

THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

On the basis of returns in thus far, I would like to congratulate Dave Grant on gaining the RD/P position, and congratulate Tom Bourne on his close call. Actually Tom, a round of applause to you for stepping forward. As I believe will be shown elsewhere in this issue, all other elections went smoothly to their expected conclusion. Except one.

I must admit to severe disappointment in the voting on the Constitutional ammendment. It appears to have passed (140--133 in the US), but barely. Why did so many members feel this to be a poor change? If you had been asked to finance a major expenditure, or make a major change in the way the Society functions, I could understand concern and some--perhaps many--reasons for refusal. But what you were asked to authorize simply did not impact you at all. The combined Exec and General Committees voted without dissention to add the Match Coordinator to the Exec, which was a modification only to the internal affairs of the Committees, really not impacting the members at all. So why all this opposition? I would really like to hear from some of you that voted against, in order to understand what happened, and why. I would ask all members to remember that being an officer in this club is a rather thankless task (second only to being a game opponent of an officer!!), and it hurts to have everyone (well, ok, some) tell you to go stick it.

Steve Haas has announced the necessity of resigning as RD/NE. We are most assuredly soliciting applications. Omar DeWitt will be setting traps for those attending his March get-together. It's hunting season in NJ!

I think Steve's announcement is a good lead-in to a round of thanks for Todd Roseman, retiring RD/P, and to Steve for his help in the past year, and to all the officers who renewed their services in the past election. Count the number of people on page 2 of the K who help get things done for AHIKS, divide by our 500+ membership, and see what a small percentage we use to function this club. Very few enterprizes do as well.

Omar DeWitt has made a suggestion which sounds reasonable. We should submit AHIKS for a Charles Roberts award in the Hall of Fame category. Given the founding of the club in 1966 (March), we are entering our 15th year of operation, a record which no other gaming organization of our size and type can match. I would appreciate any help any member can lend to this project. I will contact John Mansfield to get details on how-to's.

I've received two reviews of the Member's Guide from "new" members and would appreciate the others to send their copies back, too. The comments to date are very useful.

One interesting facet of our PBM guidelines came from a comparison of the AHIKS rules versus the proposed (draft) Avalon Hill AREA PBM rules. AHIKS rules provide means for correcting errors in an opponent's move in order to maintain the pace of the game, without the (often discouraging) delays of sending it back for corrections. We state that where an error might cripple the play of the opponent, we hope that the member will return the move for correction, but frankly do not require it. The proposed AH AREA rules state that the move must be returned for correction for a maximum of three tries per player phase/move, after which the erroneous player gets stuck with his errors, and the other player is allowed to impose corrections and proceed. I think

(the author of the AREA rules does not entirely agree with this) that AREA approaches the problem of errors from a competitive ratings standpoint, in which the ratings would become less meaningful if losses were caused by errors, and not just pure tactical thinking ability. In a way, this seems to hold more closely to the condition of FTF play, in which illegal moves are more often immediately detected and prevented. Thus, the AREA ratings, generated in either FTF or PBM play, are consistent.

The AHIKS rules were originally drawn up with "game continuity and survivability" in mind. It was recognized that the delays for corrections often slowed the game to the point that one or the other of the players no longer felt it worth finishing. I think the overall spirit of AHIKS play, not based on competition for points, allows a more relaxed--and far less structured--set of procedures. We are very much oriented to pace and completion, with relatively less emphasis on winning and technical skill. I think our experience has shown that people who get too wrapped up in winning make for unpleasant play, and are often tempted to disappear rather than face the music. As always, we'd welcome your views on this.

As a reminder (interim) of who does what around here, pending the Member's Guide publication, I've outlined a quick summary below of who to write for what.

Match Service Officer (Benton): OOB's, replacement ICRKs when the old one has been used up.

Match Coordinator (Deck): Initial requests for matches, even if you have located your own opponent; return of completed ICRKs; inquiries about the rating system.

Editor (Pratt): Articles, opinions, campaign statements.

Treasurer (Horne): Dues, changes of address.

PBM Ideas (Mugler): Submit suggested methods to play games by mail; request copies of already-suggested methods.

Archivist (Wallace): Back issues of the K.

Regional Directors: Anything not covered by any other officer.

Judge (Teleucky): Questions on game rules, grid coordinates.

You will note that no duties are assigned to the President or Vice President. However, you may write to us all you want. The guards may even let us read your letters.

A member wrote to me recently, suggesting that many players might find it handy to run a photocopy of your OOB forms when you've made your move, before sending it to your opponent. He's found it very handy for those rare but disastrous occasions when the Post Office misplaces your work of art!

Pete Menconi

February 14, 1980

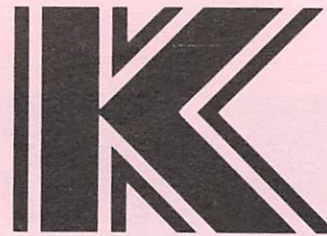


SWAPPE SHOPPE

Wanted: Copy of "S&T Book II" and of "S&T #40" in good condition. Clenton Allison, 1605 Beverly, Wichita Falls, TX 76309.

Several games and magazines to sell/trade. Send SSAE for list to: Allen Glicksman, Apt. A 11, 250 Beverly Blvd, Upper Darby, PA 19082.

editorial



Another year of the K is starting, and I thank all of you for your support. I have seen some of the comments that were returned with the ballots, and it appears that the consensus of membership opinion is to keep the composition of the material in the K the same. Everybody wanted to see more opinions, and I'll be glad to publish them, but this is one subject that depends entirely on you to provide the material. Some people asked why news from Europe is never in the K. The reason is that I never receive any news from Europe. How about sending me some, Dave and Bill?

Repeating the advice to contributors: I'm much more interested in what you say rather than how you say it, with one exception: Please double space between lines, whether you type or hand-write. The more illegible your scrawl, the more I need that space to interpret games-ese for the typist. Unless you specifically request otherwise, I usually edit your material for spelling, grammar, and clarity. I try to publish member's contributions as soon as I receive them, but sometimes circumstances force me to delay publishing an issue or two.

I will not publish anything in the K that I consider to be libelous or distasteful, so forget the personal attacks on rotten opponents or the porno jokes. I also reserve the right to delete material if necessary. These problems are very rare, but I want everyone to know the policy.

The deadline is the same as it has always been: The first of even-numbered months. It requires two to three weeks to type, edit, print, and mail an issue once all the text is in hand, so expect to receive your copy around the end of the even-numbered months. Sometimes this schedule slips because of unforeseen events, of course. I can also sometimes squeeze in material received shortly after the deadline, but the first of the even-numbered months should be used for planning purposes. All club officers should remember that they are expected to have a report to the membership in each issue.

Last issue I said that I consider Fire & Movement to be the best professional game magazine. Naming the "best" amateur magazine is more difficult, largely because there are so many more of them. Anyway, of all the amateur magazines that I have seen, the best of its type by far is Swabbers, published by Mike Colleran. Swabbers consists entirely of reviews of recent games. These reviews are informative, informed, literate, and, above all, interesting. I especially like the way each game review is summarized in a comment written as a subtitle. Some examples from a recent issue are: ROAD TO WASHINGTON: "Rough"; CAMPAIGN FOR NORTH AFRICA: "If this is Reality, what else have you got?"; and (my favorite) CITYFIGHT: "The Invisible Man goes to War."

It seems to me that entirely too much attention is being paid to ratings. Les Deck tells me that he is constantly barraged by letters from members who want to know their rating. Many members will play only with other members who have the proper rating. In my opinion the whole system of ratings is over-blown and a detriment to the purpose of AHIKS, which is to foster friendly competition. I like to win as much as anyone, so I can understand that no one would lose gladly, but if there wasn't a big ratings jump depending on the outcome of a game I would be much more willing to allow my opponent to correct a mistake in his move or allow some other courtesy. I also feel that the existence of ratings is a big incentive to the players who would rather disappear than lose a game. As editor, I dislike using space in the K for a dull, boring list of player's ratings. So just remember the immortal words of Vince Lombardi, "Its not whether your rating goes up, its how you play the game that counts."

