



THE KOMMANDEUR

NEW SLETTER OF AHIKS



THE PRESIDENT'S CORNER

Since my first comments address a letter written by Ron Starnik elsewhere in this issue, I suggest you read that letter first.

I think Ron is correct in most of his comments and has raised some valid points. For those who do not remember, Ron was our Secretary last year, and is the author of our current Constitution. Before replying to Ron's letter, I remind all members that you are encouraged to write with opinions, questions and comments either for publication (the Editor loves those letters!) or to sound off in private. We always need feedback.

About the treasury, another officer mentioned this about two months ago, and the Committees are already discussing possibilities, identifying potential projects for expenditures. We have identified some rather heavy extraordinary expenses, some of them one-time, such as the Member's Guide (\$500 or more), and some continuing, such as increased computer usage (both for addresses and for ICRKs) and support for OW/PD and perhaps monitoring of games in general. Joe Horne expects a small loss on normal operations this year, with the extraordinary items eating away at our surplus. The above comments serve to show that we are very aware of the problem, and will take appropriate action. Our probable vehicle for reducing income would be a deeper discount for payment on time during the dues receipt period in Jan.

On non-profit status, we are still looking into this. We seem to meet most of the criteria, except for an embarrassing tendency to show a profit each year!! Actually, our surplus is not "profit" in a taxable sense--we hope. And there's the problem: in order to file for non-profit status, you have to give the IRS a lot of information. Once they have all that, we might be vulnerable to a lot of hassle (yearly audits, whatever) that no one of us wants to put up with. The trick is to figure out all the liabilities before we send any paperwork to the IRS, thus I am not rushing into anything.

Ron is quite correct, the addition of the Match Coordinator does require the confirming vote of the membership for an amendment, and this is already scheduled to occur during the normal ballot process at the end of the year. To correct Ron on one point, the Exec never set an exact limit to the size of the new Exec. Several concepts of new government were proposed. The concept that included the phrase "approximately seven" received a plurality (not majority) of votes, and became the basis for the final document. Following the formation of the new Con, no one realized that we had left out the Match Coordinator, although an unspecific office of "Match Services" was included.

The recent deliberations of the Committees might be summarized in this way: What is the purpose of AHIKS? "Playing games" seems a reasonable response. And who (here it comes) is the most central facilitator of this purpose? The Match Coordinator, of course. So how can we justify excluding the guy with the most important job?! We cannot. You might note that the vote to place the Match Coordinator on the Exec was approved by 14-0, with one officer requesting more discussion. That's pretty close consensus.

From the administrative point of view, I long subscribed to the idea that the size of the (old) Executive was creating a problem with conducting business. Much to my surprise, I now find it not so! Our two committees, with volunteer staff included, comprise a total group of 18 participants, larger than any previous AHIKS group. We now operate as one, integrated, discussion group, with everyone free to comment (and all such comments circulated to all other participants) and to vote on all matters (we run opinion surveys in parallel with commentary and discussion until consensus is reached; the actual "official" vote is usually a forgone conclusion). I hate to say it, but the problem was not the size of the Committee, but the procedures of the President. I've implemented voting forms, return envelopes, recap of voting results, consolidated commentary by subject, etc., and in this format seventeen can be handled as well as seven. As it turns out, a Constitution change was not required (I'm to blame as much as anyone: I sure supported the idea of a new Con). Anyway, that's the full story. As the guy stuck with orchestrating all this mess, I'm comfortable with our current set-up, and I think it works quite well. I'd certainly like to hear from anyone else with questions or comments on any of this.

News of recent Committee activities: We've kicked funding of meetings around, set some guidelines, and gratefully dumped it in Joe Horne's lap for final rules and procedures. We also talked over the idea of placing the Vice President on standby status (he now votes as part of the RD/General Committee), but the status shall remain quo. Ratings: we decided not to implement any sort of title system ("master", "grandmaster", etc.), stay with the AREA system of calculations (in lieu of a switch to the USCF), and we didn't really set a firm policy on how strict a verification system to impose, but went right ahead and gave it to Les Deck for formulation of procedure. We are just starting on the matter of monitored and multi-player games, such as those run in OW/PD. The Member's Guide has passed through the initial review stages, and all officers have a copy for comment, after which final production may commence. Realistically, January, 1980. I would appreciate three to five volunteers to also read this document; qualification of the volunteers: the newer to AHIKS the better. I'd like new members of less than six month's experience with us. Purpose is to see if you understand what is written, given a less experienced viewpoint.

FEM suggestion: Erasermate, the new erasable ink. Allows you to fill out your OOB sheets, attacks, etc., in ink, but erase if you make an error. The ink is erasable to about 60-85% within 24 hours of writing, after which it is pretty dry. By the time it reaches your opponent via mail, it is dry enough not to worry about accidental erasure or smudging. Much more readable than pencil, and copies much better for those who photocopy their OOB sheets prior to sending to the opponent.

ELECTIONS: got six jobs up for re-election or new faces, with ballots mailing in early December. Central posts of Treasurer, Editor and Match Services are (I hope!) covered by continuing incumbants. Regional Directors West and Pacific are also up for re-election. Candidates write to me or to the Editor. If you are willing to run on the condition that the incumbent wishes to step down, write directly to that officer.

Pete Menconi



October 5, 1979

editorial

Well, here is "K" 14-5, only a few weeks late. A variety of problems, culminating with a two-week spell of illness, worked together to cause this delay. However, I still plan to publish "K" 14-6 at the scheduled time, the middle of December. The deadline for the next issue will be the first of December. This corresponds to the general schedule, which is that the "K" will be published about the middle of all even-numbered months, with the deadline for each issue the first of the month. I urge the club officers to adhere to these deadlines. I know all-too-well the tendency to delay writing until the last minute, and I feel obligated to hold space for the club officers for as long as possible, but publication dates will not be delayed unless some special circumstance exists.

I want to thank Bill Wolf for his comments about my last column. It's nice to know that someone somewhere is reading what I write. My comments about computer gaming still stand. At the present time, neither the computer software nor the game development have reached that degree of maturity that will allow a game-player to enjoy hassle-free gaming with the wide range of games that are now available in print. "Computer gaming" still has most of the emphasis on the "computer", and people who don't really enjoy debugging software will generally be disappointed. However, this field is just starting its development, and in a few years it may have matured to a point where my criticisms no longer apply. At the same time the cost of the computer hardware itself will probably have decreased to a level where its purchase for game use only could be justified. But until this millennium arrives my "game computer" will be made out of cardboard.

I must also stand by my criticism of SPI. I had hoped to avoid this, but I suppose anyone who writes about the gaming world is inevitably drawn into a discussion of the Park Avenue gang. Before I start, I want to make it perfectly clear (to coin a phrase) that I am not conducting an anti-SPI vendetta nor do I even have any anti-SPI bias. If I have at times detected a certain amount of arrogance from SPI I also believe that most of it is simply a regional characteristic and the rest is probably required for the survival of the business as a business. But let us now discuss SPI's games.

From the designer's idea to the gamer's hand a game will go through about three (overlapping) stages: design, development, and production. No one can fault SPI on design. Most of the game techniques we now take for granted were pioneered by SPI, and they still are some of the most innovative people in the hobby. Development is another story - the record of disasters is all too clear. I would refer the interested reader to more specialized journals, such as "Fire and Movement", for a complete discussion of the causes and possible cures of SPI's problems in this area. Personally, I will not buy an SPI game unless I have played it or have seen it favorably reviewed by a reviewer I can trust.

