



THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

Since Jim Pratt asked for comments on the European Region, I will offer this point: I think we all gain too many benefits from the current association of AHIKSers around the globe to seriously consider any separations. I think the key to our success as an organization has been our willingness to work together, compromise, and make special arrangements for special circumstances. It is important that we remain sensitive to the needs of others, and that we periodically review arrangements, but I would hope that no one is seriously thinking in terms of breaking up the gang.

Apropos of the above, I have often thought that the Canadian members might, at some time, feel that a Canadian Region could be formed. There are currently twenty in the Canadian portions of the US regions. This is about one-third of the normal region size, but if one of you wish to step forward as RD, we would be able to work on the concept. It might be an establishment which would cause more Canadians to join AHIKS.

I get courtesy copies, from time to time, of magazines published by members of AHIKS. It strikes me that we should make known just what publications might be available from fellow members. I'd like anyone, who is a member, who publishes any sort of magazine, newsletter, etc., to write to Jim Pratt. Describe the service you offer, number of issues, cost, subject matter, etc., and we will periodically publish this information.

John Mansfield is not a member, but does publish an extremely informative newsletter every two weeks, containing very updated information on things gaming. Of special note, John's periodic mentions of the K have resulted in a number of inquiries resulting in new members for us. Write for information to 46 Carleton St., Oromocto, N.B. CANADA E2V 2C8. Cost is \$3 for 12 issues.

I am happy to say we were blessed with multiple volunteers for the post of RD/NC. Having examined all the offerings, I am going to recommend Jim Mueller, 5725 Roche Dr., #F, Columbus, OH 43229, to the Committees for confirmation as the new RD. I would like to thank Eric Abbott, Chuck Egli, Lonnie Czinder, Art Dempsey for their offers of help.

For those interested in such, I have some OOB blanks with spacings wider (approx. $\frac{1}{4}$ ") than the standard AHIKS form. Write if you want a copy.

I think Joe Horne merits recognition for service once again: he has gone through all the 1979 ballots, and compiled a complete list of member comments, so that the officers may see what's on your minds. Gleaning from the comments, I'd like to congratulate Pete Rosamilia on his new roommate; I will defend the idea that officers may express opinions in their columns (this has been established procedure for some years); and I thank you for the suggestion that poor-response opponents be made to set up DNO in a wind tunnel!

Membership as of this date is 480.

Pete Menconi



June 20, 1980

SWAPPE SHOPPE

Wanted: 3R, Atlantic Wall, CFNA, UNO, Fortress Europa, AF, WitPac. Prefer to swap; write for list of available games. (SASE, please). Tom Becker, 6821 Pershing, St. Louis, MD 63130 (314) 726-5890.

Pacific Theatre

The May 17 Seattle Mini-Con went off as planned with a grand total of three in attendance. Reserves, other commitments, and an apparent lack of interest for a Saturday event limited the attendance to Mike Malone (host) Dennis Reed, and myself. Since Mike had to work downstairs (in his bookstore) until 6, and Dennis and I had to leave at 6, only one game was played. (Dennis and I drove an hour each way to play against one another--next time when no RSVP's are returned, I'll believe it and play in Marysville). We did make it through Caesar/Alesia. Vercingetorix made it out of Alesia and past Big Julie by turn 11 of the first assault phase. The limited intelligence rules make it a real challenge of wits and a great FtF game if you have time to play it through.

Chuck Lodholm, who lives in Vista (north of San Diego) will sponsor a mini-con in his home at a summer date to be announced. He is hankering for some FtF action and misses the action in Vancouver where there was a good nucleus of gamers.

Speaking of action around Vancouver, Chuck missed the real fireworks Mt. St. Helens going off. We heard the explosion clearly even though over 130 miles away. (It added a little punctuation to my sermon!) The devastation is something comparable to a large H bomb and the long range effects are yet to be determined. Interestingly enough, all of you who received small parcels of relocated Washington real estate by way of the ash fallout across the northern US have gotten more of it than we did in the Puget Sound area. To date the Seattle area is nearly untouched.

I received a nice letter from Wally Zenkteler in Bellevue Heights, Australia. He mentioned he much envied our ability to have FtF mini-cons. He wondered about the possibility of a recruiting drive in Australia. At present there are two members there, with a 3rd temporarily in New Guinea. If John Gibson & Wally correspond with me to let me know what game magazines (professional or amateur) are circulated in Australia, we could run an ad in them to recruit new members. When enough join we would perhaps have a sub-region.

Concerning the Chickamauga tournament: I have two volunteers from the Pacific region and one from outside the region. It's obvious I was not elected on this plank in my campaign platform. Maybe a tournament would just be another headache. If playing for ratings is controversial in some quarters, what would playing for prizes do to friendly player? It may be just as well that this idea is dying for lack of interest.

New member this time is John Dietrich from San Bruno. He is a serviceman with the Gas and Electric Company. His favorite type of games are Naval and air battles and operational land games. He is already taking a command in my Submarine game just underway (multi-player). Thanks to Dave McCarty for recommending AHIKS to John. Why don't some of the rest of you do the same to your non-member opponents?

Dave Grant

May 24, 1980



For sale or trade: Diplomacy \$9, D-Day \$5, Bismark \$10, Foxbat and Phantom \$4, Waterloo \$5, Luftwaffe \$8, WotRing \$9. Gary Hill, 1507 Ridge Ave., New Castle, PA 16101 (412) 654-9335.

editorial



This issue contains the membership list, which is published annually. Please check your listing promptly and notify me if there are any errors. I will publish any corrections received, in the next issue. Everyone is cautioned that the membership list is copy-righted and is not used for any commercial purpose. Any member who believes that he received mail addressed from the membership list please notify me at once.

Once again the K is being published late. This is not, I hope, an irreversible trend. The press of family and job requirements has just peaked lately. Please continue to observe the deadline for submissions: The first of even-numbered months; and with any kind of luck the next issue will be published before the end of August. Officers are reminded that they are expected to have a report to the membership in every issue.

I have received a few comments about the desirability of a split of the European and other regions, and they were uniformly unfavorable. Personally, I would oppose any attempt to split up AHKS. The benefits of an international society far outweigh the minor inconveniences and inequities. Anyone who wishes to comment please write soon.

Another question that sometimes comes up is that of financial compensation of society officers. (They are already compensated with prestige and appreciation). In my opinion, there is no way that officers can receive any money beyond their expenses without inviting the IRS to swoop down on us, call this a business, and make us responsible for the crushing burden of taxes and paperwork this implies. As it is now, all monies collected are (eventually) expended in benefits which the members share equally. We change this only with great peril.

As I understand it, residents of Europe and Africa are assigned to the European Region, while residents of all other land masses are assigned to one of the US/Canada regions. The only questions that ever arise are over the affiliation of a few people who live in Australia, New Guinea, or Japan, and the only practical difference is that if they are in the Pacific Region they get their copy of the "K" directly from me, but if not they get it via the European Region distribution. If any of you who are affected would like to change, please let me know.

I don't buy too many games; like many of you, I don't have the money to buy new ones or the time to play all that I've got now. However, I recently bought Bismarck and Cross of Iron. They were on sale at a local supermarket.

Jim Pratt

June 26, 1980

(K)

AIR FORCE/DAUNTLESS MULTI-PLAYER CAMPAIGN GAME

It is becoming obvious from letters/comments I have received that the campaign game format is becoming very popular, and I would like to respond to this by starting one in the fall. I am seeking players, as many as I can get, so if you know an AF/D/X fan that isn't in FS pass the word along. Battleline (ie, original) rules will be used with additions/changes as needed. The game will be a one-day campaign, simulating 18 Aug 1940 during the Battle of Britain. The primary reference for this is Alfred Price's book, The Hardest Day (Scribner's 1979), although others will be used.

The game will be played on both a "strategic" and tactical (ie, AF/D/X level). A "strategic rules book" will be published which accounts for movement on a strategic map, radar stations, forming up, patrolling, fuel limits, range, pilot and aircraft availability aircraft repair, rearming, etc. Strategic hex maps will be prepared. AF/D/X boards will be used for tactical combat - if needed, reduced hex maps showing terrain, etc will be distributed. Admittedly much of this is sketchy - I don't want to take up too much space.

Using Price's book, and other sources, I am tailoring the order of battle for each side - that is reducing it to manageable proportions. I envision that each player will "command" one or more squadrons/Gruppe - the exact number will depend on scaling and number of players. These will be permanent assignments - ie, by squadron number. The number of a/c and pilots in each squadron/gruppe will depend on scaling, etc but I envision 2-6. By "command", I mean the player flies the a/c of the sq/gr he "commands".

We need a chain of command for both sides, so I need a volunteer for Goering and for Dowding. Likewise, I need volunteers for Group/Fleet commanders and Sector/Geschwader commanders. All commander slots will

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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.

be extra duty slots - everybody, whether commander or not "commands" sq/gr and flies. Nor do I intend that commander duties be a burden - the strategic rules will lay out much of your work in chart/graph form and you will be required to come up with a basic plan/instructions and pass it to the next in the chain who will add his own detail and pass it on. Once plans are made (and in my hands) the game will start and commanders will have little to do but act in accordance with them. The Germans will have the least flexibility due to the nature of their mission. The RAF has a lot of "flexibility", but will soon find that "strategic" rules/considerations limit them somewhat. Thus the bulk of the work is in the start of the game. In case you haven't gathered from previous games I have run, I strongly believe in forcing planning, etc on the players, rather than giving them "canned" scenarios.

The game will flow "by the clock" - I will use the orders/etc and the strategic plots to determine encounters/possible encounters (nothing is guaranteed) and then action will devolve onto the tactical level. If possible, I will run essentially concurrent/unrelated actions simultaneously - but that may not happen. Using this method/format means several things - a lot of work on my part to get it all set-up; a very long time to play the thing; and possibly many months of inaction for some players. This cannot be avoided - so I would ask that you not sign up if you cannot do this and hang in until (if) you get into action.

