

THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER



Our Leader

I find it difficult to write this article because 1) I have been so busy of late with non-AHIKS things and 2) my typewriter is malfunctioning. It won't skip between words unless I really beat on the bar. Best make this quick while it still works!

Our Member's Guide is hung up in the office computer. We got the darned hardware about four months ago, but the stuff still isn't working right. The technicians keep mumbling something about "interface problems", which I think in the air conditioning industry is what we call "all screwed up". I was hoping to put the MG on the word processing system so that updates and editing could be done more simply.

I have been really busy of late, what with vacation, visits from out-of-towners, and building onto my home, not to mention a cruel and unusual work schedule. Darned electronics industry is going to drive me to drink! Everything has to be done yesterday--and don't to forget this list of 17 changes we just thought up. One client just started up a \$25million plant, and it doesn't work. Guess they should have spent \$30 mil for one that does! We hope for some slowdown in a month or so (didn't I say that last issue?).

I enjoyed an all-too-brief weekend visit from Tom Oleson. Jim Pratt joined us for a try at the campaign game of WarAnd Peace. We all enjoyed it, although I think AH knew what they were talking about when they said all players should play each of the scenarios before trying the big one. Turns out lots of rules are contained in the scenarios, and we spent lots of time page--thumbing. I think Napoleonic buffs will really enjoy this game, although I believe it should appeal to those who like grand strategy, as well.

I have received no response from any Canadian member(s) interested in forming a separate Canadian Region, and will presume this item should wait for another year or so unless contacted within the next month.

Membership as of this date is approximately 490.

Pete Menconi



August 1980

THE WESTERN FRONT

Its not too soon to start making plans for our annual AHIKS Regional Meet sometime this Fall. Two years ago it was held in Houston and last year we tried a more central location, if any place in our wide reaching area can be called central, in Oklahoma City. Nathan Mitchell and the folks in that area made us very welcome and we did manage to attract other members from states besides Texas and Oklahoma. I'd like to hear from any of you out there, with suggestions on a possible location for this year. I know we could hold it right here in Dallas and I'm sure Nathan could oblige us again in O.C. I would like to give everyone a chance at picking a suitable location with the final determination being where we can accommodate the largest number of members considering the distances that must be traveled. So get out the quill pens and drop me a note with your preference and suggestions.

I must take a moment and thank everyone that wrote to me concerning Fortress Europa. I'm very glad you found the game as interesting and exciting as I did. I did receive one letter from a fellow member in Washington that took me to task but that was the only negative feedback.

We have completed the final playtesting of the new air rules in the game, so as to permit play by mail, and it will be featured in the Nov.-Dec. '80 issue of the General. If anyone would like a copy of these rules in advance drop me a line and I'll send one out to you. It might help if you could include 28¢ in postage since it is not really an AHIKS matter and should not be included with my R.D. postage.

Speaking of Fortress Europa, several of those that wrote asked about the optional rules and how they would effect play balance. I mentioned in the last issue my feelings concerning the port of Bremen being denied the Allies, so I'll try to cover the other optionals here and save myself the need to reply individually.

SS Units (31.1).. Be careful of using this one. As a matter of course the SS units in the game are usually rebuilt when armor replacements are available. The rule, however, reads that the more common infantry replacements would have to be accumulated until all SS units are up to full strength. This would be an advantage to the Allied side.

Decoys (31.2).. I see little or nor point in its use. I have never tried it so I can not judge its effect.

Decoys as hidden units (31.3)..At least I can see a purpose here, but do not feel that the game needs it. The current method of hidden reserves works well and adds an element of suspense without needing the addition of decoys.

U.S.-French co-op (31.4)..This rule make the South of France a much more attractive invasion site. If you find the Allies are having trouble staying on the beaches and the German player is ignoring this area with his reserves, you might want to try it, but it is pro-Allied.

Attacking Accum. German Replacements (31.5) To be used to balance the game if the Allied player is the weaker player. Otherwise I do not recommend it.

Continued Page 8

editorial

OK, I give up. It looks like the K's publishing schedule has permanently slipped. The deadline for the next issue is October 15th, and the K will be published by the middle of November, if all goes well. The overload that Dave Grant described so well in his column has caught up with me, with the demands of work, family, school, and other commitments pushing gaming into the background. Anyone with similar problems should certainly read what Dave has to say.

However, I was fortunate enough to be able to meet and have some FTF competition with two AHIKSers who briefly visited Arizona. The first was Richard Fortier, who was in Phoenix courtesy of the Canadian Armed Forces. Since he was attending a computer course he didn't have a lot of time to spare, but we managed to play a close-fought game of "Squad Leader". The next visitor was the famous Tom Oleson. He, Pete Menconi, and I OD'd on gaming all one weekend. Tom, in his quest to be the first person to obtain an AREA ZZZ rating, destroyed me in "Russian Campaign". (At least I was smart enough not to play "Anzio" with him). We also played "Victory in the Pacific", "Beda Fomm", a multi-player "War and Peace", and some obscure "Third World" games that were so bad I have forgotten everything about them. "Beda Fomm", which is GDW's Series 120 grand tactical North Africa game, was exciting and fun, despite being an improbable simulation. I was disappointed with "War and Peace". We played the first year of the campaign game, and then quit because it was becoming boring. There are some real problems with rules organization: many key concepts are buried in the scenario rules and are written in a form that makes them hard to understand. I don't like having just one die roll determine the attrition for all of a player's units - it doesn't give the random factor time to average out. (I may feel this way because I rolled "maximum hurt" three times in a row). The map board is dull and uninformative. All-in-all, while not a disaster, the game is not up to Avalon Hill's usual standards.

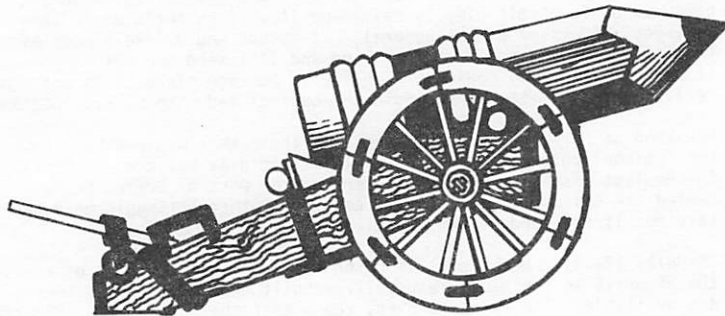
I see that SPI is offering a subscription version of the "FYEO" filler they've been printing in S&T the last few years. I haven't seen a copy yet, but if they're expecting to get \$50 per year for the same type of "Aviation Week" reprints they have in S&T, they'll certainly win a "Chutzpa" award. It seems SPI still thinks that Barnum's Law applies to gamers.

Many thanks to Bill Haggart for the fine illustrations that ornament this issue. I especially like the portrait of Pete Menconi on the front page. It's remarkable how Bill managed to not only obtain a good physical likeness, but also to capture Pete's character as well.

Jim Pratt

August 30, 1980

(K)

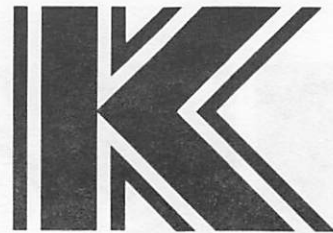


SWAPPE SHOPPE

WANTED - Complete, Good Condition Only - Operation Olympic (By SPI), and DREADNOUGHT (BY SPI). Edward Hass, 4732 Wentworth Avenue, Minneapolis, Minnesota, 55409.