By "production" I mean the mechanical tasks required to get the game from the draft copy to the printed version. Production should not require any of the value judgements needed in game development - it should be a routine process, and here is where a game company's failures are inexcusable. Quality Assurance (QA) is a mature industrial science, and its principles apply to any product, whether that product is toilet paper or wargames. Yet how often have you opened a game to find a typewritten page that says something like "The stacking chart was omitted from the map" or "the counter movement and combat strengths are actually reversed from the description in the rules". Mistakes like these need not happen. I have had enough experience with the production of reports and proposals to know that with proper QA procedures problems like these will not happen. All that is required is a management commitment of the necessary resources.

Off the soapbox. As you will note below, elections are coming up. Please send me any campaign literature you would like to have included in the next K. I know that many of you are diffident about thrusting yourselves forward, especially if others are also contending for the same office, so if this is the case I suggest you write a private letter to Pete Menconi. He can then arrange things behind the scenes so that the membership will be presented with the usual Russian - style one-candidate election. Actually, most people realize that AHKS officers get more work than glory, so there is usually a shortage of willing candidates. We may have to institute a draft.

Jim Pratt

October 18, 1979



SWAPPE SHOPPE

Wanted: Atlanta by Guidon Games Co. (1973). You name price. Gilbert Collins, 1110 Secord Ave., Ottawa, Ontario K1H 8E1.



THE KOMMANDEUR

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHKS 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, AHKS 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

Well, I've finally received all expense reports and income for the year 1978 and thus completed the financial statement. There was a surplus increase of \$626.91 for the year which is good but less than preceding years.

Some members have suggested that dues be reduced because of the rather large surplus we seem to enjoy. Unfortunately, I don't think this is feasible for a couple of reasons. First of all, the monitored game arm of AHIKS; namely PD/OW, is growing and requires more funds. Secondly, I suspect that the number of U.S.A. members will actually shrink this year, producing less income. There are also other services under discussion, such as financing regional get-togethers, which will further drain the treasury. This is not meant to be discouraging as I hope AHIKS will be on sound financial footing for many years to come.

AHIKS 4th Q78/ANNUAL COMBINED FINANCIAL REPORT

Effective Balance at beginning of Year	3249.34
Effective Balance at Beginning of Quarter	4712.92

	Quarter	Year
Income		
Dues	16.00	2965.50
Initiation Fees	40.00	365.00
European Region	153.50	153.50
Miscellaneous	64.07	484.45
	<u>273.57</u>	<u>3968.45</u>

	Quarter	Year
Expenses		
President/VP	7.40	22.17
RD East	--	40.77
RD Northeast	--	15.00
RD Pacific	16.00	37.50
RD West	1.00	4.00
Secretary	35.64	248.02
Editor	796.27	2210.23
ICRkmeister	39.14	181.15
Match Coordinator	3.75	31.79
Treasurer	12.17	59.62
Judge	9.15	84.80
Archivist	5.50	112.88
Stationary	--	23.89
OOb's	69.22	69.22
Monitoring	115.00	115.00
Miscellaneous	--	85.50
	<u>1110.24</u>	<u>3341.54</u>

Effective Balance at end of Quarter/Year		3876.25
Total Postage for Quarter	437.96	Year 1176.78
Total Printing Cost for Quarter	515.11	Year 1154.49

Harold Horne September 3, 1979

THE BARRAGE

We have four new members to introduce this time. They are: John Dolan, 841 Frederica St., #5, Atlanta, GA 30306; Wade Dudley, Rte 1, Box 66-5, Winterville, N.C. 28590; Fred Ornstein, 981 NW 9th St., Boca Raton, FL 33432; and David L. Stone, 1311 N. Troy, #6, Arlington, VA 22201. We welcome all these additions to our ranks and wish them good gaming! Wade Dudley game-masters multi-player fleet-action scenarios of Wooden Ships and Iron Men, so anyone interested in multi-player action in that game should get in touch with him. I've just started in one of his games myself and it looks pretty good.

The Washington area group held another get-together at Bob McLaughlin's on 14 July, with seven of us in attendance. A mid-afternoon thunder storm and power failure didn't prevent us from completing a Russian-German World War II miniatures game and getting well into a Pacific Theater naval miniatures game before your faithful reporter had to depart. Besides Bob McLaughlin and myself, Walt McGugan, Dan Gallagher, Doug Cumming, John Bronawell, and Stuart Kennedy attended this gamefest.

We met again on 25 August, at Bob's, with Bob, Chris Hancock, John Brownawell, Stuart Kennedy, and myself in attendance. This time we decided to switch to board gaming, with Bob, Chris, and John trying a three-player game of the Hill 621 Scenario from Squad Leader, while Stuart and I had a go at Celles from the Battles for the Ardennes quad, then finished up the day with a quick Quatre Bras from Napoleon's Last Battles. The Ardennes quad more than lived up to its billing as playable and realistic, while Squad Leader as usual was Squad Leader--what more can be said? Future Washington-area get-togethers will be at Bob's on

29 September and 17 November. Any member wishing to attend can contact either Bob or myself, for details and directions.

Once again, I would like to urge Southeast Region members in other areas to arrange get-togethers. AHIKS is developing a system for helping publicize such gatherings and reimbursing members who volunteer to host them. Anyone interested in doing so can contact me for details.

Good Luck and Good Gaming!

Graham A. Cosmas September 16, 1979

Greeting all! Though I've not said much in the K lately, I hope I've been able to keep up with all of your letters! Until recently it's been all quiet, but I've accepted two new members in the last few weeks and expect several more soon. Our new members are Ron Harrigan of San Jose and Mark Dorman of Salinas (both Californians).

Let me put in a plug here: I'm looking for people interested in playing "Engarde" by mail for a nominal fee (like stamps or such). Interested parties contact me directly. We need as many players as we can get to make this interesting, and we can't play unless we get enough. So'nuff for now. 'Til next time...

Todd Roseman October 5, 1979

LAW AND ORDER

I would like to thank all those who wrote and wished me good luck. It gives you a good feeling to know that friendships that are made through AHIKS are warm and long lasting.

This might not be true with every opponent, but through the years many good friends are made and retained. Sometimes in the heat of battle the theme of friendship might be pushed behind, so I would say that a constant effort must be made to maintain that quality in wargaming. Winning every game can't be that important. I believe that game players should ask themselves the question, "How can I make this a better game, by understanding my opponents views? Keep the lines of communication open, and try to work at making the game fun to play. These are good intentions, stated to help good play exist. I feel like I'm standing on top of a soap box. Many of you have never experienced the frustration of trying to get a game started or finished because of those certain kinds of problems that exists because of poor communication or because one or both parties not extending themselves. The questions on rules will still be there, but easy play and pure fun will come back into your games if you try to understand and make an effort to reach towards your opponent.

Getting down to business: Paul S. Persen is one of those men-behind-the-scenes that keep us going. Paul has just come up with two new Ruling Summaries. The games are Napoleon at Bay and Warsaw Pad. These two and four others, are now ready. By the time you read this my stock will be up. Drop me a line and I would be happy to send one to you. An SASE would help.

Firefight is one of Paul's other summaries. The Forth, Fifth, and Sixth ones are all on one page. These three are on Metagaming's Micro games of Chiten I: The Harvest Wars, Rivets, and G.E.V. This should make those Sifi fans happy.

Paul is also working on up-dates for Panzer Leader and a new R.S. for Terrible Swift Sword. A lot of work goes into these R.S.'s. Paul is not the only one doing this but he has been working at it a lot longer than most of us. Keep up the good work, Paul.

