

NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE PRESIDENT'S CORNER

I'd like to start this column off on a very positive note: our thanks and congratulations on a job well done to European Secretary Bill Howard, retiring from his post, held since 1977. He will be succeeded by Alan White.

I have recently received some interesting letters regarding problems with opponents. Some sample comments:

When I joined AHIKS, it was my understanding that the organization's policy was to disenroll players who failed to meet their game commitments. I would be most upset to see that policy discontinued. I think we get a vicious cycle going by being overly tolerant with slow opponents.

With the proliferation of games, the increase in members and the advent of the multi-game, I feel the Society should be prepared to take necessary action in the event of disinterested players, or (worse) players who flit like butterflies from one (new) game to another. It's my belief that people are too ready to do nothing; this makes no enemies, requires no effort. But I do feel that AHIKS should have an answer to the member who refuses to answer former opponents, or the RD.

Faithful readers of this column will recognize this subject as a Pet Peave of mine. Before I found AHIKS, I was ready to swear off gaming as a hobby because of shoddy treatment by opponents. I am convinced that a continuous effort to insure dependable response by all members is mandatory.

Since the last issue of the K, the Committees have reviewed three disciplinary actions following complaints by other members. One member was given Censure, one Leave of Absence, one Dismissal. I believe this makes five members who have been so disciplined (with three of the five dismissed).

From time to time people recommend the publication of names of those dismissed or remiss in their game execution. No. If we did such a thing, we might be liable for harming a former member's reputation. Having him gone is sufficient.

One member wrote me about the quick deadline (last issue) for volunteering for office. Yes, it was tight. However, there was sufficient time for a member to call or cable if he was really interested. Coupled with (1) the fact that no one ever volunteers if an incumbent runs and (2) the need to get the ballots to Europe on time, we felt this procedure was acceptable.

Note (if not already mailed in) that the Survey this year goes directly to Don Eisan (just fold, staple, and mail). If you have other comments/criticisms/complaints, please insert them in any available space on the Survey form.

I'd like to solicit member comments on the idea of simplifying elections in which the incumbent runs. A survey of the officers found 10 in favor of eliminating balloting altogether if the incumbent is unopposed, 4 not in favor of the idea. Our current practice lists the incumbent's name, with a blank for write-ins. There has never been a successful write-in candidate (never been one who got over 3-5 votes, either!). I'd also like to see comments on the idea of appointing mid-term regional directors (those appointed when the former RD resigns) for two full terms, versus putting them up for election at the end of the appointment year.

I had a friend who is a lawyer look at AHIKS' status, and give me an "off the cuff" opinion on incorporation and non-profit status, as well as the potential reporting requirements to the IRS. In a nutshell, he does not feel the effort is worth the trouble. Incorporation does not give us anything except a theoretical protection to the officers in the event we get sued. Not a practical protection, though. Non-profit status is possible, but the paperwork is no fun. Technically, must report to IRS every year. Most groups who are N-P don't bother, neither does IRS, but liability is technically there. Given the additional pain of taking mail down to the main post office (a long drive for our Editor), I plan to do my annual "kill" of this ideal.

You will all (I hope) be happy to hear that I found a typist at the office who will put the Member's Guide onto the computer for me. She sure types a lot faster than me! Should have the whole thing (that is, the parts already written) done by Christmas.

Membership as of this date is approximately 515.

Pete Menconi

December 15, 1980

Merry Christmas & Happy New Year!!

TREASURER

As I had expected, we spent a little more money than we took in last year. Hopefully (in some ways), this is the beginning of a trend so that we will work off that huge surplus that some members have been complaining about. This needs to be done, though, in such a way that a dues increase is not required in the near future (at least not during my reign of terror). Thus far, it looks as though we will just about break even this year unless the Member's Guide is published before the end of the year, in which case our expenses will definitely be greater than our income. I think the lower dues for early payment were just about offset by a larger number of new members joining this year than in 1979 despite the fact that very few people are joining this quarter.

AHIKS 4Q79 and Annual Financial Report

Effective Balance at beginning of Year 3876.25
Effective Balance at beginning of Quarter 4519.67

Income	for Quarter	for Year
Dues	24.00	2891.36
Initiation Fees	60.00	285.00
European Region	237.50	237.50
Miscellaneous	57.33	350.40
Totals	378.83	3764.26

Expenses		
President	1.06	67.42
Vice President	--	23.27
RD North Central	5.63	22.37
RD Northeast	4.20	8.90
RD Pacific	9.00	33.00
RD Southeast	1.05	17.85
RD West	22.42	38.79

editorial

Any member who has not yet received a dues/ballot/survey should contact me immediately. (European members contact the European RD). The dues notices were sent out earlier this year than in the past so that everybody would have a chance to take advantage of the discount on dues paid before January 31. The additional expense involved in mailing the notices separately from the "K" is minor, and the separate mailing will, I hope, enable us to get the election returns and deadbeat list prepared early this year. But you must do your part and mail your dues to the Treasurer now!