For Sale: War Between the States (mint) \$12, Manassas (mint) \$5, Fury in the West, excellent, \$6. Pea Ridge, excellent, \$5 Drive on Washington, excellent, \$5, Wilson's Creek, with S&T, \$3, Devil's Den, excellent, \$7. Please add \$1 postage for each \$10 ordered or fraction thereof. Also-I am taking bids on a copy of Traveller Journal #1 (minimum bid \$10). Allen Glicksman, 250 Beverly Blvd. Apt. A-11, Upper Darby, Pa. 19082, (215)259-9923.

SALE! GUADACANAL, used, \$8; 14 other AH games at bargain prices; 24 SPI hex sheets, AH magnetic strips; 25 issues of "The General". Send S&AE for 1st to: Ocie Hudson, PO Box 1113, Berkeley CA 94701 or phone (415) 845-1814 (but not collect!)



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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

- John Evans -

I'm writing to convey my opinion to you concerning the suggestion of a formal split between the European Region and the rest of AHIKS, as conveyed in the editorial of "K" 15-2.

I am strongly opposed to such a split. My reasoning is that the Society has nothing whatsoever to gain by a split and a great deal to lose if such a senseless step were taken. I'll outline these considerations which influenced my thinking below:

1. It is my belief that the European Region draws no financial support from the rest of AHIKS. Therefore AHIKS could not improve its financial position by devolving the European Region. The reverse is probably true also.
2. Many members enjoy a game with someone from another continent. Perhaps the sort of member who would suggest a split would not enjoy such a match, but how sour is their sentiment that they suggest that the enjoyment of others be curtailed.
3. I'm sure I'm not the only European member to greatly enjoy the "K". I've particularly enjoyed its open and forthright approach and the friendly way in which this approach is communicated. Virgil Mugler's reviews have been greatly appreciated by myself at least: I thought his "Road to the Rhine" review as particularly good. I similarly appreciate the information communicated by Don Eisan on the progress "Fortress Europa". PBM systems put forward in the "K" are potentially of great value. I'm looking forward to the next "clash of Evil Armies" very much and greatly enjoyed the "After the Holocaust" strategy article.
I'd miss the "K", and I believe others in the European Region would too. I see no reason to take this facility from European members who, after all, duty pay for it.
4. Perhaps the lack of a regular showing by the European Region in the "K" has led to resentment on the part of some members towards a supposed European snob clique. This is not so, there is no such clique! Should news and comment from the European Region be missed in the pages of the "K", surely the remedy is to contact the European R.D. instead of swinging out wildly and suggesting a split! The European R.D. regularly writes a short piece to members in our newsletter which I am sure he would pass along. I also feel that he would be open to suggestions that any particularly good articles from our newsletter could be reproduced in the "K".
5. My greatest objection to the suggested split is to the dangerously idle state of mind which might have proposed it. What I refer to is the "tidy" mentality, the "can't be bothered" and "cut off loose ends" approach. This sort of "I don't care what happens to the off cuts as long as the picture looks neat to me" attitude I consider totally unthinking and insensitive.
6. I would hope jealousy would play no part in proposing a formal rift.
7. I'd like to point out that I do enjoy taking part in the Society's activities, such as returning these Ballot forms enclosed in the "K". I've taken the time to write, now. So it irks me when firstly I am occasionally criticised as a member as being unresponsive, and now the suggestion is that I be devolved. Whilst I appreciate that there are officers in the Society who directly or indirectly do a fair bit for me, I'd like to point out that appreciation should be a 2-way thing, however small the part the ordinary member plays. I understand that it is your duty as editor to voice the suggestions you receive; hence you voice the suggested split. But I'm sure you will appreciate my lack of appreciation for a suggestion I consider highly indelicate: I do take my membership seriously.
8. Multi-gaming is popular. It's big in scope. So's AHIKS from a global point of view. Much of the appeal of an AHIKS multi-game is who you will meet and from where. It's intriguing. It's cosmopolitan. It would be a shame to restrict it and exchange the cosmopolitan for the parochial.
9. Let us not forget the part European Members such as Henry Radice have played in running the Society.
10. Should the European Region be split from the rest of AHIKS, what would the ruling be on, say, those members who move from America to Europe for a stay of short duration. Would that move force them to leave AHIKS upon departing from American soil? Or would a new, all-American European Region be formed? Surely this sounds ludicrous enough so as to make further comment on this point unnecessary.

To sum up, I feel that there is nothing to be gained by a split and a great deal of fun and friendship to be lost. I wouldn't find AHIKS nearly as attractive if it reduced its scope. Surely an open mind and an international remit is the answer. AHIKS is this NOW. So no change for me, please.

15-2 had its share of controversy and I found that the comments of Bill Haggart and Tom Olesen were not to my taste. I feel the game player receives scant consideration all-too-frequently in reviews and some historical critique is more hysterical than historical. I believe the game buyer is entitled to both a good game and accurate simulation by virtue of the fact that he is asked to shell out HARD CASH for the product. Complexity will function to affect game play, but hopefully not enjoyment, and relatively moderate the simulative depth. In saying that, I hope I'm stating common sense, which I would hope went hand in glove with the economic realities of game production, which in turn I would hope would present an honest package to the consumer.

(K)

- Bob Cross -

I read with some interest Bob Snyder's article on unmounted maps and their associated ridges. I could not agree with him more. For the membership-I found a solution about three years ago-albeit it is a trifle expensive, but worth it. Buy sheets of 1/8 inch clear plastic. I have three different size sheets depending on the game. Lay them over the map and place your units on top of the sheet-it's transparent. There is a minor glare problem once in a while but a slight tilt of the head permits clear vision. In 1977 a sheet to go over an SPI Quad map ran 10-15 dollars, but it is still going strong!

More recently I have gone to magnetics! I have three 3R games, a War & Peace, and TSS setup on boards. A sheet of 26 gauge sheet metal attached to a piece of 1/4" plywood works nicely, but again it's not cheap. The TSS setup cost \$30, but, boy, is it worth it. Oh yes, the AH magstrips are terrible. They are messy, hard to use, and are permanently attached to your counters. And if you don't line those little magnetic poles up right, your counters won't stack! I recommend those manufactured by Orisik Industries. Your counters slip in and out of the magnetic holders. I now use the AH strips to hold the maps on the sheet metal-that's all they are good for!

Oh yes, the final twist! To go magnetic, I had to buy un-mounted map boards! And we have come full circle.

(K)

- Kurt Blanch -

I took umbrage of Don Eisan's unfavorable comparison of TRC to Fortress Europe. I fired off a nasty letter. Don replied on a restrained note that made me regret my letter. He is a gentleman and a diplomat. But enough of praise.

I dislike seeing FE closely associated with TRC, because it dishonestly gives the impression they are similar. In fact they are very different games.

The following is a brief description of AH's FE: It comes in a P-Blitz size box, with 3 separate map panels. Art work on map and counters is very good. Movement is double impulse. Many counters are back printed and the game incorporates almost twice as many counters as TRC. Many rule changes from the Jedko game; mostly for the better.

I personally was disappointed as I was hoping for a TRC-West. FE was described as such in the General. I expected an extension of TRC's magnificent system on the same scale and level to the Western Front. I have a copy of Jedkos' FE, so I knew what was involved. But AH is certainly capable of the major overhaul they promised. In short, I found FE to be a good game, but not as good as TRC. That's a comparison, I know, but they are now unavoidable.

Reasons are: (1) The mechanics are more complex. (2) The much larger number of units, many of which are of a small, inconsequential nature. These small units are important only by virtue of more complex rules such as supply and step reduction. (3) The terrain and nature of combat seems to be affected and muted beneath this flood of units, and their flip sides. Like some of the larger games I found myself just shoveling counters around. (4) There is no overrun so a 1-4 headquarter unit can stop cold the strongest armored battle group. (5) The playing time is longer than TRC. Although it incorporates sudden death victory conditions, I found that feature of little comfort. I dislike SD in both TRC and FE, because they seem too rigid. One of the SD conditions in FE is that the Allies have an "unused" supply capacity of 50 or more on Jan 1. Just

picture IKE explaining to the President- "victory depends on having supply available for 50 divisions which, of course, we will keep in England. Principle of war, U-know. Minimum force at the point of decision." FDR leans back for a reappraisal of the Supreme Commander and comments-"Your last name is German, isn't it?"