By the first of the year those General rulings for each game should see print. It has taken a lot longer than what I had anticipated. I have been having a hard time getting some of my things (wargaming - old issues of the General - S&T). Shipped out here.

By the first of the year there should also be a Ruling Summary on Russian Campaign and on 1776. If there are any members working on a project and need some help please let me know. The more Ruling Summaries the less need for a Judge and fewer hold-ups in your games.

Ronald Teleucky October 15, 1979

The Secretary-General

My secretarial duties of late have been routine and thus there is nothing to report. Besides, why dispel all the mystery - let's leave it that I am up into the night scribbling messages to someone or other.

With a blank space and the dictum "Editorus Abhorus Vacuumi" I will outline how I organize my PBMing. First, to reiterate what others have said, the simpler games work better PBM. I am in a game of TRC presently; and, though this is a fascinating game by mail, I'm afraid my opponent is blowing himself away with his own errors. Transcription errors and ignorance of some major rules are the main problems I see, and these are the things that usually beat me when I lose. Because these games take months by mail, it really drives me crazy if I blow one on a placement error. Thus, I think a few extra minutes to check the move are justified. When I receive a move I first resolve the battles. Because the AB and DB can alter locations of units, I like to use a new column on the OB sheet for these. This wastes space, but it simplifies things. Thus, the first column says "move 2" (for instance); the next column would be "after move 2", and it would be empty except for units that moved in combat.

I next make my move. I have gone to a system of having all the units face one direction and turning them 90° when I move them. This assures I move all units while moving none twice. Now I transcribe the move to the OB sheet. I check all movement as I write the coords down. Then I list the battles. Remember to include where you want units to go after combat (if the option is yours). Leave nothing to chance! An unscrupulous opponent can retreat you or advance you and then crunch you on his move.

Now I have the move done and this is where the double check begins. I recheck all my coordinates. I also recheck all my opponents coordinates. If you misplace one of his units, then it may be able to move to where you didn't expect it next move. I also recheck all the results of last moves battles - recently I discovered I resolved combat on the wrong ICRK and had to start over again until no correction is necessary. I have evolved this procedure because I have lost games by omitting any part of it.

This sounds complicated, but on a simple game I find I can complete the whole thing in less than one hour. For big games like TRC, it may take 2-4 hours, but most of the time is spent on the move and not so much on paper work. Further, there is something elegant about the perfect, error-free move.

Bruce Maston

September 27, 1979

NORTHEAST REGION

I have started my graduate studies at Buffalo University, so if you will notice, my address has changed. Contrary to what you might have expected, there is a wargaming scene in Buffalo; I have been well received by the local wargamers and expect to spend a very pleasant four years here. It will be a strange experience for me to have people to play face-to-face with, akin to having lived on a desert island for many years and suddenly being rescued.

I have little else to say, so I will make this month brief. Good gaming to y'all.

Steve Haas

October 1, 1979

THE FORGOTTEN SOLDIER

The first thing you will notice is that I have a name for the column. I liked Panzerbarf but the people who responded did not. This name is taken from a book about combat on the East Front in WW II. It also sums up this column as I'm usually always late with it and nearly forgotten.

Next: Joe Drummond is organizing a get-together in Minooka, Ill. If you are interested and have not heard from him yet, drop him a line. (How's that for service, Joe B?)

After last issue's rush of new members I only have one to announce this time. He is John King of Ontario who was so anxious to join that he called to make sure I received his application. Now that's what I call enthusiasm!

William Wolf

October 2, 1979

CLASH OF EVIL ARMIES - Frank R. Freeman -

The first two or three turns of Russian Campaign are great fun for the German player. After smashing the Red Army, his panzers roll eastward; it seems they will stop only when they reach the shores of the Pacific. The arrival of great hordes of Russian reinforcements, led by General Mud and General Snow, put an abrupt end to this fantasy.

The German player should set goals to accomplish during this golden summer of '41. One definite objective is Leningrad. Steps to this goal include crossing the Dvina on the first turn and controlling the swamp hex in front of Leningrad on the second. The only way the Russian can save Leningrad is to rob the Moscow front of defensive units. Therefore, the German must keep his options open; panzer groups should occupy the Vitebsk-Smolensk region to threaten Moscow and, if the opportunity arises, to take that great rail center.

The goals of Army Group South are a little more variable but just as important. Before the onset of winter the German should take Kiev and Dnepropetrovsk and either Kharkov or Stalino. Steps on the way to these objectives include blocking the forces of Military District Kiev on turn one, crossing the Bug and hopefully the Dnepr on turn two, and securing the objective cities on turns two and three. In order to advance from the Bug to the Dnepr on the second impulse of turn two, the German will have to either completely smash the Lvov area on the first turn or will have to place armor in Fumania at the start of the game. The latter course is the easier.

As the leaves and snow fall, ending the happy advance of '41, the German line should be anchored in the north by Leningrad and in the south by Dnepropetrovsk or Stalino, stretching through Vitebsk, Smolensk, Bryansk, Kiev, and possibly Kharkov. The German forces huddle around these cities through the first miserable winter, gathering strength for the great offensive of '42.

A final caveat will share with you one of my biggest troubles. I become so enamored of the forward dash that sometimes I disregard Soviet forces hiding in little pockets, say in Riga or Sevastapol. I plan to surround these forces with two or three of the almost useless Axis units and just leave them while I use my most powerful forces on the front line. These pockets often come back to haunt me; workers generate new units which knock off my Italian or Rumanian compatriots; partisans block my German units brought up to reestablish the growing perimeter. I find that sometimes my 1942 advance is slowed by this harassment behind the lines.

A CALL TO ARMS

- John Ratzenberger -

Rather than list all the multi-player games either going on now or on our waiting list, I thought I'd discuss some aspects of multi-gaming. Multi-player gaming adds a whole new dimension to our hobby, and the number of players and games is picking up quite quickly.

Multi-player games aren't just limited to those which are designed as such. It is quite possible to take a normal two-player game and make it into a multi. Remember the Macro-Panzer Leader rules? - that's the perfect example, one that could be extended to any game, such as PB, etc. The expanded size of the multi-conversion plus the cooperation/communications required between players makes for a very interesting variation of the game.

It's easy to convert a two-player game to a multi - I already mentioned PB & PL - how about TRC, DD? Or even SL/COI, with one player per leader? Maybe even a campaign game with leaders being promoted/demoted based on their performance as is featured in the SL rules.

In short, there's a lot that can be done in a multi-player format that will add interest and excitement to a regular game. All it takes is some imagination. If you are interested in multi-gaming, write Larry Fong, P.O. Box 11090, Oakland, CA 94611. He'll send you a sample copy of OW/PD, the AHKS multi-zine. Cost to AHKS members is postage only. Me? - I'm the guy who tries to get the multi-matches set up - so, if you want in, and have an idea or two, get in touch with me.

Wanted - SUBMARINE players. We have a multi-game of SUBMARINE forming, probably a campaign game based in the Pacific, and we need players. If interested, write to me and specify whether you have the AH or BL version (or both) and whether you'd rather play sub or escort. Likewise, we are trying to merge AIR FORCE/DAUNTLESS and SUBMARINE and need SUB players.

OPINIONS

- Ron Starnik -

The present financial condition of the society shows a relatively large surplus of funds in our treasury. It is nearly large enough to sustain the society for one year, without any income! Do you know of any other business or club that can survive an entire year without income? I certainly don't. My point is, even though dues have not changed in many years, (in the Americas,) we continue to build up our treasury. I propose that the dues be reduced by one dollar, to \$7.00 (\$1.75 per quarter.)