Because I recognize this danger, I will also run about six smaller multi-games at the same time - that should give you something to do while the campaign game is running.

These games will run on a fee basis - SASE will not be used. This will give me considerably more flexibility in producing game reports/messages/etc. The fee will be fixed during the final announcement late this summer. The fee will include costs for xeroxing, envelopes and stamps. It will not include costs for my computer-generated reports - you are not paying for the thing!!

So, to cut this off, I need players and I need the following information as soon as you can get it to me:

Campaign game:

What side do you want to be on? (I will juggle to even out if I have to).

If German, are you violently opposed to flying bombers (will never be a sole duty unless requested).

Will you volunteer for a "command slot" and which ones (Goering/Dowding, Fleet/Group, Geschwader/Sector).

Do you have any ideas, suggestions or comments?

Mini-Multi's :

Would you like to be in a concurrent mini-multi? (depending on response and number of 'em, probably limit each player to 2 mini's at most).

Do you have a subject/scenario you would like to be in? (I have plenty of 'em in mind - some a bit "off-the-wall", but all historical).

If you have any preferences for sides, type a/c, etc let me know (I will attempt to place you per your wishes, but.....).

Getting an idea of the number of players is essential to proper planning of this thing, so I need responses soon. It also will require a lot of work, so please don't ask for more details until I get ready for final announcements late this summer. I will acknowledge receipt of all responses.

When (if) you write me on this subject, please use a separate piece of paper; - I have a hell of a time keeping things sorted out otherwise.

Remember, pass the word along if you know someone else who might be interested. John Ratzenberger, 124 Continental Dr., Lansing KS 66043, (913) 727-6324.

(K)

THIRD REICH REVISIONS

- Bob Cross -

Having been recently selected as a member of the Third Edition 3R rules playtest team, I feel duty bound to pass along to 3R players everywhere some recent rulings/clarifications I have cognizance of. These rulings represent current AH feeling and some may or may not be subject to change in the final 3rd Ed. rules. If any of you have 3R questions you would like clarified, etc., send them to me and I'll get them to the rest of the playtest team.

OK, here goes -

1. A minor neutral does not have to be physically invaded by the enemy in order for you to belligerently intervene.
2. Portugal is land-locked and no SR by sea escort is possible into or out of Portugal.
3. German and Italian units may stack together as freely as do British and American units - once they are active Allies!
4. Fleets built in the first half of a game turn may not provide SE during the subsequent SR phase nor may they intercept in the second half of the game turn.
5. Only one of the following naval capabilities may be undertaken by naval units in any one game turn: amphibious assault, transport, sea escort, supply, SR, (in light of 4) construction, and interception. A change of base negates only the supply capability.
6. Naval factors remaining after amphibious assault transport requirements are met may not be used to provide shore bombardment; e.g. 24 of 27 naval factors required to carry 8 factors of armor to the beach hex to be assaulted - the remaining three naval factors may not provide one factor of shore bombardment (SB). This will be changed in the 3rd Ed. rules to permit partial fleet SB!
7. The Suez hex cannot be shore bombarded. The Suez canal will be included in the strait rules in the 3rd. Ed. The 3rd Ed. rules will also render Suez and Kiel unusable as ports for the remainder of the game if they ever fall into enemy hands!
8. Situation: Three Italian fleets are transporting ground units from hex AA24 to North Africa. They sail toward AA26 where they are to be joined by a fourth fleet stationed there. Three French fleets intercept the three Italian fleets before they reach AA26. Assuming some Italian naval factors survive the interception, these surviving factors and the fleet joining them at AA26 are now immune from further interception! Should no Italian naval factors survive the interception, the fleet sailing from AA26 may be intercepted by other eligible Allied fleets in the Med.
9. No one controls all-water hexes or the water portion of land-water hexes. Air units may stage/SR over them without regard to control.
10. Air units built in the second half of a game turn may be used defensively in the first half of the subsequent game turn.
11. The Finnish air unit must remain based within six hexes of Finland and may conduct missions only within six hexes of Finland.
12. If the BRP levels are equal at the start of a game turn, the same side moves first as did in the last game turn.
13. Major powers which are not yet actively allied may conduct different options on the same front, e.g. Russia may declare an offensive in Turkey and Britain an attrition in North Africa if Russia and Britain are not yet actively allied. The same holds true for Germany & Italy.
14. There are no restrictions on Western Allied (BR/RF/US) units entering any Russian controlled hex, and vice versa. Stacking restrictions (inter-nationality wise) must be observed however.
15. French units may be stationed in Gibraltar or Malta, if no British units are present.
16. Regarding the French counter attack to recapture Paris, Axis units barring direct access to the capital (Paris) are defined as follows: any Axis unit preventing the movement or exploitation of any French unit adjacent to Paris. Further, should the French counter attack succeed in recapturing Paris, French units may then continue to attack any Axis unit in the Western Front. Lastly, the French must take Pass options in the Med and the East during the Paris counter attack turn.
17. Units may overstack during the VC phase as long as stacking restrictions are observed after the subsequent SR phase.
18. BRP's may be loaned in quantities of less than 20 BRP's, but one SR is still required for each 20 or less BRP's.
19. On the Vichy Activation Table, events which did take place but are no longer in effect do not provide their corresponding die roll modifier.

(K)

THE BARRAGE

Things have been quiet on the Southeastern Front, with no new members to welcome to the region this time. Have we exhausted our pool of potential new recruits?

Washington-area FTF get-togethers have continued this spring--at Dan Gallagher's in Rockville, Md., in March and at Paul Truesdell's in Laurel, Md., in April. Thanks are due to Dan and Paul for hosting these gatherings. I was unable to attend these sessions, but understand from second hand reports that a good time was had by all.

Early this month, Dan Gallagher, Dough Cumming, Chris Hancock, and I spent most of a Saturday and Sunday trying SPI's "Bloody April" -- their TSS-system treatment of the Battle of Shiloh. We played in two-man teams, with Dan and Chris taking the Union and Doug and I the Confederates. The game is interesting, but moves very slowly largely, I think, due to the fatigue and straggling rules, which require die-rolling and book-keeping every time you move a regiment. It took us from Saturday morning through late Sunday afternoon to get from the 0520 turn, when the game begins, to the 1000 turn, by which time the Confederates finally were pushing up to Shiloh Church. The game really gives you a sense for the difficulties of terrain and deployment that slowed the Confederate attack, but something has to be done about the straggling and fatigue system to make the game really playable. However, it was an enjoyable weekend.

Revolutionary War buffs and gamers should take note of a new book just out from the University of Chicago Press. It is called The Sineus of Independence: Monthly Strength Reports of the Continental Army, edited by Charles H. Lesser. It contains 89 reports, assembled from scattered manuscript collections, listing the numbers, condition and locations of the units of the Continental Army at various times during the war. Listed price is (gasp) \$12.50; but it should be a valuable reference for game designers and miniatures gamers setting up battle scenarios.

Origins 80 is fast rolling down upon us. I am negotiating with the Origins 80 committee in an effort to get a room of some kind for an AHIKS meeting point. So far no definite results, but if you go to Origins watch the bulletin board for notice of any AHIKS get-together or meeting point. We'll probably have available again a distinctive marker for your convention badge, so you can spot other AHIKSers and be spotted by them. I plan to be at Origins and hope to see a lot of you there.

Good Luck and Good Gaming!

Graham A. Cosmas

May 18, 1980

The Secretary-General

My intent this time is to depart into a "non-traditional" wargaming field and divulge to you my variant for the game of Monopoly. I'm sure we all play the game and for a number of years I have used the following variation to speed play and add a few "yuks". Over the years, many people have played this variation and have requested copies of it. To you, dear reader, I pass the information gratis which is to compliment you all, but which compliments me even more for my munificence. In fact, with this article I carry myself to even greater heights than I have previously known. Ah, but enough of this well-deserved self-praise and on to the corpus of my text.

The modifications to Monopoly I have made fall into two categories: Those that in no way alter the game but merely improve its playability; and those which change the game itself. Turning to the first group here is a list of suggested changes and justifications:

1. All games to be "cut throat" with no mergers between players and no lending of money between players - this includes not allowing "free rides" or permitting any deals which involve trading property in exchange for free rides.
2. When a player goes broke, his money and the mortgage value of any unmortgaged property goes to the player who broke him, but the property itself goes back to the bank. Many people may already play this way, unaware that the rule actually states the property and money both go to the "breaking" player. I believe my way makes a much more balanced game as it prevents rapid accumulation of all the property by one player.
3. The biggest hassle in Monopoly is the interminable delay between the beginning of the game and the conclusion of the phase where property is purchased. There are many ways to forshorten this including dealing out the properties at random. These methods unfavorably distort the game by giving equal amounts of properties to all players. My method speeds up this phase without eliminating it. On the first circuit of the

board, players proceed as usual purchasing lots. After a player finishes his circuit the first time and passes "go", he is allowed to purchase a second piece of property by random draw whenever he lands upon and purchases an unowned lot. He need not buy the second piece if it is undesirable, but he must purchase the first piece to take the draw on the second piece. As an additional rule, I have found it adds interest to further stipulate that the bank will pay \$100 to any player who buys the first property but does not choose to draw the second piece. This variation does two things: obviously property is purchased faster and the distribution among the players is more random than if property is dealt out (i.e. - you may have none at all while another player has an empire of property). The other effect is that players will accumulate property faster than they earn money and the unselective player can end up with no money to buy a choice piece when the opportunity presents. On the other hand, players with little property find themselves in a strong cash position to wheel and deal. Finally, as opposed to the usual game where hotels sprout immediately, there is such a cash crunch that monopolies develop slowly.