Jim Pratt

14 February 1980



ELECTIONS

The election returns are not yet complete (none of the European Region results have as yet been received), but the preliminary returns indicate that the Treasurer Harold Horne and the Editor Jim Pratt have been re-elected. Dave Grant has been elected RD Pacific. The constitutional amendment ratification is still in doubt. The complete results will appear in the next issue.



SWAPPE SHOPPE

Wanted: Copy of "The Dragen", issue #23, Ron Teleuky, 7084 Quarry Dr, Las Vegas, NV 89117.

THE KOMMANDEUR VOLUME 15 NUMBER 1 FEBRUARY 1980

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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.

OPINIONS

- Paul Selzer -

On the subject of gray areas in the rules; or, "That situation is not covered in the rules!"

This is my first attempt at writing in this paper as I, like most of us, am used to reading someone else's article. The reason why I am doing this is I would like to shed some light on the gray zones that are relevant in just about game played in the Wargaming society. There will be times that a particular rule is interpreted in different ways by the players and you have to go to the Judge for a ruling. Or, on the other hand, the situation that is relevant in a FTF game is covered only vaguely in the rules.

The gray areas that I have found stand out plainly in three games put out by Avalon Hill; I will try to summarize their rules as briefly as possible. The solutions that I may offer are not standing practice, and I shall strongly urge the following advice: If you run across an area that you are not sure of, please write the Judge and get an official ruling on it. But, first ask the opinion of your opponent and then write what you feel and send him a copy and send one to the judge. You may hold up your game, but it is better to be safe than sorry. The games are: 1) 1914 - This is the game that most feel is too much of a waste of time and money. But for those of us who still play it, or try to find ones who will, this is the most common argument. It involves the German attack on Liege forts with infantry and siege artillery. The rules state that the forts are automatically destroyed by a large calibre gun and that the die roll is used to attack the enemy infantry by your infantry. Most common argument is that your opponent says that your attack on his infantry failed and therefore the forts are still intact. It took about eight months to get a ruling back from AH, but I was backed up by the rules and the company that said the forts are automatically destroyed although the infantry attack failed. The result was that my opponent (not in AHKS) dropped out and I never heard from him again.

2) Russian Campaign - Another gray area in this game is rule 12.5 and the ZOC rule. Again the subject of personal interpretation and one that requires a ruling from the Judge. It would be nice to see the Rules Summary mentioned by Ron Teleucky for this game, but until then the Judge is the only alternative in this area. I now know what my opponent feels like when he got into an argument over capture of Budapest with ZOC rule.

3) Squad Leader - When playing a FTF game (with my brother who just arrived up here in the frozen wasteland of Canada's north,) the gray area that popped up here was the presence of broken units in a melee hex. It is true that if they appear in a melee hex they are eliminated, but suppose that you have units in a hex with about three of the other guys, you fire into that hex and get one of his broken and yours break. Under the rules, they are broken and play no part in CC, but can they fight or are they eliminated because they are in a melee hex and just fought the turn before? And how about the forces that move into the hex during the advance phase with broken units? Question again, are those units eliminated or do they participate in CC during that phase?

If anyone, either signer or gamer can help me in anyone of these areas, please forward your answer through the Judge and let me know, too.



- Robert L. Snyder -

As mentioned by Pete Menconi in the last (14-6) issue of the "K", there is a rather heated debate going on in the pages of F&M between game designers and game reviewers. As I understand it, it seems that the reviewers have taken a few shots at the designers in the matter of historical accuracy, and the designers (Randy Reed in particular) have retaliated by questioning the reviewers' own historical research, among other things. Between the two groups, they have generated a heated discussion.

The problem is, the debate is "full of sound and fury, signifying nothing". The reviewers have completely missed the point, and the designers are reacting to the wrong things; if they designed that particular game to be a history lesson, then take the heat, but if they designed a game, to be played, then they should concentrate their attention on criticisms of the game aspects.

The reviewers' thesis is that a game-simulation (two terms which are seldom interchangeable) must be historically accurate right down to the last illegal .38 pistol carried by Pvt. Smith of Company C, 1st Bn., or they have a right and duty to pan the game as inaccurate and poorly researched. Hogwash! Where is anyone going to obtain all the information necessary and pertinent to

a particular event which may have taken place, say, 36 years ago? If truly carried out to the last detail, the game reviewer in the year 2651 would open his remarks by stating that "the historical research was fairly well done." For example, no one that I know of has ever persuaded the Soviet government to release all the information pertaining to their units in use between 1941 and 1945, including their relative values (which shifted) during any particular period. They consider that information to be classified. Everything that has actually been done with these units is educated guesswork, which could be historically inaccurate. Who'll ever know? Or care?

Another example. No game about the "Battle of the Bulge" has ever really gone into the very important aspect of German soldiers, wearing American uniforms, creating havoc with supplies, and changing road signs to misdirect traffic. Reviewers kindly explain how you would research this? How many troops, what roads, what signs, what specific QMC trucks were diverted, what effect did this have? And, to carry your fetish one last step, please show us your research that either proves or disproves the relative values of attack factors in "Star Force", or any other Sci-Fi game. You must have some, as that is the very stuff you live by; or else you passed on reviewing the game.

Your supporters are the simulation buffs who play an accurate (to your taste) simulation two or three times, absorb their latest history lesson, and put it away. How often can one enjoy learning the same history lesson?

Your detractors, of who I am one, don't care to go that deeply into the historical accuracy of a situation. They want to PLAY A GAME, using their own (brilliant) strategy and tactics. Give them a reasonably close-to-accurate game, and adjust the play-balance (perish the thought of tampering with historical results!) so that the under-dog can win with some good solid play, let us play this GAME a few dozen times with no two games exactly alike, and we will be having FUN with our HOBBY.

If we had only the simulations and restrictions which you would force upon us, who would be masochistic enough to play Napoleon, or the Germans in "Third Reich", or the Japanese in most WWII Pacific games? They could not win and, according to you, that's the way it should come out. That's not a GAME, and it sure as hell isn't FUN, or even interesting (unless you have bloodlines from Attila).

Therefore, when you review a game, please don't take up four or five paragraphs criticizing the designer's research. Just kindly tell us if it is FUN to play. Does the system work cleanly, is it challenging, can either side win regardless of historical accuracy? Criticize if you must the game mechanics, or poor rules organization: we really don't care that much if that was the 17th Division, instead of the 170th which the stupid designer put in. All we want to get in a big hassle about which one it was. Such things are nice, of course, but they do not add that much to the enjoyment of the GAME. One other thing which most of you commercial reviewers miss; can it be played by mail? Within one's lifetime?

K

The Secretary-General

For the first column of the new year, and with nothing of significance to say, I will merely ramble on until the Muse deserts me.

For new officers, I have copies of all the forms: "green" info sheets; membership applications, "welcome to AHKS"; and various other forms for special purposes which can make the job easier. If you want an update on what I have, drop me a line.