This would reduce the society's income by only about \$400 and most likely still leave us with a surplus budget for the foreseeable future. The main reason for the surplus, is our growth. As a former secretary of the society, I know that our cost of printing per page has greatly been reduced over, say 5 years ago. Printing 100 or even 500 copies instead of 40 to 50 greatly reduces the per-copy cost.

Our other major expense is postage. When I left office we were in the process of attempting to attain non-profit status with the post office, for cheaper bulk mailing of the K. This could further reduce our expenses, and increases our unneeded surplus.

In the last issue of the K, Pete Menconi announced that the match coordinator had been added to the executive committee.

There are two major problems in that announcement! Number one, the addition of a member to the exec requires a change in the constitution. Which, must be ratified by the membership, before becoming effective. Second, the constitution was changed because the executive committee was constantly growing larger and unmanageable. A fixed number (7) was settled on, in a debate which took over two years! Now with the constitution less than one year old the exec is beginning to grow again!

Mr. Menconi was the most vociferous detractor of the constitution change during the two years of its conception. It appears that he is determined to destroy it and prove himself correct! The constitution must be allowed to work as written, and not be taken lightly! Heavy handed tactics by the leaders of other wargaming clubs has been their demise, don't let this happen to your club.

REVIEWS

EYLAU - Omar DeWitt -

This may be a wargaming first. Not only am I going to review my own game, I am going to pan it.

EYLAU, published in S&T 75, was designed three years ago. In the intervening time, it was "developed" by two different people with no significant changes being made. When SPI moved to the Park Avenue address, the game was lost, and I had to come up with my copy. During the last "development", I was contacted once about road movement. I knew nothing more about the game until I got my copy of S&T in the mail. Then I started wailing, "Look what they've done to my game, Ma!"

First, I am terribly embarrassed about the counters. Here am I, a staunch advocate of PBM, and the game I "design" has 20% of its counters identical! I hope you know it wasn't that way originally. Instead of having three identical "Heu 4-4" units, I had 1/Heu, 2/Heu, and 3/Heu. And Murat's cavalry was named after the individual brigade commanders. I suppose we can feel fortunate that all the blue counters were not labeled "Nap" for Napoleon.

Why Movement Restrictions? When we playtested the game years ago, the Russians (stronger initially) did not get undue advantage by moving immediately. In fact, it produced a bit of push and shove in the flow of battle.

The way the Divisional Integrity rules are written is suspect. Now, any two units of the same division get a bonus if attacking the same enemy unit. Originally, all infantry brigades had to attack to get a bonus. The intent of my rule was to encourage players to keep the infantry brigades of a division together, as was done historically. It was not uncommon for cavalry and artillery to be detached from the division, but less common to detach infantry. It may or may not be interesting to note that this rule was written before PANZERGROUP GUDERIAN and its divisional-integrity rule.

Fresh Strength! The way this rule reads, it is possible for only one unit of the entire division to survive until the last Game Turn and then use its "fresh" strength. This really is now a "reserve" strength, which is certainly valid, I guess, but it is not the way the rule was intended. Originally, the Fresh Strength had to be used in the first combat. Allowing one player to force the use of another's Fresh Strength added another variable to the game. And

one thought twice before committing a new division.

Originally in the Victory Conditions, the 15-point bonus was given for demoralizing the enemy. No essential change was made here, although it may be unclear why the noninvolvement of the Imperial Guard protects the French from losing those 15 points. Originally the bonus was given for eliminating 50 enemy SPs, not 75. With the increase, the French will have less reason to withhold the Guard.

The weather rule is something else again. Who would ever use it? Weather now affects one-third of the battles. And, at 6⁺-1 odds, there is a 1:12 chance of an Ae. At 1-24⁺ odds, there is a 1:9 chance that the defender will be eliminated! That's no game; it's gambling. Originally, the weather affected 1 in 12 battles, and then only to halve the attacker's strength. Weather colored the game, but did not dominate it.

There were a few other changes, such as the Time Record chart, but why go into them?

Was anything good left in the game? Yes. The rule, allowing reinforcements to enter even if the entry hex is blocked, is still there. I've never been able to understand how a 1-6 could prevent an entire corps from entering a game just because it's on the entry hex.

You may well think that the changes in the game are improvements, or that they do not detract from the game. Even I don't think the game was ruined. Maybe my criticisms are simply bruised pride. But, there you have it: the first designer-panned wargame.

There is a ray of hope shining through here, however. If SPI has the spare time to make major changes in a satisfactory game, it must mean that future games from them will not be hurting for lack of adequate design or testing.

K

pbm

War Between The States PBM - Virgil Mugler

Here is a "monster" that is eminently playable - even for two-player PBM. The following system uses a large amount of player trust but the Campaign version of this game is so long and the effect of any one activity is so small that even those players that tend toward paranoia could feel comfortable using it. However, players should be aware that WBTs is a "flawed masterpiece" and should attempt to agree on rules interpretations before play. Some of the outstanding areas of rules problems are: 1) Naval transport of units; 2) Movement of Naval/River Transports through each other; 3) Effect of Leaders on Attacks From March; 4) Conversion of units by points or units; and 5) Supply.

OOB: The standard AHKS form is virtually useless here although it could be used (and some color added to the game) by naming each unit and then changing its strength point level as the game proceeds. I find it much less confusing to list all the counters on the map along with their positions at the conclusion of each turn. I use a separate sheet of paper each time. In fact, it's best if each player writes out each turn in a specific step-by-step manner.

Die Rolls: The following PBM outline is based on the use of Derek Lenard's Multiple Die Roll method (K. 12:5). Using this, one need give but one entry ICRK per mailing and then match the die roll sequence with the game activities in the following rigid sequence. Note that if an activity is skipped no die roll is used but instead that die roll is used for the next activity performed in the sequence. Should one be unwilling to use this amount of trust and be willing to put up with an increased amount of hassle, players can always send sealed chits containing ICRKs to their opponent for each possible activity.

PBM Routine:

Start of Game: The players must first exchange set-ups indicating which units are in forts, the composition of militia units, etc. The CSA player must also indicate whether or not he will take the automatic Initiative pick if rule 26.3 is being used. He must also list an entry ICRK and code if the multiple die roll method is in effect.

I. Mailing 1

Union Strategic Turn

A. Siege Phase: List siege attacks (Rule 13.31) in alpha-numeric order of the hex being attacked (ie, hex 1530 on Map A precedes hex 1301 on Map B, etc). The player is on his honor to list all desired attacks before he determines the rolls. Note that a minimum of hassle is introduced here if instead of resolving his own attacks, a player lists an ICRK for his opponent to resolve.

