

AHIKS

THE AVALON HILL INTERCONTINENTAL KRIEGSPIEL SOCIETY

AHIKS (pronounced a hix) is an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, sporadic and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing-by-mail.

AHIKS is a society. We take pride in the high degree of personalization which has characterized AHIKS from its inception. Many members have become the best of friends over the years, and frequently members get together for face-to-face games. In recent years, the "AHIKS dinner" at Origins has been a success.

In order to accommodate our continued growth while still providing the personal contact we feel is an important aspect of AHIKS, the society is subdivided into Regions. Each Region is headed by a Director who reviews membership applications, plans local activities, provides liaison between the regional members and the international officers and assists the members with any problems, complaints, or suggestions. We publish a newsletter entitled the "KOMMANDEUR", (nicknamed the "K") in which you can find articles on everything: helpful hints on postal gaming; game reviews; play strategies; historical background; and news about the members, their games, and their local get-togethers.

AHIKS is indeed international. While a majority of our members currently reside in the United States, there are sizeable contingents of Canadians and overseas Americans affiliated with our US-headquartered regions, and roughly a fourth of the membership consists of Europeans affiliated with our region headquartered in England.

Our success as an international organization, as measured by the number of games underway between opponents of different nations, was made possible by our ICRK (pronounced "irk") system. This marvelous invention eliminates the need to refer to stock publications or other paraphernalia, while cutting across border, language, and time difficulties. Thus game situations requiring die rolls can be resolved in the same convenient and foolproof manner whether your opponent is across the street or across an ocean. (detailed instructions on the use of the ICRK are contained in the membership booklet given to new members.)

Another invention of the society which facilitates playing-by-mail is our PBM sheets which are usable for most games. The chief complaint regarding other sheets was that a separate sheet was required for each move; this led to mounting piles of paper and to correspondingly mounting confusion. Our sheets, on the other hand, allow the moves and battles (for one side) for about half a game to be recorded on a single sheet of light-weight paper. This minimizes confusion, and by minimizing the confusion it minimizes errors - errors that might otherwise delay the game or, worse, destroy a skillfully planned campaign. The use of our PBM sheets (which are provided free with each AHIKS game assignment) saves you the expense and bother of purchasing other PBM kits. (Instructions on the usage of our PBM sheets are also included in the membership booklet.)

Speaking of confusion, have you ever felt confused and frustrated by a set of rules or a game board which was incomplete, misleading, or ambiguous? If you have, you are not alone. We have found that even the best intentioned of opponents can have valid differences of opinion as to rule interpretation. For many games we have conveniently codified areas of dispute in rules clarification sheets. For more obscure situations our Judge employs a network of Specialists who will knowledgeably make a ruling. We save these rulings so that AHIKS never speaks with forked tongue!

To obtain a game assignment, members need only write to our Match Coordinator requesting an opponent in a particular game. In the event that the game you want to play is not very popular and the Match Coordinator is unable to find you an opponent right away, or if you wish to play an assignment with special rules, you can advertise this in the "K". The Match Coordinator column in the "K" lists all open sets, so you can see what is available.

Many games with simultaneous movement or hidden movement are best played with a Gamemaster or monitor. Some members are interested in multicommander games. To accommodate this interest, a branch of AHIKS has been established with its own newsletter Pacific Diplodeur/Origins West. PD/OW is available to members for postage fees only. There are no game fees.

A friendly voluntary ratings system exists within the society somewhat similar to AH's AREA. Our system, however, includes games of all companies.

When AHIKS was founded, Avalon Hill was the only company publishing board wargames, hence our name. However, we now play games of all publishers.

AHIKS is a non-profit organization, and all the officers serve without pay. This of course means that there will be times when one or more officers will have to drop out to attend to the demands of their professions and their other interests. Services will vary from time to time, but for the most part we have been very fortunate in that we have always had dedicated members who would step forward when they were needed.

AHIKS membership is open to members of all races, creeds and nationalities, as well as to members of both sexes. One membership requirement is that all members must play their games promptly, courteously, and to completion. The other is that members must be 21 or over.

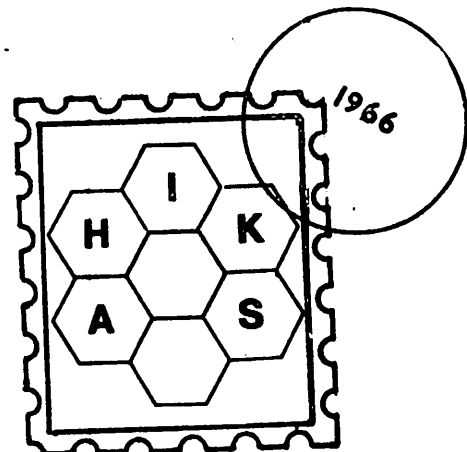
AHIKS dues are _____ a year to be paid by January 31st of that calendar year. Dues are prorated quarterly for members joining later in the year. Thus, members joining in July would pay only one half of the annual dues for that year. In addition, there is an initiation fee in the amount of _____ required of new members and of any former members who allowed their membership to lapse.

