referring. The offices to which I am referring are those of President, Editor and ICRKmeister. In Henry we have had our Dwight Eisenhour; a man who has been most successful in guiding a varied group of people. Pete has been splendid at maintaining the good consistent communication which is the life blood of any organization such as ours. The technical services provided by our ICRKmeister and our Match Coordinator are the very lifeblood of AHIKS. They have been most ably handled by Carl and John. Unless you have been on the inside you may not appreciate the enormous amount of work done by our principal officers. All of them have done their share. I don't mean to slight the efforts of Joe, Bill and Ron for they too, have labored long and hard so we can have fun and deserve our respect and thanks.

I am particularly pleased that several members of this region have come forth and offered their services. This willingness to help is most encouraging for it means there are others willing to work so AHIKS will continue.

For those members from this area who have joined in our informal gatherings here in Annapolis, I hope can continue them in the New Year. I don't look on this as a function of the RD, rather an effort to provide a means of getting together with fellow wargamers, which is something anyone can do. I'd like to tentatively set our next session for January 13th. I'll confirm this to our regulars and again say that any other interested parties can contact me if they would like to attend.

I would like to welcome F.R. Freemon, of Nashville, Tenn. to AHIKS. Apparently he and I share similiar taste in games and I hope he gets much pleasure from our club.

Bob McLaughlin

November 28, 1978

(K)

## NORTHEAST REGION

This will be my last report as RD, so I wanted to take the opportunity to give my impressions and opinions regarding AHIKS. The past two years have been interesting and, I feel, very gratifying. I took the job of RD because I had been in AHIKS since 1970 and had never done anything for the organization. I felt that I had taken long enough and wanted to give something. Therefore I volunteered. I would like to mention that any member who may be interested in volunteering for the RD position in the future should not hesitate because of a fear of being too tied down with work. I would say that I spent an average of only one hour per week on those duties and this is probably a generous estimate. It looks at this time that Steve Haas will be the new RD and I'm sure he will do an excellent job.

Since I have been RD the northeast region has increased in membership by approximately 20%. I don't know if this kind of growth is typical of the other regions; I have given some thought to whether AHIKS should grow and if so, at what rate. I feel that growth is probably good for the organization if it is not too rapid. On the whole, from what I know we have very few real problems within the present membership. Considering the number of members in the Northeast region and the number of matches being played there has been a relatively small number of complaints. I think that his fact justifies our adherence to the age requirement for membership. In the future, I would strongly oppose changing this particular membership requirement.

I guess that now my term of RD is over, I can get into a few more PBM matches. I know that this is good news to all you players out there that may be fortunate enough to play me!

John Heydt

December 1, 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".

Wanted: Battle of Britain (Rusiecki), Von Manstein, Kasserine Pass (new edition), African and Soviet-German COB's in WWII, books and pictures for all theaters of WWII, MIT's Fall Barbarossa, SPI's Stalingrad II & III. Am willing to pay reasonable prices, or mailing costs for loaned materials. I am doing research, so would appreciate any help. Contact me before sending anything.

Stu Schoenberger, 202 W. Buckeye, Ada, OH 45810

## REVIEWS

### THE BATTLE OF THE ALMA

Virgil Mugler

Another in GDW's Series 120 is the Battle of the Alma. Designed by Frank Chadwick and developed by John Harshman, Alma is packaged in the usual zip-lock plastic bag which contains: one 17 x 22 heavy-stock gamemap (blue, red, black, brown on manilla); 120, 1/2" square cardboard counters (black on green - Russian; black on brown - Turkish; black on blue - French; black on red - British); and one 8-page 8-1/2 x 11 rules booklet plus a small sheet of errata.

This is a two-player battalion/regimental level simulation of the initial clash of the campaign conducted by the British, French, and Turks against the Russian naval base of Sevastopol during the Crimean War. Historically, the Allies forced their way across the Alma River on September 20, 1854. The map covers the area of the Alma valley from Kourganie Hill to the sea with the river running lengthwise through the middle of the map. Set-up positions are indicated on the map and each hex is labeled. Each hex equals 300 yards and each game turn represents 30 minutes with 10 game-turns possible. As is usual for GDW, the graphics are top notch even though the map is rather plain.