B. Production Phase

1. Supply Point Generation: Specifically list the necessary calculations. USA must list ship blockade attempts in alpha-numeric order according to the port's hex and then resolve himself or list ICRK for each for CSA to resolve.
2. New Unit Initiation: List the type of unit purchased, its size, costs in both personnel and supply points, and the Strategic Turn when it becomes available. When converting units, also list the location of the unit before conversion.
3. Existing Unit Augmentation: As is New Unit Initiation.
4. Produced Unit Deployment: List unit by type, strength, and size along with its placement box.
5. Brigade Merge: List units to be merged, their hex, and the resulting unit.
6. Fort Construction & Deployment: Phasing player lists desired site and the amount of supply invested. Then and only then does he determine the roll. Notice that it is quite easy to determine if a player is using foreknowledge here but if one must reduce all doubt, merely supply an ICRK to be resolved by the opponent. This does introduce considerable hassle. It's easier for a player who intends to use an unusual amount of supply points for fort construction to so indicate on his last Player-Turn of the previous Cycle.
7. Department Deployment: List Department and its position(s).
8. HQ Deployment: Use appropriate die rolls and list results, giving HQ, placement hex, and command assignment if appropriate.
9. Leader Pick: Use appropriate die rolls and determine the Leader(s) chosen by utilizing the following table:

PBM Leader Pick Table
Second ICRK

USA	1	2	3	4	5	6
F	1	Banks	Rosecrns	Smith	McCook	Wilson Sherman
I	2	Howard	Buell	Schofld	Hancock	Sickles Steale
R	3	Wright	Grant	Burnside	Sedgwick	Sumner McPhersn
S	4	Frankln	Keyes	Halleck	Couch	Porter/ Pope
T	5	Sheridn	Ord	McClernd	Thomas	Critndn Hooker
K	6	Meade	Sykes	Plesontn	Slocum	Heintzim Curtis
CSA	1	2	3	4	5	6
F	1	AP Hill	*****	DH Hill	Smith	Hood Floyd
I	2	Bragg	Brcknrdg	*****	Longst	Forrest Stuart
R	3	Taylor	Huger	Buckner	Gardner	***** AS Johnsn
S	4	Jackson	VanDorn	Gordon	Cheatham	Pembertn *****
T	5	*****	Hardee	Walker	*****	Cleburne Holmes
K	6	Hindman	Stewart	*****	Wheeler	RE Lee Ewell

If a name has already been picked, use the next set of ICRKs until a Leader is chosen (same for CSA ***** cells). If USA chooses cell (4,5), he has the choice of either Porter or Reynolds; thereafter, the remaining Leader assumes that cell. When a Leader is killed, the phasing player places his name in an appropriate empty cell.

10. Confederate Replacement: List the activities by unit and hex.
 11. Militia Demobilization: Use appropriate die roll and list exact losses by unit and position. Again, it's not too much hassle to have the opponent send a specific ICRK for this on his last Player-Turn of the preceding Cycle.
- C. Supply and Consumption Phase
1. Supply Maintenance Routine: List all hexes containing Friendly forces subject to supply considerations in alpha-numeric order. Include the hex, combat strength, terrain, and Chain of Supply for each position. Then use die rolls in this sequence, noting results for each hex. Be sure to indicate the number of RailRoad Transport Points consumed.
 2. Attrition Resolution: List all hexes subject to Attrition in alpha-numeric order and resolve.
 3. Supply Broadcast: List all actions being as specific as possible. Again, make a special note of any Rail points consumed.
- D. Political Interaction Phase
1. Victory Appeal: List an ICRK to be resolved by opponent.
 2. Kentucky RR: List an ICRK to be resolved by opponent.
- E. USA lists entry ICRK and code and sends all above to CSA.
- II. Mailing II
CSA Strategic Turn: Repeat as in USA Strategic Turn procedures.

- A. First Player Determination: Use following table, USA roll always precedes CSA roll.

First Player Determination PBM Table

ICRK:	1	2	3	4	5	6	7	8	9	0
7/61-6/62	1	2	3	0	*	*	-	-	-	-
7/62-4/63	1	2	3	4	5	*	-	-	-	-
5/63-10/63	2	3	4	5	6	7	-	-	-	-
11/63-4/64	1	2	3	4	*	*	-	-	-	-
5/64-12/64	3	4	5	6	7	8	9	*	*	*
1/65-5/65	6	7	8	9	*	*	-	-	-	-

If the result is (*) or if it duplicates the other player's Chit, use the next successive ICRK until a result is obtained. For the 5/64-12/64 period, it is necessary to use the Decimal ICRK system outlined in the 12:3 K.

- B. If CSA is the First Player, he then continues in the following sequence. If USA is the First Player, CSA sends his strategic Turn, First Player results, and an entry ICRK and code to USA. USA then proceeds as follows:

III. Player-Turn A
Movement Phase

- A. Commands: In alpha-numeric order according to starting hex, list each command issued. List the unit(s) involved along with their starting and finishing hex. Resolve Forced Marches as they occur and then resolve Attacks From March as they occur. The Phasing Player is on his honor to list his desired activities first and then determine die rolls.
- B. Leader Initiative: List all Leaders (including those issued commands in alpha-numeric order according to their hex at the start of the Player-Turn. Whenever it is found that a Leader can move, the Phasing Player must list any desired activity as above immediately and then determine die rolls for any Force March or Attacks From March. After this, he moves on to his next listed Leader, etc. A die roll is assigned to every Leader even if he was issued a command or his player does not want him to move. Note that this is the procedures most open to player "manipulation" but that any other method is either impracticable (ie, a mailing per Leader) or equally susceptible to manipulation (ie, chits).
- C. Naval Movement: List the movement of all naval units indicating all activities (ie, embarkation, etc) and their movement costs. Naval Transit Attacks and Naval Attacks on Forts are listed in alpha-numeric order and then resolved by Phasing player.

Combat Phase

- A. Combat Initiative: Using the list compiled in III-B above and assign die rolls in that sequence. Note that this should be done even though no combat is possible or desired. After determining which Leaders can attack, list the battles in the order desired. Note the attacking units, their strength, the defenders and their strength, the battle ratio, and attacker's Battle Intensity. If you wish, this last can be placed in a chit but the effect of the defender knowing the attacker's Battle Intensity is minimal given the limiting effect of the presence or absence of Leaders. If using Rule 26.2, the attacker must indicate if any Leader is to be used and if so, how the results are to be modified. Desired advances, retreats, and how losses are to be distributed must also be indicated for every possible outcome.
- B. List entry ICRK and code.

IV. Player-Turn B

Combat Resolution

- A. Fill in Battle Intensity and indicate any Leader to be involved.
- B. Combat Supply Routine: Determine Attacker's supply needs first, then resolve for the defender.
- C. Resolve Battle: Execute results according to attacker's instructions.
- D. Repeat in this sequence for each battle listed in the order listed.
- E. If Rule 26.1 is used, this retreat AFM is executed immediately following the battle's resolution.

Movement and Combat: Repeat as in Player-Turn A above.

- A. If there is no combat, player B then resolves the First Player Determination using the next die rolls in the sequence. If player B becomes the First Player, he continues with his next Player-Turn. If there is combat or if player A is determined to be the First Player, player B sends his turn to A who first resolves any combat and then determines the First Player. Remember to include an entry ICRK and code.

THE WESTERN FRONT

Somehow the Editor lost this column for the last issue of the "K" and since the column will appear in this issue, this current column will of necessity have to be short.

The important news is that the Annual Western AHKS Regional meet is now scheduled for the weekend of Nov. 17 at Norman OK. We will have the facilities of the university there for our wargaming and look forward to having a large crowd of AHKS members getting together for some good FTF games. I'm looking forward to meeting everyone and hope to see some of the old faces I met last year in Houston. If you would like to join in, just make plans to attend. Everything will be informal with talking about and playing wargames the only planned activity. If you would like more information contact NATHAN MITCHELL in Norman OK or LARRY BURRIS in Salina KS or contact me.

The information concerning FORTRESS EUROPA will be in the next issue. I also hope to have something on a new war game from BATTLELINE at that time as well.