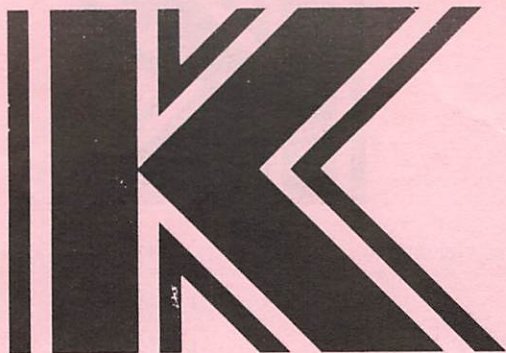
If you enjoy gaming, can you really afford not to join? For additional information, and/or membership application forms, please contact the regional director of your area, (send no money at this time.)

Your regional director is:

Note: Some requests for information about AHIKS arrive via Mike Truex, whose name erroneously appears in a widely distributed books on wargaming. Mike is not officially associated with AHIKS but has graciously forwarded mail to us. This, however, sometimes causes long delays in correspondence reaching us. We regret the delay of reply if your letter to us followed this channel.

Revised 7/80





NEWSLETTER OF AHIKS

THE KOMMANDEUR



THE PRESIDENT'S CORNER

The sands of my Presidency are running out and by the time many of you receive this I shall have handed over to Pete Menconi. When I wrote last, I did not know the complete roll of candidates. Since the majority of the posts were 'one horse races' the results were predictable, but they have now been formally elected and the change over date in most cases is 1st March. (see the Treasurer's report.)

The new Constitution has been approved. So what has been a major task, which occupied most of the period of my Presidency has been completed. It has its defects as any human production will have and there have inevitably been compromises. However its chief merit is that it has reduced to manageable proportions the number of those handling the day-by-day business of the Society. I have found that the main difficulty in running affairs was the process of consulting twelve people, obtaining their views and votes by post with all the problems posed by the US and British postal systems.

I believe that the Society is in good shape. Its size has grown steadily but not too quickly for it to become unmanageable. We are financially sound, for which a great debt is owed to Joe Horne and also not forgetting Peter Charlton and his predecessors in Europe, who have put that Region on as sound a basis as the rest of the Society. No Society can flourish unless its finances are in good trim. We have seen the increased use of aids such as computers and other mechanical aids, which has reduced the chores of administration considerably. There have been few complaints on the gaming side, which after all is what this Society is all about.

I and you all owe a debt of thanks to all members of the Executive during the last two years. It is invidious to pick out individuals, but I feel that I must mention Pete Menconi's editorship of the K. The fact that we take its arrival and standard for granted now is the best tribute to him and his helpers in which I include the contributors. The Judge Bill Farone and his team have conducted affairs with tact and have improved our aids to understand the plethora of rules, which follow in the wake of the multitude of games available these days. Finally we would not be able to play at all without the services of Carl Benton the ICRKMEISTER. In many ways the RDs have the worst job, but the lack of serious complaints is a great tribute to them all. So thank you to all the members of my Exec.

In my last notes I referred to the Ratings system. A number of you have expressed your views and it is quite apparent that while a number are unhappy with the system

there is no great desire to scrap it at this stage. This is reflected by the votes in the Exec, which have produced no overall decision but sufficient to deny the necessary two thirds majority for a change. So the Rating System stays, at least for the time being.

So now to sign off. As I stated when I was elected President I intended to serve one term only. I did not change this decision so did not stand or run for a second term. I fear that the one chap, who recorded a vote for me wasted his time!!! I believe that since the bulk of the affairs of the Society are centered in USA, so the President should normally reside there, however I am also sure that it is a good thing for there to be a change at intervals, but not for too long a stretch. I have enjoyed my time very much, it has been most interesting and rewarding. I now commend my successor to you, he has long experience of Office as an RD and then as Editor. I believe that the Society is in good hands. I wish him and his Committees, which are largely new, all good luck and a rewarding term of office. After five years in office it will be a relaxation to have to bother only about one's next move and what that fiendish opponent (no offence intended to any of them) has done.

Henry Radice

February 1979



1977 Survey Results -- at last! -Pete Menconi-

Report of the Better-Late-Than-Never Dept. of AHIKS statistics finally made it out of my calculator. (You'll note Joe Horne already has the 1978 Survey results in this issue!)

Average age of members: 32.5 years
Average time in AHIKS (adjusted to 1979): 3.5 Years

Send membership address lists to game publishers?
Yes 85% No 4% d.c. 11%

Make some financial contribution to support regional meetings?
No 24% Pay for everything 3%
Nominal support (\$1/member) 63% d.c. 10%

How should we support membership growth?
Moderate advertising 53% word of mouth 36%
Hold at current membership level 2%
Limit growth 6% d.c. 3%

Publications received: General 87%, S&T 81%, Moves 64%
Fire & Movement 45%, Campaign/PF 24%, Diplomacy
World 11%, Signal 5%, Outposts 4%.



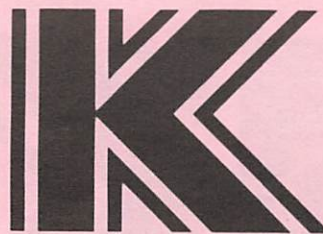
editorial

"Writers Wanted"

Pete has set a high standard for the "K", one that I hope I can maintain, but I will need the help of everyone in AHIKS. If you have an opinion, a game review, a play-by-play report, or any other item of interest, please send it to me.