Alma is a traditional wargame with an emphasis (perhaps over-emphasis) on morale. There is a minimum of unit differentiation even though many unit types are present (infantry, marines, sappers, cavalry, horse artillery, etc.). Each player-turn is broken into 6 phases: movement, morale, recovery, change declaration, offensive fire, defensive fire, and melee. Combat is resolved according to a rather involved system which adds significantly to playing time. Victory is determined by the control of Victory Hexes located along the southern edge of the map. In general, the rules are well written, succinct, and complete although annoying in places. For example, nowhere is it specifically stated that the allies move first; this must be disconcerting for novice players.

As with all the 120 Series, this game plays well although it is a bit more lengthy than the others with which I am familiar. But the Russians are almost limited to a pure defensive posture since the Allies are stronger and losses mean nothing as far as victory is concerned. Also, those Victory Hexes serve to channel play throughout the game but especially in the end-game. However, the issue is usually in doubt up until at least the ninth turn and frequently until the tenth since the Russians can always launch last minute suicide attacks. So perhaps the Victory Conditions could stand some modification to allow more strategies to be attempted.

Because of the short length, PBM is relatively easy even though multiple mailings per player-turn are required. Solitaire is very enjoyable and allows one to explore some strategies which would never be attempted in a competitive game given the present Victory Conditions.

So Alma is yet another addition to our hobby and as such is neither outstanding nor terrible. Instead, it is a relaxing, enjoyable game; I believe the present popular use of the word "mellow" provides an adequate description. Alma is available for \$5.00 from Game Designer's Workshop, 203 North Street, Normal, Illinois, 61761.

(K)

# NUTS AND BOLTS

the icrkmeister

I have run out of the old computer ICRKs. I had hoped to have my own computer running by now to generate ICRKs on, but unfortunately several things have conspired to prevent my system from being up. I suspect the P.O. as the boards mentioned last time have still not arrived even though I have been notified that repairs were completed four (4) weeks ago. I have been waiting for the boards and as a result have not been sending out anything. I just can't wait any longer, and I'm sure you want your ICRKs, so I am temporarily going back to the old ICRKs, which I have to do by hand. It will take me about 5 to 10 times longer to process a set with these type ICRKs than the computer ICRKs, so please be patient. As soon as my system is up, (tomorrow, I hope) I will go back to the better, more convenient ICRKs. It should take me very little time to get caught up (perhaps a week) once I'm on line again, until then bear with me.

Carl Benton

November 28, 1978

(K)

## REVIEWS

### INDIAN OCEAN ADVENTURE Virgil Mugler

The third in a series of WW II Pacific naval simulations published by GDW is called Indian Ocean Adventure: The Japanese Raids on Ceylon, 1942. Designed by Marc Miller, Adventure utilizes the same air and naval systems which appeared in GDW's previous games on the Battle of the Coral Sea and the Battle of Midway. In the usual GDW plastic zip-lock bag, you receive: one 27-1/2 x 22 heavy stock gamemap (white and blue); one 8-1/2 x 11 heavy stock sheet of gunnery tables; two 8-1/2 x 11 heavy stock task force composition charts; one pad of about 20 5-1/2 x 8-1/2 ship status/task force location sheets; about 240 1/2" square cardboard counters (red on white - Japanese Navy; white on red - Japanese Naval Air; black on blue - Royal Navy; white on dark blue - Royal Naval Air; black on gray - RAF; black on white - Merchant Shipping); and one 16-page 8-1/2 x 11 rules booklet.

IOA is a two-player naval/air game based on the Japanese raids into the British controlled Indian Ocean territory which followed Pearl Harbor and preceded the Coral Sea mixup. In actuality, a real battle never developed since the British were intent upon avoiding their ally's Pear Harbor experience and the Japanese failed to discover the recently completed British base.

The map shows the Indian Ocean from the Maldive Islands on the west to the Malacca Straits on the east, and from Rangoon in the north to Addu Atoll in the south. Counters represent individual ships or about 3-6 aircraft. Each hex equals 37.5 statute miles and each turn represents 6 hours. Although the game is open-ended, it usually comes to an end with Japanese withdrawal around turn 11. Indeed, the Japanese lose points if they remain on the map any longer than that! All components are of first rate quality although I suppose it is hard to envision a map of an ocean.