Many thanks to Charles Vasey, publisher of "Perfidious Albion", for a copy of his latest issue, which contained an account of the events preceding the palace coup that recently shook SPI. Comparing the SPI version of events to the PA version is very interesting. SPI made it sound like the abdication of a constitutional monarch; according to PA, it was more like a revolution in a banana republic. Anyhow, I certainly hope that SPI can be revived and made a-new into an innovative publisher of good games. The hobby would be the poorer if SPI folded up, and so would I: I've got a lifetime subscription to S&T.

To show you that I haven't got a grudge against SPI, I'll report that Mike Collieran, a reviewer I respect, has nominated Avalon Hill's *The Longest Day* as "Turkey of the Year". In the latest issue of "HMS Review" Mike says that TLD fails both as a simulation and as a game, and this, since its price is \$67, qualifies it as the poorest game value of 1980. Can any of you confirm or dispute this opinion? Please do so. I've had a shortage of game reviews by members lately.

As another year comes to an end I want to thank all those members who contributed to the K for their support and to thank all of my PBM opponents for their patience. To the members of AHIKS, Best wishes and lots of luck.

Jim Pratt

December 12, 1980



NEWS FROM NORTH CENTRAL

We'll begin with our normal "Welcome" paragraph: Cliff Scheifele, a Chemical Engineer in Glendale Heights, IL, and Roy Henricks, who moved to Pittsburgh from Richmond, VA. My apologies to Roy, I had this info in September, but forgot to include it in the last issue. Several year-end applications are being processed, but have not been formally accepted by the date this column is due.

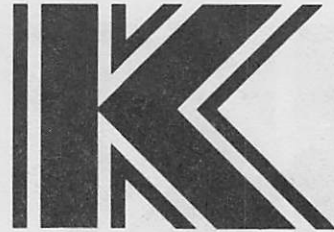
Next item, our column bannerhead. I have received suggestions from three members and an applicant! A total of seven titles. I think they are all pretty good. What I think doesn't really matter, I'm not going to vote (unless there is a tie). Here they are: ARMY GROUP CENTER, INTERIOR LINES, THE CAMOUFLAGE, THE HEARTLAND, THE IRON BRIGADE, THE NOR/CEN DISPATCH, THE NORTHWEST TERRITORY.

Voting: Send me a postcard, letter, singing telegram, block of engraved granite, I don't care. Just be sure to sign it (no ballot box stuffing here). If you don't like these, and figure you know enough eligible voters to get your own selection chosen, go to it. I will tally up votes for every name submitted. DEADLINE: Look in this issue of the "K", somewhere will be a deadline for me to get my column to Jim Pratt. Subtract four days from that deadline. I will stop counting and start writing at that time. Oh, yes, this vote is for North Central members only. Someone becomes "immortalized" next issue.

Jeff Clark, Wheaton, IL, is hosting a seminar April 3,4,5, at the Chicago Wargamers Convention. Title of the seminar is "Gaming by Mail--An Introduction to AHIKS." Jeff rightly suggested it would be better for the RD (me) to give the seminar as it is in our region. I totally agreed, but had to send regrets. I will be deeply into my last quarter of grad school at OSU then. Jeff should be commended for his initiative and any AHIKSer who attends that convention should try to look Jeff up, or attend the seminar as moral boosters. Try to shave and wear clean socks...we should project a good image.

Jeff also reports that he, Dick Locke, and some non-AHIKSer named John Kreuz (sorry, John, but it's true) are all play-testing the new version of BULGE (AH). Still play-testing? I thought it was ready. They will also be doing the same for the 3R remake.

Willard Johnson, Morris, IL, writes that he does not remember any North Central ftf invitations in the past year. I'm afraid you're probably correct, Willard. Anyway, showing his initiative, Willard says he might be "induced" into hosting one, just to get the ball rolling. Anybody want to kick the idea around? The address is



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CENTRAL OFFICES

PRESIDENT

Pete Menconi
4334 E. Indianola Ave.
Phoenix, AZ 85018
(602) 955-2889

VICE PRES.

Omar DeWitt
547 Riverside Dr.
Elizabeth, NJ 07208

TREASURER

Harold Horne
8017 Pennsylvania Rd.
Bloomington, MN 55438
(612) 941-3411

JUDGE

Ronald Teleucky
7084 Quarry Dr.
Las Vegas, NV 89117

MATCH SVC. OFC. (IRCKmeister)

Carl Benton
300 North Kansas
Salina, KS 67401
(913) 823-6471

EDITOR

Jim Pratt
1111 E. Loma Vista Dr.
Tempe, AZ 85282
(602) 966-3479

SECRETARY

Bruce Maston
1404 Union St.
Schenectady, NY 12308

EUROPEAN REP.