To help you and me (and the typist!) I'm reprinting some guidelines. These are not rigid rules, but they will help everyone if they are followed.

1. Format of submission: ANY. You can scribble it on the back of an old brown paper bag, toilet paper, whatever.
 - a. Actually, hand-written material would be most convenient, if you would write in pen or dark pencil on 8½ x 11 lined binder paper or equivalent. Typing from this format would be easiest, but I cannot overstress that I am far more interested in getting your input than seeing how neatly you can do it. Whether typed or hand-written, please double space or leave a blank line between lines.
 - b. Typed; naturally, it's easier to retype from a typed original. Strikeovers and other typos are OK. Type your copy 66 letters wide.
2. Title Blocks. Periodic contributors will have subject and name typed per examples in the latest K. Officers are expected to write some sort of regular report to the members, and therefore will also have a semi-permanent title block made up. You may call your column whatever you like and choose a lettering size (within reason) to suit. Such title blocks are mounted on plastic to facilitate repeated use, making them semi-permanent, but you should feel free to change title or format, from time to time.
3. Material in Officer columns may comprise almost anything you desire: reports, expenditures, workload, personal notes, ideas, opinions, victory claims, contests, convention announcements, harangues, resignations, etc., to name a few. New member introductions are covered next.
4. Part of the RD column should contain some sort of introduction of new members to the Society. Past experience shows that--especially in times of rapid growth--attempts to make extensive, personal, introductions have used up a lot of space, a lot of the RD's time, a lot of the Editor/typist's time (addresses are a pain to get correct), and often sound repetitive. On the other hand, in "slack" times, they make good filler for your column in the K. The minimum purpose of the introduction (telling existing members where the new ones are located) can be served by the minimum listing of name, city, state; and the RD should make an effort to provide this much, at least.
5. Graphics: drawings, tables, maps, etc., are reproducible (the K is offset printed) as long as there is sufficient contrast between line darkness and paper color. Lines should be drawn in dark pencil or ink (colors red, dark blue, dark green, purple, orange, will show up rather well). Paper should be white. If you need help making drawings or laying out tables, etc., contact me for help. Since photographs require special processing (screening), check with me before counting on including one in an article.
6. Reviews of Games. With the explosion of available games, your fellow members will appreciate almost any insight you can provide to new publications. In your enthusiasm to write up your review, don't forget to include some basic information (you can use this list as a sort of checklist):
 - Name, publisher, subject, price.
 - Approximate historical setting (briefly: participants, dates, historical outcome).
 - Scale: physical size of mapboard, unit size (company, regiment, division, etc.) of counters, approximate number of counters in play.
 - Your subjective evaluation; the best test of a game's worth is to ask yourself if you would have purchased the game if you knew then what you know now about it.
 - How easily does it play by mail?



THE KOMMANDEUR VOLUME 14 NUMBER 1 FEBRUARY 1979

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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.

TREASURER

Instead of counting dollars, I've been counting ballots. The turnout for this election was about average, except that we had a much larger turnout from the European Region, due to their institution of a reply envelope, I suspect. Good work, John Spence.

ELECTION RESULTS

<u>PRESIDENT</u>		<u>EDITOR</u>	
MENCONI... 318		PRATT... 320	
Write-ins.. 2		Other... 0	
<u>JUDGE</u>		<u>ICRKMEISTER</u> (Match Services)	
TELEUCKY.. 320		BENTON.. 321	
Write-in.. 1		Write-in.. 1	
<u>MATCH COORD.</u>		<u>SECRETARY</u>	
DECK .. 319		MASTON.. 314	
Other.... 0		Other .. 0	
<u>RD/NE</u>		<u>RD/NC</u>	<u>RD/SE</u>
HAAS... 68	WOLF... 40	COSMAS..41	
Write-in. 1	Other.... 0	RICHTER.10	
<u>CONSTITUTION</u>			
APPROVE ALL... 278	REJECT ALL... 17		
Miscellaneous provision rejection...41			
ALL PROVISIONS OF 1979 CONSTITUTION PASS			
<u>SURVEY</u>			
Abolish ratings.....	56		
Keep ratings	175		
Whatever	87		
None of the above	17		
AHIKS doing its job	241		
Basically happy	62		
Bad opponent	7		
None of the above	31		
Harold Horne	February 17, 1979		

(K)

WARNING!

MISSING PERSONS!

The following members have not submitted their 1979 dues and will be permanently dropped from AHIKS if the Treasurer does not receive their dues by March 15, 1979.

Angiolillo, Ansel, Arnsdorf, Barr, Ronald Barrette, Beckner, Biess, Blewer, Bruyn, Bodenstedt, Bonkowski, Bowen, Cameron, Carr, Clark, Clemente, Cochran, Cooney, Crabtree, Craig, Delgrande, Dulaney, Eberhardt, Eckhardt, Enfield, Ercolino, Erskine, Falstick, Falvey, Ferguson, Fortier, Foster, Fowler, Gardner, Gendvil, Gleckler, Gordon, Haas, Harris, Hearne, Herrmann, Hoffmann (Karl and Roger), Hoyer, Jarvinen, Dick Johnson, Kamery, Kennedy, Kruse, Latchaw, Lodholm, Marchal, Matt, Maylen, McAmis, Mele, Michael, Minarro, Moon, Mormile, Mortensen, Murphy, Neely, Owens, Oztunali, Pierce, Reebel, Richards, Roher, Rooney, Sage, Sandmann, Sauer, Scanlan, Schneider, Seliga, Signoriello, Simecek, Swenson, Thomas, Trebour, Tunney, Warner, Whalen, Wilder, Winters, Wlas, Young, Zalud.