To sum it up, FE is a game of less finesse than TRC, because there is less mobility and so many more units. One can make more mistakes and not suffer as much. FE reminds me of AH's Crete in character and flavor, despite the very real game-mechanic differences.

FE is a good game, while in my opinion TRC is a great game. (Despite the weak victory conditions in TRC). I hereby publically challenge Don to a wager: If FE is to measure up to his glowing report then it must certainly duplicate TRC in the following respects:

1. It must win some awards. eg: Best Game of the Year, or all time, the Silver Hexagon, etc.
2. It must have sales exceeding those of TRC after two years. The long period is necessary because initial sales will boom due to its association with TRC. This effect will be less of a factor as more become familiar with the game and the word spreads.

The wager is ten dollars and a crow dinner. How about it Don?

One last comment: Don as well as others have questioned the right of anyone who has played a game only a couple of times to review; to decree it good or bad. In this I must disagree. If this requirement were enforced, then one would never read anything but high praise about new games. For if one does not like a game, one is not likely to play it repeatedly.

(K)

REVIEW

WAR IN THE AIR 1914-18
Top Of The Line All Right

- By Mike Collieran* -

Three tactical air games have been so popular, they're probably familiar to most gamers: RICHTOFEN'S WAR, AIR FORCE/DAUNTLESS and AIR WAR. Viewed from the standpoint of a former USAF pilot with a few hundred hours of combat time in Southeast Asia, none of them can be termed realistic. The first two share a common fault--their turns are too long. Aircraft move too far before opposing aircraft can react. Due to its sequenced movement, whoever closes an enemy fighter in RICHTOFEN'S WAR runs the very real risk that that same fighter will end up on his tail before he can react, i.e. move again. That's like taking a shot at somebody and waiting motionless while he runs around behind you to return the compliment. Because of its simultaneous movement, the situation is reversed in AIR FORCE/DAUNTLESS. To get into position to take a shot at somebody in that game, you have to guess where he'll be on Wednesday next. If you want to be an ace in AIR FORCE/DAUNTLESS, fly a B-17. Then, at least, the competition has to come to you.

AIR WAR offered an elegant solution to the problem. According to its initiative rules, if you're on somebody's tail, he has the honor of moving first. That little change went a long way towards correcting the obvious weaknesses of the preceding tactical air games, but the gain was more than offset by some naive, if original, aerodynamics. For a detailed discussion, see #54, as the game's inaccuracies are serious and extensive. Suffice it to say, real airplanes don't fly like the ones in AIR WAR. At least airplanes flying in a gravitational field similar to the Earth's, and flown by creatures with a tolerance for acceleration, when sitting erect and wearing "fast pants" (a G-suit), around 7.5 times that field's, don't.

One of the most promising developments in the hobby over the past year has been the "coming of age" of The Wargamer magazine. In the last 4 issues, subscribers have received BLOODY BUNA, CHINESE CIVIL WAR, SIMON DE MONTFORT and ACES HIGH. Based on the annual subscription rate of \$24, the cost for the four works out to \$16--the best gaming bargain since KORSUN POCKET. The game in the latest issue (#12, May/June '80) is by Jim Hind, the DESERT RATS designer. That game was judged a "worthy successor to AFRIKA KORPS" (#64), and Mr. Hind's latest effort, ACES HIGH, stands in the same relationship to RICHTOFEN'S WAR, AIR FORCE/DAUNTLESS, AIR WAR and any other tactical air game you'd care to mention, with the possible exception of Steve Weiss's ROLLING THUNDER.

Why that's so is not easy to discern at first. ACES HIGH bears considerable resemblance to AIR FORCE/DAUNTLESS--a resemblance Mr. Hind himself acknowledges. The data cards for each aircraft, the simultaneous movement systems and the method of combat resolution are virtually identical in both games. With the exception of the "Ace Movement" rules, ACES HIGH seems--at first glance--to be nothing more than AIR FORCE/DAUNTLESS with World War I aircraft. But first impressions can be misleading, as they are in this case.

First off, ACES HIGH "feels right." In gaming terms, that probably means the time/space scale of the game is correct. The length of real time each turn represents and the distance an aircraft travels each turn, on the average, present the players with the kind of opportunities and dangers they expect in a tactical air game. In personal terms, it means the quarter-to-half-million dollars the U.S. Government spent, more years ago than I care to remember, trying to teach me "to fly and to fight" is not entirely without value in the game. What are good tactics in reality are usually good tactics in the game--something that cannot be said for its predecessors.

One of the first scenarios we played was a balloon-busting mission; three Nieuport 11's vs. the balloon and two Fokker EIII's, one flown by the redoubtable Max Immelmann. The Fokkers entered separately and at random; we had the unfortunate luck to have Max come on early. When we rolled out of the turn for the run on the balloon, there he was at 2 o'clock, about one turn, or 5 hexes, from lead. An ace, such as Max, has a formidable advantage in ACES HIGH. Besides favorable modifiers for spotting and firing, he gets to withhold 2 of his movement points, expending them after lesser mortals have finished their move.

In our scenario, that meant Max was in excellent position to end the next turn on lead's tail, if lead continued the run. We had rolled out of the turn in echelon left, however. In that formation, each aircraft is in the 7-8 o'clock position of the aircraft in front of it, and 2-3 hexes back. That meant if Max pulled in behind lead or #2, he'd be "sandwiched". The echelon left, away from the enemy, meant lonesome "tail-end Charlie", #3, was out of harm's way for a turn. To go after him, Max would have to commit himself. Lead could then proceed with the mission free of interference; #2 could break right and try to get position on Max, and #3 could turn into him when threatened. No other air game brings out the tactical advantages of such things as the proper formation so clearly.

ACES HIGH has another considerable edge on the competition. Its designer has a firm grasp of the essential fact of aerial combat. Fighter pilots, (particularly the WW I variety--considering the attrition, may not all be playing with a full deck, as they say, but they weren't all loonies either. With a few suicidally inclined exceptions, they weren't doing it for the fun of it. They had a job to do, and when they'd done it, they got the hell out of there. The scenarios and victory conditions force the players to recognize that very realistic fact. In consequence, the dogfights that do occur in ACES HIGH have none of the artificial, "set-up" feel of those in other games, particularly AIR WAR. Dogfights in ACES HIGH stem from realistic and understandable situations. One side is trying to do something; the other side is trying to stop

them. That "something" is what air forces exist for--not dogfighting. Even when that "something" is destroying enemy planes, dogfighting is not the way to do it, as ACES HIGH suggests. As far back as WW I, clever men had realized the enemy's planes were easier--and less dangerous--targets when parked.

The only substantive error I could detect in the game has to do with spin entry. A spin is nothing more than a peculiar kind of stall where one wing, the "up" wing in the spin, is less stalled than the other. Consequently, it produces more lift--and less drag--than the "down" wing, and the aircraft "pivots", or is pulled around the down wing with disconcerting rapidity (at least in a T-37; the only aircraft in which I've experienced one). An easy way to get into a spin is to roll an aircraft the moment it stalls. In general terms, the roll reduces the angle of attack (degree of stall) on the wing going up and increases it on the wing going down and you're off. In ACES HIGH, an aircraft can spin whenever it turns or sideslips and dives in the same turn, regardless of its speed. Since it's virtually impossible to stall an aircraft in a dive, that seems rather odd. We play an aircraft automatically spins whenever it rolls (changes bank angle) or sideslips at its stall speed or less (if that aircraft can be spun).