Alan White
77 Brackley Rd.
Hazlemere, Wycombe
Bucks, England HP157EY

MATCH COORDINATOR

Les Deck
1571 Raritan Road
Clark, NJ 07066
(201) 276-5257

REGIONAL DIRECTORS

PACIFIC

Dave Grant
3526 100th Place N.E.
Marysville, WA 98270

WEST

Don Eisan
12115 Snow White Dr.
Dallas, TX 75234
(214) 620-1030

NORTH CENTRAL

Jim Mueller
5725 Roche Dr. #F
Columbus, OH 43229
(614) 888-4876

EUROPE

Dave Taylor
205, Ditchfield Rd.
Hough Green, Widnes,
Cheshire, UK

NORTHEAST

Thomas D. Holtz
6 Westlawn Court
Clifton Park, NY 12065

SOUTHEAST

Graham Cosmas
3520 S. Stafford St.
Apt. 2-B
Arlington, VA 22206

SERVICES AVAILABLE

MONITORED GAMES

PACIFIC DIPLOMEUR/ORIGINS WEST

Larry Fong, Publisher
P.O. Box 11090
Oakland, CA 94611

John Ratzenberger, Multiplayer MC

124 Continental Dr.
Lansing, KS 66043

ARCHIVIST

Jim Wallace
924 Dover Road
Westville, NY 08093

PBM IDEAS

Virgil Mugler
1460 Ladd
Edwardsville, IL 62025

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.

2428 Chestnut Lane, Morris, IL 60450. He has a good idea. Anybody else out there? This isn't making a firm commitment, you know. Don't forget that people might not read about an offer to host for 2,3, or 4 months from the time you tell me, so think ahead. Anybody know they will have time to host, or attend, or meet halfway, next spring?

Joe Ruby, Mount Vernon, WA (way out there) read my comments about SPI's OIL WARS and sent me a copy of the Nov. 80 "Armed Forces Journal," which contained an article about the military balance in the Persian Gulf. You got it a little wrong, Joe, it's not me that's watching that game, it's Dick Locke. I do appreciate the thought, though, and I really enjoyed reading the issue. As a 20-year Marine, I most enjoyed reading the interview with the Marine Corps Commandant, General, the Right-Honorable, his excellency Robert Barrow. If it's OK with you, Joe, I'll forward this on to Dick. To Richard Locke, drop me a card to let me know if you've already read this.

I enjoyed writing this column, because it was all news submitted to me, I didn't have to think at all. Let's keep it up, I would like to have so much news to write about that it will give our Editor fits trying to figure where to cut. I'm sure, once we have decided on our column title, Mr. Pratt will give us a nice, bold, black masthead like the rest of the kids have. Belated Holiday Greetings to all.

Jim Mueller

December 2, 1980



THE WESTERN FRONT

It was certainly heartening to see some of the other R.D.'s and the President's column in the last issue address the problem of very slow or disappearing members. Hopefully the message will reach those that need it, while letting the faithful know that we are trying to do something to correct the problem. Many of us, who have been in AHIKS awhile, tend to forget that the society is suppose to be a haven for those adults looking for reliable opponents. Over the years we build up our own select group of wargamers that we maintain a continuing correspondence with. We tend to avoid matches with new members on the excuse we are carrying a full load. This leaves Les in a position where he must rely more and more on matching new members to new members.

I honestly believe that another contributing factor to new members becoming disillusioned with AHIKS is their choice of games. Instead of starting out with the simpler games that are well-suited for PBM they try to tackle their current favorite and wonder why it doesn't work well. Just a quick check of any listing by the M.C. of the games new members are looking for matches in will give you some idea of what I'm driving at. These exotic titles are not just limited to the new member listing. Players looking through these listings often come to the incorrect conclusion that almost any game can be played by mail. This just is not so.

The best way to gain some insight as to what games to choose for PBM is to examine the records on what games are being played to conclusion. A good many ICRKS are issued for games that are abandoned or canceled after running into problems adapting the game to a PBM environment. Over the past year we have expanded our ability to capture information pertaining to completed games. We can now break things down by what side in a game wins the most times along with other factors. The most interesting statistic however, is to see how many matches were completed and of what games. The following is a listing showing the title and the number of games completed over this past year.

1. Russian Campaign	49
2. Panzerblitz	35
3. Stalingrad	28
4. Afrika Corps	27
5. Battle of the Bulge	20
6. D-Day	15
7. Chickamauga	12
8. Panzer Leader	12
9. Anzio	10
10. Blitzkrieg	10
11. Napoleons Last Battles	8
12. Squad Leader	8
13. Third Reich	7

With the exception of the last two, certainly any of the others would be classified in the more basic game structure that lends itself well to PBM. If you are just getting started in PBM use this listing as a pretty good guide to follow on what games to tackle first.