(K)

A CALL TO ARMS

-John Ratzenberger-

Greetings from a new spot in the "K". What we are doing is trying to expand the multi-player game outlet by using a portion of the "K" to advertise the goings-on in OW/PD. We hope that with the increased exposure of multi-player game happenings, we can expand the interest in same.

Pacific Diplodeur/Origins West (known either as PD/OW or OW/PD) is the AHIKS multi-player 'zine. It is available to AHIKS members for the price of postage (15-30¢ per issue depending on size). It is published more or less monthly by Larry Fong. There are no game fees to AHIKS members - the only cost might be an SASE to the monitor of your game.

Multi-games arranged thru OW/PD run either in the 'zine (the 'zine is the game report) or outside the 'zine (the rate of play is faster than the 'zine - like my multi-Dauntless which is humming along at 2 weeks per turn). OW/PD provides a handy forum for people with an interest in multi-player games and provides the best method for you to get involved in one. We have waiting lists for new games, and many times you can get picked up off the waiting list to fill a slot in a current game.

Currently running within OW/PD are Kingmaker, 3rd Reich, Diplomacy, Invasion America, Sorcerer, Wolfpack, Conquistador, Sniper, and Origins. Started in OW/PD, but now running outside, are After the Holocaust, Multi-Dauntless, Star Force, and Outreach.

We have waiting lists/interest expressed in the following games: War in the Pacific, Swords and Sorcery, Ancient Conquests, 3rd Reich, Mighty Fortress, AirWar, War Between the States, War of Rings, War in the West, USN, Conquistador, Bridge too Far, WW III, Wacht am Rhein, Atlantic Wall, Rising Sun, Machievelli, War in Europe, War in the East, EnGarde, Russian Civil War, Wellington's Victory, After the Holocaust, Burma, La Bataille Moscow, Operation Crusader, Crusades, Invasion America, Terrible Swift Sword, Diplomacy, Kingmaker, Sorcerer, Multi-AF/D/Exp.

What's a multi-player game? - any game needing 3 or more players and a monitor. What's a monitor? - that's the guy who runs the game, many times doing all the nitty-gritty work required in a game and simplifying the move procedures for the players - he also publishes the game report.

OW/PD needs two things: people to play multi-games, and monitors for them. Frankly, we have a real need for monitors to take the load off some of the guys who are monitoring many games - we need to spread the work out a little.

This column will appear in each "K" and hopefully it interests you in getting into multi-games. If you're not already into multi-games and OW/PD, here's what to do:

If you want a sample of the 'zine, send Larry Fong an SASE. If you want to subscribe, send him a few dollars or a bunch of stamps - he'll let you know when your "credit" runs out. After you're in, you'll be seeing my column in OW/PD which tells you what's available, etc.

Send inquiries/subscriptions to:
Larry Fong, P.O. Box 11090, Oakland, CA. 94611.

(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".

For Sale: 6th Fleet, Crusades, Blitz Mod, Tannenber, Chickamauga, PAA, NAW, Vera Cruz, Chatanuga. Fair Condition. \$2 ea, postpaid. One to a customer. r.l. Richard Locke, 2232 Wesley Ave, Evanston, IL. 60201

For Sale: Crete, Legion, War at Sea, Russian Campaign, Afrika Korps. Good Condition. Best Offer. John Popolis, 6 W. Division St., Villa Park, IL. 60181.

(K)

INTRO and OUTRO

A Happy New Year! However I will have to start with an excuse for the late despatch of this Newsletter - a good one for a change - SNOW! I have spent the last few days, when I intended to be typing, up on the roof preventing further tons of snow finding their way into our attic space or down wet muddy holes repairing our main water pipe! With that over and green again visible I can turn my attention to AHIKS.

It is with some surprise that I realize that I am writing my last Intro and Outro - the last two years seem to have flown by. It seems but yesterday that I was worrying over what to call this column. I have found them two very interesting years with much enjoyment obtained helping AHIKS along - in spite of the hard graft that went with it!

During these last two years the European Region has continued to grow. The membership was 76 strong when I took over and as I leave we are now 92 strong. Whilst much of this actual increase is found in this Newsletter's Secretaria we have also had to keep up with natural wastage so there has been an underlying steady replacement with new members. There is little doubt that there are a number of players 'out there' who may yet be drawn into AHIKS but only as long as we advertise our services regularly - to my mind we can keep too low a profile.

Looking back to my first editorial I see that I made a point that the hobby was growing fast and that AHIKS was not the only fish in the PBM pool. This continues to be the case; possibly to a greater extent than ever before. WWW and NGC both continue to supply PBM facilities that are well advertised and I have seen other smaller groups supply smaller services through a regular duplicated magazine - these seem to go for the multiplayer simultaneous movement game much in the way that Robin Hood and Herald do. We thus cannot be complacent about the Society; it is my view that we must continue to provide a good, honest PBM facility and, as members, ensure that we carry out our game obligations as quickly, courteously and fairly as possible.