In reference to Ron Starnik's opinions expressed last time on dues, I feel the dues should stay where they are. Ron, by the way, served the society ably for two years as secretary. He and I played a total of four games of Blitzkreig, the first set with the old rules, the second with the revised rules. I only remember one game well. Ron was Blue and made a tremendous opening move invasion across the desert (land and sea). I countered by capturing the minor country in the south-center of the board. Ron used all of move 1 to subdue the northern desert minor country. I did not occupy the minor country adjacent to red in the north as I left it as a buffer. Thus, on move two, this minor country slowed Blue and I did not have to deploy any forces. In my turn I set up defensive positions in the mountains to prevent blue from capturing the southern most city in the northern minor country adjacent to red. Without this city, Ron could not control the country and could not use the rest of its cities for air force. Ron's supply lines were getting longer! I also invaded by land and sea the minor country southwest of Lake Pinky around BB31 and EE34. My goal was EE25 and the threat of driving toward CC15 which would undermine his invasion. On turn 3, Ron drove into the Red

homeland and simultaneously made a sea invasion on the beach in Red's extreme northeast around RRR39. I had, by the way, placed only screening forces to oppose this. This move was Blue's high tide. Ron controlled a large part of the north of Red, but I held interior lines. On this move I reinforced my north with planes and troops using some units already on the board but relying heavily on new units from "off the card". Ron could only reinforce his salient with difficulty and had to leave screening forces on his southern flank across the desert. I also pushed toward EE25 (he had reinforced this area and it was tougher to advance.) On his turn 4, he faced my defense line which would allow him no more than unsurrounded low-odds attacks (the tournament attrition table is essentially bloodless for unsurrounded attacks) as he lacked any air support. On my move 4, I attacked and broke the defenses at EE25. I also concentrated and counterattacked his beachhead at RRR39. At move's end the units at RRR39 were isolated and could not be evacuated as the city was disputed. Faced with a write-off at RRR39, a break out at EE25 which would threaten to take CC15 on move 5 to cut off his army, and no real hope of progress in the vast Red motherland Ron resigned even though he had 100+ factors on my soil and not one Red unit had even entered Blue. That game taught me the fatality of the desert approach in Blitzkrieg; further, you will note the central round neutral country was never violated. If you play Blitz, you should keep in mind that the object of the game is destruction of the enemy, not capturing minor countries!

Returning to the dues, if we merely keep dues constant for the next year, we are really reducing them by 10%. Further, postage is rising at a phenomenal rate.

Most important, however, is the necessity to keep out the PBM riff-raff. If we make AHKS too easy to join, we will pick up undesirable members who will abandon their opponents when some new fad strikes their fancy.

Returning to my postal games (and in conclusion) I feel duty bound to inform you as to my progress in two games of R.C. Both of my luckless opponents are new members. One I have ungraciously retreated into Gorki following a brilliant clear weather roll for Nov./Dec. My other opponent will surely feel the jack boot, but how will I explain the loss of a headquarters on the May/June move to my fuerher?

Bruce Maston

February 6, 1980

(K)

NORTHEAST REGION

The big news in the Northeast Region is of course Omar Dewitt's announcement that he will again host a wargaming weekend at his home this year. These weekends are always a lot of fun, and I urge those who have never been, or have hesitated to go in the past, to attend. It is a great opportunity to meet other AHKS members, preview what games are being played, swap games, stories, etc. I will not be able to attend this year, but will provide a complete report of the proceedings in this column.

As I said, besides the people I meet at Omar's, one of my most valuable experiences at his weekends is the opportunity to review new games, recently released, which I have thought of buying. There is usually someone there who has either brought any particular game to the gathering, or at least has an opinion to share. I used to be somewhat of a "shotgun" wargame buyer, buying everything I saw, when I could afford it. Around about two years ago, it struck me that I really wasn't playing most of my games. After a period of time, I completed an analysis of my gaming preferences. I buy much fewer games now, and the games I do buy are generally good games, games that I like.

The whole point of the above is I've become a better wargame consumer. I've heard of a lot of kvetching about there being "too many wargames on the market", that the games coming out today are not as good as they used to be. I won't argue the merits of the above. I would like to say that it is not necessary to buy every game on the market, and that there are enough games coming out and already out to please everybody. It is becoming more and more necessary for people to look into what they are buying before they buy it.

Actually, I was going to do this column on the Iran crises and its relationship to wargaming. I got sidetracked. But I leave you with this thought. A year ago, who would have thought that a madman would take power in Iran and throw the whole region into instability? How closely can wargaming possibly mirror reality?

Steve Haas

January 21, 1980

(K)

TREASURER

AHKS 2Q79 FINANCIAL REPORT

Effective Balance at beginning of quarter		5863.80	
	Quarter	First Half	
Income			
Dues	238.20	2789.70	
Initiation Fees	65.00	135.00	
Miscellaneous	78.67	210.36	
	<u>381.87</u>	<u>3135.06</u>	
Expenses			
President	33.66	38.66	
Vice President	-	21.99	
RD North Central	10.38	12.03	
RD Northeast	4.70	4.70	
RD Pacific	3.00	19.00	
RD Southeast	3.85	13.05	
RD West	9.25	10.25	
Secretary	86.38	157.58	
Editor	672.46	1048.22	
ICRkmeister	37.89	106.10	
Match Coordinator	26.77	44.66	
Treasurer	25.30	45.67	
Judge	6.87	18.67	
Stationary	25.46	25.46	
OOB's	46.30	68.24	
Monitoring	82.13	124.43	
Computer Service	134.38	177.71	
Miscellaneous	26.40	64.40	
	<u>1235.18</u>	<u>2000.82</u>	

Effective Balance at end of quarter 5010.49

Total Postage 390.34 Total Printing 461.51

I have been rather buried by dues and ballot processing for the past month but I hope things have slacked off for the duration. The following members have not paid their dues as of 9 February: E. Abbott, C. Ansel, D. Aylesbury, A. Brauneis, J. L. Brown, T. Buhrman, M. Burns, W. Byron, G. Calage, B. Cats, M. Clothier, W. Compton, S. Curley, M. Eckhardt, L. Ercolino, I. Erskine, W. Falstick, D. Falvey, R. Ferguson, F. Franiak, T. Gaddis, J. Paul Garcia, L. Gluek, R. Gordon, T. Hannake, G. Hawk, W. E. Hill, M. Hilton, K. Hoffmann, C. Hoover, B. Hudspeth, M. Hunt, R. Jarvis, R. Kinsella, K. Kirkland, J. Lamhertus, R. Laubenstein, M. Leith, R. Logsdon, J. Long, J. Malaska, D. McClure, G. Mitchell, L. Moore, E. Murdock, W. Newell, D. Owens, R. Piotrowski, R.D. Pittiglio, D. Poese, R. Rich, M. Saha, R. Shore, J. Signoriello, D. Simecek, W. Somers, R. Sopicki, R. Stakes, D. Stone, W. Sullivan, R. Teleucky, M. Truex, G. Tur, J. Vaughn, J. Wallace, D. Warncke, D. Watson, G. White, J. Wlas, W. Wolf, J. Woolridge, T. Zadek, and A. Zagdangross. If your name appears on the above list and you've recently sent me your dues, do not be concerned. If you haven't sent me your dues as yet, please do so at your earliest convenience. If you sent me your dues quite some time ago, I haven't received them and your check is possibly lost in the mail. Believe it or not this happens a few times every year.

Harold Horne

February 9, 1980

(K)

THE WESTERN FRONT

They say if you have to eat crow, do it up front and get it over with. My assumptions on the future of FORTRESS EUROPA in the last issue were incorrect. Not only is the game alive and well over at Avalon Hill, but it is also in the very capable hands of Alan Moon. After a sneak preview of the game I find that nothing from the original version has been left untouched. The map, counter mix, and rules have all been changed in a major overhaul of the game itself. From what I have observed so far it appears Alan is doing an outstanding job in re-designing the game. This is certainly good news. I'll try to keep everyone posted as to the progress of this project. With the great popularity of Russian Campaign, this game has been most anticipated new games to come along in awhile. In my next column I will try and cover the PBM aspects of the game.

After misjudging the situation on the above I'm not sure I

should be trying my luck again. At any rate, for what its worth, look for Avalon Hill to re-release some of the more popular Batteline games starting with Air Force and Dauntless. At least that is what the grapevine tells me.