Other interesting aspects of this game review shows that Panzerblitz and Stalingrad appear to be the best balanced with both

sides winning just about 50% of the time. Games that showed the most notable edge to one side were the Germans in Bulge winning two-thirds of the time and the Allies in Napoleon's Last Battles where the edge went up to 75% of the time. For those of you who are interested in this sort of thing, Russian Campaign, the all-time favorite, shows the Germans with an edge: 27 wins, 18 losses and 4 draws.

Other games that were played more than two or three times and should at least be mentioned are: Air Assault On Crete, Air Force Dauntless, Blue & Gray Quads, Luftwaffe, Panzer Arme Afrika, Wagram and Waterloo. Our most active member over this past year has been Bob Snyder up in Buffalo N.Y. with 30 games completed.

I have found over the years that in PBM you are better off staying with games that lend themselves to your basic move and combat. Once you get into games with interaction or hidden movement you introduce problems. You need a monitor or a modification to the game system. Sometimes this work out very well. A case in point is the system I have been using along with others for Air Assault On Crete. This has worked very well and has made the game a much better game for PBM than FtF. This is the exception. In many instances, to play a particular game by mail will require some trust on the part of both players.

Take for example Fortress Europa. A lot of effort went into changing the way the air phase was handled to eliminate an unnecessary mailing. Even a system for resolving first impulse combat was included. There is still a minor problem with the German player's movement on first impulse. He could be subject to strafing or perhaps he wants to attempt to cross a river that is interdicted. These things require a die roll during the German player's movement. You could still use envelopes to assign a starting ICRK but no matter what method you use you still must have some trust in your opponent.

As an R.D. I have become painfully aware of the misunderstandings that can occur in PBM. Dave Grant has addressed the problem of budgeting ones time and more prompt response, so I will limit my remarks to other things you can do to help make PBM more enjoyable. If you are playing someone for the first time, try to keep things simple. If you are into a game that is not pure vanilla than make sure your opponent understands how the interplay is to be handled. If he is a new member you might try to steer him away from the complex and let him get use to PBM with a simple game at first. Avoid jumping all around on your ICRK selections. When a column of an ICRK is completed, clip it and mail it back to your opponent. In this way an error can be corrected, before the game goes too far. Above all give your opponent the benefit of the doubt. Keeping it friendly goes a long way to making it enjoyable.

We have one new member this quarter to welcome to our ranks in the Western Region. He is Rick Rogers from Hobbs, N.M. Welcome Rick, and good gaming.

Don Eisan

November 28, 1980



NORTHEAST REGION

A few words by way of introduction are in order for my first submission to the "K". I am 34, father of two, a salesman, and member of AHIKS for about four years now. My start in wargaming was about 1960 with the purchase of Tactics II. Since then I have been fairly active with the face-to-face gaming; my experience with play-by-mail is limited to the last few years with AHIKS. I first discovered AHIKS by attending one of Omar DeWitt's gatherings in Elizabeth, New Jersey. I have since attended these gatherings every year since.

For those of you who have not discovered or experienced one of these miniature wargaming conventions, I can only suggest you do so in the future. If none exists in your area, consider holding one yourself. It need not be anything extravagant, with barely a half dozen participants being sufficient. These AHIKS minicons afford us a welcome opportunity for a day or two of good gaming and good company.

I would like to take this opportunity to welcome these new members to AHIKS: Joseph Grills, Westerly, RI.; Kevin Murray, Kinderhook, NY; Williams Owen, New Bedford, MA; Alexander Pawlowski, East Brunswick, NJ.

Tom Holtz

November 1, 1980



SWAPPE SHOPPE: Wanted in good condition and complete: Avalon Hill's game called "Journey of Saint Paul" send lowest offer. Mr. Richard M. Locke, 1566 Oak Avenue, Evanston, Illinois 60201 (312-869-2273).

THE BARRAGE

Again this month we welcome a new member: Jim Boston, of 316 21st St., Apt. 10, Virginia Beach, Virginia 23451. Jim is in the Navy and has a degree in accounting. Ever notice how our hobby seems to attract primarily historians and people in the accounting and data-processing fields?

After a hiatus, face-to-face get-togethers are resuming for Washington, D.C.-area AHIKSers, with Dan Gallagher hosting a gamefest at his home in Rockville, Md., on 13 December. He threatens to draw us into a game of Macchiavelli, in which, as I can testify from experience, he's pretty Macchiavellian. Judging from past gatherings at Dan's, it should be an enjoyable event. Thanks and a 21-die-roll salute to Dan for his service to the Region in hosting such gatherings!

Once again, I'd like to encourage Southeast Region members in other areas to think about setting up face-to-face gatherings. They are a lot of fun, and AHIKS can provide assistance and limited reimbursement to people who host gatherings. Anyone interested in doing so should drop me a line.