The multiplayer umpired games just mentioned do not play a large part in our gaming - very few games ever coming to fruition. I cannot understand this since there seems to be a lot of interest within the society for such games and there are always offers of games-masters in the background - anyone with any ideas as to the reasons? At the moment Brian Laidlaw is the only hardy soul with such games on the go within the society but there could be others - the Newsletter is always to hand to report on their progress. Bill Howard recently expressed interest in "The Crusades" as a multiplayer PBM game - would anyone be interested in exploring this game with him (maybe Pete Charlton could be taken up on his offer to GM a game?) - Contact Bill.

The highlight of the AHIKS year in my mind continues to be the Weekend Meetings. I repeat my recent comments that I feel these should be emphasized as important parts of our facilities with membership for people who only make use of them and don't PBM as normal as for those who do PBM.

Talking of stalwart deeds, I would like to thank all the present committee for their hard work over the last two years - I feel that they have not only managed to keep the Society running smoothly and solvent but have also improved the facilities that we can supply. They are all staying on with Dave Taylor so there should be no hiatus as there was two years ago. I also thank those members who have organized our various weekends so successfully and for Malcolm Watson for continuing to supply us for addressed envelopes - they save an enormous amount of time as far as I am concerned.

The Best of Luck to you all.

John Spence

January 10, 1979

(K)

NORTHEAST REGION

I thought that my December column would be the last that I would write as RD but I neglected to remember that my term was not up until the K came out so I guess that you'll have to put up with me for another issue.

Quite a bit has been happening on the local wargaming scene here in New Jersey. On January 20 yours truly and AHIKS members Bill Perry and Mike Truex put on a demonstration of wargaming prowess at a local games store "The Game Room" at Seaview Square Mall in Ocean Township. Bill and I played a scenario of Russian Campaign while Mike and my son John played Chickamauga. After we finished that we had a game of Cosmic Encounter which also included my 6 year old son. Needless to say he won. Reactions from shoppers and other passersby could be described as apathetic indifference. At least they didn't throw anything at us.

On February 3 Bill Perry is having a get together at his house for a limited group. It seems that Bill got Swords and Sorcery and wanted to try it out. Knowing Bill as I do when it comes to multi-player games none of the other players will have a chance, and the only reason I'm going is to get away from my wife and maybe get a good meal for a change - only kidding Nancy! (You had better be kidding. jlp).

The third big item on the Northeast agenda is Omar DeWitt's 4th Annual Get Together in Elizabeth, NJ., on the weekend of March 23. Last year there were 30 gamers in attendance and this year, according to Omar, there should be well over 1000. Yours truly will be there, which should help boost attendance, and it will also enable some of the attendees to get a cheap victory. Seriously though, anyone who can get to Omar's on that weekend should attend as it has been a lot of fun in the past and it gives members a chance to "eyeball" other members.

I would like to take this opportunity to wish the new RD lots of luck and the best of wishes. It has been a pleasure serving all of you.

John Heydt

January 28, 1979

(K)

The votes have not been counted yet, but seeing that I was unopposed, I assume that I am the new RD for the Northeast region.

I am 29 years old, married, have had many different jobs (Medical Technologist, potter, waiter) and am currently in school heading for a doctorate in Biochemistry. I have been wargaming on and off since I was twelve. I prefer large wargames, preferably about periods before 1865, but will play almost anything under the right circumstances (tactical tank games are the exception). I have been a member of AHIKS for eight years.

I volunteered for the RD position for two reasons: 1.) I feel one should contribute what one can to a volunteer organization such as this; 2.) I enjoy receiving mail. I will answer most letters I get; those which are too crackpot I usually give to my wife, who dislikes wargames and writing letters (so if you get a one word answer to your five page letter, you know from whom it came!). As for my other qualifications for the job, I don't know enough about it to say, but I see no reason why I shouldn't be able to handle it.

It will take me some time to get a feel for the job of RD and it would be a help if I could hear from my constituency concerning what they would like to see in a regional director, what they feel should be changed in AHIKS, what should stay as it is, what they feel the important issues facing AHIKS are etc. One topic I am interested in is the subject of women in wargaming. SPI did something on it a few years ago, but I have heard little since. How many of you have wives or women friends who play wargames but are not in AHIKS? Why are there not more women in wargaming? Is there something AHIKS can do about it?

Since I have no regional news to report, I shall leave this now. I hope to hear from all of you.

Steve Haas

January 17, 1979

(K)

NORTH CENTRAL

I really didn't expect to hear from many of you, this being a new region and all. However I must say that the mailman has been kept rather busy lately.

Thomas Thorsen, 445 Barry, Apt. 325, Chicago, IL 60657 is interested in trying to set-up a mini-convention this summer in Chicago. Those interested should contact Tom at the above address.

While on the subject of get togethers I would be interested in hearing from anyone wishing to attend a one-or-two day game session at my house during March. I'm located about 10 miles North of Dayton, OH, close to the Junction of I-70 and I-75. If you're interested drop me a line and I'll see what kind of arrangements I can make, depending on the response I get.

I would like to extend a welcome to the Region's first new member, Louis Gluek of Evanston, IL.