There is one thing that I would like to cover that is in connection with the previous column. One major game publisher has come back to me with a very good question. "What constitutes a good play-by-mail game?" A very interesting point. What is one man's meat is another man's poison. The question was asked very seriously and I could quote other excerpts from the letter but the important thing is we may have at least gotten someone's attention. Now I can reply to them, and I eventually will, but I would like to hear from as many members as I can on this subject. If you leave out your personal game favorites that you are willing to PBM regardless of trouble or problems in multi-mailing: What are the prime requirements for producing a good play-by-mail game? There is no point in just restating the ingredients needed to make a good game to begin with. Therefore, let's concentrate on the conditions or game mechanics that permit a game to be handled by mail. For example, I have always considered a good yard stick for PBM was a ratio of time spent in working out your move, etc. in relationship to the time required in recording your move, combat, etc. This is just one of many things that go into making a good game adapt well to PBM. In the next column I will go into this a greater detail. If you have some thoughts on this subject please let me hear from you. The consensus of opinion will be sent back to the publisher may influence something coming up in the future. You are not going to get what you would like to see in wargaming if you don't speak up for it.

Speaking of games that don't lend themselves well to PBM, why not plan on bringing them and yourself to Norman OK, Nov. 17. Look forward to seeing you there.

Don Eisan

September 15, 1979

(K)

(Ed. Note: This is the WESTERN FRONT column that was unfortunately omitted from the last issue)

As I have mentioned previously I have found Panzerkrieg to be one of the better PBM games to have come along recently. I find a good yardstick for judging whether a game lends itself to PBM is to gauge the amount of time spent planning and making your moves in relationship to the time spent in the recording or mailings. Larry Burrus and I have a game of panzerkrieg at present and he echos my thoughts with his statement that he spends between 3 to 4 hours on his move. When you compare this to about 15 mins. for recording, that has got to be a good ratio.

With this in mind, and the fact that several articles in wargaming magazines have made reference to some rules problems in PK, I contacted O.S.G., and the following is some excerpts from their latest Errata sheet on Panzerkrieg: 1. Units may use railroad bridges to cross rivers but at the cost of 1 additional M.P. over the cost to enter the hex. 2. The presence of a friendly unit does negate the blocking effect of enemy ZOC for both supply and retreat purposes. Movement cost penalties are still in effect. 3. Anti-Tank units in a defender's hex negate the Amor superiority of any Armor units attacking that hex. 4. When attacking, Leader and Artillery improvement are determined after any downward modifications of combat strength. On defense it is based on the printed strength of the combat units under attack and not their adjusted value. 5. In situations where is a conflict of what die modifications to use based on different terrain situations you should use the modifier most favorable to the attacker. For example, with units attacking across a river while other units are attacking the same hex from the same side of the river, the modification of combat strength would still apply to the units attacking across the river but there would be no die roll modification for attacking across

the river. This would hold for both major and minor rivers. 6. While retreats are permitted on and through friendly units, you must retreat through vacant hexes if that route is available. 7. The missing area-D in the first scenario is Sevastopol, hex 0222. There are many other points covered, mostly reemphasising various rules but the above seem to be the major changes or clarification. There have also been some changes to the OOB in some scenarios so I would suggest sending a stamped self-addressed envelope to obtain the full sheet of Errata.

One problem that is causing some concern among many of us is the large increase recently in complaints involving opponents who just stop playing with no word or reason. In many cases there is a history of longer and longer delays between mailings until they stop entirely. While we want to encourage sets being played to completion, if your time is no longer your own the least that should be done is to resign the match. Many of us leave our games set up from mailing to mailing and long delays not only act as an inconvenience but deprive the member from playing someone else. Over the year I have been very fortunate with my opponents but many of us have not been so lucky. Days have a way of slipping by without us realizing it. If you know you can't get a reply back to your opponent in 1 or 2 weeks time just drop him a note and let him know that he shouldn't have to check the obituaries but that your move will be dealyed a little.

I am learning very fast, but the hard way, that there is not much time between the publishing of the 'K' and the next issues deadline. This did not give our members much time to inform me of any games other than Avalon Hill ones that could be completed with just one mailing and clean combat resolution using the ICRK system. I have heard from a few and the following is at least a guideline to newer members to AHKS and to wargaming in general. The games listed with an '*' are particularly suited to those just starting out as their rules are very straightforward. If I receive any additional games to be listed I will add them to my next column. This listing should be considered as a guide and not an all-encompassing list of games that meet the requirements.

Afrika Corp. *	Kasserine Pass
Anzio (basic game)	Napoleon At War Quad
Battle of the Bulge *	Panzerblitz
Blitzkrieg	Russian Campaign (per impulse)
Blue and Grey Quad I & II	Stalingrad *
D-Day *	Waterloo *

There are many more games that lend themselves to a simple one-mailing-per-move-and-combat, but introduce some form of record keeping or small envelopes (chits) to handle various aspects. In some cases a system has to be developed to handle the mechanics of the game and still keep it within a one-mailing framework. Air Assault on Crete has worked out very well using this approach. A system can be devised for just about any game on the market if you don't mind the trouble you may have to go through. Many games lend themselves better to PBM than FTF. A case in point is S.P.I.'s "To the Green Fields Beyond". As Fred Helfferich pointed out in F&M, it has so many things to be considered that your move could take most of an evening. The problem comes in trying to work out a practical method for handling all the phases without a lot of mailings.

Today there are games available that you would need to be a Hermit Crab to find the time to play them. Battelines' "Flat Top" has a good game system but the last time I had two month's vacation with nothing to do was when I was twelve. How many of us with family responsibilities (or even those that are single and like girls) could find the time to play one of these games? Keep in mind they are not even thought of as "monster" games. Speaking of which, a friend of mine brought over "War In The Pacific" and laid the maps out in my game room. Hell, you would need a croupiers' rake just to move the units that are in the center. You wonder how many of today's games are more conversation pieces than played games. If the game is the thing someone is missing the boat.

The point I have been trying to make will all this is, that it seems to me we are trying to come up with methods to adapt the games that are being offered by the publishers so that they can be played by mail rather than trying to make them aware of the ingredients necessary to produce a good PBM game. Bruce Maston in the last issue of the 'K' alluded to the same thing with the demise of some of the "old classics" like Stalingrad and Waterloo. Sure, there are games that are better than they are and that can be played by mail, but how many? Compare that to the number of games on the market.

When ever the subject of games that are suitable for PBM comes up an argument is always forthcoming. "You can always roll your own dice." Well I'm sorry, but I just cannot accept that method as a suitable alternative. When I was 21 and idealistic I thought 49 was old and maybe it is. One thing the years have taught me is old human nature. I'm not saying wargamers can't be honest. They are as honest as any other group of people. Maybe moreso. It's not so much the other guy that I suspect of cheating; its the

FROM THE MATCH COORDINATOR

I. Summer will be over by the time this column is in the hands of the membership and fall/winter is but a snowball's throw away; a time for planning additional games for those cold wintry evenings, so let me hear from you. Some members have experienced delays in their receipt of ICRKs after being matched. It is my understanding that Carl has been kept extra-active by his job, and other commitments and computer problems have made delay unavoidable. He has assured me that every effort is being made to remedy the situation.

In addition to Carl's unavoidable delay there have been delays due to non-availability of matches in games that have been requested. This is due mainly because of the period between typing the column, publishing and getting it in your hands. However, it will be the policy of the MC to carry your request filled or removed.

John Ratzenberger of OW/PD has indicated interest in those members who have played or gamemastered in AF/D; Diplomacy; Submarine; Watch-AM-Rhein; Battle for the Ardennes; 1776; Kingmaker and WS&IM.

Response to my request for membership's reactions to having "TITLES" awarded to rated members and for any ideas on the subject has been slow, but the idea is battling a thousand so far with the box score of 4 members for, and 0 members against. Don't be shy, write in and specify.