Those who are familiar with GDW's previous Pacific efforts should find little that is new here. About the only original rules are the shipping and Secret Base Special Rules. In this particular game, victory depends on losses (both air and naval) and exiting Japanese ships. So it is no surprise to find that the rules are excellent with few problem areas evident. One fine touch is the inclusion of a blow-by-blow account of the actual raid presented in game terms.

Unfortunately, IOA is just not that exciting as a game. Too much time is taken up by the innumerable searches and too little major combat actually results from all this hide-n-seek. Although this does reflect what actually happened, gamewise the payoff is slim unless you're one of those gamers who trip on skulking about rather than having it out like a man. Because of his inferior OB, the Briton rarely seeks a true show-down if the Japanese player takes the most elementary precautions. If the Briton gets in the first major attach (a rarity), and if he avoids a serious Japanese counter-punch, he can cause serious havoc to the Japanese victory schedule. However, if this doesn't occur, the Japanese can gather enough victory points to win by beating up helpless shipping and decimating British air units. Occasionally an interesting game, IOA is too often a dull game.

Although far from simple, PEM should prove to be interesting. Use of sealed chits and multiple mailings are an absolute necessity however. Neither does solitaire work well, although the historical presentation does provide an ideal solitaire framework upon which the player can impose his own "what ifs."

So I herewith report on Indian Ocean Adventure but do not recommend it to anyone not avidly interested in WW II Pacific naval action nor to anyone who does not already possess and enjoy GDW's two preceding Pacific games. Incidentally, for the latter, Marc Miller has stated that he eventually intends to do games using the same scale and system on the other situations of 1942 such as Java Sea, Malaya, etc. which will then link together to provide a master game on the Pacific 1942 with a map stretching from Guadalcanal and Midway to Ceylon and north to Japan. Indian Ocean Adventure sells for \$8.00 and is available from Game Designer's Workshop, 203 North Street, Normal, Illinois, 61761.

(K)

### GUILFORD COURTHOUSE Virgil Mugler

One of the newest of GDW's Series 120 games is called Guilford Courthouse. It was designed by Greg Novak and developed by Frank Chadwick with assistance from Marc Miller. Packaged in the standard zip-lock plastic bag, GC's components are: one 17x22 heavy stock mapboard; 120, 1/2" square cardboard counters of which 47 are combat units and leaders (British are black on red, Hessians are white on blue, Tories are red on white, Americans are black on light blue, morale counters are red on white, and step reduction counters are black on white); and one 8-page 8 1/2 x 11 rules booklet.

This is two player battalion-level simulation of one of the pivotal actions of the American Revolution. Occurring on March 15, 1781, in the interior of North Carolina near present day Greensboro, the battle matched a compact British army under Cornwallis against an American force under Nathaniel Greene. Cornwallis had been chasing Greene northward for some weeks as he attempted to clear the Carolinas of organized American resistance. Hence, he jumped at the challenge to battle when Greene surprisingly reentered North Carolina and took position in the wooded area near the small settlement of Guilford Courthouse. Although the result was a definite British victory since the Americans were forced to withdraw from the field, Cornwallis' plans for the occupation of North Carolina were ruined by his heavy losses in officers and men. Attempting to make good his losses by uniting with British troops operating in Virginia, Cornwallis abandoned the Carolinas and eventually wound up in Yorktown.

As usual in a GDW game, the graphics are superb. Counters are of the traditional type with infantry, light infantry, militia, cavalry, artillery, and leaders represented. The map is almost completely green with brown, amber, and white used to designate terrain. Each unit's starting position is indicated on the map and each hex is labeled. Each hex represents 100 yards from hexside to hexside while each game-turn equals 20 minutes of reality. Although the game usually ends sooner, it is possible to play a maximum of 18 turns.

The actual rules themselves are well done but their effect is marred by the omission of the terrain-type identities! Although most terrain-types are self-evident to the experienced gamer, think of the effect on the beginner. Even the veteran gamer will be puzzled as to which line represents a fence hexside since there are two types of lines where fence would logically be located. The rules booklet also includes an historical account of the battle, a page of tables, and (hurrah!) a complete counter inventory.