William Wolf

February 3, 1979

(K)

SOUTHEAST REGION

This is being written in haste, as news of the election results arrived only a short time before the "K" deadline. I'd like to thank the members of the Southeast Region for the confidence you have shown in me by electing me RD. I intent as RD to try to maintain the AHIKS tradition of facilitating friendly wargaming competition among the members.

As we begin operation as a new AHIKS region, all of us in the Southeast owe a vote of thanks to Bob McLaughlin, outgoing Eastern Regional Director and a continuing member of our region, for his friendly, effective work as RD East. He has left me a high standard to follow.

I welcome comments and suggestions from region members at any time. One thing I'd appreciate ideas on is a new name for this column in the "K". I don't know what will happen to the old Eastern Region title "The Barrage," but suggest we get a new one to start off with, regardless, to give our new region some identity. So send in those suggestions, but keep 'em clean!

Let's get on with another good year of gaming!

Graham Cosmas

January 29, 1979

(K)

REVIEWS

BATTLES FOR THE ARDENNES

-Bill Drakert-

The quality of SPI games of late has left much to be desired from my viewpoint, but in Ardenes they have a real winner and a super GAME. Four maps fit together to play either (one map each) St. Vith, Clervaux, or Celles which cover the Battle of the Bulge - again. SEDAN covers the German 1940 breakthrough. Naturally, there are rules for "Big" four-map games of either 1940 or 1944. With the variety of options and scenarios the game won't go stale quickly.

Now for the rules - they are clear, simple, not too complicated, and in that intangible way they hang together and feel right. Both players are continually being forced to make decisions: about the usual movement and combat, but also about whether to go to "March" mode--fast movement but..., build forts, get those engineers up to build bridges, blow bridges, use air power, allocate artillery. The victory conditions appear (from a few tries) to be well-balanced and results seem to be quite historical with those airborne divisions rushing up (in March Mode, of course) to the rescue.

Unit integrity is another problem for the poor player, particularly the weak American who is hard-pressed to form a line early in the "Bulge" scenarios.

This is a game I can recommend to everybody: the "Big" game lovers can play 36 moves on 4 boards (with hidden victory conditions), while the fast-moving 10-move scenarios will satisfy others. I'd call this one of the best games out in some time.

(K)

OPINIONS

Don Eisan, 1/3/79: First let me warn you that I'm in my late forty's and while I started playing wargames way back when Gettysburg first came out with rectangular counters and large squares, I have only in the past few years become active again. During an absence of ten years or more while I concentrated on my job and raising a family, many changes have taken place in the hobby.

I'm not overly impressed with the tactical-type games of recent vintage but I realize that many others love them and they deserve a place in the plans of the game companies. At my age, I must admit to being amused at the fantasy or role-playing games that have come into vogue, but I don't oppose their inclusion in the hobby.

What has disturbed me is an attitude that seems to prevail amongst many of the wargaming fraternity. Admittedly I may be set in my ways; after all, it was the Avalon Hill classics that I played and still continue to play today. A recent business trip to New York City brought home to me the fact that games of this nature could become extinct. While in New York I visited a popular store that caters to the wargamer. In a discussion with several young men in attendance I found that they looked with scorn upon these older games. One comment had to do with a more recent one but in the classic mold. He stated that he "wouldn't waste his time playing Russian Campaign because it was a poor simulation and historically inaccurate." I won't belabor you with all the comments but the gist of the matter was that they made sure the publishers knew about their feelings and predicted that it was not likely that too many more games that were (according to their thinking) quite primitive would continue to be published in the future.

I for one feel that it is time for someone to bring some sanity back to this hobby. Anyone who really thinks that a war game can be a true simulation of a conflict or battle he is suffering from an overdose of imagination. There is no way for cardboard counters with rules and tables to take on a cloak of realism.

What I am trying to say is that a game can not be a real simulation but a simulation can be a game. If we accept that fact, that it is the game, not what it is trying to re-create, that is the key point, then perhaps we can get back to the fun of playing the game. It still can represent the event but can not re-create the original conflict. I admit that I prefer games of strategy to the more tactical games simply because they do not pretend to realism, but simply try to give the player the opportunity to apply his own strategy in an attempt to outwit an opponent. Perhaps chess, at one time, was an attempt to represent a given simulation, but its success has been based on its appeal as a game.

With the current attitude of greater and greater realism and simulation, the outgrowth is a never-ending introduction of details and complexities to each new game. In my view, most new games (in striving for the unattainable) have been made unplayable. If this is the message the game companies are receiving, that things must be complex to be a good simulation, then it's about time that those of us who enjoy the game for its own sake wakeup to what is happening and let our voices be heard. They say any game can be played by mail and this may be so. I must ask, however, that for all those extra mailings how much fun is it for the time you must spend doing all the recording?

(K)

EDITORIAL (cont)

7. I will edit your material for any obvious errors of spelling, punctuation, or grammar and will occasionally rewrite slightly for clarity. If, however, you want your copy to appear untouched so state, and I won't edit it unless it contains something libelous. In any case, I make the final decision on what appears in the K.

Jim Pratt

(K)

February 23, 1979

TA-DAAA! IT'S OMAR'S ANNUAL!!

It's that time again. Omar DeWitt will be hosting his 4th annual get-together in Elizabeth, N.J., on March 23, 24, 25.