Speaking of re-issues, if you like John Prados' game of THIRD REICH and you are also a naval buff, latch on to the second addition of his PEARL HARBOR put out by G.D.W. The game has not been back in the box since arriving at our house at Christmas.

My local mailman has not developed a hernia over the replies to my request for suggestions as to what makes a good PBM game. While the numbers have been few, the suggestions made were quite good and I do what to thank all of you who took the time to write. The information was certainly helpful and most of the thoughts will be sent on to the game companies in the form of an open letter.

With the help of past records of games played in AHIKS along with the surveys conducted over the past few years I was able to put together a picture of what interests the vast majority of our membership. The variety of game titles in Les's open match request listings in each issue can be misleading as to the games actually being played. The bread and butter games come down to only 10 to 20 games out of more than 160 different games played or mentioned in the surveys. These 20-odd titles comprise 85% of the total number of games played. 9 of the top 10 games are from Avalon Hill, which says a lot for that company as to popularity in our ranks.

This information, along with the various thoughts and comments received, allows us to begin to put together a picture of what constitutes a good PBM game. We must start with the basic assumption that regardless of playing mode the game must be playable and well balanced to start with. If the game then interacts well between two players, with little time being spent waiting for the phasing player to conclude his move, then the game is generally a popular FTF game. On the other hand, if the game takes a great deal of planning or time spent in just moving all the units then the game drags in FTF but can work well in the PBM environment. The problem arises when the game takes a great deal of planning to conclude each phase and is comprised of many phases per turn.

One point that was repeatedly stressed in the replies was the player's dislike of having to set up the game, or bring out the game board, simply to conclude a phase of combat or resolve some other step that takes only a few moments, but without spending any time oneself on the game before having to mail back the response. These repeated mailing steps coupled with many turns are what limits a game for PBM and not its complexity. Players want to be able to spend some time in a decision-making process before each mailing. This is one of the big reasons the older classics are still so popular in a PBM environment.

It is perhaps this very popularity of the simpler games that leads people to believe that games cannot be complicated if they are to be played by mail. This just is not so. As a matter of fact, the MORE complex, the more planning and decisions that must be made each turn lends itself to PBM far better than to FTF. There is a direct correlation here. The more time you spend waiting for your opponent to make his move in FTF the less likely you are going to want to play the game again in FTF. This same feature is the very thing that appeals to the PBM player.

We can conclude from all this that we are faced with a dilemma. As the newer games become more complex they also introduce many segments or phases to each players turn. The net result is that it becomes more and more difficult to find the time to play the game as FTF but the game system itself introduces so many mailings or other problems that it discourages the game from being played by mail. In other words, the game is neither fish or fowl. It cannot be handled in either environment and ends up collecting dust on the shelf.

As Tom Oleson pointed out to me in his letter, this message will fall on deaf ears at the game publishers as long as the games they produce continue to sell well. One major game company has now discovered that the shotgun approach and "let the public do the playtesting" does not work. It took awhile but the game consumer rejected this method and sales finally were affected. Our best weapon is still our wallet. If we stick to the games that are good games and are playable either as FTF or PBM, and if we resist the temptation to buy everything new that comes out, then we may get our message across.

Don Eisan

January 24, 1980

THE BARRAGE

We begin the new year and decade with two new members to introduce: Michael J. Fitzgerald of 4501 Elm Street, Chevy Chase, MD 20015; and Donald G. Swartz, 1701 Trent Ave., Louisville, KY 40216. Welcome to AHIKS, Mike and Ron, and good gaming!

At the end of this, my first year as RD Southeast, I would like to thank the members for making it a pleasant, trouble-free year for their Regional Director. I thought it appropriate at this time to report briefly on the state of our region. We've grown during the year, from about 59 members at the beginning of 1980 to 66 as of the end of December. Interestingly, the bulk of our Region's members are concentrated in three states; Maryland, with 18 members; Virginia, with 13; and Florida, with 9. Alabama and Georgia have 5 each; and the rest are pretty well scattered. Exactly what these figures prove, I don't know -- probably that our membership more or less follows the demographic patterns of our region, I guess.

On the subject of area get-togethers, Bob Davidson reports that he, Jim Burnett, and Jim McAmis had a "mini-gettogether" in Atlanta the weekend of 17 November and expresses interest in a centrally located big Regional meet sometime. Anyone else interested in this? Suggestions as to location and format? Write me with your ideas.

In that connection, I'd like to thank all those members of the Region who have written to me with ideas or suggestions during the year. Due to the press of time, letters not requiring a reply in relation to club business don't always get answered; although I try to reply to everybody. But rest assured that your ideas and suggestions are read and noted. Keep them coming!

I can report that my mail-order difficulties with SPI have had a happy ending. When I got back from a 2-week Christmas vacation trip, I found my long-delayed *Art of Siege* awaiting me. Not only that, I ordered *Medieval Battles* quad back when it was announced in S&T and the game arrived within about 6 weeks. Looks like they have their troops reorganized. *Medieval* looks good on first examination. Fast and playable, with accent on morale in the combat results. Interesting charge and lance rules to simulate the shock action of heavy cavalry. Professional Scotsmen will love BANNOCKBURN, where the disorganized English are caught with their backs to a swamp and have to fight their way out. It ain't easy. SPI has its faults, but certainly for the last 10 years it has been the leader in the hobby, having originated most of the major simulation devices since Avalon Hill invented the Combat Results Table. SPI's problem is that, innovating a lot, they also make a lot of mistakes, which the gamer pays for in terms of games that don't quite work. Perhaps SPI should go back to the old Test Series Games concept for introducing new, only partially developed game systems in a cheap, no-frills format, reserving the boxed, full-color board, etc. treatment for the fully-developed and perfected games. Good luck and good gaming!

Graham A. Cosmas

January 20, 1980



Pacific Theatre

This will be the first of what I expect to be a series of regular reports from the Pacific Region RD. Perhaps a brief biographical sketch will be in order to acquaint those in the Pacific region with their new RD.

I am 35, a native of Oregon, but now live in Washington (about 15 miles from the Boeing plant that produces the 747--north of Seattle). I am married and have two children (girl-6; boy-9 months). I have a BA in Psychology, a Masters Degree, and am presently slowly working on a professional doctorate degree. I serve as pastor in a local Baptist church (and yes, pastors do work more than one hour a week, so my time for gaming is limited). I realize that war gaming is unusual hoppy for a minister, but chaplains do serve in the military. Besides, my penchant for history and games find a dual satisfaction in AHIKS and simulation games. I also enjoy meeting people from around the states by way of this hobby.

I entered the hobby by way of an S&T ad in *Sports Illustrated* several years back. Dixie was my first game, and I remember my response was something like, "What have I done now!? How can anyone ever play something this complicated?" Well, I could, and thru AHIKS, I discovered that some of you can, too. Since that time I have even picked up a couple local FTF gamers.

5 My efforts in gaming? *Conquistador* has been a major item--I produced two articles on it in MOVES, and have monitored

2 complete games of it through OW/PD, and I am now on the downhill side of the third. Currently I have the following games in progress: Diplomacy, RC, Battles for the Ardennes '40 Campaign, Stonewall, Crusades, ATH, and Battles for Ardennes '44 Campaign. Submarine and A Mighty Fortress are starting up. Of the above, however, only the '40 BFTA & RC are running more often than monthly. The multiplayer scene has interested me, but my desire for honesty and straight-forward dealing can be a handicap in games designed to reward the backstabber.