The map is nice, the counters could be nicer (wish I'd hung on to my RICHTOFEN'S WAR), and the rules need a one-page summary of all the charts and tables for easy reference. In spite of that, ACES HIGH is the best tactical air game available. By it with issue #12 of The Wargamer from TSR Publications, Box 110, Lake Geneva, WI 53147. One 23 x 15" two color map, 400 counters (printed with different aircraft on each side) and 64 aircraft data cards with information on 99 different types. \$8 ziplocked. One year (6 issues) of The Wargamer, \$24 to Box 509, Lake Geneva.

THE BARRAGE

We have two new members to introduce this month: William L. (Bill) Salvatore of 2841 Summerfield Road, Falls Church, Virginia 22042; and Dougal McDonnell of 329 Wilkinson Pl., Memphis, Tennessee 38111. Bill is a statistician by occupation and Dougal is an accountant. Good luck and good gaming to you both!

In June, your RD, along with many AHIKS members, attended Origins 80, again this year at Widener University. I enjoyed the opportunity of meeting many of our members--from the Southeast and other regions--face to face, too many to list all the names here. Saturday night, over 20 AHIKSers gathered for beer and sandwiches at a local spot, a most enjoyable time of food, drink, and fellowship. We owe Omar DeWitt a vote of thanks for setting up an AHIKS reception booth near the convention registration desk. As usual, there were tournaments, seminars, game company exhibits, etc., galore. It seemed to me that this was, on the whole, a relaxed, smoothly run convention. Origins is becoming an institution, I guess, with its own patterns and traditions, which shows our hobby is coming of age. I notice that I'm beginning to recognize people at conventions that I've seen at previous conventions.

Otherwise, it has been a quiet summer in the Region. Convention activity has pre-empted any Washington-area gettogethers. I suspect most of you, like myself, have seen "The Empire Strikes Back" at least once. If you haven't, and like SF/fantasy, it's worth seeing--a sequel that neither repeats nor falls off from its predecessor. High-class space opera all the way. I wonder which miniatures manufacturer will be out with an Imperial all-terrain combat walker first?

Good luck and good gaming!

Graham A. Cosmas

July 29, 1980

K

NEWS FROM NORTH CENTRAL

My cup runneth over. I have discovered (albeit by the "back-door") that I am now the duly non-elected director for the North Central region. I forget exactly what was contained in my letter to the president, volunteering for the post, but I think it began "If you ever want to see your family alive again...."

At the same time as receiving that news, my issue of the "K" arrived, with a membership list enclosed. This gave me the opportunity to really study the names, count heads, etc. That issue also brought an added benefit in that AHIKSer Mike Stanley learned I was in town and gave me a call. Mike and I both have the normal summer obligations coming up, but I am looking forward to some fine ftf with him come fall.

One disconcerting note--according to the editorial in K 15/3, I'm not going to get rich at this job. Here I was figuring to do this for a year or so and then skip to Brazil. Oh well, since I do submit an expense account, maybe I can "skim off" one or two postage stamps a quarter (that's about the number of victory chits I submit every three months).

To show the membership the caliber of other officers you have... during the interim from when Bill Wolf had to resign to when a new director was chosen, membership applications were processed and info packets were sent out by the other officers just so the business (wargaming) of AHIKS could go forward. My thanks to all involved.

This time, and this time only, the important news is way down here. We welcome new members Norm Cromartie, Glencoe, IL; R.M. Bedard, Cross Plains, WI; Andrew Kraus, Jackson, MI; Earl Olson, New Richmond, WI; Samuel Kopf, Chilton, WI; and Dan Ursu, Lyndhurst, OH.

Richard Locke (Evanston, IL) reports that the SPI game, "Oil Wars" (1975, \$5), which concerns American intervention in the Persian Gulf, can be modified for the U.S. in Iran. I think it would take a dedicated wargamer to agree to be the Iranians right at this time.

For those AHIKSers who have better things to do than count names, I report the following: As of 8/11/80 the North Central Region had a total of 84 members, divided by state or province into 17 each from IL and OH, 14 each from MI and PA, 7 each from ONT and WI, and 6 from IN. That fairly well coincides with population figures, I think.

One final reminder. The important news mentioned above must come from the members, I can't make it up. So start those cards and letters coming.

Jim Mueller

4 August 1980

K



The Secretary-General

It is time for my annual report on Origins. Origins was held in the same dismal location as last year amid promises things be better. I held a jaundiced view of this as we were able to place an AHIKS ad in the convention brochure due to inefficiency on their part. Surprise! The facilities were better, the weather was satisfactory, and "a good time was had by all" (a speculative assessment on my part as I interviewed no one before arriving at this conclusion).

The AHIKS dinner was very well attended. We essentially took over a local bar and grill, and we partook of the "food of the gods", beer and meatball subs. I am seeing a surge in membership applications as a result of the information sheets that Omar DeWitt distributed. I watched the final game of the Russian Campaign tourney between DeVolpe and Robert Beyma. DeVolpe, the German, won the game which displayed the usual pressure blunders. These errors, the Russians forgetting to move his stalingrad units in May/June and the German allowing an invasion attack of both headquarters in the south, were nullified by lucky die rolls. In the end, the key to German success was a furious attrition attack in the summer of 1942, after Beyma advanced in the winter to take some well planned, but unlucky, attacks against the German armor.

An announcement was made that next year's Origin's is planned for the San Francisco area so that the west coast may indulge in Origins mania. The eastern establishment will probably not be able to handle the long trip, and those of us who like to meet and complete will have to decide which regional con to attend. The two leading contenders will be Penn Con sponsored by this year's Origins organizers, and Michicon, sponsored by Metro Detroit Gamers who did such a nice job at Origins IV.

On the PBM front, dear reader, I am in the singular situation of being near defeat in three games simultaneously. Only my slow rate of reply is saving me at this point, but that can't last forever as my opponents one by one flush me into the open. Most dismal of all is my Russian Campaign game with Bruce Hilton. He counterattacked the mighty German Armor last move and blew away my forward positions along a line from Tula to that city that starts with a "Y".

In other matters, some time ago there was a concerted effort to establish a "logo" for AHIKS. Various people submitted entries, but for one reason or another no final decision was made. Maybe the reason is that we don't really need a single logo. The efforts to develop one were more an expression that graphics improve the appearance of any publication and enhance the image of any organization. Sorting through the files, many of the logos have merit, though they are flawed in some way for general use. I have begun inserting these designs here and there in the mimeos as they are flawed in some way for general use. I have begun inserting these designs here and there in the mimeos as they are updated. The logos were unsigned, so I will extend credit in this column to whoever submitted the designs. One logo depicting a postage stamp postmarked "1966" (the year of our formation) now graces the information sheet to prospective members. Another, a gun with bayonet issuing from a mailbox, will be used at the head of this column and on stationary issuing from my desk. This logo, I feel, closely captures the essence of AHIKS. It was rejected for general use because, internationally, mailboxes vary in design so that the logo might not be recognized in Europe or elsewhere.

Final note: I forgot one rule simplification in my Monopoly Thesis: Round off all rents to the nearest five dollars and eliminate the one dollar bills. This speeds play considerably. One problem is: what to do with the two dollar rent for Mediterranean Ave.? I favor rounding it to zero, but my wife has insisted we raise the rent to three dollars so that it rounds to five. (She likes this garbage monopoly).