With club elections approaching again, I am running for re-election as Southeast Regional Director. I hope that I have been of service to the members in the Region these last two years and ask for your mandate to continue for another term. At the same time, I'd like to urge all members to give serious consideration to volunteering to run for the RDship, or any other club office, in this or future elections. Continuation of the fun and fellowship we receive from AHIKS requires some of us some of the time to buckle down and help with the nuts-and-bolts work of keeping this organization running. The work of most club offices is pretty well organized and in most cases not that arduous, but it needs people to do it. I believe that every AHIKS member should consider it an obligation to serve at least one term in some office during his time in the Society. In this organization, as in everything else in life, "There ain't no such thing as a free lunch!" Good luck and good gaming!

Graham A. Cosmas

November 30, 1980

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QJM-QUANTITATIVE JUDGMENT METHOD

-Robert E. Johnson-

I have been refereeing a game of Chancellorsville using the QJM. QJM was developed by Col. T.N. Dupuy (ret) and explained in his book "Numbers, Prediction and War" (Bobbs-Merrill Co., Inc.; \$13.95). Its purpose was twofold:

1. to quantify elements of historical military conflicts for analysis
2. to predict events of future military conflicts for future decision making.

Basically, it is mathematical wargaming modeling. The main topics in the book relate to World War II thru the 1973 war, with some coverage of the 19th century.

The elements of a conflict are divided into 73 factors in 11 groups to create formulas to determine the winner/loser outcome. Other formulas are provided for determination of casualties, fatigue and advances/retreats. The eleven groups are: weapon effects, terrain effects, weather, seasonality, air power, posture, mobility, vulnerability, tactical air, miscellaneous factors and intangible factors.

Weapon effects is a calculated value for each given weapon and is called a theoretical lethality index (TLI). This is modified by the time period dispersion of troops to produce the operational lethality index (OLI). The sum of OLIs for a force, modified by terrain, gives the force strength(s) for each opposing force. This often requires a great deal of hard data, especially for 20th century weaponry. The TLI of a WWII tank consists of a formula consisting of 20 or more data elements.....just to get a value for W. S (force strength) is the sum of the various weapon systems times the number of such weapons in the force, then modified by the terrain. Terrain effects appear in the various formulas a number of times. Values are created for 14 different terrains--from Urban to Rugged Heavily Wooded.

Posture is an important element, there being basically six postures: attack, hasty defense, prepared defense, fortified defense, withdrawal and delay. Determining which of the three defense positions is correct is a fairly complex formula in itself. Other factors include surprise, fatigue and casualty inflicting capabilities. However, it is the intangible factors that problems occur. These

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Pacific Theatre

We added 5 new members to the society from the Pacific Region this two months. Welcome to John Henry, of Garden Grove, Ca.; Chris Selzer, a phone installer from Hay River, NW Territory; Brent Ahre, a retail grocery clerk from Marysville, WA.; Gary Gossett, assistant manager of a local Safeway store (Brent's boss) from Marysville; and Richard Williams, who registers pesticides for the Department of Agriculture in Enfield, South Australia. I am gratified to welcome a new member from Australia. I was also encouraged by the reception the locals had to the society. They had received matches in about 2-3 weeks from enlisting and were quite impressed.

The recruitment of two local players brings the number of AHIKS members in Marysville to four, enough for regular FtF encounters. Their recruitment brings me to the topic I'll feature this column--"How to Recruit New Members."

I have played Gary several FtF games and had thought he was not interested in PBM, so I'd not suggested he join. He recently FtFed a set of *Fortress Europa*, and enjoyed it, so I loaned him a couple back issues of the *K* which contained Don Eisan's comments on that game. The *K* sold Greg on joining, and he brought along Brent, a fellow FtF opponent. This offers a good suggestion for recruiting--loan them a copy of two of the *K*. Show them some of the player aides and games you are PBMin through AHIKS. In short, let them see what the society has to offer. It will sell itself.

Perhaps more important than how to recruit, however, is whom to recruit. I would recommend you only recruit people who have proved themselves reliable, responsible, and a fair and gracious competitor in your personal FtF or PBM encounters. Maturity and responsibility are two things for which AHIKS stands, and it helps a great deal if present members can screen at least some of the potential new members.

A final step in recruiting might be to encourage your personal friends who become members to break into PBMin gradually. PBM does take time and overcommitment can reduce gaming to an obligation.

Tom Bourne's mini-con should be written up elsewhere. I've not heard from Chuck Ludholm on his success, nor from Mike Bonkowski as to projections for the Portland area mini-con. Drop me a line if you wish to host a mini-con and I'll do what I can to help you. For you in the Bay area, I understand that John Cato is planning a follow-up to Tom's October game day.

David Grant

December 2, 1980

K

AFTER ACTION REPORT - NORCAL MINICON

- Thomas Scott Bourne -

On 18 October a minicon was held in my home in Vallejo CA. We sent out many invitations but only three AHIKSers were in attendance. Bob Cato and Jim Frediani arrived in the early afternoon, and after ample food and drink we wolfed down we started a 3-way ACES HIGH game. I'd never played it before, but after some quick tutoring from Jim and Bob I was up flying with the rest of them. We each had two planes at the start; after much maneuvering Jim had one of his DFW C5's shot down by Bob's Albatross D2's, and then I lost one of my Sopwith Pup's, again to Bob's D2's. By 7:30PM we called the game on account of pizza, which we munched down with no time wasted.