One of the many benefits provided to the membership is the OW/PD 'zine for multi-players. If you have not received a copy and desire one, then send a letter to Larry Fong, P.O. Box 11050, Oakland CA 94611 and request a sample copy. If then you are interested in receiving this 'zine (AHIKS supported) then send Larry a \$2 bill to cover postage and you will enjoy an added benefit. Larry will let you know when your subscription has run out.

II. ADMINISTRATION: There seems to be a trend by the membership to write to the MC about members who have not responded to the letters they have sent on games they have been matched up in. The MC is not the proper channel for this type of complaint. If you have a complaint on a member write the RD of his area for action. RD's are required to follow-up on all complaints and inform you the results of that action.

As a matter of assisting the MC in keeping abreast of the activities by the membership and to avoid duplications and errors in matching, it is requested that members who have prearranged their matches and who do not use ICRKs inform the MC to remove those matches from their request. A member is responsible for matches that are still active if the request is not removed by written notification to the MC.

It has been asked "What constitutes a NEW MEMBER?". There is no precedent to follow that I have been able to find, but it would be safe to say that any individual who feels that he has not mastered the PBM system within the AHIKS rules would be considered a new member and therefore could be matched with old members to receive the benefit of old members' experience.

Any members that ask for matches in Quad titles, please request them only in the main title (i.e.; B/G I or II; Mod Bat Quad;) and not the sub-title.

I have noted that requests for matches have appeared in "K" columns. Please halt this practice. Use the proper Set Request Format, sent to the MC. Continuing this practice will only disrupt the already difficult task of maintaining proper control and avoiding errors and inefficiency. Thank you.

III. RATINGS: The following ratings are as of Aug 28, 1979 for members 1300 and above.

1. D. Burdick	2125	37. S. Powlesland	1400
2. T. Eller	1990	38. D. Ziegler	1395
3. T. Olson	1935	39. C. Benton	1390
4. K. Mills	1865	40. D. Eisan	1390
5. L. Newburry	1860	41. R. Pippus	1390
6. D. Grant	1770	42. R. Greenwell	1390
7. L. Kelly	1755	43. P. Menconi	1385
8. B. Maston	1750	44. B. Cross	1385
9. R. Pioteowski	1745	45. G. Hill	1380
10. W.B. Hill	1745	46. T.S. Bourne	1380
11. J. Dough	1740	47. R. Flynn	1375
12. J. Drummond	1735	48. R. Bullions	1370
13. W. Hopkins	1730	49. R. Wharton	1370
14. K. Knepper	1690	50. M. Perna	1370
15. B. Davidson	1690	51. J. Creeger	1350

THE WESTERN FRONT (cont)

uncomfortable feeling I would get if I came up with mostly 5's and 6's on, say, the first turn of Russian Campaign. If those same results had been as the result of my ICRK selection I would be overjoyed at my "great strategy". If your results are better than you had a right to expect I'd like to feel good about it. If its your opponent that's having all the lucky why make things worse by questioning his ancestry.

One method I like for situations or games where it is easier for the attacker to resolve his own combats is the '5 envelope method.' I don't know where this idea originated so I can not give credit but it is basically a chit system. It can be modified for various situations but in it's simplest form works like this. You use small brown coin-type envelopes. In each envelope you give a starting ICRK selection. Each one can be different. On the outside of the first one you mark "For 1 or 6 attacks". The second one "For 2 or 7 attacks" and so on thru 5 & 10 plus attacks. After the attacker has written out his attacks he adds up the number and opens the appropriate envelope. On the next turn you simply replace the used envelope with a new ICRK selection. This method can be used in many different situations and the number of envelopes can vary according to need.

In the past I have used many different methods for handling combat or other results. All of these methods required varying degrees of honesty. I have never had the least doubt that my opponent was not being honest and above-board. For those of you who want to roll your own, go right ahead, pardner. I just don't feel that an organization like AHIKS, that's devoted to the PBM aspect of this hobby, should fall back on such methods in order to continue to play the games being offered today. What we need is more input to the designers and publishers so that they can at least on some of their new designs work in methods that can be handled in a PBM environment. Failing this we could at least look for new ideas or methods that would do today what the ICRK method did to replace the stock market listing in the past. The very games that take too long to be played FTF may very well be better suited to PBM. For example, if it took each player an hour or so to plan and make his move with all the things that had to be considered, and the game had only 20 turns, it would take over 40 hours to play. This same game if designed with some thought to PBM and single mailings would not only be playable, it would be a perfect choice for those of us who enjoy the time spent in planning things out. What's more you could finish the game in less than a year. What we are faced with today is too many games that have so many units or things to consider that you can not hope to play it FTF without being bored waiting for your opponent. At the same time they have introduced so many phases or complications that finding a suitable PBM method is next to impossible.

In closing I would like to welcome Michael Clothier of Baton Rouge LA to our ranks in the Western region. Welcome Mike, and I look forward to having a game with you sometime.

If you agree with some of my thoughts then write to your favorite game publisher. If you disagree drop me a note and show me the error of my ways. Until next time.

Don Eisan

July 16, 1979

K

16. F. Helfrich	1655	52. A. Dempsey	1350
17. M. Yardwood	1630	53. J. Malaska	1350
18. S. Peluso	1590	54. L. Jerkich	1340
19. C. Hoover	1570	55. C. Hundertmack	1340
20. G. Goheen	1565	56. W. Fox	1340
21. R. Kinsells	1565	57. E. Niemara	1330
22. R. Teleucky	1540	58. M. Plesko	1330
23. T. Bizwell	1525	59. W. Kluska	1330
24. J. Popolis	1510	60. J. Chastain	1325
25. D. Weszelberger	1510	61. D. Kern	1325
26. J. Powers	1490	62. S. List	1320
27. S. Curley	1480	63. L. Deck Sr.	1320
28. K. McCarthy	1480	64. C. Egli	1320
29. R. Segarra	1450	65. W. Nuffer	1315
30. J. Caton	1435	66. J. Pelliccia	1310
31. R. Starnick	1435	67. P. Licause	1310
32. T. Becker	1430	68. L. Bowie	1300
33. D. Demory	1430	69. R. Windsor	1300
34. N. Albrecht	1420	70. T. Thornson	1300
35. F. Jerome	1420	71. J. Burt	1300
36. S. DeStefano	1405		

Any member who is interested in being published (or not published) be sure to inform MC. All persons are rated, but all members are not published. Rating are informal in AHIKS.

IV. MATCH REQUEST:

a. OPEN MATCHES: The following matches are requested by members who's initials follow the game and are active as of 28 Aug. 79.