As RD, my goals are as listed in the last issue of the "K":
1) a regular article in the K, titled "PACIFIC THEATER". 2) Foster mini-cons. I would like to hear from those in the region in the next month who would be willing to organized a FTF get-together. The only requirement is that you are within 150 miles of other Ahikers, and can find room in your house, or secure a room in a nearby school, library, club, lodge, motel (they rent meeting rooms) or community hall without it costing you a arm and a leg. AHKS will pay postage for invitations and I think about \$1 per attendee. The usual procedure is to add a charge for munchies and something to drink (what it is depends on how much fog of war you wish to recreate). Pick a weekend or holiday and get word out 2 months in advance so I can announce it in Pacific Theater, OW/PD; and 50 people will have time to schedule it around their work, or vice-versa. I would think that fellows from Seattle, Portland, San Francisco, Central California, LA and San Diego would find enough Ahikers and guests to make it an enjoyable time.

The third plank of my platform as RD was a Pacific Region Tournament. I would like to organize a single-elimination tournament of Chickamauga (will listen to other suggestions for games that are extremely well balanced so that only one game is played to count towards the tournament). Entry fee will be \$1 and will supply prizes for the top finishers (prizes awarded in terms of games--the value of top prize, and # of other prizes determined by the number of entrants). I will make matches (I've talked to Les about this) and refer to Carl for ICRK's etc. Those who enter will agree to make this game a "fast" game--3-4 day turnaround. The first game will be the tournament game, and the players can play the second if they wish, but it won't count. As soon as one game is finished, and an available opponent arrives for the next bracket, a new match will be made. Chickamauga is an advantage because it is a short game, and game, and could be finished in 3 months; and with 16 entries, we could finish the tournament in about 1 year-15 months. (I will decide who plays North & South by die roll unless players can agree apart from that. All I'm interested in is a winner.)

I would entertain suggestions for other tournaments--Quatre Bras from NLB Quad might work well. At this moment, the tournament would be limited to Pacific Region, unless inadequate entries are received. I would like that intra-region play would draw members closer together and perhaps even foster more FTF occasions. If another region wants to try the tournament and then have a play-off of champions, it would add an additional feature to the idea. If no one wants to do it that's fine--less work for me. At any rate, I'll be looking forward to hearing from any interested parties.

At this point, I've not heard from anyone about delinquent members. I know that some of my matches have halted, or are 3-4 months between turns, but explanations have been given and since I have enough other things to do, and I'm not keeping those games set-up, I don't mind.

Enough of this--or Jim will have no room for anyone else. We can say we are making up for lost columns!!!

David Grant

January 22, 1980



CLASH OF EVIL ARMIES

- Frank R. Freeman -

It is a wise German commander who knows his own units, for their variable capabilities form some of the most interesting aspects of Russian Campaign.

The most obvious classification of units separates those who move both impulses from those who move first impulse only. Since the former can attack twice as often they are twice as valuable to a German on the offensive. Single impulse units should spread themselves along the front so they can be offered as potential casualties. The one little Italian unit which begins the campaign with Army Group Centre seems to be trying to commit suicide, but he has trouble keeping up with the retreating Russians. Lost in the first year, the Italian will reappear next spring; subsequent springs see no more Italian replacements since Mussolini needs them at home (for Anzio).

The Hungarian panzergrenadier corps has characteristics which seem to force it into an amphibious role. Its double impulse capabilities would involve it in more attacks than most easily replaced units but only if it can get into the game. It must enter along the Hungarian rail line, often blocked by Russian troops in the Lvov area. Since an unused unit has no more value than an eliminated unit, the panzergrenadier can enter by means of a risky sea move, either an invasion in the Black Sea or a transfer to Helsinki. A double-impulse unit on the Finnish front can be worth its weight in gold. (The price of gold is soaring but a little square of cardboard doesn't weigh much).

The Finnish infantry have two special features as discussed in issue 14-3. Their starting location allows them to surround and assault Leningrad. Their preparations for winter permit them to block Russia's winter offensive when other Axis units are shamefacedly huddled around cities.

In the first year or so, the HQ units possess value as air bases. They advance to within range of next turn's objectives but must be safely with other units. As German air power dwindles, HQ becomes more expendable. While others slug along in mud or snow, these daring suicide troops dash through holes opened on first impulse in order to cut retreat routes or rail lines, perhaps pinning Stalin in one corner of the map. Even the Hitler unit can be pressed into service to keep partisans from such important crossroads as Brest or Lvov.

Since the Russian player has no mountain units, he may overlook the special abilities of the Axis mountain corps. The game begins with two: others dribble in but too late to be of any real help (except in the Carpathians if things have gone wrong). The German commander should plan his second or third turn so that these units end on rail lines and can be transferred to near Vitebsk in order to race through the Valdai Hills at the opening of the 1942 campaign.

The little SS 2-7 unit has three contrasting capabilities: suppressing partisans, adding to any stack, replaced each spring. These lead to such contradictory missions that the special tactics of this unit are best considered next time.



LAW AND ORDER

I would like to apologize to the membership for missing the last issue of the K. Nothing much to report this time. All is quiet out my way. Letters are coming in at a slow pace. The only game that has been receiving any noticeable attention is D-DAY 77. We have a few players interested in clearing up a few ambiguous rules. A ruling summary might be generated out of all this, and I think we could use one.

I have been receiving a few letters asking for ruling summaries on games that don't have them. I would like to include a list of all RS's available at present:

Panzer Leader, February 1978
Raid, March 1978
Waterloo, March 1978
Panzerblitz, December 1977
Squad Leader, June 1978
South Africa, September 1978
October War, August 1978
The Siege of Constantinople, August 1978
Battle of the Bulge, October 1977
Anzio Addendum, October 1977
Starship Troopers, March 1978
The Plot to Assassinate Hitler, March 1978
Patrol, December 1977
Panzergruppe Guderian, October 1978
Luftwaffe, August 1977
Island War Quad, April 1978
Invasion America, October 1977
1815, March 1978
Cobra, October 1978
Burma, April 1978
Battlefleet Mars, December 1977
Blue and Gray Quad, April 1978
Africa Korps, September 1977
Napoleon at Bay, August 1979
Warsaw Pact, August 1979
Terrible Swift Sword, August 1979
Stonewall, October 1979
Armada, October 1979
American Revolution, December 1979
Firefight, January 1979

If you have any rulings from any of the game companies please send in a copy, particularly on recent releases.

I would like to step aside as judge and give you a report on ORCON as a lone wargamer looking for a Convention.

On January 18, 19, and 20 ORCON was to have been presented for the fourth year at Cal State Fullerton. This year's ORCON was to be titled The Four ORCONS of the Apocalypse. Well, there was no ORCON.

From the amount of advertisement one would believe that ORCON would be on par with Origins and Gen Con, and since I had attended the first three Origins, and I had read reports of the last two Gen Con, I would expect to find a convention that advertised in a similar manner to be of similar quality.

A few of the events which were to take place at ORCON were: tournaments, open gaming, films, and an auction. In addition, lectures, panels, and seminars were to be presented by some designers and personalities. This is taken almost word for word from the press release from Campaign. But this is not the only place where the Armchair Strategists Club advertised. I read full page ads in the fine mag., Fire and Movement, and also in many other trade magazines.

I traveled over three hundred miles to get to LA to walk into a local wargame shop, The War House, to find that the convention was canceled. You just don't go cancelling a so-called "major convention" in one week's time.

I was given an explanation. There was some conflict between the Dean of the University and the members of the Armchair Strategists Club. I'm not really clear on the point of controversy, but this should have little bearing on cancelling a major Con.

I wouldn't say I wasted my time going to LA. My wife and I really enjoyed ourselves, but the reason for the trip was to attend the Con., meet new gamers, see new products, and listen to some designers (and I wonder who they could have been?)

In the past there have been bogus game companies ripping off gamers' dollars, now we have to look out for these so-called "major conventions". This is not the only one I have been to, or heard of. I think gamers should be made aware of this.

There is nothing wrong with a local group putting together a local con., with support from local hobby shop(s). This is great and all the better for wargaming in general, but to lead people to believe in something that does not exist -that is a shame. The creditability of the gaming club will always remain in doubt in my mind. Don't believe everything you see in print.