Now turning to those variants which in fact add a new twist there are two we have enjoyed:

1. The "500 dollar loan" - this loan is available from the bank - only one is available at a time (per player). The payback is \$600 and the player collects no money for going past "go" until the loan is paid (the \$200 does not apply to the loan, he just loses it!)
2. "Screw cards" - make up some new chance cards and say that you draw one when you land on "go". We have enjoyed a mix of outlandish cards, some good, some bad, which make each draw suspenseful. My favorite is the one allowing you to draw another card yourself or make another player draw one instead!

So put away you wargames, gather the family and away you go for an evening of real estate transactions.

Bruce Maston

June 10, 1980

THE WESTERN FRONT

AH's FORTRESS EUROPA should be released by the time you read this. In my opinion it will prove to be even more popular than Russian Campaign. It has just about everything a game player would want to see in an interesting and challenging encounter for both players. The game uses a movement and combat system very much like Russian Campaign with dual-impulse movement and combat. The CRT results have been somewhat adjusted to meet the requirements of a step reduction system instead of complete elimination. Most counters are back-printed with the reduced strength of the unit on the flip side. Replacement are used to bring units back up to full strength.

The game map covers most of France, the Lowlands, a section of Northern Italy, and a portion of Germany as far as Bremen in the north and Salzburg in the south. The game starts with the D-Day invasions and in the Campaign game the Allies must capture 15 German cities or 4 out of 5 of the major cities in Germany plus Paris and Bruxelles to win. The game consists of weekly turns (4 per month) and ends with the first week in March. There are also five scenarios and optional rules including a provision for Sudden Death Victory conditions.

One of the reasons I think the game will out-do R.C. is that unlike the Russian player in R.C. the German player, although in a defensive mode, has a lot of moxie and can launch his own offensives during the course of the game. The game starts with the German player setting his units up freely but within the Military Districts the units are assigned to. He also secretly records the location of his reserve units which are not revealed until the Allied player has committed his forces to the invasion area of his choice. There are five invasion areas to choose from and each has its own invasion capacity. Supply is handled very nicely through a command supply radius to H.Q. units and they in turn must trace supply back to ports or Mulberrys which have the capacity to supply the number of units in question.

The Air Phase, while handled in an abstract manner, blends beautifully into the game system and creates the right feel for the problems and logistics for both sides. The system works well because it offers a wide variety of air missions. The Luftwaffe can counter some but not all Allied options and can even be used for ground support subject to Allied CAP. In addition to ground support the Allies can choose to use their air for strafing, attacking rail lines or bridges, or for strategic bombing of U-Boat pens, missile sites, and staging areas for replacements.

The game also includes rules for para-drops, commando raids, naval units, partisans, Volkssturm, and Panzer Reserves. Even with all

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 4695 KIEFFER RD, LOUISVILLE KY 40216 SE
 BRANN, RONALD E
 12 RIVERDALE RD, WESTERLY RI 02891 NE
 BRAUNSTEIN, ARNOLD G
 DRATIVE, CINCINNATI OH 45211 NC
 BROWNE, JENNIFER E
 18 HACKBERRY DR, FELTON DE 19943 SE
 BROWNFELD, WILLIAM D
 1010 ORCHARD AVE, GREENSBURG PA 15601 NC
 BRUNY, CASEY
 229 HOMEWOOD AVE, HAMILTON ONTARIO, CANADA L8P 2M7 NC
 BUCHANAN JR, HARRY J
 10019 DUNBARTON DR, HUNTSVILLE AL 35803 SE
 BUENDINO, JEFF A
 1010 S ALBANY, EVERGREEN PARK IL 60642 NC
 BULL HERRY HILL ROAD, PUGHKEPFSIE NY 12603 NE
 BURDICK, DONALD S
 108 ETERNAL CIRCLE, DURHAM NC 27713 SE
 BURGE, MSGT ROBERT A
 1ST SQD PSC BOX 642, HURLBURT FIELD FL 32544 SE
 BURMAN, GREGORY L
 111 MINGS CIRCLE, BATTLE CREEK MI 49015 NC
 BURNE, CHARLES F
 200 17-MILE DR APT #1, PACIFIC GROVE CA 93950 P
 BURNETT JR, WESLEY L
 10601 THURNEST DR, CLINTON TN 37716 SE
 BURNUS, H ABERY
 1020 S SANTA FE, SALINA KS 67401 U
 BURTT, JOHN D
 400 BUTTERFLY DR, IDAHO FALLS ID 83401 U
 BUTLER, THOMAS D
 NEW HIRSD HTS #203, HIRSD 5-R-15, SHYBIVA-KU TOKYO,
 JAPAN 150 P
 BUTTITA, JOHN H
 339 9TH STR, NEENAH WI 54956 NC
 BYRON, BILL
 13449 GREENVALE RD, WOODBRIDGE VA 22192 SE
 CARR, C PAI
 173 TIMBER HILL, THE WOODLANDS TX 77380 U
 CARRADAY, WILLIAM D
 3450 BEALE COURT, WOODBRIDGE VA 22193 SE
 CATO, ROBERT
 6197 SANTA CLARA PL, ROHWERT PARK CA 94928 P
 CANTON, JOHN W
 220A T1 STREET, VANCOUVER WA 98643 P
 CHARNOCK, JANNY
 23, BLOMINGTON IN 47401 NC
 CHASTAIN, JAMES E
 130 DAKTRIDGE BLVD, LEWISVILLE TX 75067 U
 CHEATHAM, LARRY D
 4145 11TH AVE NE #25, SEATTLE WA 98105 P
 CHIMNEY, DONALD
 RT 2 BOX 3266, CIRCLE DR, MADRACA WI 54981 NC
 CLARK, JEFFREY E
 1210 S CHASE, WHEATON IL 60187 NC
 CLARK, THOMAS M
 100 ALHEIDA TERRACE APT 110, FORTSMOUTH RI 02871 NE
 COLLINS, GILBERT
 1110 SECORD AVE, OTTAWA ONTARIO, CANADA K1H 6P1 NC
 COMPTON, WALTER F
 APPRIARD 2940, CARACAS 101, VENEZUELA SE
 CONRAD, JERRY
 277 SHERBROOK DR, ANNANDALE VA 22003 SF
 COONEY, ROBERT
 PO BOX 53, ELIZABETH NJ 07207 NE
 COPPOLA, RICHARD P
 1202 22ND STR, ROCK ISLAND IL 61201 NC
 CORRES, DIETER
 36 HUNTS PARK RD, VICTOR NY 14544 NF
 COSMAS, GRAMMA A
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 3520 S STAFFORD ST APT 2-B, ARLINGTON VA 22206 SE
 COSTAN, ARTUR G
 28 GREENWELL COURT, LYNCHBURG VA 24502 SE