After our break we started a 3-way RIVITS game. Shouts of "RE-PROGRAM!", "How come I always roll ones?" and "Watch out for the Tiny Boppers!" were heard frequently. I immediately attacked on two fronts and got my butt kicked, then watched while Bob destroyed Jim's BCPC. I launched a last-ditch assault on Bob but it wasn't enough as he destroyed my BCPC without much trouble.

Then (IAM) Bob and Jim decided to play one of their Marshall Enterprise games, so they started a battle scenario from "La Bataille D'Austerlitz". They charged here, retreated there for about two hours. It was all really facinating, especially since it was the first game I've seen where both sides had the same color counters. After one action where the defender was eliminated because it couldn't retreat thru the retreating attackers the game and the night was called to a screeching halt (3:30AM) when Bob and Jim went home.

We all had a really good time, and will plan to do it again in the near future. All interested AHIKSers who would like to have a lot of fun meeting and playing other AHIKSers face to face will be welcomed as always.

K

- Thomas Bourne -

Some of us play just for fun, but I think that I can safely say that most of us play to have fun while we're WINNING. Winning a game is a goal we set for ourselves when we start playing one. Some people win more than others, as you can see by the ratings print-outs in each "K". What enables some people to win more than others I could go into all day, and probably get some lively discussions going between myself and other AHIKS'ers. But what can you do to help your game and win more often? I'm going to discuss two basic things that have helped me and others be successful in the gaming world.

The first is WORK. I know you've all heard this before, but it's absolutely true that the only place success comes before work is in the dictionary. In war gaming, work goes into a lot of areas. Preparation and going over the scenario solitaire is essential. Starting off with the initial conditions, go over your possible initial moves or deployment patterns. Study what moves your opponent could make and what to do to react to them. Play out some moves to see what lines or patterns will leave you in the best positions in the middle and end games. And then go over and over and over it again. Good preparation will save you a lot of "I didn't know he could do that's and "I didn't know he could get that far's.

Once you get your opponents move in the mail, experiment with your counter-moves, and also his counter-counter-moves. Finding the best one will take some time and effort. By going over the "what if?" moves you can look at your own capabilities and your opponent's potential capabilities more closely.

Now that you've put all this work into your game, you need to stick it out to the end. I don't care if you don't go into battle expecting to win, as long as you go in determined not to lose. PERSEVERANCE means "I will not quit." I will persevere until I win or lose, but "I will not quit." One of two things will happen: you will win or lose. If you win you've achieved your goal, and you can use your experience in this game to help you in others. If you lose, you can use your experience in this game to help you in others. Either way you can use it. Something you can try if you find yourself in a losing situation in a game is to set a new goal, like saving at least half your forces, or inflicting X number of casualties on your opponent, or to hold an important section of the map for X number of turns. Never give up - never, never quit.

By using work and perseverance you can increase your win ratio. Now some people will say they don't have the time, or the inclination, or a dozen other excuses to not use these two things. That's okay, you don't have to do anything I say. But I wish those people would write to me so I can set up a match with them. I don't want to seem like I'm saying that if you don't do these things you won't win often, I'm just trying to say that they've worked well for myself and others.

One last thing. I'd like to say that I'm proud to be a member of AHIKS, and I think it's a really great organization. Everyone I've met in AHIKS has been very friendly and stands by their commitments, and there's not too many other gaming organizations in which the members help each other out so much. I hope to see many of you at Origins in 1981. Good luck and good gaming.

K

DIE ON A CALCULATOR

- Charles Lodholm -

Did your opponent wipe out your 101st Airborne at Bastogne with a "creative die roll?" Or did he land that one in six of nailing your beam weapon at low odds? How about recovering the morale of his broken squad under Col. Rosenberger, the klutziest guy in Squad Leader?

It's true that die rolling can be the most frustrating part of wargaming. And the cardboard hostilities can flare into genuine anger when those low odds attacks are repeatedly successful with the help of an unbelievable throwing arm. I have seen all sorts of tricks to minimize this (and to avoid scattering the panzers before the onslaught of rampaging dice): the lid of a game box, a plastic peanut butter jar with the lid on, a chuck-a-luck cage, even a long green-felt table. So what do you do to keep your opponent from your throat while your armies are at his?

Try converting your pocket calculator to a die. (However, if yours isn't programmable, you'll find it easier to melt it down into a cube shape and mark white dots on the sides.) With algorithms to generate random numbers and convert them to die rolls, you can eliminate creative flicks of the wrist, edges of boxes, shag carpets, and stacks of panzers.