Ron Teleuky

February 5, 1980



FROM THE MATCH COORDINATOR

I. GENERAL: A year has passed since my appointment as MC and in that time I have had the opportunity to hear from and assist a great many members who have given me their cooperation. I wish to thank them all; I have enjoyed being a part of this society. Due to the very limited response from the membership on the subject of "AWARD OF TITLES" to rated members, this is laid to rest. As a matter of information Wade Dudley, one of our members, is the editor and publisher of a Zine called "THE PROADSIDE". It is dedicated to Naval wargaming and in particular the multi-player and PBM aspects of such games; anyone interested can contact Dudley at Rt. #1 Box 66-5, Winterville, NC 28590.

New members and others who wish to become A.R.E.A. rated may write to AH Game Co. 4517 Harford Road Baltimore, MD 21214 ATTN: A.R.E.A. Rating Service. The cost is \$5.00 for a lifetime membership.

II. ADMINISTRATION: As a reminder, members who have completed their sets must return the completed ICRKs to the Match Coordinator. These ICRKs are recorded by Carl Benton and must to be checked off after use. The following chart is the "NUMERICAL RATING CHART" used by AH in their A.R.E.A. rating system and which is also used by AHKS.

Difference in rating points	If Higher rated Player wins---- Higher player gains & Lower player loses this many pts.	If Lower rated Player wins--- Higher player loses & Lower player gains this many pts.	In Case of DRAW Higher player Loses & Lower player gains this many pts.
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0-50	70	70	0
51-100	65	75	5
101-150	60	80	10
151-200	55	85	15
201-250	50	90	20
251-300	45	95	25
301-350	40	100	30
351-400	35	105	35
401-450	30	110	40
451-500	25	115	45
501-550	20	120	50
551-600	15	125	55
601-650	10	130	60
651-700	5	135	65
701- +	0	140	70

At the present time games played under the OW/PD multi-player games are not rated unless the MC receives from the Gamemaster/Monitor all ICRK sheets (if any issued) or a letter indicating those who have won/lost with his signature and date. Under multi-play circumstances all parties must place 30 pts in pool, winner take all.

In the past few months one very good friend and member of AHKS and I have undertaken an important project: to computerize the rating system. The SET REQUEST FORM has been modified to add the notation I AM A.R.E.A. RATED _____. Please check off that you are, if so.

It is requested that all initial requests for opponents be sent to the MC only, not to Carl Benton, since doing so only delays your request for opponents since Carl must return them to the MC. The same applies to prearranged matches also.

III. RATINGS: The following ratings are as of 1-25-80. Person not indicated are rated but not published. Members who desire to be rated and published should notify the MC by indicating as much as on the SET REQUEST FORM when submitting for opponents.

NAME	CUR. AREA	G/M	LAST PUBLISHED POS.	RATE
1.D. BURDICK	2125	G	3	1965
2.T. ELLER	2000		2	1990
3.T. OLESON	1935 (A)		1	2065
4.K. MILLS	BBB 1895		4	1865
5.B. MASTON	AAA 1770		6	1750
6.D. KNEPPER	1760		13	1690
7.G. GOHEEN	AAA 1745		49	1375
8.R. PIOTROWSKI	1745		12	1705
9.L. NEWBURY	CCC 1740 (A)		5	1860
10.J. DRUMMOND	1735		8	1735
11.W. HOPKINS	1730		9	1730
12.K. MCCARTHY	DDD 1720		28	1480
13.S. PELUSO	CCB 1720 (A)	G	239	1120
14.D. EISAN	BBB 1685 (A)		44	1380
15.R. KINSELLA	AAA 1685 (A)		36	1405
16.J. DOUGH	1680	G	11	1720
17.F. HELFFERICH	1655		15	1655
18.T. BIZWELL	1645		20	1525
19.M. YARWOOD	BBB 1640 (A)		17	1630
20.W.B. HILL	1640		21	1525
21.D. GRANT	1590	G	16	1650
22.C. HOOVER	1570		19	1570
23.J. POWER	1560		46	1380
24.R. WHARTON	BBB 1510		213	1200
25.T. BECKER	AAA 1510 (A)		31	1430
26.F.S. BOURNE	1490		43	1380
27.W. WALDAU	1480		27	1480
28.S. CURLEY	1480		30	1435
29.R. SIARNIK	1475		48	1375
30.H. FLYNN	1475		18	1585
31.L. KELLY	AAA 1465		26	1495
32.R. CROSS	AAA 1465	G	47	1380
33.R. SEGARRA	1450	G	54	1340
34.L. JERKICH	BBB 1440 (A)		29	1435
35.J. CATON	1435		10	1730
36.H. TELEUCKY	AAA 1430 (A)	G	64	1315
37.A. DEMPSEY	AAA 1430		24	1510
38.D. WEITZELBERGER	AAA 1420 (A)		33	1420
39.N. ALBRECHT	1420	G	34	1420
40.F. JEROME	1420	G	14	1670
41.B. TOWNSEND	1410		63	1320
42.S. LIST	1410	G	23	1510
43.J. POPOLIS	BAA 1405		32	1430
44.D. DEMORY	AAA 1400	G	37	1400
45.S. POWLESLAND	1400		119	1200
46.J. CREEGER	AAA 1390 (A)	G	38	1390
47.J. WALLACE	1390		39	1390
48.C. BENTON	1390		41	1390
49.H. GREENWELL	1390	G		
50.R. PIPPUS	1390			