Bruce Maston

August 20, 1980

K

- Ben Muller -

On March 21-23 Omar DeWitt hosted his fifth Annual Get-together in the wilds of New Jersey in Elizabeth. The attendance of AHIKS members was good throughout the entire weekend. Among those there for at least one day were: John Grant, Alan Gopin, Chris Wendel, Steve List, Walter Smith, Steve Curley, Les Deck, Omar DeWitt, John Brownawell, Bob Windsor, Ben Miller, Tom Holtz, John Heydt, Wayne Schneider, Tom Thorsen, Matt Perna, Walt Kluska, Bill Perry, Mike Truex, and Bob Wielgus. A number of non-members also joined in the play.

The amount of people who did show up should be viewed in light of the weather, which was awful. There was a steady rain from Friday morning until Saturday night, and this made the driving less than pleasant. People came from as far as Rhode Island, Pennsylvania, Delaware, and Maryland. Bob Windsor and I, driving up from Baltimore had some thrilling moments watching a Honda Civic try to play tag with a tractor trailer. Also, it was an unique feeling to look out of the sideview mirror, in a downpour, and only see the word MACK. We felt that it was a special kind of fanaticism that led us to drive through the muck to play face to face, something like the fanaticism that drove the Crusaders to Jerusalem.

Before proceeding any further, thanks and appreciation must be given to Omar DeWitt for his organization of the weekend. The even went without a hitch from start to finish, and this helped everyone have a good time. Among his contributions were the facilities, maps of how to get to the Vail-Deane school and where the local beaneries were, along with coffee, tea, and a hot water heater. Long after everyone left, Omar had to clean up and return the school's cafeteria to its original appearance. Omar and his wife Sue also put up three people on the first night and five on the second, giving us a place to sleep and breakfast. While it is not included in the Michelin guide, it was very nice of Omar and his wife to extend their hospitality to us.

The gaming was the central part of the weekend, and it lasted from Friday until Sunday afternoon. The most popular game was AH's Victory in the Pacific (played 4 times), followed by Machiavelli and Russian Campaign (3ea.). The two-player games predominated in numbers, but the amount of people involved in the multi-player games equalled things out. Besides Machiavelli, Steve List ran two games of Junta, and there was one game of Kingmaker. The other games that were seen played were Medieval Quad (2), Squad Leader (COI), Flattop, Ardennes, Pz Leader, Rail Baron, Robin Hood, Star Soldier, and Napoleon at Leipzig. I can best illuminate the games played through my own experiences. On Friday night Omar and I played a new game for us both, SPI's Bannockburn (Medieval Quad). The games emphasis on unit morale and the effects of leadership accurately reproduced the victory of the Scots under Robert. The English plate-armored cavalry were thrown back into the swamp by the dense masses of Scottish pike, while the longbowmen were neutralized by the Scottish cavalry. The only historical anomaly was the death of King Edward under the Scottish pikes. My next endeavor was on Saturday morning, a long game of OSG's Napoleon at Leipzig with John Grant. We stopped in the late afternoon, with still no victor, but the French were in the poorer position for the long run. The game was tense and well balanced. Saturday night was rounded off with a six-player Machiavelli. The Pope was wiped out and the Turk was down to Tunis, but the remainder of the players were more or less balanced. Venice had been on the verge of disaster after Florence had bought off a fleet and gotten it into the Lagoon, but the treasury yielded its last for the disbandment of the fleet. The damn Florenties tried to slip in the back door while I was slugging it out the French. On Sunday, Omar and I again played a non-Panzer game, Acre (Seige Quad). This was also a very exciting game, but our unfamiliarity with the rules marred the play (so he says).

There are a few things which stick in my mind and will always be associated with this weekend. The cries of "Day Battle" or "Night Battle" from the numerous Victory in the Pacifics are one. Another is the dice tower brought along by Chris Wendel. Every time a die (or up to four dice) were thrown in it, it sounded like a kid running a stick along a slatted fence. Imagine sitting and listening to this for two days. The Chinese could add this to their chamber of fun next time they need to grill a spy. Perhaps the loudest noises emanated from the games of Junta. To regulate movement, the six people would chant "one-two-three" and move. This was followed by shouts of joy or despair as stabs were revealed. They ran like "I found you in the bank" or "I got assassinated and I was just standing on the corner". John Brownawell's cries of salvation when a bothersome gun broke in COI woke everyone up on Sunday. It all helped added to the background noise of the clink of dice or the gnashing of teeth.

Continued Page 8

Pacific Theatre

I would like to welcome Mark Rowell of Mountain View, CA as a new member for the past few months. The welcome mat is also out for Richard Logsdon, 113 Dearborn Pl. #90, Goleta, CA 93017, and Dr. Paul Goodrich, 301 Crestmont Dr., San Francisco (94131), who both moved into our region from the West. Welcome back to Karl Hoffman who finally got his dues in, but too late to make the current membership list. Good bye to Jim Strobeck of Oregon who recently resigned his commission with AHIKS.

A self-study I did last week of my time management provoked me to think again about a common problem of anyone who enjoys simulation gaming as a hobby. There often arises the question of whether we have the hobby or the hobby has us! With family, work, community, and other commitments, time can be limited for the hobby. Yet there are so many games you want to play and willing opponents in AHIKS to play them. If one is not careful, he can quickly find himself in over his head. The time demanded by PBM, let alone Ftf, solitaire, and reading, can mount up. Soon someone gets cheated--kids, wife, work, health, or opponents. This is perhaps one reason for the sudden rash of cancellations and complaints that RDs have experienced in AHIKS. It could come from overcommitments (I presume AHIKS members are more mature than to slow play because they're losing). A fellow gets too many games going, gets over loaded, and his commitment to family or work has a higher priority than to his PBM opponent (if it is otherwise, he might wind up with lots of PBM opponents, but no family--a tragedy indeed in the real world). So, the opponent waits...and waits...and stews...writes his RD...and maybe even leaves AHIKS in disgust.

How can we solve this crisis of time? Here are several suggestions:

- 1) Give yourself a time budget for gaming, by the week. Decide where it ranks in priority with all your other responsibilities (being a member of AHIKS is a responsibility. It obligates you to be true to your word to be regular and complete matches), and give yourself an appropriate number of hours per week for gaming. If it is more than you spend on your wife and kids, should you be so blessed, maybe you should consider rebudgeting.
- 2) Discern how long it takes you, for an average game, to play through your opponent's turn, resolve his combat, and make and record your own moves and combats. Time yourself. It takes longer than you think, especially if you study the situation.
- 3) Divide this into the total time you budgeted per week for gaming.
- 4) Normally, you will not play any faster than a move every other week, so multiply the figure you get in #3 by 2. If games move slower, you can multiply the number by 3. This is the number of games you can handle without letting the hobby handle you.

Maybe you're already controlled by the hobby (read Alan Moon's recent articles in the General on this). How do you get free? You might play out your matches and not request more until you're down to your budget. You could, especially if you're slower than your opponent, play only one half of the match and request not to play the other. You might even request to drop it immediately (only if you're way ahead and there is not chance for him to catch up). Your opponent will appreciate your freeing him so he can get someone more consistent. Whatever your situation, do something to let your opponents know your problem. A card saying, "Work commitments force delay." or "Too many games, must delay move til _____" will let your opponent know USPS hasn't wiped out his master strategy. This is common courtesy, and those who refuse to extend it are submitting their resignations to AHIKS. Whether it'll be accepted or not will be up to the mercy of your opponents and the officers.

To close this installment, let me request that we all check our back files of game correspondence. If you have moves that are over a month old (postmark), 1) immediately write your opponent an explanatory note or do the move ASAP & mail it; 2) re-examine your available time for gaming and do some surgery on your hobby to get it back into control.

Next issue: some tips on how to enjoy more PBM games with less time.