My algorithms are not the only ones conceivable, but they do work and they have the advantage that they can be programmed into any programmable calculator (or worked manually on a non-programmable one if you have patience). The random number generator is based on the fact that π is an irrational number (like most of us wargamers) and the digit sequences are non-repeating. I suppose I would do as well; it's just that I prefer banana cream. A "seed" between 0 and 1 is required to start. The basic algorithm is: random number = fractional portion of $(\pi + \text{"seed"})^5$. The number thus produced is for all intents and purposes random and forms the "seed" for the next number.

To convert this number to a die roll, we utilize modulo arithmetic, or remainders. The best way to explain this is to show an example. Suppose our fractional portion is .7382663. Multiply by 10 million (10⁷), to move seven digits to the left of the decimal: 7382663. Next, divide by 6 (the number of sides on the die--the number of distinct possible outcomes). Assuming your readout has enough significant digits, you should see 1230443.833.

The .833 means 5/6 or a remainder of 5; remainders can be anything from 0 to 5. We'll add 1 to any remainder so the range will be from 1 to 6, our die roll. The program listing for an HP-19C follows, though you'll need to modify it for other calculators:

Step no.	mnemonic	HP19 Code	Remarks
01	*LBL1	25 14 01	Start
02	PI	25 63	Calculator generated PI
03	RCL0	55 00	Recall Register 0
04	+	41	Add them
05	5	05	
06	YX	16 54	Raise sum to 5th power
07	FRC	25 52	Take fractional part
08	ST00	45 00	Store in Register 0
09	EEX	23	
10	7	07	
11	X	51	Multiply by 10 to the 7th power
12	RCL1	55 01	
13		61	Divide by Register 1(no. of sides)
14	FRC	25 52	Take the fractional part
15	RCL1	55 01	
16	x	51	
17	1	01	Multiply by Register 1
18	.	63	
19	5	05	
20	+	41	Add 1.5 to round up
21	INT	16 52	Take integer portion
22	PRTX	65	
23	R/S	64	Pause
24	GT01	14 01	Go to start

0 = zero
Ø = letter "oh"

Before starting program, store "seed" in register 0; store the number of sides on the die in register 1.

In case the sequence of events in the program seems odd, it's because it uses Reverse Polish Notation peculiar to Hewitt Packard calculators (and that's not a Polish joke).

This random number generator is one of the most effective you'll find for a small computer. With a calculator of 8-10 digits, it is extremely reliable, which is to say, unpredictable (if you don't believe it, try changing only one digit in the "seed" and see what a difference it makes). There are problems associated with converting from a base 10 number to a base six number; but the error in the seven digit method shown above is .0006%, which means that in 10 million rolls, 5 and 6 should come up 1 less time each than the others.

Because of the program structure, you can use a die of any number of sides (just try carving or buying a nine-sided die, or 137-sided) merely by changing the number stored in Register 1. This means that you can create your own odds tables with the exact number of possible outcomes you want rather than tailoring it to a regular polyhedron. But then again, why would anyone want to do that? After all, no one fools around making variations on the published games, do they?

As far as programs for any other programmable calculators, I will be happy to write them for you. All you have to do is mail me your calculator. As for the rest of you...do you wanna buy a programmable calculator cheap?

K

FROM THE MATCH COORDINATOR

SPECIAL: I have been fortunate in my capacity as the Match Coordinator to embrace the warmth and genuine friendship of many individuals of this gaming society. Claude Parker was one such member. His passing will be felt greatly and I extend my sympathy to the members of his family.

- I. **GENERAL:** Commencing with the issue of the "K" instead of indicating the initials of members next to match requests I have incorporated the member's code number which can be found in brackets () following the member's name on the rating roster.
- II. **ADMINISTRATION:** To assist members in determining the rating roster information: The numerical order is the present standing of the member. This is followed by the individual's name. The MC is the member's code in brackets. Next is the letters denoting the qualifiers which show the frequency, number of opponents, and number of games played by the member. This is followed by the current member's rating as of the cut off date. The A.R.E.A. member will show (A). Those who have indicated that they are available or are willing to Game Master/Monitor are represented by "G" under G/M. This is followed by last-rated position together with last rated score.

It has been noted that the MC address is in the error. The address is as follows: Les Deck Sr. 1571 Raritan Road, Clark, New Jersey 07066.