51.P.	MENCONI	1355		42	1355			1200	156	1200
52.D.	AYERS	AAA 1350		NEW				1200	157	1200
53.M.	PERNA	1350		50	1370			1200	158	1200
54.C.	EGLI	AAA 1370	G	62	1320			1200	159	1200
55.R.	BULLIONS	1370		106	1200			1200 (A)	160	1200
56.F.	FREEMAN	AAA 1360		132	1200			1200	161	1200
57.J.	MALASKA	1350		51	1350			1200 (A)	165	1200
58.R.	BESI	1340	G	98	1200			1200	168	1200
59.M.W.	FOX	1340		NEW				1200	170	1200
60.H.	KLUSKA	1330		56	1330			1200	172	1200
61.E.	NIEMIRA	1330		57	1330			1200	174	1200
62.A.	PLESKO	1330		53	1330			1200	177	1200
63.C.	DUVAL	1330		231	1150			1200	178	1200
64.C.	HUNDERTMARK	AAA 1320	G	53	1340			1200	179	1200
65.L.	DECK SR	1320 (A)	G	61	1320			1200	180	1200
66.G.	CALAGE	1320		37	1230			1200 (A)	182	1200
67.P.	LICAUSE	1310		66	1310			1200	183	1200
68.D.	KERN	AAA 1305 (A)		60	1325			1200	184	1200
69.A.	BOWIE	1300		67	1300			1200	185	1200
70.J.	BURTT	1300 (A)	G	68	1300			1200 (A)	186	1200
71.T.	THORSEN	1300		69	1300			1200	187	1200
72.R.	WINDSON	1300		70	1300			1200	190	1200
73.C.	PARKER	AAA 1295		232	1150			1200 (A)	191	1200
74.J.	MUELLER	1295 (A)	G	229	1155			1200	192	1200
75.J.	LONG	1290		73	1290			1200	193	1200
76.S.	DESTEFANO	1285 (A)		35	1405			1200 (A)	194	1200
77.P.	TRUESDELL	1285 (A)		75	1285			1200	196	1200
78.R.	WOLOSZYN	1285		76	1285			1200	197	1200
79.K.	HOFFMAN	1285		150	1200			1200	199	1200
80.J.	BUTTITA	AAA 1280		80	1270			1200	200	1200
81.L.	RHODES	1280		78	1280			1200	201	1200
82.R.	SHEA	1275		79	1275			1200	202	1200
83.R.	LAUBENSTEIN	1270		81	1270			1200 (A)	203	1200
84.L.	ERCOLINO	1265 (A)		83	1265			1200	205	1200
85.M.	BOYD	AAA 1260		100	1200			1200	207	1200
86.L.	HENRY	AAA 1260 (A)	G	NEW				1200	208	1200
87.D.	AYLESBURY	1255		251	1080			1200	209	1200
88.R.	VERCRUYSSSE	AAA 1250 (A)		205	1200			1200 (A)	210	1200
89.K.	BLANCH	1250		85	1250			1200	215	1200
90.J.	MCCORMICK	1245		82	1270			1200	217	1200
91.J.	HRUBY	1230		52	1340			1200 (A)	218	1200
92.J.	HEYDT	1230		88	1230			1200	219	1200
93.H.	WINSLOW	1230		39	1230			1200	NEW	
94.W.	MCGUGAN	1230		166	1200			1200 (A)	NEW	
95.C.	RYAN	1230		189	1200			1200 (A)	G	NEW
96.R.	SKOWSKY	AAA 1220	G	193	1200			1200	G	NEW
97.W.	WOLF	1215		90	1215			1200 (A)	NEW	
98.J.	BURNETT	1210	G	91	1210			1200	NEW	
99.J.	GRANT	1210 (A)		141	1200			1200 (A)	NEW	
100.T.	BUTCHER	1205		92	1205			1200 (A)	NEW	
101.V.	MUGLER	BBB 1200 (A)	G	*				1200 (A)	G	NEW
102.P.	ROSAMILIA	1200						1200	G	NEW
103.R.	SAVAGE	1200 (A)						1200	NEW	
104.G.	HILL	1200		45	1380			1200 (A)	G	NEW
105.B.	BAILEY	1200		93	1200			1200	G	NEW
106.D.	BERGEN	1200	G	95	1200			1200 (A)	G	NEW
107.C.	BERWALD	1200 (A)	G	97	1200			1200	G	NEW
108.J.	BROWNWELL	1200 (A)	G	101	1200			1200	NEW	
109.C.	BRUYN	1200		103	1200			1200	NEW	
110.J.	BJENDING	1200		104	1200			1200	NEW	
111.B.	BYRON	1200	G	108	1200			1200	G	NEW
112.P.	CARR	1200		110	1200			1200	G	NEW
113.R.	CATO	1200 (A)	G	111	1200			1200 (A)	G	NEW
114.R.	CHRISTIAN	1200		112	1200			1200	G	NEW
115.H.	COONEY	1200		115	1200			1200 (A)	G	NEW
116.D.	CORDES	1200		116	1200			1200 (A)	G	NEW
117.J.D.	COX	1200 (A)	G	117	1200			1200 (A)	G	NEW
118.D.	CUMMING	1200		120	1200			1200	NEW	
119.J.	DELGRANDE	1200	G	121	1200			1200 (A)	NEW	
120.M.	ECKHARDT	1200	G	123	1200			1200	NEW	
121.B.	EDWARDS	1200		124	1200			1200 (A)	G	NEW
122.H.	FALSTICK	1200	G	125	1200			1200	G	NEW
123.D.	FALVEY	1200		126	1200			1200	NEW	
124.P.	FLETCHER	1200 (A)		127	1200			1200 (A)	G	NEW
125.L.	FONG	1200		128	1200			1200	NEW	
126.B.	FOSTER	1200		130	1200			1200	NEW	
127.J.	FREDIANI	1200 (A)		131	1200			1200 (A)	NEW	
128.M.	FRIEDRICH	1200		133	1200			1200 (A)	NEW	
129.D.	GALLAGHER	1200		134	1200			1200 (A)	NEW	
130.J.	GARCIA	1200 (A)		135	1200			1200	NEW	
131.R.	GHERMAN	1200		137	1200			1200	NEW	
132.L.	GLUEK	1200		138	1200			1200	NEW	
133.A.	GOPIN	1200		139	1200			1200	NEW	
134.R.	GORDON	1200 (A)	G	140	1200			1200	NEW	
135.H.	GROVE	1200	G	142	1200			1200	NEW	
136.A.	GUGARITY	1200		143	1200			1200	G	NEW
137.C.	HART	1200 (A)	G	145	1200			1200	NEW	
138.S.	HAYES	1200		147	1200			1200 (A)	G	NEW
139.B.	HILTON	1200		149	1200			1200	G	NEW
140.G.	HYNSON	1200 (A)		153	1200			1200 (A)	NEW	
141.R.	JARVIS	1200		154	1200			1200 (A)	NEW	
142.J.	JODDIN	1200		155	1200			1200	NEW	
143.E.	KAPLER	1200						1200	156	1200
144.A.	KIDD	1200						1200	157	1200
145.G.	LASKER	1200						1200	158	1200
146.A.	LESTER	1200	G					1200	159	1200
147.R.	LIDGREN	1200 (A)						1200	160	1200
148.C.	LODHOLM	1200						1200	161	1200
149.D.	MCCARTY	1200 (A)						1200	165	1200
150.C.	MERROW	1200						1200	168	1200
151.B.	MILLER	1200	G					1200	170	1200
152.L.	MOORE	1200						1200	172	1200
153.E.	MURDOCK	1200	G					1200	174	1200
154.R.	NELSON	1200						1200	177	1200
155.T.	PAUL	1200						1200	178	1200
156.R.	PEGUERO	1200						1200	179	1200
157.D.	PELLOW	1200						1200	180	1200
158.J.	PYLE	1200 (A)	G					1200	182	1200
159.D.	REED	1200						1200	183	1200
160.R.	RICH	1200						1200	184	1200
161.M.	RICHTER	1200						1200	185	1200
162.D.	ROBERTS	1200 (A)	G					1200	186	1200
163.D.	ROD	1200	G					1200	187	1200
164.L.	SAGE	1200						1200	190	1200
165.P.	SALLABEDRA	1200 (A)	G					1200	191	1200
166.L.	SANDMANN	1200						1200	192	1200
167.D.	SCHIFF	1200						1200	193	1200
168.P.	SELZER	1200 (A)	G					1200	194	1200
169.J.	SIGNORIELLO	1200						1200	196	1200
170.P.	SIRAGUSA	1200						1200	197	1200
171.H.	SMITH	1200						1200	199	1200
172.R.	SNITZER	1200						1200	200	1200
173.R.	SOPICKI	1200						1200	201	1200
174.R.	STOKES	1200						1200	202	1200
175.T.	SWENSON	1200 (A)						1200	203	1200
176.C.	TRACEY	1200	G					1200	205	1200
177.R.	VICKERS	1200						1200	207	1200
178.M.	WALTON	1200						1200	208	1200
179.D.	WATSON	1200						1200	209	1200
180.M.	WEEKS	1200 (A)						1200	210	1200
181.G.	WHITE	1200						1200	215	1200
182.H.	WOODBERRY	1200						1200	217	1200
183.J.	WOOLRIDGE	1200 (A)	G					1200	218	1200
184.H.	ZENKLELER	1200						1200	219	1200
185.E.	ABBOTT	1200						1200	NEW	
186.C.	ALLISON	1200 (A)						1200	NEW	
187.B.	ARKO	1200 (A)	G					1200	NEW	
188.F.	BEAL JR	1200	G					1200	NEW	
189.J.	BEATY	1200 (A)						1200	NEW	
190.W.	BENTRAN	1200						1200	NEW	
191.P.	BOMPAR	1200 (A)						1200	NEW	
192.G.	CHARBONNEAU	1200 (A)						1200	NEW	
193.J.	CHINNERY	1200 (A)	G					1200	NEW	
194.R.	COPPULA	1200	G					1200	NEW	
195.L.L.	DECK JR	1200						1200	NEW	
196.J.	DEJULIO	1200 (A)	G					1200	NEW	
197.J.E.	DOLAN	1200	G					1200	NEW	
198.M.	DORMAN	1200	G					1200	NEW	
199.W.	DUDLEY	1200 (A)	G					1200	NEW	
200.G.	DUGUID	1200						1200	NEW	
201.R.R.	EVANS	1200						1200	NEW	
202.F.	FRANIAC	1200						1200	NEW	
203.M.	GREER	1200						1200	NEW	
204.G.	HALFORD	1200	G					1200	NEW	
205.T.	HANNAH	1200	G					1200	NEW	
206.R.	HARRIGAN	1200	G					120		

IV. MATCH REQUEST:

a. OPEN MATCHES: The following matches are active as of 25 Jan 80.