Dave Grant

July 29, 1980

K



TREASURER

AHIKS 3Q79 FINANCIAL REPORT

Effective Balance at beginning of quarter 5010.49

Income	This Quarter	Three Quarters
Dues	77.66	2867.36
Initiation Fees	90.00	225.00
Miscellaneous	82.71	293.07
	250.37	3385.43

Expenses	This Quarter	Three Quarters
President	27.70	66.36
Vice President	1.28	23.27
RD North Central	4.71	16.74
RD Northeast		4.70
RD Pacific	5.00	24.00
RD Southeast	3.75	16.80
RD West	6.12	16.37
Secretary	96.60	254.18
Editor	264.67	1312.89
ICRkmeister	86.24	192.34
Match Coordinator	51.17	95.83
Treasurer	21.39	67.06
Judge	15.00	33.67
Archivist	4.84	4.84
Stationery		25.46
ØØB's	36.57	104.81
Monitoring	53.14	177.57
Computer Service	57.01	234.72
Miscellaneous	6.00	70.40
	741.19	2742.01

Effective Balance at end of quarter 4519.67

Total Postage 245.57 Total Printing Costs 320.65

I realize my article was absent from the past two issues of the K. I missed the first one because I was waiting for a final accounting from one of the officers but, as to the second issue, I was just too busy and missed the deadline. I was really not too concerned because I still don't have everything for the fourth quarter of last year and thus cannot begin work on the 1979 annual report.

Here is a final list of members who dropped out this year: those who resigned gracefully: Richard Berg; George Calage; Lawrence Ercolino; Glenn Lasker, Jr.; Dean Lay; John Malaska, Jr.; Jim McCormick; Dave Poese; Lloyd Sandmann; William Scanlan and Robert Zeit. Those who didn't reply to neither the dues notice nor a follow up note: Charles Ansel; David Aylesbury; Jim L. Brown; Thomas Buhrman; Michael Burns, Jr.; Michael Clothier; Morris Eckhardt; William Falstick; Robert Ferguson; Robert Gordon; William E. Hill; Michael Hilton; Chris Hoover Rick Jarvis; James Lambertus; Robert Laubenstein, Jr.; Jimmie Long; Edward Murdock; William Newell, Jr.; Richard Piotrowski; Randall Shore; John Signoriello; William Somers; STGI Randolph Sopicki; Richard Stokes; David Stone; George Tur; Daniel Warncke, Jr.; Dennis Watson and Andrew Zagdangross. One who we couldn't find: Derek Plank. Further, I recently received word that James Strobeck has resigned. If any member knows any of the non-responders and the non-responder is a good and reliable opponent, please urge him to contact me about renewing his membership.

Harold Horne

August 10, 1980

(K)

In response to this, the non-phasing player must list:

- 1) the identity of the defending unit(s); i.e., corps number and strength, or "dummy";
- 2) the odds;
- 3) the ICRK roll and the results.

b) Combat Phase

The attacker must list:

- 1) the location, corps number, and strength of each attacking units;
- 2) an ICRK selection for each attack;
- 3) which, if any, of the attackers will advance after combat.

The defender completes the combat phase by listing the:

- 1) corps number and strength of each defending unit, including the strength of any fortification unit involved, or "dummy";
- 2) odds;
- 3) ICRK roll and the results. He need not tell how the losses are distributed among his units.

(K)

pbm

PBM OF BEDA FOMM

- Lu Henry -

Beda Fomm depicts a meeting engagement between the Italians and British in February, 1949. Since the attacker would be the one to direct his units, while the defender would have the option to see how matters develop, this pbm system places the burden on the attacker to pre-designate options in his movement and fire.

1. Upon the receipt of turn sheet from opponent, player performs the following functions as the non-phasing player:
 - a) Makes barrage attacks, resolving same with ICRK selection designated by opponent in sealed chit form;
 - b) Resolves barrage attacks of opponent, resolving same with ICRK selection designated by opponent;
 - c) Makes anti-tank attacks, resolving same with ICRK selection designated by opponent in sealed chit form;
 - d) Resolves anti-tank attacks of opponent, resolving same with ICRK selection designated by opponent;
 - e) Resolves attacks of opponent against non-armored targets, adding defensive artillery support if desired, resolving same with ICRK selection designated by opponent in sealed chit form;
2. Player then performs the following functions as the phasing player:
 - a) Move units;
 - b) Make interdiction attacks with artillery;
 - c) List ICRK selection for opponent's barrage attacks;
 - d) Make own barrage attacks, listing ICRK selection (for resolution by opponent as in 1(b), above);
 - e) List ICRK selection for opponent's anti-tank attacks;
 - f) Make own anti-tank attacks, listing ICRK selection (for resolution by opponent as in 1(d), above);
 - g) Make own attacks against non-armored targets, listing ICRK selection (for resolution by opponent as in 1(e) above);
 - h) Mail to opponent.

Note that 2 ICRKs are required, a standard 1-6 ICRK for attacks and a 2-12 ICRK for Morale Checks. An ICRK key must be provided on each turnaround for Morale Checks as they arise during course of play.

(K)

PBM OF FRANCO-PRUSSIAN WAR

- Albert Bowie -

The primary PBM problem with this game is to record the movement of hidden units in such a way as to keep their identity concealed from an opponent, yet at the same time allow him to see the validity of the move. Hence, the following PBM rules for the Standard Game are offered:

1. For every turn, the hex that a unit occupies at the beginning of that turn must be listed, as well as any destination hex(es).
2. Each unit must be listed separately even if it begins a turn stacked with another unit.
3. Units must be listed in the order in which they move. Thus, the order in which units are listed may well vary from turn to turn.
4. Combat units and dummy units are identified only as a result of combat. They are never identified for movement purposes, even if previously identified by combat.
5. Identification by combat:
 - a) Defending units are always identified by both corps number and strength;
 - b) Units making hasty attacks need not be identified by corps number. Only the actual number of combat points allocated to the hasty attack need be listed.
 - c) Unit making normal attacks must list both corps number and strength.
6. Mailing Sequence:
 - a) Movement Phase

For each unit, the phase player must:

 - 1) list the starting hex and the destination hex;
 - 2) if it makes a hasty attack, also list the:
 - (a) number of combat points allocated
 - (b) defender's hex
 - (c) destination hex to which the attacking unit will proceed in the event that the defender is eliminated or turns out to be a dummy unit;
 - (d) ICRK selection for the hasty attack

THE WESTERN FRONT (cont)

Flooded Terrain (31.6)..An interesting optional rule. Adds another element of decision but could cause problems for the German player if he forgets and the Allies come storming ashore. You might want to try it sometime but not as a general rule.

German Free Setup (31.7)..I don't recommend this rule. The invasion areas are delicately balanced now with good and bad points in each. This could upset that balance.

Armor Release (31.8)..The strongest pro-Allied rule in the optionals. It also takes away the importance of proper use of air missions on the first turn. It also detracts from the play of the game and makes any beachhead very secure. I do not recommend this rule at all.

Bad Weather (31.9)..It's not needed but if you were trying to even out the play of the game, from game to game, you could adopt this approach.

German H.Q. by rail (31.10)..This is one I recommend using. There are several situations where this rule is needed to prevent unrealistic circumstances to develop. It has little or no effect on play balance.

Panzer Reserve Surprise (31.11)..This is strongly pro-German. It can be used to help a weaker German player but, again, I would not recommend it otherwise.

Skorzeny's Commandos (31.12)..An interesting and accurate simulation. Can be used without affecting play balance to any degree. In practice you may get to make use of its infiltration capabilities once and then it is often lost to the Allied attacks on the following turn.

German Supply Restrictions (31.13)..A very good rule. It eliminates some rather unusual activities late in the game while still preventing the Allies from accumulating a large S.C. without having to fight for it. I would also suggest restricting it to victory cities, like Paris, Bruxelles, and ports. This would allow the Allies to bypass German forces in cities inland but still deny them the use of the ports by default because of lack of supply.