AK (DW); AF (PS); AW (EM); Anzio (TO); Assault on Crete

FROM THE MATCH COORDINATOR (cont)

- (BS); Battle for Germany (AB); BB (BS); Beda Fomm (LH); T Breitenfeld (GL); Burma (SS); CA (JC); Chariot (RL); Cromwell (WHO); DD-77 (DB); Firefight (AL); Flattop (CE); Frigate (AL); Great war in the East (GC); Island War (AL); Iron Clads (RZ); KM (BM); Korea (JVR); Kowima (SS); Labataille De Preussisch-Eylan (DO); LaGrand Armee (WC); Malta (BS); Mod Bat Qd (AL); Midway (MW); NATO (CW); Oil War (GD); PZGPrd (RK); Pz44 (AL); PAA(EG); PzBlitz (TO) & (GWF); PzLdr (JC); RAFIA (RS); Road to Richmond (AL); RC (PS); Saratoga (JW); Stalingrad (DW); Starsoldiers (SL); Their Finest Hour (BP); 3R (BM) & (PJS) & (BS); Trafalgar (JW); Verdun (AJ); Watch Am Rhein (JB); West Wall (AL); WW-III (CW). Note: Any member who has requested a match and that match has been listed for two consecutive "K" and now desire to remove it please drop the MC a line.
- b. NEW MEMBER REQUESTED MATCHES: Armada (RM); Borodino (BM); Conquest (DR); Imperium (DR); KM (BM); Luftwaffe (BM); Machivelli (BM); B/G II (TR); Outreach (DR); Pz Gp Gd (RS); South Africa (BM); 3R (BM) & (PJS); Melee (EM); NLB (TR); NAW (TR); Stonewall (RM); Submarine (DC); Tank (CW); WW-III (CW).
- c. 3-WAY REQUESTED MATCHES: Those members interested in matches requiring three persons with/without G/M. Air War (EM); AF/D (LF); Frigate (LF); Midway (DEM); Guadalcanal (BC); 3R (BS).
- d. OPEN TO NEW MEMBERS ONLY: Recommended matches for new members to gain experience in PBM from old members. AK (PR) & (DW); AF (PS); AW (EM); Anzio (T) & (JS); AmCivWar (JP); BB (BS); Blitzkrieg (RC) & (PS) & (PR); Britenfield (GLL); Burma (SS); Cromwell (WHO); DD (DB); Eylau (OD); Flattop (CE); Frigate (AL); Guadalcanal (BC) Island War (AL); Fulada Gap (PS); Kowima (SS); Kriegspiel (JP); Mod Bat Quad (AL); Road to Richmond (AL); Saratoga (JW); Sq Ldr (PM) & (EM); Stalingrad (DW); Starsoldiers (SL); Next War (PS); Trafalgar (JW); Verdun (AJ); West Wall (AL).
- e. MULTI-PLAYER REQUESTED MATCHES: Note: Many of those listed are from the OW/PD'zine Vol. 7 No. 6, July 79. Those underlined are listed by MC AHIKS. Battle for the Ardennes: (DG) (GH) (JG) (MM) (BL) (NA). After the Halocaust: (PM) (DW); Air War: (SID) Atlantic Wall (RG) (ML); Conquistador: (WHO) (TB) (PM) (JF); Crusades: (NA) (MS) (SL) (LF) (DC) (RW) (CB); Diplomacy: (DR) (TB) (JD) (DL) (BB); En Garde: (TR); Fast Carriers (PS) (ML); Flattop: (SL) (PS) (ML); Invasion America: (SL); Highway to the Reich: (MB); Kingmaker: (RH); La-Battaille Moskova: (SH); Machiavelli: (BB) (RL) (MS) (TB) (SL) (LF) (RG) (JG) (WHO); Mech War 77: (MS); Mighty Fortress: (SH) (SL) (RAP); THE NEXT WAR: (PS) (ML) Operation Crusader: (VM) (GH) (BH) (SL) (ML) (JR) Russian Civil War: (MS) (SL); Star Soldier (SL); Sinai (LD).
- If you are interested in any of the above or others in Multi-play then write to Larry Fong or John Ratzenberger.
- f. EUROPEAN REQUESTED MATCHES: USA/Canada from Europe. If you are interested in matching up with someone in USA/Canada the following is for European members only. Write MC USA. AW (EM); Burma (SS); Chariot (RL); Cromwell (WHO); Firefight (AL); Frigate (AL); Island War (AL); Kowima (SS); Mod Bat Quad (AL); PZ-44 (AL); Rifia

- (RS); Road to Richmond (AL); Saratoga (JW); Their Finest Hour (WP); Trafalgar (JW); Verdun (AJ); West Wall (AL).
- g. USA/CANADA REQUESTED MATCHES: Europe from USA/Canada. If USA/Canada members are interested in matching with European members write to David Grantham, 1979 Main Rd, Bilton Hull, Humberside Hull 4AA, UK. 14-4 last issue for further matches: KOREA (JVR); Oil War (GD).
- h. AREA MEMBER MATCHES: For AREA members only. AK (DW); AW (EM); Anzio (TO); Chariot (RL); DD (DB); Flattop (CE); Guadalcanal (BC); PZ LDR (JC); Saratoga (JW); Stalingrad (DW); Their Finest Hour (WP) Trafalgar (JW) Pz Gp Grd (RK).
- i. GAME MASTERS/MONITORS: Due to the ever increasing list of names for monitoring and gamemastering the MC has temporary removed the names but has in its place indicated the games only that members are willing to G/M. If any member is in need of G/M he can inform me and I shall send him that persons named. 1776; AK; AF/D; AW; Anzio; Ardennse Offensive; Battle for the Ardennse BB; Bismark; Blitzkrieg; Conquistadors; DD; Diplomacy; FR-40; Frigate; Guadilcanal; Jutland; Kingmaker; LaGrand Armee; Machiavelli; Midway; PzBlitz; Pz LDR; RC; Stalingrad; Stratagy I; Starship Soldier; Submarine; Sq Ldr; Starsoldier; Richhoffer War; 3R; WotR; Watch Am Rheine; WS&IM; Solomon Campaign.

V. MISCELLANEOUS:
 AS A REMINDER: Please send in your completed ICRKs when you finish your match. I would like to get a feedback on a proposal to use the AH AREA VERIFICATION system as a means to credit AHIKS rated members for win/lose matches. All members would participate so far as the validating of the match is concerned; present policy for rating would be observed. For those who are not familiar with the AH AREA VERIFICATION SYSTEM, it is a printed form listing a members signature and number line where the member signs his name and places his Zip code (ie 07066-1) plus a control number given by AH. This is done by both members; the winning player prepares and sends to the losing player for his signature and number and it is also marked by the loser if it was a PBM or FTF match. He also records the game played and dates the form. There is a box to indicate if this is the first game of the match and or second game of the match. He then sends it in to the MC for rating. The Form is called AREA VICTORY CLAIM SHEET.

Thanks to D. Eisan, Pete Menconi, Ron Teleucky, and Bill Wolf for their New Member help. Welcome, New Members and Good Gaming! Feel free to write and ask questions. The SET REQUEST FORM is a means of information to the MC to satisfy a members desires; however, it is not the only vehicle that can be used. Any method may be used to contact the MC so long as the information is complete and specific. The next "K" may not contain as much information as I have been usually providing, as I may be in Vermont enjoying my first grandchild, which I understand is due in Late Oct. or Mid Nov. I recommend early mailings for any matches you desire. Thank you. If you notice another name same as mine it is because Les Deck Jr, is now a member and is playing 'Rhodes' in Sq Ldr.

LES DECK SR.

August 28, 1979

DATE _____

SET REQUEST FORM

USE THE FOLLOWING LETTER CODE. INSERT ANY ORDER, AS MANY LETTERS AS APPLY IN PARENTHESSES 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.

NAME _____ ADDRESS _____



Don Greenwood, Editor of the AH "General", has chosen the game he wants for a series replay and has contacted those players. Thanks to all of you who responded.

An Air Force/Dauntless Society is being formed. The Society will provide game masters, matching, play aids, and a bimonthly newsletter. Membership for the first year is \$7. For more information write: AF/D Society, c/o Jim McAmis, P.O. Box 593, Stone Mountain, GA 30086.

ELECTIONS

The following offices will be up for election next January: Treasurer, Match Service Officer, Editor, RD West and RD Pacific.

If you would like to run for one of these offices please send the Editor your name and a short campaign statement before 1 December 1979 so that they can appear with the ballot in the next issue of the "K".

10



AHIKS KOMMANDEUR
Jim Pratt, Editor
1111 E. Loma Vista Dr.
Tempe, Az. 85282



FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED

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