COX, JOHN DOUGLAS
 2555 BACHMAN BLVD #205, DALLAS TX 75220 U
 CREEBER, JAMES M
 2950 DOUTLER ROAD #81, SACRAMENTO CA 95827 P
 CROSS, RUDOLPH
 900 BROOK FOREST, DERRY KS 67037 U
 CUMMING, DOUGLAS A
 18445 NUTGEM PL, GERMANTOWN MI 20767 SE
 CURLY, STEPHEN C
 59 GREENWICH AVE APT 3, NEW YORK NY 10014 NE
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 17657 168TH AVE, SPRING LAKE MI 49456 NC
 DAVISON, ROBERT T
 PO BOX 165, TOSCALONGA AL 35404 SE
 DECK, LESLIE L
 1571 PARHAM ROAD, CLARK NJ 07066 NE
 DECK, LESLIE L
 MESON DETECTOR BLDG E-8, FERMI NATIONAL ACCEL LAB,
 BATAVIA IL 60510 U
 DECKER, WARREN K
 BOX 551, PAONIA CO 81428 P
 DEJULLIO, JOSEPH L
 17562 CAMERON STR, HUNTINGTON BEACH CA 92647 P
 DELGARAN, JOSEPH E
 310 RIVERSIDE AVE, TORRINGTON CT 06790 NE
 DEMOND, JAMES B
 593 FLOMICH STR, HOLLY HILL FL 32017 SE
 DEMPSEY, ARTHUR G
 5008 HORIZON DR, RICHMOND HEIGHTS OH 44143 NC
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 10220 SW 102ND AVE ROAD, MIAMI FL 33176 SE
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 547 RIVERSIDE DR, ELIZABETH NJ 07208 P
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 221 JOHN ANSELMO AVE SO, SAN BRUNO CA 94066 P
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 941 FREDERICA ST #5, ATLANTA GA 30306 SE
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 423 SURREY WAY, SALINAS CA 93905 P
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 26 MARY STREET, LODI NJ 07644 U
 DRANKER, WILLIAM
 159 CHELSEA ROAD, WHITE PLAINS NY 10603 U
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 34 GROVE STR, MASSAPEQUA NY 11758 NE
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 WINTENVILLE NC 28590 SE
 DUVAL, NY CLIFTON W
 BOX 52, STAR LAKE NY 13490 NF
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 211 LONG RAPIDS, ALPENA MI 49707 NC
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 ELLER, THOMAS
 LINDING DR, MT PLEASANT SC 29644 SE
 ELLIS, STUART
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 7 OSLER COURT APT 205, DUNDAS ONTARIO, CANADA L9H 4L2 NC
 FALVEY MD, DENIS H
 168 VANCOUVER CRESCENT, CHATHAM NEW BRUNSWICK, CANADA E1N 2F8 NE
 FAROE, WILLIAM A
 210 HIDEFIELD ROAD, BON AIR VA 23235 SF
 FEATHERS, BRUCE J
 1695 CARVELLE DR, NIAGARA FALLS NY 14304 NE
 FITZGERALD, JAMES L
 4501 ELM STR, CHEVY CHASE MD 20015 SE
 FLETCHER, PAUL S
 21 APPLEWOOD RD, BLOOMFIELD CT 06002 NE
 FLYNN, RICHARD E
 7812 SOUTH KENNETH, CHICAGO IL 60652 NC
 FONG, LAWRENCE M
 PO BOX 11090, OAKLAND CA 94611 P
 FONSEL, GEORGE W
 115 WAGON LANE WEST, CENTREACH NY 11720 NE
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 20720 902, MEDLEY ALBERTA, CANADA T0A 2M0 NE
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 1203 CATALPA, HT PROSPECT IL 60054 NC
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 5200 RED OAK DRIVE, HOUNSVILLE MN 55112 U
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 2422 VALLEY BROOK RD, NASHVILLE TN 37215 SE
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 ROUTE 2, BOX 302, BELTON TX 76515 U
 GADSDY, THOMAS
 152 HONOLULU CORPUS CHRISTI TX 79412 U
 GALLAGHER, DANIEL J
 307 DEAN DRIVE, ROCKVILLE MD 20851 SE
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 611 W 53RD STR, ANNISTON AL 36501 SE
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 3400 RHONDA VALLEY, UNIT 4B, MISSISSAUGA, ONTARIO,
 CANADA L7M 3E9H M NC
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 GOPIN, ALAN H
 19 CIVIC CENTER DR APT 6, EAST BRUNSWICK NJ 08816 NF
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 28 POND ROAD, SYDNEY MINGS, NOVA SCOTIA, CANADA B1V 2X4 NE
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 PO BOX 945, FORSYTH MI 59337 U
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 39 HICKORY HOLLOW DR, JACKSON TN 38301
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 HASTINGS, BRENDEN
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 5085 MCNARNEY, TINKER AFR OK 73145
 JOLLY, SIDNEY J
 6041 NANCY DR, LA MESA CA 92041
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 1525 WILSON DR, BETHEL PARK PA 15102
 KELLEY, HENRY C
 1831B SE 384TH STR, AUBURN WA 98002
 KELLEY, KEVIN J
 DEPT HD 66, SMSCOLTON BLD 446, NEWPORT RI 02840
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 6249 B TES DR, NORCROSS GA 30071
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 23 WAKEFIELD STR, LEWISTON ME 04240
 KERN, DOUGLAS G
 670 ELDON TERRACE, RICHMOND VA 23225
 KIDU, ALAN H
 1010 WILSON PLAGE, HIGHTSTOWN NJ 08520
 KING, JOHN
 1328 CONCEPTION RM, CAMBRIDGE ONTARIO, CANADA N5H 4J7
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 USS ENTERPRISE CV465 RC DIV, FPO SAN FRANCISCO CA 94601
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 9 UNION AVE E, SOUTH RIVER NJ 08882
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 KNEPPER, DAVID E
 2218 BOELLNER, HAZELWOOD MO 63042
 KRAUS, FREDERICK H
 BOX 641 STAR RT 2, ETNA CA 96027
 KRUITZ, ROGER O
 203 W HENWOOD, EDBERTON KS 66021
 LABARGE, CONRAD V
 56 WILSON STR, BLUE POINT NY 11715
 LANDRY, PETER B
 PO BOX 222, CATARAUGUS NY 14854
 LAUSSE DR, FRANK R
 DEPT OF MEDICAL EDUCATION, 350 W THOMAS, PHOENIX AZ 85013
 LEITNER, GREGORY A
 6131 W LEON TERRACE, MILWAUKEE WI 53218
 LEITH, MARTIN D
 1983 PIGARD PLACE, QUEENSWEL BRITISH COLUMBIA, CANADA V2J 3H3

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LEMARD, DEREK ROY
 27 STONEYBROOK CT APT 905, HALIFAX NOVA SCOTIA, CANADA B3M 3K5
 LEMARD, CHARLES A
 C/O D GARY, 740 TOFTRES AVE #18, STATE COLLEGE PA 16801
 LESTER, LT ANDREW H
 223-78-4312, USS AUSTIN (LPD-4), FPO NEW YORK NY 09501
 LICHAUSE, PAUL L
 3697 DICK STREET, MOGADORE OH 44260
 LIDGREN, ROBERT W
 4623 WINTERHORN DR N E, CALGARY ALBERTA, CANADA T1Y 1X2
 LIST, V O
 523 WINTERHORN RD, LEVITTOWN PA 19054
 LOCKE, RICHARD H
 2232 WESLEY AVE, EVANSTON IL 60201
 LUDWIG, CHARLES J
 112 KNOLL RD, VISTA CA 92083
 LOGSDON, RICHARD S
 PSC BOX 7084, GOODFELLOW AFB TX 76903
 LOVE, DENNIE E
 342 ERIEVIEW BLVD, SHEFFIELD LAKE OH 44054
 MACDONALD, BALDRA AVE, SAN DIEGO CA 92117
 MALONE, MICHAEL E
 10520 SOUTHEAST 220TH ST, KENT WA 98031
 MANIS MD, CARP PETER M
 062-44-9607, GENERAL DELIVERY, 8005-9
 MARTIN, PETER R
 BOX 1017, FORTSMOUTH NY 59327
 MASTON MD, BRUCE W
 404 WINTERS ST, SCHEIDTMAN NY 12308
 MAYLE, LT CHARLES E
 312 CAPSTRAND DR, MONESTO CA 95354
 MCANHTS, JIM
 1042 FELLERSRIDGE CRT, STONE MOUNTAIN GA 30083
 MCARDLE JR, JOHN J
 712 LINDEN COURT WEST, ITASCA IL 60143
 MCCARTHY, KEVIN J
 3866 WALLINGFORD, SOUTH EUCLID OH 44121
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 MC DONALD, PETER A
 PO BOX 1548, KUALALEIN, APO SAN FRANCISCO CA 94585
 MCGUGAN JR, WALTER R
 1336 BURLINGTON DR, DRENTON MD 21113
 MC LAUGHLIN, ROBERT L
 C/O HICKORY FARMS, #3 PAROLE PLAZA, ANNAPOLIS MD 21401
 MCRAE, ROBERT
 1230 PENLAND CRESCENT, QUEENSWEL BC, CANADA V2J 1W2
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 3201 N ROBERTSON RD, APT 209, TEXARKANA TX 75501
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 10 HOLLY STR, RIMMON NJ 07760
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 8 EVERGREEN RD, ACTON MA 01720
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 7707 ELH AVE, WYNDHORN PA 19118
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 2206 OVERBROOK DR, NEW WINSTON MD 21776
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 511 PRINCE GEORGE STR, LAUREL MD 20810
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 WELCH, HARRY J
 2818 GREENE, IRVING TX 75062
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 1112 W PORTER AVE #3, FULLERTON CA 92633
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 1718 WILSON PT RD, BALTO MD 21220
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 ROSELLE PARK NJ 07204
 WINDSOR, ROBERT R
 7 STONEWAIN CT APT 3B, TOWSON MD 21204
 WINGLOW JR, ROBERT H
 HT ARCHER RD, LYME CT 06371
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 1 REHOBOTH RD, FLANDERS NJ 07836
 WLAS, JOHN A
 75 A PARKWAY APTS, CHERRY HILL NJ 08034
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 1179 S MAIN STR, WEST HILTON NJ 45383
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 11010 WILLOW, WINFIELD NS 67156
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 52 S RIVER DR, NARRAGANSETT RI 02882
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 10280 LOS PALOS DR, RANCHO CONROVA CA 95670
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 34640 WILLOW RD, NEW BOSTON MI 48124
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 6 NORFOLK DR, LEONISTER MA 01420
 ZAVATZ, SSGT ALLEN G
 301 N E 11TH ST APT C-11, HOMESTEAD FL 33030
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 ZIEGLER, DAVID
 1719 E KELLY RD, BELLINGHAM WA 98225
 ANDREW, CHARLES
 TOP FLAT, CHELHOLM, CHELTENHAM, G DUKESTERSHIRE
 AYERS RN, S/LT P
 113 RECTORY WOOD, HARLOW, ESSEX CM20 1RG
 BAGLEY, ANDREW J
 64 DONLANTS PARK RD, EAST BARNET, HERTS EN4 6ER
 BALL 27 ST JOHNS COURT, ST ALBANS, HERTS
 BARKER, NICHOLAS
 26 PATSHULL ROAD, LONDON NW5 2JY
 BEAVIS, BARRINGTON
 MONKLANDS, THE STREET, ROXBELL, NR CHELMSFORD, ESSEX
 BERTHRAN, R J WILSON
 32 ALICE RD, KENSINGTON, 2094 JOHANNESBURG, SOUTH AFRICA
 BLACK, BILL
 186 HITCHIN RD, ARLESEY, BEDS
 BOND, JOHN
 128 HITCHIN RD, ARLESEY, BEDS
 SILVER HILL APT 303, 78 SHIGODANE-CHO, SHINJUKU-KU,
 TOKYO 162 JAPAN
 BOSMANS, BENNY
 PYPELINCKSTRAAT 9, 3511 KURINGEN, BELGIUM
 BREZZE, KEN J
 33 JORDAN CLOSE, KERILWORTH, WARRICKSHIRE CV8 2AF
 BRIERS, GEORGE
 33 MEADOW CRESCENT, PARKMEADLANDS, SALISBURY, RHODESIA
 BROOKBANK, STEVE
 15 PINGPOND ROAD, LONDON N19
 BROWN, ROBIN S
 6 WINDMILL CLOSE, HORSNASH, WEST SUSSEX
 BUCKLEY, P B
 12 CRAVEN TERRACE, LONDON W2
 CHARLTON, PETER
 346 BIRMINGHAM ROAD, LICKY END, BROMSGROVE, WORCESTERSHIRE
 CHRISTIAN, ROBERT P
 12 SYLVESTER STR, LANCASTER, LANCS
 COLLEGE, STEPHEN
 RIFT VALLEY ACADEMY, KILABE, KENYA
 COLLMAN, BOB
 18 BROWN LANE, RIPLEY, DERBYSHIRE
 COHAN, ROB
 69 WINCHEAP, CANTERBURY, KENT
 CUN, DAVID
 16 LATHAM CLOSE, EGGBUCKLAND, PLYMOUTH PL6 5PT, DEVONSHIRE
 DAOLISH, IAN H
 11 PADDOCK CLOSE, OUDON, LEICESTERSHIRE LE12 8BJ
 DAVISON, ANDREW S
 2 GREEKNILL COURT, BANBURY, OXON
 DAVIES, DONALD S
 GREENFORD, MIDDLESEX UB6 90S
 DAVIES, SELICK E
 16 PARK DR, TIMPERLEY, ALTRINGHAM, CHESHIRE
 DENTON, BARRY
 8 HARCOURT DRIVE, NEWPORT, SALDOS TF10 7SA
 DUGUID, GEORGE
 4 PINEHURST, FRESTEBURY, CHEESHIRE
 DUINN, ESO, F P
 114 VIEWFORTH, EDINBURG EH10 4LN
 EASTLAND, MICHAEL J
 33 GATEACRE PARK DR, WOODTON, LIVERPOOL L25 1PA
 EMERSON, RAYMOND
 RANDELL ROAD, HARGATE, KENT CT9 4BL
 ERIKSSON, ESO, K
 183 COURT LODGE ROAD, HORLEY, SURREY
 EVANS, ANDREW J
 KOPSTIGEN 29, S-190 51 BRO, SWEDEN
 EVANGS, JOHN
 12 MARETH ROAD, BEDFORD, BEDS MK42 0NB
 EVANS, KATH
 23 HEOL LLANELLI, TRINGRAM, KIDWELLY, DYFED,
 WEST WALES SA15 5UR
 FERGUSON, DR THOMAS H
 BEDFORD, BEDS MK42 0NB
 37 INCH CRESCENT, BATHGATE, WEST LoTHIAN EH48 1EU