Bremen (31.14)..This, as I said before, is a must. It should really have been included in the basic rules. It was not only because the maps had been printed reflecting the S.C. of the port. I will not play the game without it.

Extended Game (31.15)..If you don't think the game is long enough go ahead and try it. If you find the game ending in a draw too often you might find adding these units and the extra turns will bring about a decision.

Sudden Death Victory (32.) I do not like this approach. It tends to force an un-natural play to the game as opposed to the campaign game. It is also strongly favorable to the German side.

Scenarios (33)..I have not tried any of them and cannot really comment of them. They provide an excellent method of learning the game and to get a feel for how it plays, but my statements concerning the victory conditions in regards to the scenarios still stands. The German player can stand fast and fight to a much greater degree than he can afford to do in the campaign game. The game is still one of time, distance and attrition.

Our membership in the Western Region continues to grow with the advent of some fine wargaming opponents to our roster. We are pleased to welcome Gary Howe from Midwest City OK, Ray Chapin of Mtn. Grove MO and a local friend here in Dallas, Edmund Hack. We have also been busy lately lining up a few new members in other regions. One of them was Earl Olson up in Wis. His region is, of course, in the N.C. but I helped out until Jim Mueller our new R.D. for that region, could settle in. A great big Texas 'Howdy' to y'all.

In the next issue I hope to have some information on how the reissue of Air Force is coming along with John Ratzenberger handling the controls. I expect to have something on the redesign of Flat Top and perhaps some info on a new North African Campaign game in the works. Until then, good gaming and above all, have fun.

Don Eisan

July 26, 1980



FTF (cont)

I believe everyone left having had an enjoyable time. The more meetings like this that are supported by AHKS, the better off it will be for the entire membership. The chance to meet the people behind the names, sit down and play games, talk, and swap games will help keep everyone in the organization. Not every region has an Omar DeWitt to organize the meetings, or the density of members, but it is a worthwhile idea on the regional level. The SE region has had monthly or semi-monthly meetings on a smaller scale, and I have always enjoyed myself there. I hope I will be able to attend next year's meeting if I can stomach venturing into New Jersey again.

(K)

ORIGINS 80 REPORT

The sixth national wargaming convention is now a thing of the past. It ranks among the best. The organization was excellent; the only lines I saw were some relatively short ones for those who did not pre-register for events they wanted.

Minor irritations will always occur. The snack bar seemed to be open long enough but had a very limited menu; some complained about tuna fish sandwiches for breakfast. There was a near-by Howard Johnson's if you had time; two guys claimed to have finished a game of Fast Carriers while waiting for their meal. This aspect was better than in recent conventions, but the vending machines tend to empty on Friday night. At the same time, all the waste containers start to overflow. The dorm I was in threw a 6 on Thursday night and the air conditioning became inoperable. I must say it did even out, because there was no hot water for the showers. Fortunately, we threw a 5 on Friday and Saturday.

The flea market was very active and quite popular. The Origins Committee was kind enough to furnish tables for display. Several of us AHKSers plied our trade; I even sold a few Salamanca's. The auction was not overcrowded, but I think all the items did get sold. The highest bid I heard was \$100 for a mint Confrontation.

My Duplicate Eylau tournament was well received, and Randy Pippus, who bicycled down from Canada just for the event, won one of the top prizes for earning the most points of any French player. I understand a few other tournaments were offered at the convention, also.

I understand some 4500 attended the convention, and quite a few were sporting red dots on their convention badges. 45 signed in at our "Hospitality Alcove." Others may have missed the area or preferred to remain anonymous. The high point of the weekend, of course, was the Saturday night dinner. It was the most popular dinner so far as about 30 of us descended on a local bar and grill for good submarines and beer. Thom Holtz reassured me that Joe Seliga, who was in the other room, behaved himself this year. Bruce Maston showed up late, in his surgeon's smock, trying to get the attention of the maitre d', who was flinging empties out the backdoor.

The following members were at the convention; an asterisk indicates those who made the dinner.

Tom Clark	John Heydt	Carl Hart*
Don Chinnery*	Jim Burnett	Jim Mueller*
Alan Gopin	Chris Wendel	Larry Kelly*
Dale Wetzelberger	Mike Truex*	John Brownawell
Lou Wojak	Ron Starnik*	Bill Rumph*
Dave Rohde*	Randy Pippus	Bob Wharton
Mike Stanley*	Joe Seliga*	Joe Pelliccia*
Bill Perry*	Tom Holtz*	Chris Hancock*
Steve Curley	Tom Gaddis	Dan Gallagher
Roy Henricks	Steve List*	Curtis Wright
Way Dudley	Gilbert Collins	Allen Zayatz
Keven Kelley	Kevin Murraray	John Grant*
Paul Truesdell*	Dennis Carraway	Graham Cosmas*
Omar DeWitt*	Ben Miller*	Bruce Maston*
Joe Drummond*	Alan Kidd*	Bill Lindboe*

Toward the end of the weekend, as is normal, fewer people showed up for events, and that included those giving the events. No new game really caught fire at the convention, although Yaquinto's album game Swashbuckler caught the imagination of some; swordsmen can cross swords on ship deck or tavern and, among other things, throw beer mugs at each other.

Origins '80 was well worth the trip. Much credit should go to Tom Carroll and Jay Hadley. Origins '81 will apparently materialize in San Francisco. The plan is then to have it in Baltimore in '82 and Michigan in '83. The rule of thumb, of course, is "Who really knows?"

Omar DeWitt

July 12, 1980

(K)

FROM THE MATCH COORDINATOR

- I. **GENERAL:** I must agree with our President's comments on the European Region matter; seperation is out of the question but better communication between the two Regions is needed, and desired. (One match request from Europe has been received in the last year and half).
- II. **ADMINISTRATION:** There are times that the MC must coordinate Multi request matches in order to expedite the issuance of the ICRKs. Please submit your phone number when requesting a match.
- IV. **MATCH REQUEST:**

- a. **OPEN MATCHES:** The following match request are active as of 7-20-80.

1776 (PG); AK(PR)+(TT); Air War (EM)+(WD); AM Civ War (LH); ANZIO (GH); Firefight (GH); Fortress Europe (GH); Fast Carriers (GH); France-40 (RAB); Bat for the Ardennes (AEJ); Bismark (PB); Blitzkrieg (DM); Bloody April (RS); B/G-I(EAO); B/G-II(GG); Borodino (SP); Bulge (FK); Cobra (GH); Caesar-Alesia (BS); Ceasars Legions (BS); Crusades (JA); Dark December (CE); Dauntless (KK); D-Day 77 (FK)+(BF); Dune (GG) Franco-Prussian War (AB); Great Medieva Battle (DR); Iron Clads (RS); Gettysburg (GH); Karkov (RS); Kriegspiel (JP); LaBataille De Preussisch-Eylan (DO); Malta (JB); Mech-77 (GH); Melee (RS); Midway (RW); Mod Bat I or II (EDA); NATO (GH); Oil War (RL); Pz Army Africa (RK); Pz Gp Grd (GH); PzKrieg (BS); PzLdr (EAO); Pea Ridge (RML); Plot to Ass. Hitler (MS); RS/WS-80 (GH)+(SJ); Russ Civ War (MS); Rd to Richmond (LC); Sauron (WK); Steller Conquest(BS); Seven Day Battle (DGK); Siege of Constantanople (MS); Siege of Jerusalem (RS); Stalingrad (BF)+(FK); Starfall (RS); SST (CW); StoneRiver (VM); Submarine (DR); 3R (TG)+(BS); Starsoldier (SL); Thirty year War (CW); War Between the States (RPC); Waterloo (TT) WS&IM (EAO); Wacht Am Rhein (RPS); White Death (DR) War in Europe (LD).