Last year's meeting saw almost 30 gamers waging a multitude of battles, including several multi-player games.

Elizabeth, N.J., is about 30 minutes from New York City and is on all major transportation routes. Omar has beds and couches for five and sleeping bags for several more.

Saturday breakfast and lunch will be furnished on-site; other meals will be sent-out for. Cost for the weekend will be about \$5 (plus suppers). \$1 for the use of Vail-Deane School, \$4 for breakfast, lunch, snacks, and beverages. No smoking is requested in the building.

All AHIKS members are welcome. If you think you might be interested, write or call Omar now. He will keep you posted.

Omar DeWitt
547 Riverside Drive
Elizabeth, NJ 07208
(201) 351-4810

K

THE SECRETARY

I have at this writing not received any information from Ron Starnik about what the secretary has been up to. I am aware that the secretary will have lessened responsibilities with a president on this side of the Atlantic. However, I believe Ron has been involved in updating and distributing a new-members manual and this work should be continued.

At this time of year when the membership is considering whether or not to "re-up", I think it is appropriate to mention that AHIKS membership is cheap (less than the cost of one turkey game), provides hours of diversion even if you only play one PBM a year, and perpetuates an organization which is the haven of the adult wargaming community.

We are the source authority on rules for many games, our PBM system greatly simplifies postal gaming, and our voice is a positive influence on the game companies and the hobby. Consider: Without our membership, collectively and individually, I doubt we would have seen the gradual improvement in rule clarification that is taking place (2nd editions, ruling updates, consistent answers from "The General"). I believe our presence also provides some brake on the trend to produce new title after new title without regard to playability, as most of the really playable games can be PBMed.

So if you have a busy schedule and tight budget think carefully before you lapse your membership. AHIKS is a "good cause".

Bruce Matson

February 2, 1979

K

THE BARRAGE

On January 13th, thanks to poor weather, we had a modest turnout for our local meet. However we were intrigued by Machiavelli (Battleline's fine new game) "a game of combat and politics in Renaissance Italy." Combining elements of both Diplomacy and Kingmaker, it is a great multiplayer game with good PBM potential. It has plague, famine, and assassinations, as well as the option of buying off your opponent's armies and/or causing revolt in his provinces and towns.

I believe this is the first time in two years we've had no new members to welcome to the club. I'm not really to concerned about this. In fact, from a selfish point of view I really don't care if the club expands or not so long as we don't get so big that our standard of service deteriorates.

Our next Chesapeake Minicon will be on February 17th, at my house. As usual call if you can make it. We'll be happy to see you.

While this is my last official column I'll try to keep in touch with those interested parties in the area. I'll also try and get notices of future meetings to the new RD.

It's been a pleasure serving you and I look forward to supporting the new Regional and National officers in the years ahead. Good luck to all and good gaming.

Bob McLaughlin

January 30, 1979

K

NUTS AND BOLTS

the icrkmeister

For those of you interested in such things, here are some stats on ICRKs issued last year. Total # of ICRKs issued - 406: ICRKs per game, Panzerblitz - 37, Russian Campaign - 34, Bulge - 24, Stalingrad and Panzerleader - 21, Afrika Korps - 20, D-Day and Waterloo - 12, Chick-amauga - 11, Anzio - 9, Squad Leader and Luftwaffe - 8, Nap. Last Battles and Panzergruppe Guderian - 7, Wagram and Blitzkrieg - 6, Airforce - 5, all others 4 or less.

My computer is now working (small hurrah) and I will start issuing the new ICRKs, on February 3rd. Should be caught up in about two weeks. There are several changes in the ICRK from the old ones. The most notable is that there are now twice as many random numbers on each ICRK - 400 versus 200 for the old ones. I have done away with the column sums and random column headings (they will probably be reinstated later when I get more memory) and have put 2 column-used sections on each ICRK so you can keep track of both yours and your opponents (if you need to). Also I can now run 0-9 digit ICRKs as well as the normal 1-6, however, I will issue 1-6 unless you expressly ask for an 0-9 ICRK (later I will try to introduce 2-12 digits ICRKs, but it will be a while, because that will take quite a bit of re-writing the program).

Carl Benton

January 28, 1979

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THE WESTERN FRONT

This column has been silenced recently because I have had my hands more than full. I surely would not ask for any quarter and it is for sure I don't get much.

My gaming time (because of outside interference) has been seriously curtailed. I have been able to answer letters sent to me as an officer of AHIKS, but I am sorry for any of you who looked to this column for a few words of wisdom.

I want to thank those who have recently written to give me their thoughts on one matter or another. Most have expressed interest in keeping the rating system, which is in conflict with my views on the matter. As the representative of the Western District, I feel it is good that some people have taken the time to at least drop me a card on something of interest to them. All of the officers, I am sure, wish to hear more from their constituents.

As for new membership - the last part of 1978 was practically devoid of new members; new members so far are: Edward Haas, 4732 Wentworth, Minneapolis, MN. 55409; and Rob Lidgren, 4623 Whitehorse Dr. N.E., Calgary, Alberta, T1Y1XZ. A firm welcome is out to these new members.

I hope that everyone is doing fine. Anyone playing games out there?