Air Assult on Crete (RB); Air War (JA); (SJ) Ardennes Offensive (BA); Assault on Crete (RS); Battle for Germany (AB); Battle for Britain (JS); B/G I (VM); B/G-II (VM); Borodino (SP); Break out and Pursuit (BK); CA (JC); Caesar/Alesia (RS); Chancellorsville (JS); Chariot (RL); Cobra (JDeJ) Crimean War Quad (BB); Cross of Iron (RW), Crusades (JA); Custer's Last Stand (DLS); DD-69 (JS); DD-77 (KM); Dark December (DR); Dauntless (KK); FR-40 (RmCR); Flight in the Skies (RH) Gettisberg (JC); Global War (FB); Great War in the East (DGK); Great Medieval/Battle Qd (DR); Kasserine Pass (JS); Korea (JVR); Kohima (SS); La Battille De Preussisch-Eylau (DO); Luftwaffee (WHO); Machiaveilli (RG+ BM); Malta (RS); Modern Battles Qd-I (EDA); Modern Battles Qd-II (EDA); Nap Last Battles (TR); Pz Army Africa (RK); Pz Blitz (ACW); Pz Ldr (DD); Plot to Assassinate Hitler (MS); Richthoffern's War (BW); Road to Richmond (VM); Seven Days Battle (DGK); Shenandoah (RH); Stalingrad (JP); Siege of Constantinople (MC); Sixth Fleet (AMK); Sniper (RW); SQ LDR (RCW); Cross of Iron (RCW); Stones River (VM); Star Trooper (ML); Stonewall (AMK); Tannenberg (DGK); Third Reich (RS); The Next War (PS); Thirty Year War Qd (CW) Tobruk (JGV); Victory at Sea (WHO); Victory in the Pacific (WHO); 1914 (RPC); War Between the States (RPC) Watch Am Rhein (RS); WOTR (RS + AG); Waterloo (JP); White Death (DR); WS&IM (WJ); War In Europe (FB).

b. NEW MEMBER REQUESTED MATCHES: Crusades (JA); Custer's Last Stand (DLS); DD-69 (JS); Fight in the Skies (RH); Kasserine Pass (JS); Sniper (RW); Stonewall (AMK); Sixth Fleet (AMK); Machiaveilli (BM); Nap Last Battles (TR); PZ Blitz (ACW); Shenandoah (RA); Tobruk (JGV); SQ Ldr or COI (RC); 1914 (RPC); WS&IM (WJ); War Between the States (RPC); War in Europe (FB).

c. 3-WAY REQUESTED MATCHES: The following are members who desire to form a 3-way match with or without game-masters/monitors, or are requesting replacements. WOTR (RS + AG) Need 1; Air War (Ed M); Third Reich (RS).

d. OPEN TO NEW MEMBERS ONLY: The following are for new members who need PBM experience and desire to play regular members who are willing to assist. AK(PR); B/G-I (VM); B/G-II (VM); Chariot (RL); Kohima (SS); Lufwaffee (WHO); SQ LDR (PM); Fulda Gap (PS); Kriegspiel (JP); Road to Richmond (VM); Stalingrad (JP); SQ Ldr (ED M); Stone River (VM); Start Trooper (ML); Tannenberg (DGK); The New War (PS); Thirty Year War (CW); Victory in the Pacific (WHO); Victory at Sea (WHO); Waterloo (JP); Wacht Am Rhein (RPS); White Death (DR).

e. MULTI-PLAYER REQUESTED MATCHES: The following are requested Multi-play matches from members who are willing to gamemaster/monitor/play indicated games, through the AHIKS MC.

Fr-40 (RAB); Flattop (JF); NATO (DLMcC); Starsoldiers (SL); Machiaveilli (RG); War In Europe (FB); WS + IM (BB).

The following are openings in OW/PD Multi-play and anyone interested should contact John Ratzenberger, OW/PD MC.

After the Holocaust	Machiaveilli
Air Force/Dauntless	The Next War
Air War	Operation Typhoon
Atlantic Wall	Origins Pacific
Battle for the Ardennes	Russian Civil War
Bismarck	Star Soldier
Bloody April	Submarine
Campaign for North Africa	Swords & Sorcery
Convoy	Third Reich
Cross of Iron	Terrible Swift Sword
Crusades	Time War
Displomacy	USN
Engarde	Victory in the Pacific
Fast Carriers	Wacht Am Rhein
Frigate	War Between the States
Highway to the Reich	War in Europe
Invasion America	War of the Rings
Ironclad	Wellingtons Victory
Kingmaker	Wolfpack
Wildcard Kingmaker	Wooden Ships & Iron Men
La Bataille Moskova	1776 Campaign

Members interested in the OW/PD zine contact L. Fong.

f. EUROPEAN REQUESTED MATCHES: As of 1-25-80. European members interested in matching members in USA/CANADA. Chariot (RL); Victory in the Pacific (WHO); Victory at Sea (WHO).

g. USA/CANADA REQUESTED MATCHES: As of 1-25-80. USA/Canada members interested in matching members in Europe write to David Grantham, 1979 Main Rd., Bilton Hull, Humberstone Hall, 4AA, U.K.: Korea (JVR).

h. AREA MEMBER MATCHES: For A.R.E.A. rated members. Malta (RS); Chariot (RL).

i. GAME MASTERS/MONITORS: A computerized list has been established by the MC on all members who have indicated their desire to G/M; members who desire to register games that they are willing to G/M please forward your names and games to MC. Anyone who is now on the list and desires to be removed inform MC.

V. MISCELLANEOUS: SPECIAL NOTES: Mike Scott is in need of 4 members to become Allied commanders in a Multi-play of Highway to the Reich, Mike Bonkowski will be the Gamemaster. Bob Burge is looking to Gamemaster/Monitor 3-way play games in FR-40; PzLdr; Sq Ldr,. A reminder: ALL ICRKs that have been issued to the members are required to be returned to the Match Coordinator regardless if they have been used or not. Members have been requesting match assignments from Carl Benton, but Carl does not make match assignments. Sending a request to him only delays it. Only write to Carl when you are in need of additional ICRKs for a matched set or for OOB's. Request members who are A.R.E.A. rated forward that information to the MC; this information will be computerized for future use in matching A.R.E.A. members.

Les Deck Sr.

January 25, 1980



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 GEMEMASTER F DESIRE FAST GAME ONLY (FOUR DAY REPLY) (IF AVAILABLE)
A WILL PLAY AREA OPPONENT (IF AVAILABLE)

Are you AREA rated? Yes No

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 _____

DATE _____



Be sure to read "The President's Corner", wherein Pete Menconi denounces all of the miserable ingrates who went against his wishes and voted against ratification of the Constitutional Amendment.

Don't forget Omar's annual gathering on March 21, 22, and 23. If you plan to attend contact Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208. (201) 351-4810.

SWAPPE SHOPPE

Wanted: Copy of Siege of Jerusalem, 70 AD. Richard Locke, 2232 Wesley Ave, Evanston, IL 60201. (312) 869-0035.

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

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED

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