A player-turn consists of 5 phases: offensive fire, movement, defensive fire, melee, and morale in that order. Any number of units may stack in a hex although only the top 4 strength points may fire and only 6 strength points can engage in melee. Artillery may always fire regardless of its position in a stack. Combat is of two types (fire and melee), different weapons have different ranges, and a line of sight is required. Units may hold fire in order to achieve a devastating point blank range but first must undergo a morale check. Terrain affects combat by modifying the die roll. Combat results are in terms of strength points lost. Morale checks are handled quite simply by rolling a die, modifying this result by appropriate factors,

and comparing it to a unit's current morale factor. A unit which fails its morale check must retreat toward the appropriate edge of the map until it recovers. Frequently a large portion of the American army melts away in this manner. Victory is determined on the basis of casualties inflicted and is calculated whenever one side exits from the map.

Assuming that I have "eyeballed" the terrain properly, Guilford Courthouse is an enjoyable little game which captures the "feel" of the rather stylized Revolutionary War battles between the regular soldiers of each side. However, maneuver does not play much of a part in this game since the obvious British strategy is to break the center of each American line by utilizing its superior firepower and morale factors. So large portions of the map are destined to remain virginal, I fear. But then, that's about what happened in the actual battle. Whenever an American unit does stand and achieve point blank range, the British take massive casualties. So the game is bloody whenever the Americans make a stand. But the low morale factors of Greene's troops severely handicaps the American player who would like to assume an offensive stance and, again, viable strategies are limited. But, all in all, this is an enjoyable, playable game even if it tends to get repetitious about the fourth run through.

Because of the turn sequence, PBM require four mailings per player-turn which may be a bit much for some. But aside from this, the low unit density and ease of play make this an ideal PBM game. Solitaire play is also interesting.

Therefore, all things considered, I can only mildly recommend Guilford Courthouse to those interested in a good game on a subject that has been largely ignored in our hobby. Once again, PBM should prove effortless although tedious, and solitaire play should be fun. This is available for \$5.00 from Game Designer's Workshop, 203 North Street, Normal, Illinois, 61761.

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#### OPERATION: CRUSADER

Virgil Mugler

This is GDW's first venture into the "monster" category outside of the Europa series. Designed by Frank Chadwick, Crusader comes in an attractive 14½x11½x1¼ box which contains: five 22x27 unmounted mapsheets which fit together to form the playing surface; two 13½x22 OB sheets; one 9x12 OB sheet; six 8½x11 Column Composition Charts; five 8½x11 Plotting Sheets; two 8½x11 sheets of combat and associated tables; one 36 page 8½x11 rules book; one 8½x11 errata sheet; one 12 page 8½x11 Scenario Booklet which also contains the Designer's Notes; one 20 sided decimal die; and about 1500 ½" square combat and air counters, 480 column markers, about 400 game markers of sundry types. German units are black on dark gray; Italian units are black on light green; British and Indian are black on light brown; Polish are black on red; South African are dark brown. All of the components are of very good quality.

Operation: Crusader is a 2 player/multi-player "tactical-operational" simulation of the North African fighting around Tobruk during the period May-November 1941. Actually, it is composed of four separate scenarios each simulating a different British operation: Brevity, Battleaxe, Crusader, and the Battle of Sidi Rezegh. All except Crusader could function as a two player game. Indeed, the scenarios utilize separate counters, different map combinations, and a few unique rules. Brevity utilizes but 33 combat units and two map sections, while Crusader uses all five map sections and most of the combat units.

The five map sections cover the Med coast of Africa from just west of Gazala to about half way between Sidi Barrani and Mersa Matruh at a scale of 1.5 miles/hex. There are 17 types of terrain represented and the maps are quite appealing as well as functional. Each turn represents 1 hour of actual time while the scenarios vary greatly in length (35 turns for Brevity, 59 turns for Battleaxe, 138 for Sidi Rezegh, and a whopping 468 turns to complete Crusader). Unit level depends on the type of unit: infantry is primarily battalions although companies are present in Tobruk; armored units are in companies; artillery is either in batteries or platoons/troops; and aircraft are present in squadron

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sizes. The front of a combat counter contains the traditional unit type and size symbols, its identification, and the strength and movement factors while the reverse lists an AT-factor, direct fire factor, close assault factor, indirect fire factor and range, morale rating, and defense factor. Step reduction is utilized as in Terrible Swift Sword with each step representing about four vehicles, 2 guns, one platoon or one aircraft. Be sure to read Rule #2 before you start punching out these myriad counters - I didn't and paid for it by much lost time.