George Calage

January 28, 1979

K

AHIKS MEMBERSHIP AS OF FEBRUARY 25, 1979: 501

FROM THE MATCH COORDINATOR

Greetings for the last time from this column. Effective with your receipt of this issue of the "K", Les Deck will be the new MC, so please send all your requests, ICRK close-outs, etc. to him.

REPEAT - LES DECK (1571 Raritan Rd, Clark, NJ , 07066) IS THE NEW MATCH COORDINATOR.

I'll not totally disappear from the scene, however. Somewhere in this issue is a little column pushing multi-player games for OW/PD. If you have even the slightest interest in multi-games, check it out.

Just to close things out here, I thought I'd give you an idea of what has come across my desk in the last year. If you are interested, you might check some of these stats below against the game companies' "popularity" charts.

I received 805 requests during the last year - or about 2 a day. Of that 805, 493 of 'em were for the 18 games listed below. I cut off at 18, as they were the only games with 10 or more requests. Of the remaining 312 requests, they were spread out among 78 other games. The top 18 were:

P-Blitz	- 75	P-Leader	- 32	LW	- 15
B&G Qd	- 58	AK	- 28	3 Reich	- 13
TRC	- 51	Waterloo	- 18	NAW Qd	- 12
Bulge	- 41	Anzio	- 17	Midway	- 12
S'grad	- 36	Sqd. Ldr.	- 16	AF/D/Exp	- 11
D-Day	- 33	Blitzkrieg	- 15	NLB Qd	- 10

- Notes:
- B&G Qd includes both B&G I&II - they were roughly equal and many requests came in for either one.
 - All Quads reflect not only request for Quad, but for a particular game within the quad.
 - The rating for AF/D/Exp is low actually as there are a lot of multi-games going on - and I know many guys who get matched in it just keep playing new scenarios without requesting new match/ICRK.
 - 3R is also low because there is a lot of multi-games going on that aren't reflected here.
 - PB may be a bit high, basically due to fact it is a heavy request by new members.

So, if you're wondering how to get a match quickly - ask for one of the above. Other games are a bit rarer as far as requests go. I'm not saying don't ask for other games - it's just that they take a bit longer.

One more note: I didn't adjust the figures above to remove skewing due to several guys who play one or two games heavily. For example there are a couple guys who have hit B&G pretty heavily and might account for at least a third of the requests by themselves.

Open Requests as of 28 January 1979:

New Members: NONE!!!

3-Way Requests: AirWar, Fast Carriers (2), Patrol (2).

Open Requests: 1776, 1914, AirWar, American Civil War, Ancient Conquest, Anzio, Arnhem, Avalanche, Bastogne, Battles for Ardennes Quad, Battle for Germany, Bulge, Blitzkrieg, Blue and Gray I and II, Borodino, Burma, Chancellorsville, Chattanooga, Chickamauga, Chinese Farm, Cromwell, D-Day, First WW Module I, Flattop, France-40, Fredricksburg, Fury in the West, Guadalcanal, Kohima, La Bataille Moskova, La Bataille Preussisch-Eylau, Luftwaffe, Malta, Marengo, Midway, Napoleans Last Battles Quad, Oil War, PanzerBlitz, PanzerKrieg, PanzerLeader, Punic Wars, Raid, Rifle and Saber, Russian Campaign, Saratoga, Seven Days Battle, Sinai, Sixth Fleet, South Africa, Squad Leader, Starship Trooper, StarSoldier, Their Finest Hour, 3rd Reich, Trafalgar, Verdun, USN, Wagram, War Between the States, Waterloo, Wilderness Campaign, Winter War.

There - lots to choose from. Remember, we are not cleaning out the files at the end of the year as was previously done.

John Ratzenberger

January 28, 1979

(K)

Although not informed officially as yet on the outcome of the election results - (But it appears we have within the society an experienced TV-analyst on voting) - I thank all those who rendered a vote of confidence in me and request your continued support in the future.

With each and every one's help I am confident that the excellent service you have come to expect will be continued.

Although John has had but a short period of time in this position I am sure all of the officers and members will agree with me that John has rendered invaluable service to the society both in time and energy as RD and MC and his services will be missed in these positions. However, John has assured me of support when needed and asked me to call upon him whenever. To John three cheers; hip hip hurrah, good luck, and many thanks from me, and the members.

I request that we continue to do business as usual until the official turn-over then "Keep Those Cards Coming".

Again thanks to all.

Les Deck

January 30, 1979

(K)

SET REQUEST FORM

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

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

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

_____ I DESIRE TO BE CARRIED ON PUBLISHED AHIKS RATING LISTS (CHECK IF APPLICABLE)
SEND THIS FORM TO THE MATCH COORDINATOR IF YOU NEED AN OPPONENT. ALREADY GOT A TURKEY LINED UP? SEND IT TO THE MC, TOO.

bulletin board



Fete Menconi is looking for someone to play Squad Leader with, starting with Scenario #1 and working through the programmed instructions, continuing perhaps with Cross of Iron. If interested, contact him at 4334 E. Indianola, Phoenix, AZ 85018.

For those who remember where the title comes from, this issue may mark the passage of the article title "BARRAGE" into AHIKS history. This title was used in the old East Region newsletter (at that time when we had just west and east regions, and the RDs published their own newsletters), and has continued--somewhere--in our publications up to this day.

8



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NE

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