NAME	COMPASS OR POS.	LAST TIME	NAME	COMPASS OR POS.	LAST TIME
FISHER, C DEREK	43 VICTORIA AVE, WESTGATE-ON-SEA, KENT	EU	PARRY, DAN A	132 RAMHOTH ROAD, WISBECH, CAMBS PE13 2JN	EU
FOSTER, BRUCE CHRISTI	COLLEGE, UNIT OF CAMBRIDGE, CAMBRIDGE	EU	PITTI, L/CP/L R S C	132 RAMHOTH ROAD, WISBECH, CAMBS PE13 2JN	EU
FREEMAN, KEITH M	54 ETON PLACE, ETON COLLEGE RD, LONDON NW3 2RU	EU	POOLER, JOHN	B 50N, 16/5/L, BRPO 33, WEST GERRANY	EU
GARRETT, SIMON	BATHWICK HOUSE, BATH, SOMERSET BA2 6NX	EU	POULTER, KEITH	FOEL PARK, CWM ROAD, DYSEARTH, NORTH WALES	EU
GRAY, PHILIP D	179 HAIN ROAD, BILTON, HULL, HUMBERSIDE HU11 4AA	EU	RADFORD, JONATHAN	EDON LODGE, HIRWOOD, NR CHELMSFORD, ESSEX	EU
HANS, THOMAS GRAVENRICH	30, 6078 NEU ISENBURG 2, WEST GERMANY	EU	READ, DAVID	37 JERSEY AVE, CHELTENHAM, GLOS GL52 2SE	EU
HANS, WALTER L	POSTFACH 7, CH4024 BASEL 24, SWITZERLAND	EU	ROBINSON, PETER G	46 CRAME ROAD, TUDCENHAM, HIDDLESEX TW2 6RY	EU
HALL, CHRIS	11 RIVER STREET, TRURO, CORNWALL TR1 7SD	EU	RYDER, DOUG	15 AGATON ROAD, NEU ELTHAM, LONDON SE9 3RN	EU
HAMER, ESQ, M	91 HICKS AVE, GREENFORD, MIDDLESEX	EU	SAVORY, ESO, E J	6 CHARLETTIUS RD, SOLIHULL, WEST MIDLANDS B92 7RX	EU
HARDWICK, MICHAEL A R	FLAT 4, 68 GRANGE ROAD, EALING, LONDON W5 5RX	EU	SCHMIDT, RICHARD	40 PHILADELPHIA LANE, NORWICH NR3 3JW, LINCOLNSHIRE	EU
HARRIS, MARGARET	30 RUCKFASST CLOSE, BRONSROUVE, WORCESTERSHIRE	EU	SCOTT, PETER	LETTER-ON-HALT STR 3, D 8034 GEMMERING, GERMANY	EU
HOLT, ANDREW	44 HILTON CLOSE, RAYLEIGH, ESSEX	EU	SEARY, J	138 ASHTHORPE, ORCHARD PARK ESTATE, HULL, HUMBERSIDE HU6 9HL	EU
HOOD, ROBIN	103 OXFORD GARDENS, LONDON W10 6NF	EU	SOMERVELL, KEN	PO BOX 1098, RIVONIA 2128, SOUTH AFRICA	EU
HOWARD, BILL	EUROPEAN REF, 19 RYLANDS ROAD, SELSDON, NR CROYDON, SURREY	EU	SPENCE, JOHN A	19 ESSEX RD, EDINBURGH EH4 6LD	EU
HURDID	24 BERGFORD AVE, HULL, HUMBERSIDE	EU	STANTON, PETER	HIDLOUTHIAN EH23 4TR, SCOTLAND	EU
JONES, I CHRISTIANT	CLOSE, HAMMOOD, NR SHREWSBURY, SHROPSHIRE	EU	STUART, BOB	27 BOLT CLOSE, DRIFTON, KENT BR6 7HD	EU
KASSELL, TOM M	25 CANLET WAY, ST ALBANS, HERTS	EU	TANT, DAVE M	32 NURSERY AVE, BEXI EWEATH, KENT DA7 4JZ	EU
KESD, ILKKA	111/KARK 63 PL 7, SF-00860 HELSINKI 84, FINLAND	EU	TAYLOR, DAVID	258 HALE RD, DITTON, WIMBORNE, CHESHIRE W8B 8QA	EU
KLEIN, LESLIE	50 ST GABRIELS RD, LONDON NW2 4SA	EU	THATA, HAIG A	9 CEDAR HEIGHTS, PETERSHAM, RICHMOND ON THAMES	EU
KNOX JR, ARTHUR	B CLEEVES QUAD, GLASGOW G53 6MU, SCOTLAND	EU	THOMAS, BOB E	C/O DR, LONGSHILL, SOUTHAMPTON SO1 8ET	EU
KRAUSCHNER, M F (LOUIS)	26 ANGLIAN DRIVE, HIGHAMMS, SALISBURY, WILTSHIRE	EU	THOMAS, C D	C/O 3 STATION RD, HAMPTON WICK, KINGSTON-UPON-THAMES, SURREY	EU
LAIDL, JOHN	A INGLEWOOD COURT, HORTON WEST, CARLISLE CA2 6JT, CUMBRIA	EU	THOMAS, STEVE	EAST WING, SOAR HILL FARM, CAPELEW, GLENT	EU
LAWRENCE, CHRIS	35 KINGFISHER CLOSE, SHOE BURYNESS, ESSEX	EU	THOMASSON, ROB M	8 ARNSTRONG CLOSE, EASTCOTE, PINNER, MIDDLESEX HA5 2LA	EU
LEWIS, MICHAEL G	FLAT 10, BARTON PLACE, LONDON ROAD, BIRPMAN, GUILDFORD, SURREY	EU	THORNE, MARTIN J	1 GARDEN VILLA, CEFN-Y-BEDD, NEAR WREKHAM, GLYD, N WALES	EU
LODGE, GARETH	16 VIEWPORTH SQUARE, EDINBURGH EH10 4JW, SCOTLAND	EU	TRIGANO, JEROME	50 COUNS PIERRE PUGET, 13006 MARGELILLE, FRANCE	EU
LOVE, EDDIE J	35 ARCHER GROVE, ST HELENS, MERSEYSIDE WA9 2JW	EU	TUCKER, JANE	25 SALISBURY ROAD, SEAFORD, EAST SUSSEX BN25 2DD	EU
LYTHE, JOHN	57 FARRS COURT ROAD, LONDON W8	EU	TURNBULL, DON J	5 GREENLANDS, RED CROSS LANE, CAMBRIDGE CB2 20Y	EU
MCDOUGALL, IAN J	ROYAL BANK BUILDINGS, HIGH STREET, BANFF, GRANFAN, SCOTLAND	EU	UAM REEK, JAN	EILHERSTRAT 44, MARGRATEN, HOLLAND	EU
MIDDLETON, CHRISTOPHER P	3 CYPRESS CLOSE, WOKINGHAM BERKS	EU	VASEY, CHARLES H	33 DERWENT GROVE, NEAR WREKHAM, GLYD, N WALES	EU
MYLIE, DAVID	FLAT 3, 4 ELLEL GROVE, LIVERPOOL 6	EU	WALTERS, CAPT OWEN G	ROSSOUTH DRENNISS, OKNEY	EU
NOKIN, RENE	RUE DE LA BELLE 6, B 1338 LASNE, BELGIUM	EU	WATSON, MALCOLM	C/O SIMULATIONS PUBLICATION, UK, CROWN PASSAGES, HALE, ENGLAND	EU
OLESENSE 32, PISO 9-1, HAMRID 20, SPAIN		EU	WHINCUP, DAVID S	5 COMPASS ROAD, BEVERLY ROAD, HULL, HUMBERSIDE HU6 7AH	EU
OWENS, ALLAN J	NORTHERN IRELAND	EU	WHITE, ALAN D	77 BRACKLE ROAD, HAZLEMER, WYCOMBE, BUICKS HP15 7EY	EU
PALFREY, JONATHAN P R	294 PRIORY RD, KENILWORTH, WARWICKSHIRE	EU	WOOD, NEVILLE M	WHELPLEIGHTS, SWEETING, SAKKINHAM, SUFFOLK LP17 2RD EU	EU