III. **RATINGS:** As of 15 November 1980 (Full Roster).

IV. **MATCH REQUESTS:**

- a. **OPEN MATCHES:** Air Force (557); Battle for the Ardennes (551); Air War (583); Beda-Fomm (405); Bloody April (276); Break Out & Pursuit (305); Blitzkrieg (2d Edi) (321); Crusades (286); Dauntless (557); D-Day-77 (117); Eylau (289); Fortress Europe (638); Franco-Prussian War (299); Iron Clads (276); Saipan (643); LaBataille De Preussisch-Eylan (509); LaGrande Armees (511); Malta (420); Mech War (267); Melee (276); Modern Battle Quad I (670); NATO (411); PanzerKrieg (602); PanzerLeader (606); Pearl Harbor (635); Picketts Charge (405); Plot to Assassinate Hitler (461); Revolt in the East (236); Rifle & Saber (511); Road to Richmond (610); Russian Civil War (461); Serbia/Galicia (405); Siege of Jerusalem-70 (225); Siege of Constantinople (461); Seven Day Battle (264); StarFall (276); StarSoldier (411); StarForce (411); Stone River (329); Thirty Year War (670); Victory in the Pacific (688); Wacht Am Rhein (570); War at Sea (688); Waterloo (522); White Death (632); Wooden Ships & Iron Men (671); Wurzburg (325); Yalu (670).
- b. **NEW MEMBER REQUESTS:** Arab Israel War (744); Battle of Moscow (W0); Borodino (JG); Conquistador (741); Nap Last Battle (747); North Africa Quad (747); PzGp Gurdian (730); Quartra-Bras (JG); War & Peace (730); West Wall QD (747).

- c. **OPEN TO NEW MEMBERS ONLY:** Africa Korps (591), (60), (470); After the Holocaust (733); Battle for the Ardennes (551); Blitzkrieg (506); (613); Bloody April (276); Battle of the Bulge (714); Crusades (286); D-Day-77 (117); Iron Clads (276); Saipan (643); Kriegspiel (18); La Grande Armees (511); Mech War (267); Melee (276); NATO (411); Panzer Leader (606); Rifle & Saber (511); Stone River (329); Siege of Jerusalem-70 (225); Starfall (276); Stalingrad (591); (714); Steller Conquest (733); Victory in the Pacific (591), (688); War at Sea (591), (688); Waterloo (470), (482).
- d. **3-WAY MATCH REQUESTS:** War in Europe (341), (687); Air War (411), (583); Fast Carriers (411), (632) Need a GM. Panzer (321); Panzerblitz (632), (746); Need a GM. (Blind Play). Steller Conquest (733).
- e. **MULTI-PLAYER REQUESTS:** After the Holocaust (733); Conquistador (411), (741) need two more; DUNE (710); France-40 (32); Panzer (321); Pearl Harbor (635); Red Star/White Star-(80 Edi) (411) (12); Starsoldier (604), (411); Steller Conquest (733); War in the East/Europe (341), (687) need at least one, MC will GM.
- f. **A.R.E.A. MATCH REQUESTS:** Africa Korps (470); Battle of the Bulge (714); Fortress Europe (638); Saipan (643); LaGrande Armees (511); Malta (420); Mech War (267); Modern Battle Quad I (670); Panzer Leader (606); Rifle & Saber (511); Siege of Jerusalem-70 (225); Stalingrad (714); Steller Conquest (733); Thirty year War (670); Waterloo (522); (470); Yalu (670).

V. **MISCELLANEOUS:** J.D. Hook (429) would enjoy a game-mastered Midway match and he also indicated that he would GM if enough players are found to start. It would greatly assist the MC if the SET REQUEST FORM is prepared completely and if any special requests are desired then the individual preparing the form must clearly specify his intentions. Mr. D. Tierney and Mr. Snitzer are in need of a third player who will be willing to act as judge in a blind round-robin series of Panzerblitz of Scenario 2. Lately the MC has been receiving many requests for OOB and continuation ICRK sheets. Although I forwarded them to Carl Benton, it is requested that direct contact with Carl Benton be made for all OOB's and for continuation ICRK sheets (for games that are in progress). Only initial match requests are sent to the MC. The MC has received many complaints of non-response from members who have been matched. PLEASE forward any complaints to your opponent's Regional Director. COURTESY is the by-word! Remember to send a post card to your opponent when there is any delay beyond what you and your opponent have agreed to; it tends to ease the blood-letting. Please forward all completed ICRKs to the MC and keep those requests coming in.

Les Deck Sr.

30 November 1980

K

SET REQUEST FORM

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

- N WILL PLAY NEW MEMBER (LIST NUMBER OF MONTHS THIS IS TO APPLY) M MULTIPAYER 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 _____ Phone Number () _____

bulletin board



From Paul Selzer:

"Due to job commitments the amount of my gaming has been severely restricted. To put it simply, I can no longer keep up with extending the turnaround time for the games that I am currently involved with. This, coupled with my imminent transfer to another mine site in the High Arctic, will serve only to lengthen the turn-around time and lengthen the matches.

As of this date, I am forced to resign all the games that I am currently involved in, but will retain the membership of AHIKS until circumstances dictate otherwise. It is a decision that is regretted, but one that must be done anyway!"

Any member who did not receive a dues notice contact the Editor at once. (European members contact the European RD).

Deadline for the next issue of the "K" is 1 February 1981.

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



ADDRESS CORRECTION REQUESTED

FIRST CLASS MAIL

BRUCE M MASTON MD
1404 UNION STR
SCHENECTADY NY 12308

NE