Surprisingly in a game this size and which encompasses such a mass of detail, the rules are well organized and apparently "tight". Of course, so much information is presented that one must study the rules as though he was preparing for the Bar Exam, but the presence of many well done examples reduces this chore to manageable proportions. The most outstanding feature of a very innovative system is the si-move system. That's right, this is a si-move "monster" game! This system utilizes column markers, unit formations, and maneuver by compass headings/landmarks in such a way as to make si-move a definite plus for this game even in view of its size. All that appears on the map are column markers which correspond to appropriate sections on the Column Composition Chart upon which the actual units are placed. Each turn a player plots two one-hour moves, each of which consists of a compass heading (out of 12 possible), the number of hexes traveled, and the unit's formation. All in all, this works well although it takes some getting used to. Combat is heavily interlaced with morale checks but is otherwise similar to other tactical combat boardgames. The results of most combat are in terms of a percentage loss of a unit's strength. The Supply rules are relatively detailed (three types of supply, various means of transportation, etc) but are entirely appropriate given the great effect which supply considerations had on the actual campaigns yet do not detract from playability. Air operations are also quite detailed and well done. Other rules provide for Shipping Convoys, Tank Breakdowns and Recovery, and Weather, Leaders and Command Control, Stealing Units, Fatigue, and Night Effects. But even though the rules are well done, they are designed for multi-player play and can be a bit overwhelming at first view.

So make no mistake about it, this game is a sure winner, even though it is difficult to muddle your way through the learning stage. The ebb and flow of desert warfare is adequately captured once a player learns to provide for adequate rest and supply for his units. But the most appealing aspect is the "fog of war" created by the si-move system. Here, units blunder into each other, ambushes can be cleverly constructed, traffic jams can cause the best laid plans to founder. Given two aggressive commands, the results usually resemble what most of the books on the North African fighting describe - a free-wheeling, wild 'n woolley affair with victory going to the commander who refuses to panic when all about him is chaos.

Two-player PBM would be tedious at best. And yet a monitored multi-player game should prove to be an excellent experience. In fact, PBM this way appears so promising that I would volunteer to monitor a multi-player game if enough players were interested. Suffice it to say that like most si-move games, solitaire play is most unrewarding.

So in my opinion, GDW has come up with one of the more successful of the recent flood of giant games and I heartily recommend it for multi-play enthusiasts, WWII and North African fans, and those gamers with a surplus of space and time on their hands. But be forewarned, the price is also gigantic even if worth it -- \$29.95, which you can remit to Game Designer's Workshop, 203 North Street, Normal, Illinois, 61761.

K

## pbm

Virgil Mugler

#### RECORDING ICRK SELECTIONS

A common problem for many AHKers appears to be keeping track of which ICRK selections they have used and which their opponent has used. The solution to this is simple. Whenever your opponent specifies an ICRK, circle the row number and die roll on your ICRK sheet to indicate that he has used that selection. To keep track of the ICRKs which you have used, each time you make a selection, record the column letter and row number of each selection on the back of the assignment segment (upper half) of the assignment/ICRK sheet and fill in the die rolls as they are reported to you. This will not only

keep track of used ICRKs but will also aid in verification when the ICRK sheets are exchanged at match's end.

#### FEM DRIVE ON STALINGRAD AND FEM KHARKOV

I've recently received FEM methods for each of these SPI releases from the European Region. The authors are David Taylor and Pierre Bompar respectively. Basically they are refinements of the FCG system outlined in the 13:3 K but do have the specific tables which adapt the FCG system to each game. As such, much space is devoted to tables so there is little point in putting them in the K. However, anyone interested in trying either or both of these by mail can receive copies of the FEM methods from me (Virgil Nugler). My thanks to whomever it was that passed these along.

#### CLARIFICATIONS

As a result of a concern for the possibility of conflicts arising between the work of the Judge and the output of the FEM Ideas section, the following caveats have been added to the respective PBM methods.

##### PanzerBlitz/Panzerleader

Note that playing FE/PL by mail can be accomplished in two ways:

1. Utilize three mailings per turn.
  - a) List combat
  - b) Receive results of combat
  - c) List movement

This method is obviously more costly and time consuming but does approximate FTF play quite closely. It should be noted that on those turns with either no combat or only combat with guaranteed results this method is the same as (2).