- b. **NEW MEMBER REQUESTS:** 1776 (PG); B/G-I (EAO); Bulge (GH); Crusades (JA); Dune (GG); PzLdr (EAO); 3R (TG); War between the States (RPC); WS&IM(EAO).
- c. **3-Way REQUEST MATCHES:** With or without G/M. Not OW/PD. Air War (ED Murdock); Fast Carriers (G. Hynson); France-40 (R. Burge); Firefight (G. Hynson); Mech-77 (G. Hynson); Pz Gp Grd (G. Hynson); War in Europe (LD).
- d. **MULTI-PLAYER REQUEST MATCHES:** Not OW/PD. France-40 (R. Burge); Starsolider (S. List); 3R (B. Snyder) or 5-way; War in Europe (LD).
- e. **OPEN TO NEW MEMBERS ONLY:** This category is provided to help new members gain PBM experience by playing an "old hand" at PBM. ANZIO, Africa Korp; Battle for the Ardennes; Blitzkrieg; Cobra; Fortress Europe; Bloody April; Bulge; D-Day; Ironclads; Kriegspiel; Gettysburg; Melee; NATO; Oil War; Pea Ridge; Stalingrad; Starfall; Stoneriver; Submarine; Waterloo Siege of Jerusalem. **NOTE:** New members desiring to play in mult/3-way may request for games listed in c. and d. above.
- f. **USA/CANADA REQUESTED MATCHES:** USA/CANADA members interested in matching members in European Region. Fast Carriers (GH) (3-way); Firefight (GH)(3-way); Mech-77 (GH)(3-way); Pz Gp Grd (GH)(3-way); Air War (Ed M)(3-way); Blizkrieg (DM); B/G-II (GG); Bulge (FK); NATO (GH); Oil War (RL); Pea Ridge (RL); RS/WS-80 (GH); Stalingrad (FK); Siege of Jerusalem (RS).

- h. **AREA MEMBER REQUESTED MATCHES:** A.R.E.A. rated members Air War (EdM) (3-way); AK (TT); Battle for the Ardnes (AEJ); Blitzkrieg (DM); Bulge (FK); Stalingrad (FK); Waterloo (TT).

- V. **MISCELLANEOUS:** The following members are willing to G/M in games listed: R. Burge (Fr-40); Les Deck Sr. (WIEr) (USN) (Sinai). There has been very little response to my appeal for members to come forward and accept matches from New Members newly joined. Again I request the membership to assist me in matching new members in their request under IV b. above.

Pierre Bompar is looking for a match in PGG, but desires only someone who will complete the match.

Les Deck Sr.

July 31, 1980

(K)

AHKS RATINGS

	NAME	CUR. AREA	G/M	LAST TIME
				POS. RATE
1.D.	BURDICK	AAA2045 (A)	G	1 2 25
2.T.	FLIFR	2000		2 2000
3.T.	OLESON	AAA1965 (A)		3 1935
4.K.	MILLS	CCC1945 (A)		4 1895
5.B.	KASTON	BBB1840		5 1770
6.L.	HEMBURY	LDC1780 (A)		6 1740
7.D.	KNEPPEY	1760		6 1760
8.J.	DUNPOND	1735		9 1735
9.T.	BECKER	CBB1730		10 1730
10.N.	HOPKINS	1730		11 1730
11.K.	MCCARTHY	DD1720		12 1720
12.H.	KINSELLA	AAA1685 (A)		13 1685
13.J.	DOUGH	1680	G	14 1680
14.F.	HELFERICH	1655		15 1655
15.G.	GOHREN	BBB1645		7 1745
16.T.	BIZWELL	1645		16 1645
17.M.	YARWOOD	BBB1640 (A)		17 1640
18.N.B.	HILL	1640		18 1640
19.D.	EISAN	EEG1630 (A)		21 1600
20.R.	WINDSOH	CCC1630 (A)		19 1630
21.D.	WITZELBERGER	BBB1610 (A)		20 1610
22.S.	DESTEFANO	CCB1605 (A)		26 1505
23.D.	GHANT	1590	G	22 1590
24.J.	POWER	1560		23 1560
25.R.	TELEUCKY	BBB1550 (A)	G	24 1550
26.G.	HILL	BBA1540		111 1200
27.J.	CRFEGER	BBB1530 (A)	G	47 1390
28.H.	WHARTON	BBB1510		25 1510
29.T.S.	BOURNE	1490		27 1490
30.M.	WALDAU	1480		28 1480
31.S.	CURLEY	1480		29 1480
32.D.	DEMORY	CCC1475	G	30 1475
33.H.	ALBRECHT	AAA1475	G	31 1475
34.H.	FLYNN	1475		32 1475
35.M.	KLUSKA	AAA1470 (A)		33 1470
36.J.	WALLACE	AAA1460		48 1390
37.R.	SECARRA	1450	G	34 1450
38.L.	JEWKICH	BBB1440 (A)		35 1440
39.H.	WOODBERRY	AAA1440		36 1440
40.J.	CATON	1435		37 1435
41.A.	DEMPSEY	AAA1430 (A)		38 1430
42.H.	GROVE	BBB1420	G	59 1350
43.F.	JEROME	1420	G	39 1420
44.B.	TOWNSEND	1410		40 1410
45.S.	LIST	1410	G	41 1410
46.J.	POPOLIS	BAA1405 (A)		42 1405
47.S.	POWLESLAND	1400*		45 1400
48.R.	VERCHUYSSSE	BBB1390 (A)		46 1390
49.C.	BENTON	1390		49 1390
50.H.	GHEENWELL	1390	G	50 1390
51.R.	PIPPUS	1390		51 1390
52.D.	AYERS	AAA1380		53 1380
53.L.	DECK SR	AAA1380 (A)	G	54 1380
54.W.	PERNA	1380		55 1380
55.J.	BURTT	AAA1375 (A)	G	74 1300
56.P.	HOSAPILLIA	CCA1370		68 1310
57.W.	ZFKTEIER	AAA1370 (A)		57 1370
58.H.	BULLIONS	1370		58 1370
59.W.	FOX	1340		61 1340

SET REQUEST FORM

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

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

Are you AREA rated? Yes No

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

I DESIRE TO BE CARRIED ON PUBLISHED AHKS 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 _____



The deadline for the next issue of the K is absolutely, no exceptions, the 15th of October.

The USA address of WORLD WIDE WARGAMERS is Box 509, Lake Geneva, WI 53147.

The multi-player Terrible Swift Sword that I have been monitoring for the last four years has come to an unexpected and premature end. Anyone interested in a copy of the OB at the end can send me a SASE (legal size) with 54¢ postage. The game is at 1240 hours on July 2 and remains fairly even and undecided. Dan McClure, 421 NW 45th Street, Seattle, Washington 98107.

10

AIW "Like new"; RICHTHOFFENS' WAR, good, includes extra a/c pads; PBLTZ, good, used, double counters and boards. Any of the above \$5 each includes postage and all. Willing to trade any one for BLZRNG 2nd ed. or for books relating to the air war in WW II, such as 'Log of the Liberators'. Write for details. Dennis Demory, 593 Flomich St., Holly Hill FL 32017.

SWAPPE SHOPPE

Special Sale! RS/MS ('70) boxed, unopened. Best offer of \$2 or more received within a month of this ad's appearance. Last chance to get it before the Army (Salvation) gets it. Std Jolly, 7232 El Cajon Blvd #2, San Diego CA 92115.



AHIKS KOMMANDEUR
Jim Pratt, Editor
1111 E. Loma Vista Dr.
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FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



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