AHIHS RATINGS

NAME	COMPASS OR POS.	LAST TIME	NAME	COMPASS OR POS.	LAST TIME
1.0. NORTON	2129 423	2000	145.1. PAUL	145.1	1250
3.1.1. KELLE	2009	2000	146.1. PEREGRINO	146.1	1250
4.1.1. KELLIS	8801679	4	147.1. PHILLIPS	147.1	1250
6.1.1. KELLIS	8811115	4	148.1. PHILLIPS	148.1	1250
9.1.1. KELLIS	8811115	4	149.1. PHILLIPS	149.1	1250
10.1. KELLIS	8811115	4	150.1. PHILLIPS	150.1	1250
11.1. KELLIS	8811115	4	151.1. PHILLIPS	151.1	1250
12.1. KELLIS	8811115	4	152.1. PHILLIPS	152.1	1250
13.1. KELLIS	8811115	4	153.1. PHILLIPS	153.1	1250
14.1. KELLIS	8811115	4	154.1. PHILLIPS	154.1	1250
15.1. KELLIS	8811115	4	155.1. PHILLIPS	155.1	1250
16.1. KELLIS	8811115	4	156.1. PHILLIPS	156.1	1250
17.1. KELLIS	8811115	4	157.1. PHILLIPS	157.1	1250
18.1. KELLIS	8811115	4	158.1. PHILLIPS	158.1	1250
19.1. KELLIS	8811115	4	159.1. PHILLIPS	159.1	1250
20.1. KELLIS	8811115	4	160.1. PHILLIPS	160.1	1250
21.1. KELLIS	8811115	4	161.1. PHILLIPS	161.1	1250
22.1. KELLIS	8811115	4	162.1. PHILLIPS	162.1	1250
23.1. KELLIS	8811115	4	163.1. PHILLIPS	163.1	1250
24.1. KELLIS	8811115	4	164.1. PHILLIPS	164.1	1250
25.1. KELLIS	8811115	4	165.1. PHILLIPS	165.1	1250
26.1. KELLIS	8811115	4	166.1. PHILLIPS	166.1	1250
27.1. KELLIS	8811115	4	167.1. PHILLIPS	167.1	1250
28.1. KELLIS	8811115	4	168.1. PHILLIPS	168.1	1250
29.1. KELLIS	8811115	4	169.1. PHILLIPS	169.1	1250
30.1. KELLIS	8811115	4	170.1. PHILLIPS	170.1	1250
31.1. KELLIS	8811115	4	171.1. PHILLIPS	171.1	1250
32.1. KELLIS	8811115	4	172.1. PHILLIPS	172.1	1250
33.1. KELLIS	8811115	4	173.1. PHILLIPS	173.1	1250
34.1. KELLIS	8811115	4	174.1. PHILLIPS	174.1	1250
35.1. KELLIS	8811115	4	175.1. PHILLIPS	175.1	1250
36.1. KELLIS	8811115	4	176.1. PHILLIPS	176.1	1250
37.1. KELLIS	8811115	4	177.1. PHILLIPS	177.1	1250
38.1. KELLIS	8811115	4	178.1. PHILLIPS	178.1	1250
39.1. KELLIS	8811115	4	179.1. PHILLIPS	179.1	1250
40.1. KELLIS	8811115	4	180.1. PHILLIPS	180.1	1250
41.1. KELLIS	8811115	4	181.1. PHILLIPS	181.1	1250
42.1. KELLIS	8811115	4	182.1. PHILLIPS	182.1	1250
43.1. KELLIS	8811115	4	183.1. PHILLIPS	183.1	1250
44.1. KELLIS	8811115	4	184.1. PHILLIPS	184.1	1250
45.1. KELLIS	8811115	4	185.1. PHILLIPS	185.1	1250
46.1. KELLIS	8811115	4	186.1. PHILLIPS	186.1	1250
47.1. KELLIS	8811115	4	187.1. PHILLIPS	187.1	1250
48.1. KELLIS	8811115	4	188.1. PHILLIPS	188.1	1250
49.1. KELLIS	8811115	4	189.1. PHILLIPS	189.1	1250
50.1. KELLIS	8811115	4	190.1. PHILLIPS	190.1	1250
51.1. KELLIS	8811115	4	191.1. PHILLIPS	191.1	1250
52.1. KELLIS	8811115	4	192.1. PHILLIPS	192.1	1250
53.1. KELLIS	8811115	4	193.1. PHILLIPS	193.1	1250
54.1. KELLIS	8811115	4	194.1. PHILLIPS	194.1	1250
55.1. KELLIS	8811115	4	195.1. PHILLIPS	195.1	1250
56.1. KELLIS	8811115	4	196.1. PHILLIPS	196.1	1250
57.1. KELLIS	8811115	4	197.1. PHILLIPS	197.1	1250
58.1. KELLIS	8811115	4	198.1. PHILLIPS	198.1	1250
59.1. KELLIS	8811115	4	199.1. PHILLIPS	199.1	1250
60.1. KELLIS	8811115	4	200.1. PHILLIPS	200.1	1250
61.1. KELLIS	8811115	4	201.1. PHILLIPS	201.1	1250
62.1. KELLIS	8811115	4	202.1. PHILLIPS	202.1	1250
63.1. KELLIS	8811115	4	203.1. PHILLIPS	203.1	1250
64.1. KELLIS	8811115	4	204.1. PHILLIPS	204.1	1250
65.1. KELLIS	8811115	4	205.1. PHILLIPS	205.1	1250
66.1. KELLIS	8811115	4	206.1. PHILLIPS	206.1	1250
67.1. KELLIS	8811115	4	207.1. PHILLIPS	207.1	1250
68.1. KELLIS	8811115	4	208.1. PHILLIPS	208.1	1250
69.1. KELLIS	8811115	4	209.1. PHILLIPS	209.1	1250
70.1. KELLIS	8811115	4	210.1. PHILLIPS	210.1	1250
71.1. KELLIS	8811115	4	211.1. PHILLIPS	211.1	1250
72.1. KELLIS	8811115	4	212.1. PHILLIPS	212.1	1250
73.1. KELLIS	8811115	4	213.1. PHILLIPS	213.1	1250
74.1. KELLIS	8811115	4	214.1. PHILLIPS	214.1	1250
75.1. KELLIS	8811115	4	215.1. PHILLIPS	215.1	1250
76.1. KELLIS	8811115	4	216.1. PHILLIPS	216.1	1250
77.1. KELLIS	8811115	4	217.1. PHILLIPS	217.1	1250
78.1. KELLIS	8811115	4	218.1. PHILLIPS	218.1	1250
79.1. KELLIS	8811115	4	219.1. PHILLIPS	219.1	1250
80.1. KELLIS	8811115	4	220.1. PHILLIPS	220.1	1250
81.1. KELLIS	8811115	4	221.1. PHILLIPS	221.1	1250
82.1. KELLIS	8811115	4	222.1. PHILLIPS	222.1	1250
83.1. KELLIS	8811115	4	223.1. PHILLIPS	223.1	1250
84.1. KELLIS	8811115	4	224.1. PHILLIPS	224.1	1250
85.1. KELLIS	8811115	4	225.1. PHILLIPS	225.1	1250
86.1. KELLIS	8811115	4	226.1. PHILLIPS	226.1	1250
87.1. KELLIS	8811115	4	227.1. PHILLIPS	227.1	1250
88.1. KELLIS	8811115	4	228.1. PHILLIPS	228.1	1250
89.1. KELLIS	8811115	4	229.1. PHILLIPS	229.1	1250
90.1. KELLIS	8811115	4	230.1. PHILLIPS	230.1	1250
91.1. KELLIS	8811115	4	231.1. PHILLIPS	231.1	1250
92.1. KELLIS	8811115	4	232.1. PHILLIPS	232.1	1250
93.1. KELLIS	8811115	4	233.1. PHILLIPS	233.1	1250
94.1. KELLIS	8811115	4	234.1. PHILLIPS	234.1	1250
95.1. KELLIS	8811115	4	235.1. PHILLIPS	235.1	1250
96.1. KELLIS	8811115	4	236.1. PHILLIPS	236.1	1250
97.1. KELLIS	8811115	4	237.1. PHILLIPS	237.1	1250
98.1. KELLIS	8811115	4	238.1. PHILLIPS	238.1	1250
99.1. KELLIS	8811115	4	239.1. PHILLIPS	239.1	1250
100.1. KELLIS	8811115	4	240.1. PHILLIPS	240.1	1250

this, and the length of the game, not only is it playable, it is truly a game players game, and a tough struggle for both players. Weather also plays a key roll in the game and can change strategy overnight. The game has many faces. For the Allies there is the invasion turn, not knowing what you might run into on the beaches, followed by a desperate struggle to hold onto the beachhead. For the German, knowing how far to press the initial counter-attacks, or to opt for just a containment can have a major effect on the outcome. It is a game of attrition. Losses can be tolerated but only to a certain extent. Orderly withdrawals with well-timed counter-attacks can derail the Allied timetable for victory.

If the game has any drawbacks at all it is in the fact that most games channel through the Lowlands towards Arnhem, which is the weakest link in a formidable defensive position along the Siegfried line. In this connection there is one optional rule I strongly recommend using: The port of Bremen should not be used by the Allies as a supply source. This permits a very real threat that the German "Bulge" offensive will cut through to the coast and cut off any Allied units that have penetrated through the gap around Arnhem.

After working with the playtesting and just completing a review of the rules proof I can honestly say that this game has all the ingredients that will make it a game that will be played over and over again, each time looking for the right combination that will bring victory. At present I am playtesting a PBM system that I hope will compress the three phases into one mailing per player turn. I'll have more on this in a later column.

The results of the recent survey are in and I find one very distressing note in the results. Almost 38% of the membership indicated they have had problems with an opponent who stops responding or has very slow play. Frankly, the number of complaints directed to me as R.D. has placed a strain on the time I can afford to devote to these duties. Handling new members is nothing compared to the time and effort that must go into following up and acting on complaints. Yet at the same time, the membership for the most part still has a very tolerant attitude towards these offenders. I find this difficult to comprehend. After all, we are not talking about the fellow who has personnel problems that limit his ability to meet his commitment and who lets his opponent know of his predicament. I'm referring to the ones who for whatever reason ignore please and follow-ups from their opponent and then totally ignore any attempts by the RD to get at the facts.

I think the time for strong action on the part of the Society is long overdue. I think failure to respond to the letters from an RD is grounds for immediate dismissal. Furthermore I think all members should be aware that taking several weeks to respond to your opponent's move (as a regular habit) is being discourteous to your opponent. After all, we all have limited space and a maximum number of games we can handle at one time. Perhaps we need a category with the Match Co-ordinator that would indicate the member can only respond slowly. In these cases they should only be matched with another player with the same schedule. Since I have the boiler turned up let me cover another point. Those members who ignore or who are overly tolerant of members who just quit a game with no explanation are doing the other members a disservice. Sooner or later this quitter will be matched with another member who will come forward and report his actions. Failure to let the RD or the MC know of a problem member simply perpetuates the problem. Let's clean up our act. Weed out the ones who are no longer interested or who have just lost interest, and light a fire under the ones that never seem to find the time to respond in a reasonable interval. After all, we all want to spend out time playing games and not writing letters.

In an attempt to close on an "up" note I'd like to mention some very positive things that have been happening lately. I have now heard from three out of the four major game companies that I contacted in regards to the PBM aspect of wargaming. While I was not given any assurances for the future I did feel that avenues of communication have been opened up and at least they are more aware of the problems in adopting so many of today's games to PBM. At the same time I have come to understand their viewpoint better and their attempts to meet the needs of marketplace. It was odd that the one game company that I did not hear from happens to be the very one I tend to avoid in my purchase. I guess the feelings are mutual.

I have received a number of letters concerning my mention of Pearl Harbor. That's the revised edition of John Prados game that presents a sort of Third Reich in the Pacific. I am still trying to work up a reasonable PBM system on it but I have prepared a 6-page rule clarification on the game. This has been verified by G.D.W. and will be filed with the Judge, Ron Teleucky. If anyone would like a copy just send me a letter enclosing your name and address and I will forward one. It was not so much that the rules were incomplete or in error but that the method of presentation did require putting rules together from various sections of the rule book to arrive at a correct understanding. The write-up

simply puts these factors together in a more logical sequence. It is not a new rule book, it is just taking the more troublesome areas and spelling out a clear description of the rules in question. I will also enclose a short Errata sheet from G.D.W. with my write-up. In closing I would like to extend a warm welcome to several new members for our region. The first is a personal friend of mine from here in the metroplex, Eric Hanson. The other I would like to become friends with are Paul Goodrich from Omaha NE, Paul Rumph from Brownsville TX, and Robert Sherengo down in Houston.

IMPORTANT...If you are not already aware of it I would like to call your attention to the fact that Fire & Movement have now added a category to the review of games. Its entitled Play By Mail playability. I think Baron Publications deserves our support since they recognize a need for information that is helpful to us.

Don Eisan

May 29, 1980



CLASH OF EVIL ARMIES

- Frank R. Freeman -

The last issue of The General devoted 14 pages to an intensive analysis of the first three a four moves of Russian Campaign. It seems like the author, David Jameson, has said just about everything to say on the opening of RC. Actually I don't think so. Look at the analysis of chess openings. Every issue of Chess Life advertises 20 books, even compendiums, multi-volume, multi-author works, on different opening strategies. The opening in chess is continually changing as analysis goes deeper and deeper. I believe the same will be true of RC.

Let us examine the sample problem I gave you in the last issue of the K. Set it up. You, as the German, can see that a breakthrough, what Jameson calls the "Kaunas stampede", is not possible. So one must revert to the attrition strategy: kill or surround the front line Russians on turn one, massacre the second line Russians on turn two, and run as far as you can on turn three, opposed only by the weather. So against this setup, can you guarantee the elimination or isolation of all the defenders in these two Military Districts? The answer, discussed by Jameson, lies in the use of AV attacks on the second impulse.

The south end of the pincer is easy. AV the 2-7 in Brest; hit the 5-3 on M21 with a 5 to 1 attack using the expendable Italian to slough attack against the 3-3 in the woods; and, on second impulse close on the 5-3 on K20. Notice we use no stukas and only 47 attack points (20 for the AV, 25 for the 5 to 1 on the 5-3, and the Italian slough). Most of the Army Group Centre panzers can be used to sock two 5 to 1 attacks on the two small units on J21 and J22. Army Group North uses two stukas to attack the two infantry armies of the Baltic M.D. at 5 to 1 each. We can spare a stuka and an AGN panzer for use in the south to complete an encirclement of the Kiev M.D. At the end of the first impulse a huge steamroller is poised at the seam between the two Districts. We can AV the two adjacent enemy 2-5 armor units, attack the 3-5 at 5 to 1, and complete the encirclement of the 5-3 at K20.

Now what could go wrong? Let's see what happens if we suffer some DR results on first impulse. Most units can be stuffed into the K22 area and left alone. They will lash out on their turn but no real damage can result if we have properly placed our units which participated in the AV at Brest. The Baltic 6-3 can retreat up the peninsula, out of supply. The 5-3 retreats atop the unit at K-20, making the second impulse attack a 2 to 1 rather than the planned 4 to 1. This could be a bit of a snag, but proper retreats can still isolate these units. Exchanges are always painful but the worst than can happen is the reduction of the 5 to 1 attack on the Baltic 3-5. It is important to place a panzer on H18 to cut off this unit if it survives.

I must take a vacation, which will include Origins 80, but soon I will return with more on the RC opening, including my two interesting games with Jameson.



OPINIONS

- Paul Selzer -

I sampled both the opinions that were stated in the debate in F&M, as each person put forth his points. Also taken into consideration are the arguments in both "K" 15-1 and 15-2. Although I am not trying to take sides or provoke an argument, but just put forth the unheard opinion of an average gamer.

The question of accuracy in gaming and the efforts put forth by both designers and reviewers (as well as gamers) should be used constructively. True that there is no correct opinion, but an opinion is just an opinion. To the viewpoint of Robert Snyder, I can see his point

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that there are mistakes in such things as order of battle, mistaken identity of units, etc. These are known and are pointed out by the reviewer. Take, for example, the game of Korsun Pocket (F&M copy 1 April, 1980) as they pointed out the mistakes that were made. Is this not the point of a review?

To be fair to Oleson and Haggart, it is not the job of a reviewer to review the game as an impartial member of the magazine staff, but also to listen to those that have to play this game. I am not trying to chastize the people of F&M as they are the only magazine that I can think of that is not biased. If it were for not mags like F&M, we would be in the dark.

So in conclusion of this first point, both of you are right in your sonnets, but in order to strike the right balance in this, the designer, reviewer, and gamers should get together and explore this question more in depth. The use of more questions in gray areas of the rules should be used in order to make a clean playable game for all to enjoy.

Just to put the horse to rest on ratings, I have this opinion. The use of rating systems is not to allow the privileged few good gamers rack up more points, but rather to encourage not very good gamers to get the initiative to get up in the ratings. To put a long story short, ratings are good for two things:

- a) They encourage gamers to have the capacity to compete amongst themselves for fun and to have a chance to get up in the ranks.
- b) Perhaps the strongest point that I can make about them is that they make you think when you are playing a game as well as making you come up with a strategy to win the game if you are so inclined.

Myself, I am in favor of ratings for the above reasons as they not only give me the goal of becoming a better gamer, but to also try and knock off some of the higher ratings that I may come across. If I do it, I will be happy, and if not, will just keep on trying. Perhaps the main thought of the system is being missed here and that is to have fun as well as competition. After all, is that not why you usually play by post? I invite those who wish to tear this apart to do so as I would like to hear the submissions that others have in this area.

(K)

- Robert Snyder -

Every game publisher except one puts out all, or the vast majority, of their games on paper map-sheets. Their rationale is that this procedure cuts costs. Very well. For FTF play, one takes out the map-sheet(s), back-folding it several times, and lays it on a suit-

able surface. What-if it still tents? It is still impossible to keep a stack of units on that key hex that has crossed creases? Tape it down! Fine, to an extent, and the FTF game rolls to conclusion, with only occasional landslides into enemy lines. No problem, the next session or meeting we'll just play a different game.

For PBM, the above simply does not work. One ends up with torn corners, or a pile-up of cut tape edges, or torn creases which have resulted from trying to attain an acceptable flatness. Pull out the game and set up the mapsheet a minimum of twice each game turn, and you have given it the same amount of wear (and tear) involved in several FTF games. It is interesting to note that most of these publishers and designers are heavily into FTF even though they depend on mail advertising to sell games. Or magazines. "PBM-what's that?"

These companies will now say, well-mount the map-sheet on a piece of cardboard. Great! Now all we have to deal with is the tendency of the main creases to form ridges, not to mention the possibility of tearing the sheet in one's efforts to eliminate this. Then, too, large sheets of cardboard have a certain dislike for laying flat, preferring instead to assume a convex (not too bad) or concave (unplayable) shape. A storage problem is also created.

Regardless of rationale, rhyme or reason, the (un)conscious purpose of these companies is to avoid (at all costs) emulating in any way the one company which does not use paper map-sheets. They, themselves, recognize the above problems - witness the swoons of joy whenever a reviewer mentions that they have used a heavier paper than normal. Would they then make available, at extra cost, blank folding map-boards which are sized to accept their maps? Perish the thought! Well, would they then adapt their map-sheets to fit the blank mapboards made by the ONE? Ha! "ONE" makes an 8" by 22" blank board. By cutting the usual map-sheet from 34" in length to 32" it could be adapted. I can hear it now - "Those two inches are IMPERATIVE to the game!" They are telling us to "Play on our paper maps, just the way we size them, or don't buy the game."

I won't.

(K)

SWAPPE SHOPPE

RS/WS ('70), boxed, unopened, (ordered wrong game). \$5, postage included. Sid Jolly, 7232 E1 Cajon Blvd #2, San Diego CA 92115.

Wanted: After the Holocaust, 3R, VITP, AK in good condition. Will Trade: Wloo (wb, good); Gettysbg '77 (wb, good); Mod Battles Quad (wb, good); Lee Moves No. (wb, good). Bruce Hilton, 1759 Stonehaven Ln, Fredrick MD 21701.

FROM THE MATCH COORDINATOR

I. **GENERAL:** First, allow me to thank the membership for their thoughtful and kind words on the passing of my father and for their patience during any delay that was caused by the injury I received while at work. As of this writing I am still convalescing and it appears that things will be looking bright in the near future. Thanks again. New Members are recommended to write to Jim Wallace AHIKS ARCHIVIST for back issues of "K". Many of your questions as pertains to matching will be found answered in 14-5; 14-4; 14-3 and 14-2.

II. **RATINGS:** See page 8 for a complete Ratings list as of 5-20-80, next full roster will be 12/80.

III. **MATCH REQUEST:**

a. **OPEN MATCHES:** The following match request active as of 5-20-80.

Africa Korp (PMCD)+(WR); Air Assult on Crete (PS); Air War (WD); Am Civ War (LH); Anzio (GL-2); Arab-Israel War (JG); Ardennes Offensive (BA); Battle for the Ardennes (AEJ); Bismark-74 (PB); Blitzkrieg (RC); Borodino (SP); B/G II (GG); Caesar-Alesia (RS); Ceasars Legions (RS); Crusades (JA); Custer Last Stand (DLS); Dark December (CG) Dauntless (KK); DD-77 (KM); Diplomacy (DGS)+(JD)+(RKG); Fulda Gap (PS); Franco Prussian War (AB); Great Medieval Battle Qd(DR); Gettysburg (RLW); Karkov (RS); Korsun Pocket (RS); Kriegspiel (JP); LaBattaille De Preussisch-Eylan(DO); Machiavelle (RG)+(BM)+(PDG) Modern Battles I (EDA) Modern Battles II (EDA); Nato (GH); Oil War (RL); Peg Ridge (RL); Pz LDR (JC); PzKrieg (RS); Pz Army Afrca (RK); Plot to Ass Hitler (MS); Russian Campaign (DC) Rd to Richmond (LC); RS/WS-80 (GH); Sauron (WK); Seven day Battle (DGK); Siege of Constantanople (MS); Siege of Jerusalem (RL); Sniper (RW); Stalingrad (RG); Submarine (P.D.G.); Stones River (VM); Third Reich (TG); Thirty Yr War (CW-3); Verdon (TH) Victory at Sea (WHO); Victory in the Pacific (WHO); Wacht Am Rhein (RPS); War at Sea (WR); Waterloo (RB); White Death (DR).

b. **NEW MEMBER REQUESTS:** Africa Korp (WR); Ardennes Offensive (BA); Crusades (JM); Custer Last Stand (DLS); Diplomacy (DGS)+(JD)+(RKG); Gettysburg-77 (RLW); Karkov (RS); Korsun Pocket (RS) Machiavelle (BM)+(PDG); Russian Campaign (WR); Sniper (RW); Third Reich (TG); War at Sea (WR); War between the States (RPC); Submarine (PDG).

c. **3-WAY REQUESTED MATCHES:** The following are 3-way matches with or without gamemasters/monitors. These are NOT WITH OW/PD.
Air War (Ed M); Fast Carriers (GH); France-40 (RAB); Mech-77 (GH); Midway (Byron); Thrid Reich (Snyder); PzGpGrd (GH).

d. **OPEN TO NEW MEMBERS ONLY:** Following is provided for new who wish to gain experience in PBM. Africa Korp (PAM); Kriegspiel (JP); NATO (GH); NAW (CB); B/G I(CB); Machiavelle (PDG); Oil War (RL); Peg Ridge (RL); Fulda Gap (PS); PzLDR(JC); Stalingrad (RG); Siege of Jerusalem (RL); Stones River (VM); Thirty year War (CW); Victory at Sea (WHO); Victory in the Pacific (WHO); Submarine (PDG); Waterloo (RB); Battle for the Acdnees (AEJ).

- e. **MULTI-PLAYER REQUESTED MATCHES:** Following are Multiplayer matches through AHIKS MC ONLY. NOT OW/PD. France-40 (RAB) NATO (DLM); Third Reich (RS); Star Soldier (SL); Machiavelle (MS); Russian Civil War (MS).
 - g. **USA/CANADA REQUESTED MATCHES:** USA/CANADA members interested in matching members in European Region. Africa Korp (PAM) Fast Carriers (GH); Firefight (GH); NATO (GH); Oil War (RL); Peg Ridge (RML); PzBlitz(GH); Mech-77 (GH); PzGpGrd (GH); RW/WS(GH); Siege of Jerusalem (RML), Victory of Sea (WHO); Victory in the Pacific (WHO).
 - h. **AREA MEMBER MATCHES:** For A.R.E.A. rated members who show interest in being matched with only AH A.R.E.A. Battle for the Ardennes (AEJ); Africa Korp (PAM).
- IV. **MISCELLANEOUS:** Robert Snyder of Buffalo NY is looking for a 5-way match in Third Reich. Brian Bailey from Down Under would njoy a bit of RUM over a CRIMEAN WAR contest, (winner buys the RUM). Fred Beal of Rockland ME, is interested in a Multi-player game of War in Europe; however he has restricted it to the 1941 or 1943 campaign scenario in the West or East. The membership is asked to note that there may be a difference in the Qualifiers under the ratings. There are several reasons for this, one of which is that not all of the completed games are recorded since the list was computerized in 1980 and had to start somewhere. Any Multi-player set that is in need of a Gamemaster/Monitor may write me for a willing member. Please be sure to complete SET REQUEST FORM when requesting opponents and use the CODES; it will make my job much simpler. You can use post cards or letters, but please fill out the info completely. In order to have control over the issue of ICRK's and the assignments of opponents all request for matches must go through the MC. There are times that the MC must get in touch with the members to complete a match that requires additional information. It is therefor requested that members place their phone number on their requests. PLEASE return to MC all completed ICRKs (regardless whether you win/lose). Notify MC as soon as possible if you wish to remove any open request matches.

Les Deck Sr.

May 31, 1980



SURVEY

MATCH COORDINATOR	1308	282	4.63
MATCH SERVICE OFF.	1303	281	4.63
PBM AIDS	1162	273	4.25
PACIFIC DIPLODEUR	564	143	3.94
REVIEW OF GAMES	1146	297	3.85
OFFICER REPORTS	1029	296	3.47
OPINIONS OF MEMBERS	1098	294	3.73
ARTICLE ON STRATEGY	1112	297	3.74
PBM METHODS IN K	1209	293	4.12
SWAPPE SHOPPE	910	253	3.59
THE K OVERALL	1270	302	4.20
CONSTITUTION COPY	951	288	3.30
MEMBERSHIP LIST	1235	291	4.24
RECOMMENDE GAMES	1225	292	4.19
TECHNICAL SKILL	1110	282	3.93
SPEED OF RESPONSE	1043	283	3.68
PLAYING AHIKS OPPS.	1235	282	4.37
PLAYING NON-AHIKS	688	217	3.17
HAVE HAD PROBLEMS			
111 YES			
182 NO			

SET REQUEST FORM

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

- N WILL PLAY NEW MEMBER (LIST NUMBER OF MONIHS THIS IS TO APPLY) M MULTIPLAYER GAME REQUEST
E WILL PLAY EUROPEAN OPPONENT (IF AVAILABLE) G WILLING TO GEMMASTER 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 _____

bulletin board



There will be a CROSS OF IRON PBM Tournament, (single elimination). Send SSAE for details to: Drew Bergen, 7306 Imperial, Amarillo TX 79121.

Any gamers in the North Dallas TX area who would like to join a game club contact Eric W. Hanson, 2810 Elk Grove Rd., Carrollton TX 75006, (214) 245-6238.

Anyone interested in an AIR FORCE/DAUNTLESS campaign game should be sure to read the announcement from John Ratzenberger in this issue.

There will be a Southern California Minicon on Saturday, September 6, 1980 in West Covina. (A carpool from the Bay Area may be available). Contact Mike Scott, 729 So. Lupin Ln., West Covina CA 91791, (213) 966-2208. State your game preferences.

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