2. Utilize a single mailing per turn. Should the players opt for this method, a player can move his units through an enemy occupied hex only if he has a guaranteed elimination against that enemy occupied hex since movement occurs before the results of combat are known. This method is quicker and less costly but does significantly change the game by increasing the value of certain units such as trucks or halftrucks as blocking units.

Players should agree upon the method to be utilized before they begin play.

##### Blue & Gray; Napoleon At War Quads

The basic problem for PBM here is the advantage which sometimes accrues to the Defender as the result of his knowing the outcome of all attacks before he must decide on his retreats and advances. To retain the flavor of FTF play, players should conscientiously record their retreats and advances as they resolve each battle without reference to succeeding battles. Aside from Wally Waldau's solution (12:6K), if the players wish to avoid accidental knowledge of subsequent battle's results, the ICRK selection for each numbered battle can be listed in an appropriately labeled chit. Indeed, if the players wish to retain FTF conditions even more, each battle and its ICRK selection can be listed in a chit which is numbered with the sequence number desired. Should this be a grudge match, a mailing per battle is the only answer since all of the above suggestions can be exploited. Obviously, the question to be decided by the players is one of time and expense.

##### Tobruk

Note that Mark Saha's PEM method (11:3K and 13:6 General) extensively changes the combat rules. In this case, there is no practical alternative because Tobruk is virtually impossible to PEM as written. Aside from the concept of simultaneous movement and combat, all ideas should be regarded as suggestions, albeit good ones.

Finally, may I publicly acknowledge the great work which Bill Farone has done as Judge. Our respective interests led us into areas of potential conflict, but Bill was more than equal to the challenge and has assisted me greatly in bringing the FEM Ideas concept in line with the other AHKS services. On this point, let me again emphasize that FEM ideas are in no way "official" but are meant to be a sharing of members' ideas on the solutions to common PBM problems and as such are to be considered experimental.

#### ARCHIVES AVAILABILITY LISTING

-Jim Wallace-

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

##### VOLUME 1 (Henry Bodenstedt)

#1 & #2--photocopy only, the founding year of AHKS.

##### VOLUME 2 (Hank Greensfelder)

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

##### VOLUME 3 (Henry Bodenstedt)

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

##### VOLUME 4 (Bob Johnson)

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

##### VOLUME 5 (Bob Johnson)

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

##### VOLUME 6 (Bob Johnson)

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

##### VOLUME 7 (Ed Mohrman)

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

##### VOLUME 8 (Ed Mohrman)

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

##### VOLUME 9 (Richard Berg) (THE FROG)

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

##### VOLUME 10 (Richard Berg)

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

##### VOLUME 11 (Pete Menconi)

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

##### VOLUME 12 (Pete Menconi)

#1-6 Issue #1 has, for the first time ever, photographs of the officers retiring from the previous year. Originals.

##### VOLUME 13 (Pete Menconi)

#1-6--originals. A quiet year of steady growth in membership. For the first time ever, most of the K typing was done externally. Big improvement!

Prices: per the announcement on the 1978 ballot, the entire list above may be ordered for a paltry \$15 (Euro Region, contact your RD for prices). Where "originals" is indicated, the price per issue is 40¢; where "copies" are listed, price per issue is 50¢. Prices include postage to your address; allow at least one month for delivery.

(K)



## FROM THE MATCH COORDINATOR

This will be my next-to-last column as MC, and I'd like to thank all of you who sent some nice notes of support to me, but as I see no real change in situation, I am afraid I must step down. I ask you all to vote for Les Deck, for the reason that he has corresponded with me about the post several times and has shown real interest in it.

I want to stress that the post does not change hands until formally announced in the next "K", so keep sending your requests to me until that time. As I will probably be on the road quite a bit in January, it would help if any new requests get to me during December or are held till late January.

And, I will not be cleaning out all old requests on the first of the year as used to be the practice. So please do not swamp me with repeats of current requests - they are still valid and will be passed to my replacement.

Ratings have long been missing, so in partial atonement here are all ratings for members rated 1300 or higher. If your name isn't on this list, you are rates less than 1300 (with about 75% of the members in the rating pool). These ratings are current thru 26 November. I might mention that I have about 75 unmatched ICRK's still - remember ratings are not posted until I have both players' ICRK's back. It's time to start digging them out again.

2060 - K Mills	1425 - J Mueller
1955 - D Burdick	1400 - D Demory
1950 - T Eller	1390 - C Benton
1870 - T Oleson	1375 - G Goheen
1780 - J Popolis	1370 - E Anderson
1750 - M Yarwood	G Gardner
1735 - J Drummond	M Perna
1730 - L Newbury	1365 - R Piotrowski
B Townsend	1360 - W B Hill
1680 - R Teleucky	1345 - D Turansky
1650 - B Maston	1340 - J Hruby
S Curley	L Jerkich
1630 - J Dough	F Jerome
H Hopkins	L Kelly
1570 - D Knepper	R Marchal
1550 - D Grant	K McCarthy
1505 - D Ziegler	D McClure
1500 - J Malaska	1315 - J Burt
1480 - C Hoover	1300 - T Becker
1470 - C Egli	L Bowie
1455 - F Helferrich	R Segarra
1450 - L Deck	
D Wetzelberger	
1435 - J Caton	
S Peluso	

And, here are the open game requests, again as of 26 November 1978.

New Member Games: Midway (Somebody fill this, please)

Open Games: American Civil War, Ancient Conquest, Antietam, Anzio (2), Arnhem, Avalanche, Bastogne, Blitzkrieg, Blue & Gray I, Blue & Gray II, Borodino, Chancellorsville, Chattanooga, Chinese Farm, Cromwell, 1st World War Module I, Flattop, Fredricksburg, Fury in the West, EYLAU, Luftwaffe, Malta, Marango, NLB Quad, Narvik, Oil War, Punic Wars, Rafia, Raid, Rifle & Saber, Saratoga, Seven Days Battle, Shenandoah, Shiloh, Sinai, South Africa, Squad Leader (3), Starship Trooper, Their Finest Hour, 3rd Reich, Tranfalgar, USN, Verdun, Wagram, War Between The States, Wilderness Campaign, Winter War.

3-Way Games: Airwar, Ancient Conquest, Fast Carriers (2), Patrol (2).

As you will remember, the multi-player games have been pawned off on Larry Fong and PD/OW. I know he has contacted a lot of you already. If you are at all interested in multi-games, you ought to belong (subscribe) to PD/OW. For AHIKS members, it only costs postage, there are no game fees. Currently running are 3 Conquistador, a 3rd Reich, 2 Kingmaker, 4 Diplomacy, Pacific Origins, Wolfpack, Sorcerer, Invasion America, Dauntless and a AF/D Demo Derby will start soon. I think PD/OW is the best forum within AHIKS to execute the multi-player function. Your support is needed - both as players, and as monitors/game-masters. Games need not be played within the magazine, so a faster reply schedule can be set up. Again, participation in PD/OW will go a long way toward getting multi-player games off the ground and its the best way to learn of other AHIKS members with similiar interests. An ad for PD/OW usually appears with the club Officer List in each "K".

Lastly, you may notice duplications of game requests above - they are caused by specific requests or guys already matched with each other.

Merry Christmas & A Happy New Year

John Ratzenberger

November 26, 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) \_\_\_\_\_

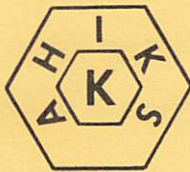
\_\_\_\_\_ I DESIRE TO BE CARRIED ON PUBLISHED AHIKS RATING LISTS (CHECK IF APPLICABLE)

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



Erian Laidlaw (4, Inglewood Court, Morton West, Carlisle, CA2 6JT, United Kingdom) has a couple of requests: first of all, he needs three more players for a multi-hand Flat-Top. He intends to run a fast game, with only one mailing per turn. Second, he is looking for other members with Historical Perspective's Siege of Jerusalem '70 for the purpose of developing methods for PEM.//////Members are reminded that US Region ballots and dues must be postmarked by January 31, 1979, in order to be eligible for counting in the election. Note that dues must accompany the ballot. Mailings of this package of K13/6 and election materials are made with more than sufficient time for all of you to reply by the end of January. Sit down and make out your check **TODAY!**//////I have a multi-player After the Holocaust started with two players, need two more. I'd prefer two new players (i.e., haven't played before) and will give preference to those not experienced with my PEM system. Write Pete Menconi, 4334 E. Indianola Ave., Phoenix, AZ 85018.////// Mike Scott (729 Lupin Lane, West Covina, CA 91791) is interested in PEM systems and COBs for Wacht Am Rhein. Any and all ideas are welcome, no matter how rough or incomplete.

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

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED